

Administrator and Maintenance documentation for 'The Echidna Menace'

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Networking Information

This game does not use any network features or functionality. If the game is interfering or being interfered with by function of a network, it is most likely not the game's fault.

Administration Information

The levels and resources of this game can be altered by any player. If you wish to secure the game and its resources, write protecting all of them will not damage game function in any way.

Trouble-shooting game problems

The game does not start

Do you meet all minimal requirements?

- You may need a better computer.

Have you changed any game files?

- Filenames are important
- All of the graphics files ending in '.png' must be in the folder with the game
- You may need a fresh copy of the game

Also see: levels crash

Levels Crash

Have you made your own level or modified the levels?

- If an echidna is surrounded by 4 walls, the game will get stuck in a loop
- Check your level file syntax. Even the tiniest deviation will cause unforeseen consequences

The game exits upon trying to load the first or a certain level

Have you removed any game data files?

- A missing level file will cause the game to quit when it tries to load it

Have you renamed or moved any game data files?

- A missing level file will cause the game to quit when it tries to load it

A level is impossible

None of the levels are impossible. You are just not good enough.

I discovered a bug

Please contact me, William Hales (william.hales@education.nsw.gov.au) to file a bug report.