














Pacman level editor

Rules

- Every grid cell must have as value one of the characters from the following table.
- Every grid cell will automatically be coloured in function of it's char value.
- Row 16, tile H and AC are teleports and cannot be moved.
- Pacman can only move to 'soft' tiles.

Char:	e	.	*	h	v	a	b	c	d	i	j	k	l
Image:													
Massive/ Soft	Soft	Soft	Soft	Hard	Hard	Hard	Hard	Hard	Hard	Hard	Hard	Hard	Hard
Auto color	