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Compile Driver
User Manual

How to modify the car's AI:

Navigate to the /ai folder of the CompileDriver game directory, and open the file called defaultAI.txt. This file controls the AI of the vehicle in the game. You can change the AI by adding any of the VM Commands listed below.

VM Commands:

LBL <String>: Create a label on a specific line, that can be jumped to at any time using the JMP command.

JMP <String>: Changes the selected line of the assembly file to the line specified by the corresponding LBL

ACL <decimal>: Accelerate the car by a certain amount. Decimal value can be between 0 and 4.9

BRK: Brakes the car, slowing it down significantly

TNL <int>: Turns the car left a number of degrees specified by the integer value. Value must be between 0 and 9

TNR <int>: Turns the car right a number of degrees specified by the integer value. Value must be between 0 and 9

CKL <int>: Checks for grass tiles to the left of the car. Checks a number of pixels to the left that is specified by the int value

CKR <int>: Checks for grass tiles to the right of the car. Checks a number of pixels to the right that is specified by the int value

CKF <int>: Checks for grass tiles to the front of the car. Checks a number of pixels to the front that is specified by the int value

How to select a custom track:

From the Level Select Menu, select the 'Custom Track' option. A file window will appear, from which you should navigate to and select your TileMap (.tmx) file. Then click the continue button, and you will be able to play on the selected track!

How to adjust the brightness/gamma ingame:

From the Title Screen, select the options button. This will bring you to the Options Menu. From here, select the Gamma option that best suits you.

How to create a custom TileMap track:

To create a custom TileMap level to be played in Compile Driver, you must have the free software Tiled installed. Using the Tiled software, you may load in a tileset, and begin placing tiles in the TileMap. As of this version of Compile Driver, there are several constraints that must be met when creating your Compile Driver track. The first constraint is that every tile in the TileMap must have a custom property called tileType. This is a requirement, as the game attempts to check this attribute, and will throw an error if it is not found. The tileType attribute may be set to 'grass' if it is a grass tile, or 'track' if it is a track tile. The second constraint is that there must be exactly three tile layers in the TileMap. The top layer is rendered in the foreground, and the bottom two layers are rendered in the background. So long as these constraints are met, your TileMap is eligible for use in Compile Driver.