

Adding a New DAT File to Tile World (Chip's Challenge)

To add a new DAT file to Tile World, you'll need two things:

1. A properly formatted .dat file
2. A .dac file that points to your .dat file

Note: A .dac file is used to tell Tile World where the level data is and what ruleset to use. The ruleset can be either *ms* (Microsoft version of Chip's Challenge) or *lynx* (Lynx version of Chip's Challenge). We'll be using the *ms* ruleset for consistency purposes. You can find more info about the .dac file here:

<http://www.muppetlabs.com/~breadbox/software/tworld/tworld.html#8>

Creating a .dac file:

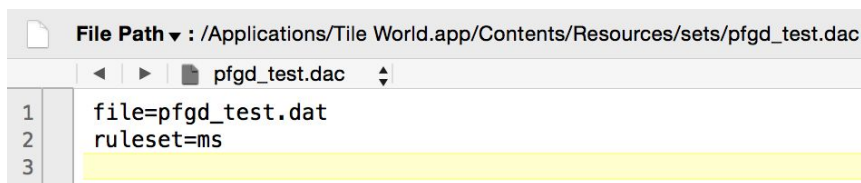
1. Make a new file called "<filename>.dac". The filename is only for organizational purposes, so giving it the same name as the .dat file (but with the .dac extension) will make it easiest to keep track of.

Tip: the easiest way to create a new .dac is to copy one of the existing .dac files in the "sets" directory. Just make sure you change the content of the file to point to the right .dat file.

2. Open your new file in a text editor.
3. Add these two lines to your file:

```
file=<dat_filename>
ruleset=ms
```

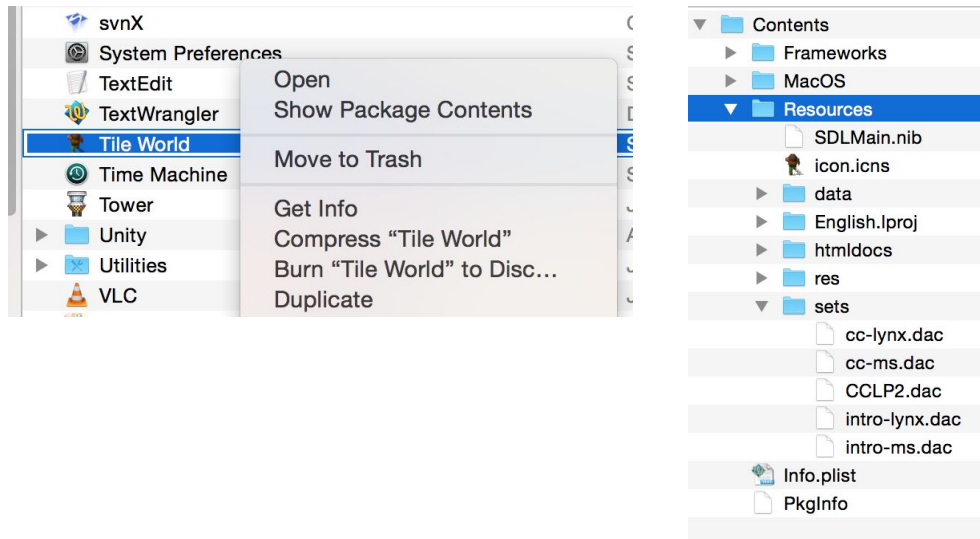
If your .dat file is called `pfgd_test.dat`, then you'd create the file `pfgd_test.dac`. It would look like this when opened in a text editor:



Copying the .dac and .dat to the Tile World directory

1. Navigate to the Tile World directory.
 - a. If you're on Windows, it's wherever you unzipped or installed Tile World.

- b. On MacOS, it's probably in the Applications folder. You'll need to right-click on the icon and select "Show Package Contents" to get access to the directory. Navigate to the Resources directory.



2. Copy the .dat file into the "data" folder
3. Copy the .dac file into the "sets" folder

Test your data

1. Run Tile World and confirm your .dac file shows up in the list:

Filename	Ruleset
CCLP2.dac	MS
intro-lynx.dac	Lynx
intro-ms.dac	MS
pfgd_test.dac	MS

2. Use the arrow keys to select the file and hit "enter" to play the levels.