

RagEdit Tutorial – v0.1

+ requesting source/ git

Tutorial

ragEdit is the latest innovation in videogame design. It allows one to make a simple level for the ground-breaking, platinum (or was it diamond?) selling game, *Ragnarok Racer* (release date TBA).

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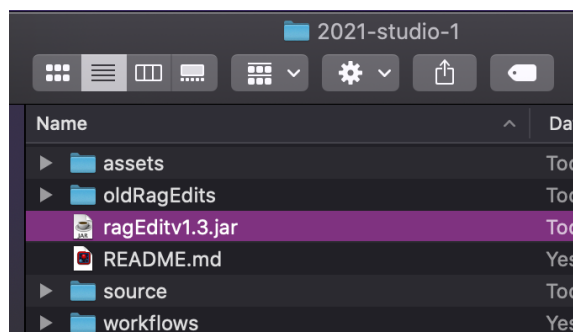
note from the editor: disregard this note

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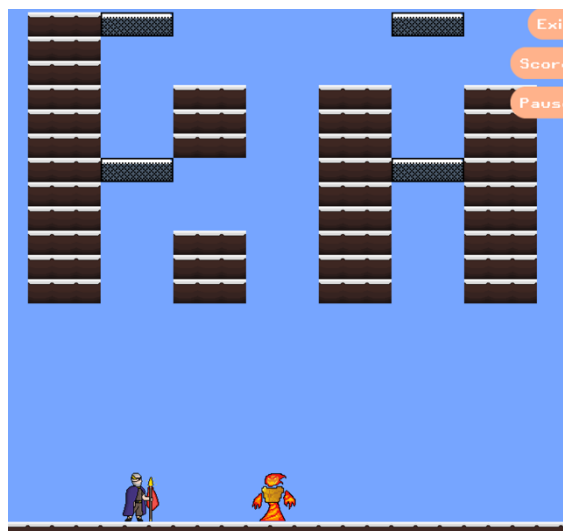
1: Preliminaries

Alright. There are a couple steps. Before we begin, however, firstly make sure you have pulled the latest version of *Ragnarok Racer* from main, and that you have also pulled the *ragEdit* jar (it will be versioned). Secondly, give each program a quick run to make sure it's working correctly.

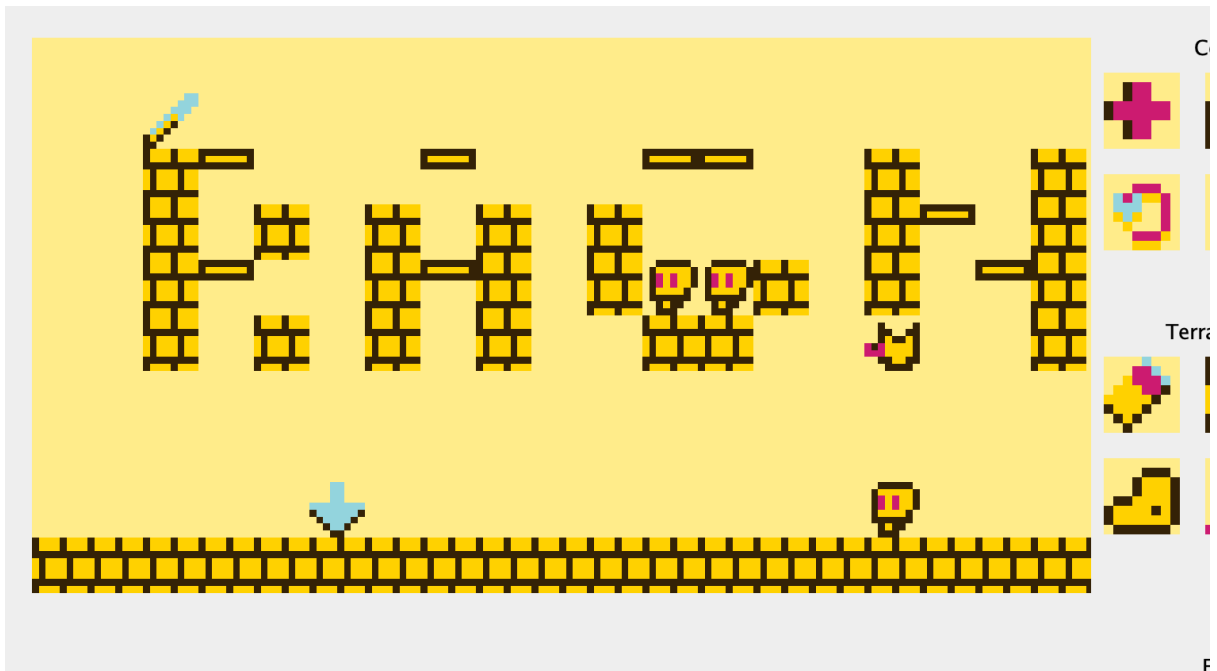
ragEdit can be found in the root folder of the git.



When you load *Ragnarok Racer* you should see the following screen (or something similar, if the initial load has been changed):

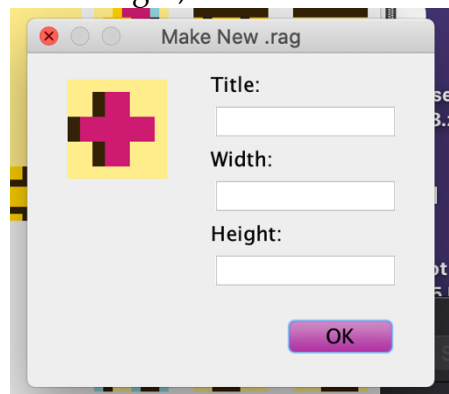
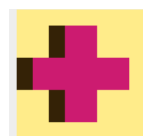


When you load *ragEdit* you should see the following screen:



2: Making a New Level

To make a new level, set its title, width and height, click on the “New” Icon.



Now, you can click on the entity items in the ToolBox to click and draw elements of the map terrain.

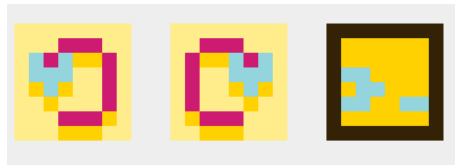
This icon [Eraser] clears terrain tiles:



This icon [Delete] deletes “Active” entities at their location:



These icons undo, redo, and open the terminal text box:



~~~ *note from the editor: the terminal text box is extremely* ~~~  
~~~ *volatile (can instantly crash the program w/out chance to* ~~~  
~~~ *save). Use with extreme caution (aka professionals only B) )* ~~~

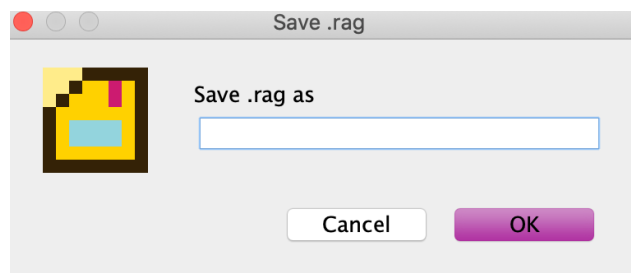
*See Section: ragEdit Terminal for more*

These icons scroll the editor left and right. Future builds will include vertical scrolling and zooming in/out.

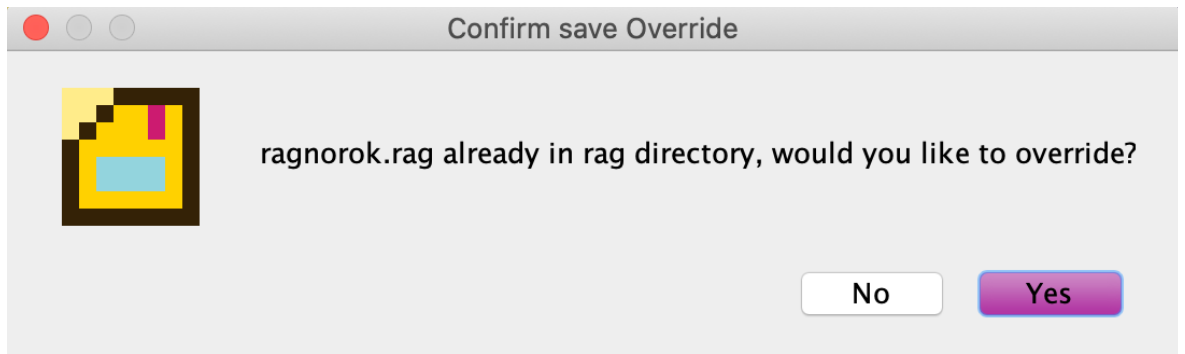


### 3: Saving and Loading

Once you are satisfied your level is like, ~totally rad~ and !lame, you should save it, so that it is encoded in a *Ragnarok Racer* readable format. To do so, click on the "Save" icon.

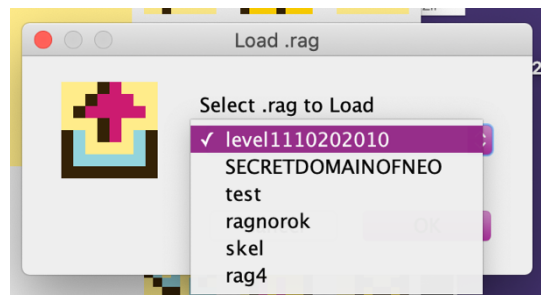


If you try to save the file as a name that is already in the folder, *ragEdit* will prompt you to ask if you wish to override. You may, if you are working on the same level, but if the existing file is unknown to you, please rename, as everyone is likely to be pushing .rags to the same folder.



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*note from the editor: additionally, if you try to merge and  
there are .rags with conflicting names and contents, do not  
mercilessly override. Renaming a .rag in your computers  
Explorer refactors it across ragEdit and Ragnarok Racer*  
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Phew, that was a long level editing session. Now it's saved, you can close the program and return to the level later, once you're less exhausted. To load a level, press the "Load" Icon. This will bring up a dialog of all .rags in the current folder, and prompt you to choose one.



#### 4: Loading into *Ragnarok Racer*

Once your level is made, saved, and is “truly lit” (Carti, 2020)-

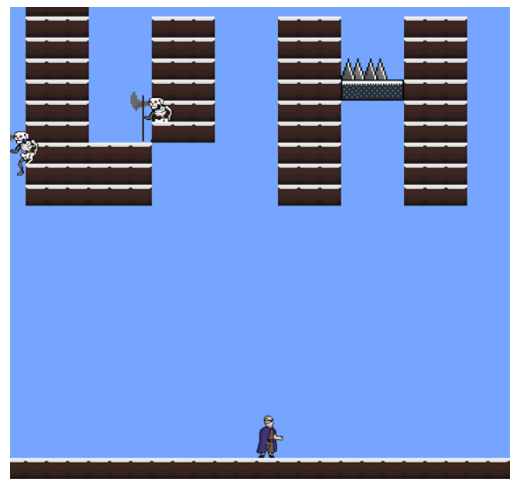


-you can close *ragEdit*, run *RagnarokRacer*, and click the play button. To load your level, saved as “foo” in *ragEdit*, with filename “foo.rag” in the configs/rags folder, firstly press F1 (or the “-” key) and type:

~!~!~!~!~!~

*-load foo*

~!~!~!~!~!~



*note from the editor:*

*as of 14/9/21 this is broken, but functionality shall return! It shall return!!!!!!*

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*14/9/21: If you want to load a level, navigate to the create() method of the AreaManager and rename the String passed to the load(String) method to be your level name*

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*note from the editor: the “-” mode will insert a – character  
directly into the terminal, think “/” in Minecraft*

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And you should see your glorious, glorious level load. :O

RHYMES LIKE GARLIC

Ayooooooooo

*More OST coming soon, coming soon.*

## ragEdit Terminal

The following is a poorly documented list of the commands that can be parsed to the terminal. The following formatting rules apply here:

| Format:           | What it do?                                                        |
|-------------------|--------------------------------------------------------------------|
| [x,y]             | Specifies co-ordinates.                                            |
| (type)            | Specifies what type of entity to place.                            |
| <i>name/value</i> | Specifies a value/name, any type                                   |
| <u>other</u>      | Specifies some other argument (so is not actually specific at all) |

| Command: | What it do?                                                                                                                      | Arguments                |
|----------|----------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| -place   | Places block (type) at x, y                                                                                                      | [x,y] (type)             |
| -fill    | Fills block (type) from x1, y1, to the width and height specified (remember a height of 10 will fill <i>downward</i> 10 squares) | [x,y] [w,h] (type)       |
| -delete  | Deletes ActiveEntity at x,y. To remove terrain tiles, use -place [x,y] (null).                                                   | [x,y]                    |
| u        | Undo                                                                                                                             |                          |
| r        | Redo                                                                                                                             |                          |
| new      | Make a new .rag with title <i>name</i> and width/height <i>w/h</i>                                                               | <i>name</i> [w,h]        |
| save     | Saves current workspace to <i>filename.rag</i>                                                                                   | <i>filename</i>          |
| load     | Loads the <i>filename.rag</i>                                                                                                    | <i>filename</i>          |
| con_o    | Configures offset of view. Currently it "pushes" the view on positive values and "pulls" it on negatives.                        | <i>offset_x offset_y</i> |

|            |                                                                                                                                        |                                 |
|------------|----------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| con_z      | Configures zoom (the pixel size). Currently is relative, so use positive numbers to zoom and negative to reduce.                       | <i>pixel_size</i>               |
| b          | Brush setting. See lower section for (type)s and brush settings.                                                                       | <i>brush_type</i>               |
| del        | Sets brush to -delete (for entities)                                                                                                   |                                 |
| @player    | "At"s the player. The command and ?commandArgument (wildcard) are pretty limited at the moment, only accepting a "set [x,y]" argument. | <i>command ?commandArgument</i> |
| toggleterm | Toggles the terminal on/off. If you write this into the terminal, you won't be able to use it.                                         |                                 |

### *(type)s and brush\_types*

| <i>(type)</i>  | <i>brush_setting</i> |
|----------------|----------------------|
| (null)         | b n                  |
| (delete)       | del                  |
| (floor)        | b f                  |
| (platform)     | b p                  |
| (spikes)       | b v                  |
| (rocks)        | b r                  |
| (skeleton)     | b s                  |
| (wolf)         | b w                  |
| (fireSpirit)   | b z                  |
| (levelTrigger) | b l                  |



### *Requesting Source of ragEdit*

If you would like to work on ragEdit, firstly contact yaboi (me) (John) on Slack and ask 'im if you would like to. I'll add you to the git for it, and if you have specific features you'd like to implement, then ... run wild my friend. Just make sure to practice good git practice, and you should be sweet.