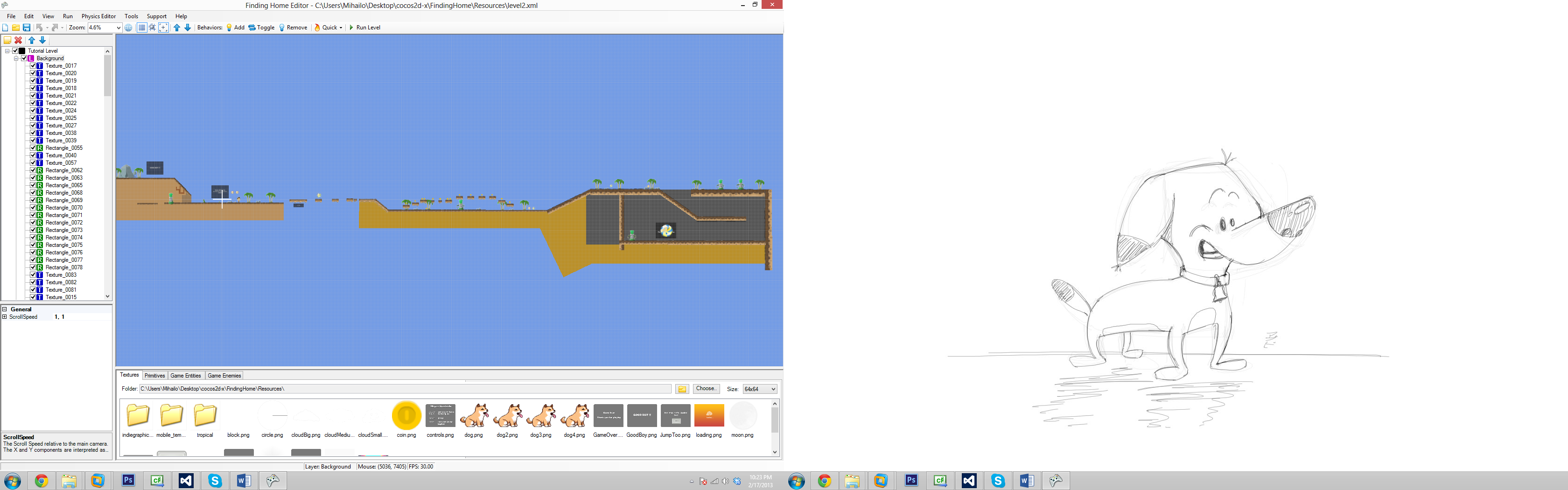
Finding Home Level Editor Manual

Welcome to the Finding Home (working title) level editor manual.

The purpose of this document is to give you some clear insight on hove level editor works so you can jump right in and make amazing worlds that always inspired me from early childhood.

This is how the editor looks like when full screen. It is based on old Gleed2D source code and heavily modified to make level editing for our engine and this particular game a breeze.



Editor is NOT the only utility we need to create complex maps, for custom body shapes we use Physics Editor, but more on physics and all that later.

Read on.

Contents

[How to find the tools and support 3](#_Toc348909170)

[Folder structure after installation 4](#_Toc348909171)

[Bin Directory 4](#_Toc348909172)

[Resources Directory 4](#_Toc348909173)

[Utils Directory 5](#_Toc348909174)

[How to share what I made in the editor for others to see? 5](#_Toc348909175)

[What does game load by default, which level? 5](#_Toc348909176)

[What kind of editor it is anyway? 6](#_Toc348909177)

[Are there any settings for the editor? 6](#_Toc348909178)

[How to use the editor 7](#_Toc348909179)

[Navigating through the editor 8](#_Toc348909180)

[Layers and the Main Layer 9](#_Toc348909181)

[How to add a sprite into the layer? 9](#_Toc348909182)

[Primitives 11](#_Toc348909183)

[Game entities 11](#_Toc348909184)

# How to find the tools and support

You can download the editor and the tools from our forums <http://recapture.freeforums.net/thread/4/lastest-builds>.

Links uploaded there always contain the latest build, so even if you don’t see any new posts newer update tools from time to time, until automatic update checking is completed (scheduled for development).

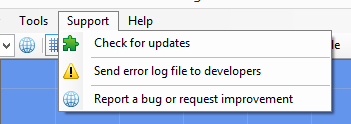
You will find two different download options on our forums:

* **Setup.exe** - contains latest playable demo in release mode, if you want to brag to your friends or send potential employer – this is what you are looking for)
* **SetupEditor.exe** – contains game executable but with level editor and other tools used for development. Since it’s planned to be used only internally so things here may be a bit unstable, but don’t worry the techies are already working on fixing that.

If you have any issues in running the game or the tools see that section about what prerequisites you need to install. I will keep that up to date as well.

Please note that many features in the tools are pretty new and still not heavily tested, so if you have issues let me know. I created separate board for that specific purpose <http://recapture.freeforums.net/board/13/support-improvements>.

**And don’t worry about remembering all those URL’s, everything regarding support is integrated into editor already.**



I encourage you to send me your error log files after each crash with brief description about how and when it occurred (what were you trying to do).

Also if you want to report specific bug you discovered or or report an improvement you can do so with “Report a bug…” link – it will open our support forum board for you.

# Folder structure after installation

Every tools have their own way how they organize files and directories and we have some rules too (pretty simple stuff don’t worry).

The tools install to your desktop for your convenience. Uninstall tool is included for easy removal as well - **but be careful when you are using it** as it may remove some of your asset or level files if not backed up.

After the installation of the tools you should have following file structure:

* Your desktop:
  + FindingHomeTools
    - Bin
    - Resources
    - Utils
    - Uninstall.exe

Some more files may be present but they mean little so I won’t cover them here.

## Bin Directory

Contains game engine executable and other binary files required for game to run. Nothing here is editable so you probably shouldn’t even care ;)

But in case you want to start the game without the shortcut find **“FindingHome.win32.exe”** here and double click it.

## Resources Directory

Remember the rules I mentioned at the start of this page? Well we actually have only one rule for now: ALL CONTENT GOES TO THE RESOURCES DIRECTORY.

Pretty simple, your level files (XML) and your PNG’s can be organized however you like, **but put it all and keep it all in the Resources directory**.

Also changing and rearranging resources after the level is made can break your level (resources not where they should be) so be careful about that as well.

In resources directory you will find:

* XML files (usually game levels, but some configuration files could be XML too)
* ShapeData.JSON (used by Physics Editor – this file is mandatory)
* Loading.png (Used for loading screen)
* weather\_controller.png (Used for controlling weather system – duh – and mandatory ;)

Everything else can be modified, but best practice is to leave those files that are installed be, and create your own directory inside resources dir.

## Utils Directory

Contains the tools we are here talking about, and their setting files. Do not modify or remove anything by hand here.

Structure:

* gleed2d.exe – This is the actual editor executable, so if you don’t want to use shortcut on your desktop you double click on this as well
* physics-body-editor.jar – This is the executable for the Physics Editor. It can be run through the Level Editor but you will find it here in case you have issues.

# How to share what I made in the editor for others to see?

Well, since we already agreed that everything goes into the Resources directory you could just zip that whole directory and put it on Dropbox or email it if not too large.

**To make it easier for others you may want to zip complete “FindingHomeTools” directory on the desktop (just Right Click / Send to compressed folder) and share that zip file. Others can extract your archive and open it manually in editor (see Folder structure above).**

This is just for now since we don’t figure some better approach, and once we set up some kind of file sharing system between everyone it will be just adding files to Resources (then shared) and making level files ;)

# What does game load by default, which level?

For now (as we have no main menu yet) the game load Level2.xml file from resources.

This will very soon change and you will have option to change initial load path in some form of settings file, I will let you know.

So for now if you want to share a game that loads your level from the start just name your level Level2.xml and remove existing one. It should be fine.

# What kind of editor it is anyway?

Well, if you would expect tiled editor that works with predefined images of fixed size - you would be dead wrong.

Although it is a 2D editor it works with images of any size and without needs for making tile set or create a house from 10 different blocks or anything.

What that means for you, the content creator, is that anything PNG can be used directly into the game without processing. Just make it in Photoshop or download from the internet, put in resources directory and insert into the level.

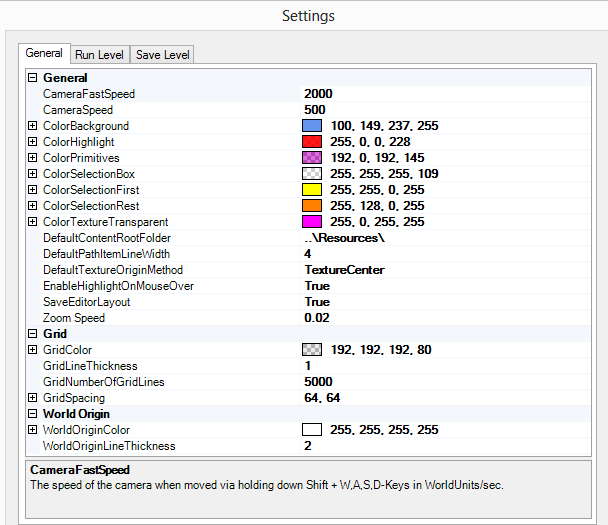
It’s that easy.

PNG is the only supported image format currently.

To make sure the game runs smoothly make sure your image files are not too large (I mean like 3MB per image). At least for now, without further engine optimization.

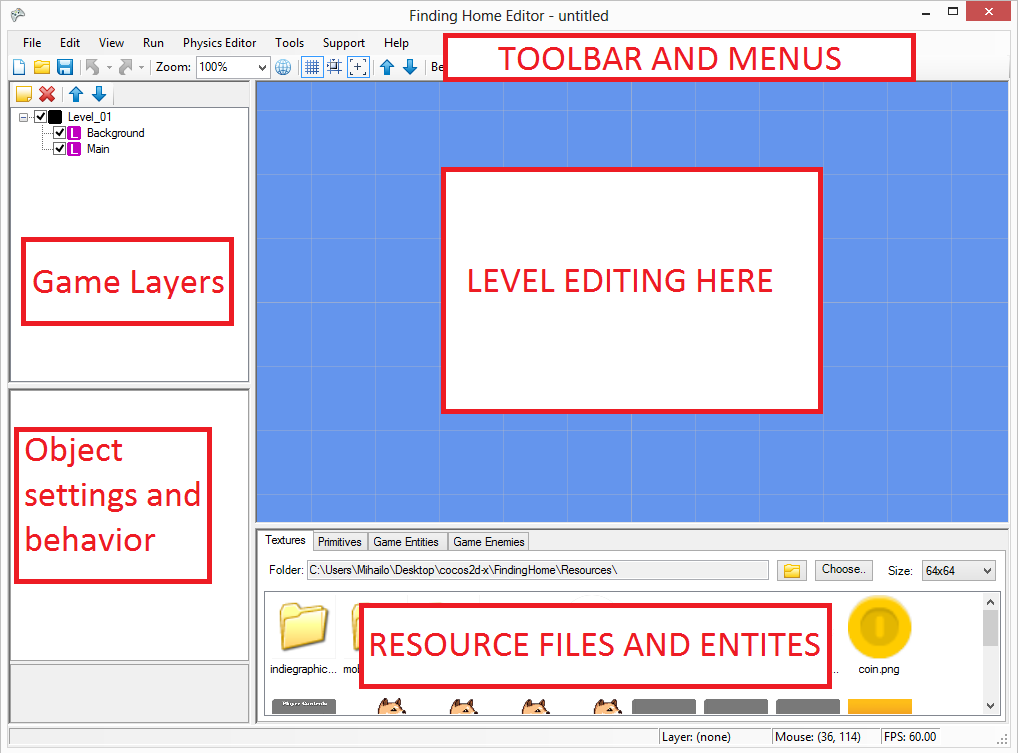
# Are there any settings for the editor?

There are, but very simple stuff for now. You can see what we have for now using Menu/Tools/Settings option.



# How to use the editor

The best way is always by playing in it and experimenting, so feel free to do so. Here is the quick overview of what goes where.

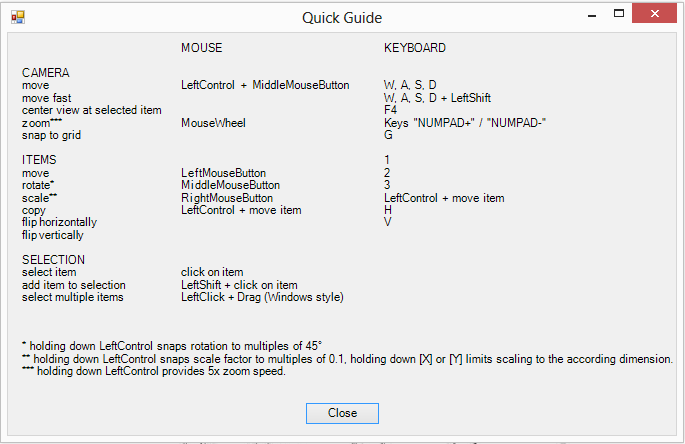


I will not explain every single feature as there are many and will constantly be changed as the editor is improved, I tried to make a tooltip description for every button and to correctly name everything so you won’t get lost if you pay just a little attention.

I will however explain a few basic things needed for a simple level and what kind of entities there are.

## Navigating through the editor

We navigate through level using keys and mouse, and full list of supported (well maybe not full full) commands can be found in editor itself using menu Help/Quick Guide.



Few important notes (and we can update keyboard layout later to suite your needs better):

* You move level with Ctrl + middle mouse button
* Control does not add to selection – it copies the selected item!
* Shift adds item clicked on to current selection
* You can SHIFT W/A/S/D for faster camera movement
* Holding G will enable snap to grid when placing editing or moving any kind of object
* You can zoom in and out with mouse and keyboard, but hold SHIFT to speed it up
* Hold right button / middle button on sprites to scale and rotate them

Bug #1 For now you cannot nudge items as you probably used too using the Left/Right/Up/Down keys as Windows Forms takes away focus automatically. I will work to bring nudge feature soon.

## Layers and the Main Layer

The editor creates two basic layers (for your convenience) named Main and Background so you can jump right in when it starts. Both layers can be removed.

Everything about the layers is as usual and seen in many other applications, except for the “Main” layer (the only difference is the name but engine parse it differently).

Later as we talk about the Behaviours and how player gets to walk over and push things around you will learn more, but for now remember that all items in Main layer have Solid behaviour enabled (physical, and can’t be disabled). This is made to speed things up and you don’t have to use the Main layer at all, but it is quite easy to create a walking ground for the dog and keep it all in this Main layer so you don’t need to add Solid behaviour for every new item player needs to step on.

## How to add a sprite into the layer?

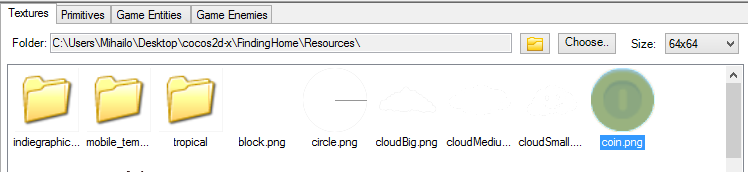
Sprites are 99% of your content so let’s start and add one to the level already.

Before you can add the sprite you need first to select the parent layer you want to insert layer into.



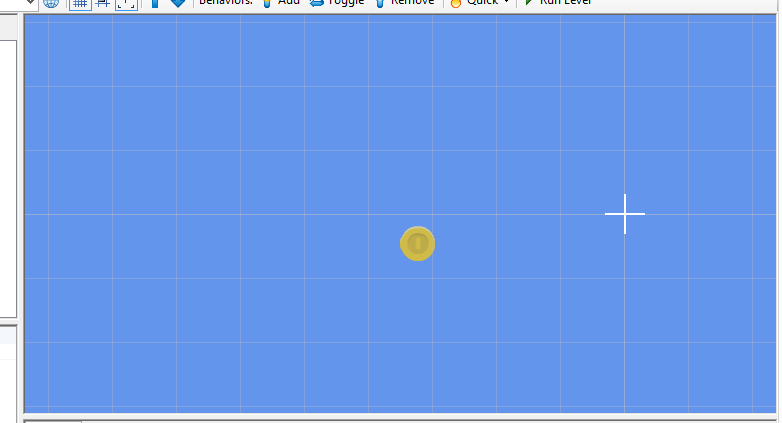
You can see here the main layer is selected.

After that select the sprite as in image bellow, and double click on it.



This will tell the editor (blue screen in the middle) that this is the image we want to insert.

Now move your mouse into editor area and left click it.

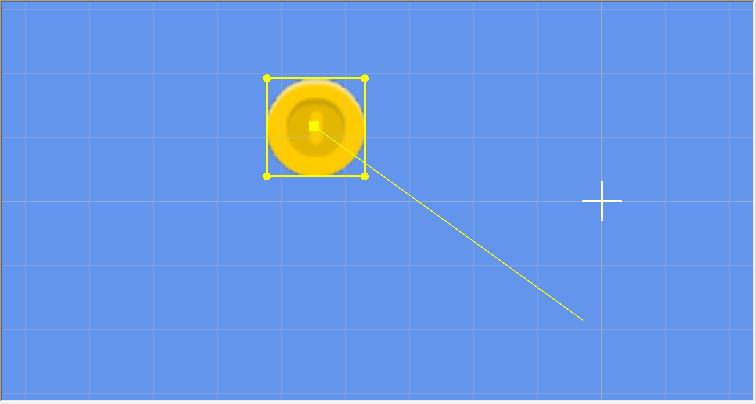


This will insert your sprite and voila you are done.

To select an object just left click on it.

Some objects (sprites among them) can be scaled and rotated by holding right mouse click and middle mouse click, respectfully.

Here is the example of the same sprite just scaled a little bit.



You can see angle and boundary of the selected sprite so you know how big it will be once you release the right or middle click, depending on what are you trying to do.

## Primitives

## Game entities