TRIGGER GUIDELINES

PILLAR SORTING

1. TRIGGERS HAPPENING IN THE SAME TIME ARE SORTED IN VERTICAL PILLARS.

SPAWN

0

SHAKE

PLAYER Y

0

TOGGLE

0

SCALE

0

FOLLOW

0

2. Triggers in Pillars are sorted like they are in the Trigger tab with an exception for spawn and toggle.

SPAWN

(0) SPAWN IS ALWAYS AT TOP

TOGGLE

(0) TOGGLE ON IS SECOND

TOGGLE

(0) TOGGLE OFF IS THIRD

COL

(1) THE REST IS SORTED AFTER THE TRIGGER TAB

MOVE

(0)

STOP

(0)

PAUSE

(0)

RESUME

3. Triggers of the same type in a Pillar are sorted after groupID from highest to lowest.

SPAWN

(0)

ALPHA

(42)

ALPHA

(41)

ALPHA

(37)

ALPHA

(15)

4. If there are multiple spawn triggers in one pillar, segment the pillar like this.

SPAWN

0

TOGGLE

0

EVENT 2 (SECONDARY)
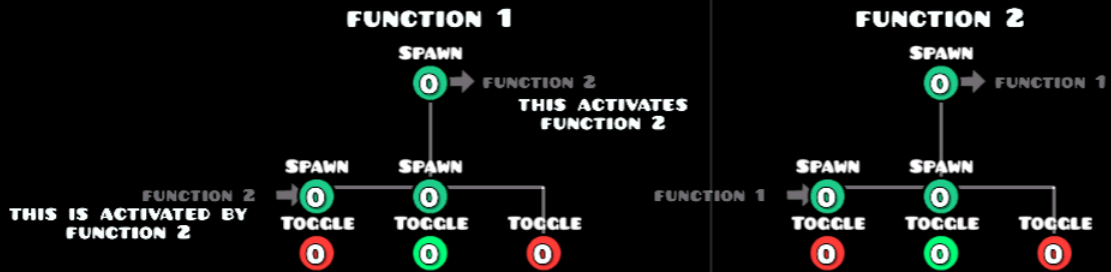
MOVE

0

SPAWN

0

TOGGLE

0

EVENT 1 (MAIN)

TOGGLE

0

FUNCTION SORTING

5. Pillars in a function are connected like this.
If a pillar doesn't have a spawn trigger, connect them 1 grid space lower.
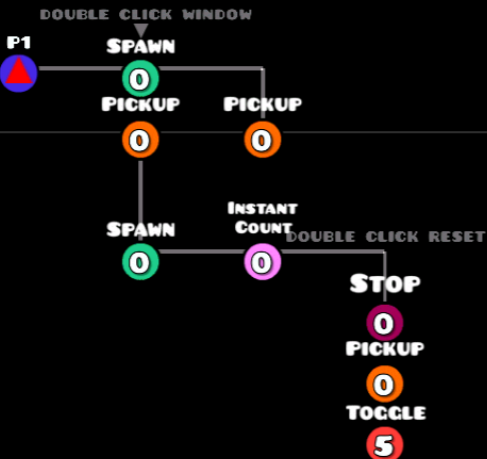**(Spawn variants count as spawn)**

SPAWN	SPAWN	SPAWN	SPAWN	SPAWN	SPAWN	
0	0	0	0	0	0	
TOGGLE	TOGGLE	TOGGLE	TOGGLE	TOGGLE	TOGGLE	TOGGLE
0	0	0	0	0	0	0
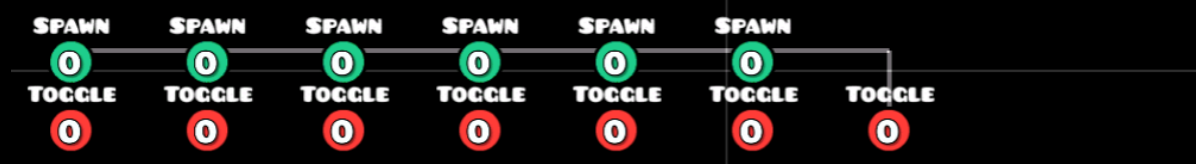
6. All functions with more then 10 triggers should be named. Functions are connected like this.

FUNCTION 1

SPAWN
(0) ➡ FUNCTION 2

THIS ACTIVATES FUNCTION 2

SPAWN
(0)
THIS IS ACTIVATED BY FUNCTION 2 ⬅ FUNCTION 2

SPAWN
(0)

TOGGLE (0)   TOGGLE (0)   TOGGLE (0)

FUNCTION 2

SPAWN
(0) ➡ FUNCTION 1

FUNCTION 1 ➡ SPAWN (0)   SPAWN (0)

TOGGLE (0)   TOGGLE (0)   TOGGLE (0)

7. If reasonable, add description of how functions work and what they do. Add description to what makes sense, a fully scripted cutscene probbaly doesn't need that much.

DOUBLE CLICK FUNCTION

DOUBLE CLICK WINDOW

P1 🔺 ── SPAWN (0)

PICKUP (0)   PICKUP (0)

SPAWN (0)   INSTANT COUNT (0)   DOUBLE CLICK RESET
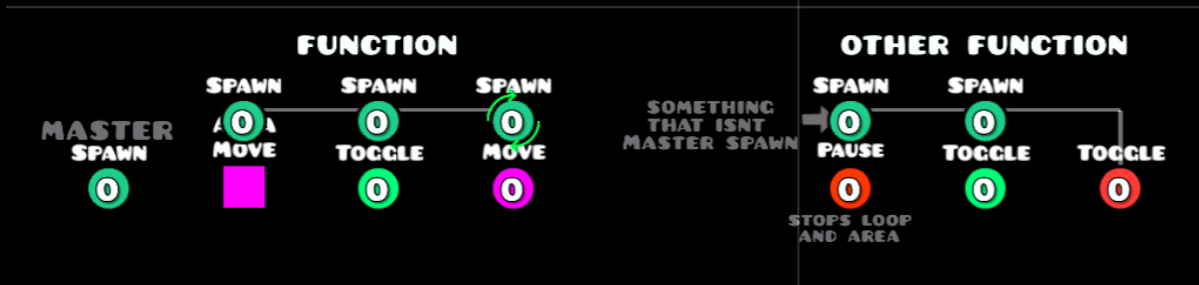
STOP (0)

PICKUP (0)

TOGGLE (5)

A BASIC FUNCTION TO TRACK IF P1 CLICKS TWICE WITHIN A TIMEFRAME.
5 = THING (ONLY DESCRIBE GROUPS THAT MAKE SENSE TO KNOW)

8. FUNCTIONS SHOULD BE PLACED SOMEWHAT CHRONOLOGICALLY

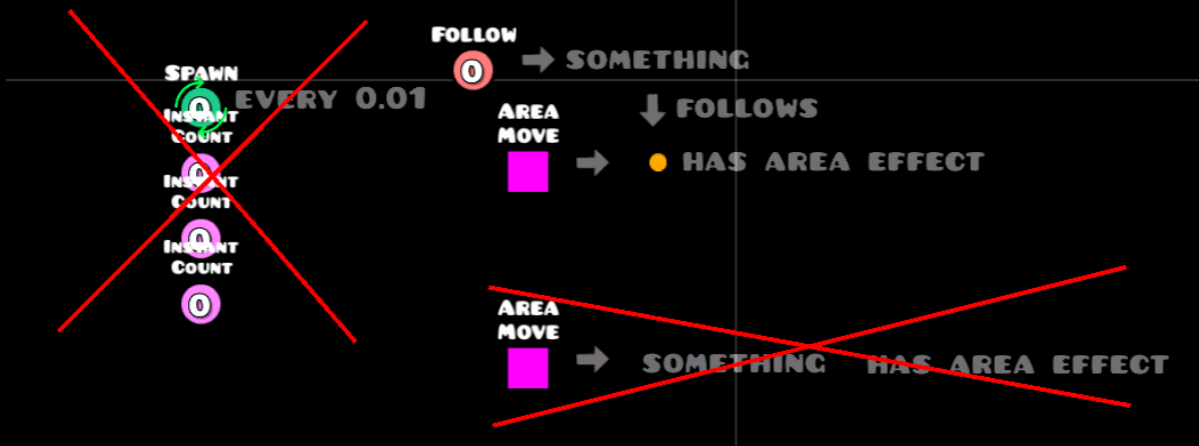| MENU	START LEVEL	BOSS	KILL BOSS	END LEVEL
SPAWN	SPAWN	SPAWN	SPAWN	SPAWN
(0)	(0)	(0)	(0)	(0)

OPTIMISATION

9. You should not start every function with the master spawn and close any effects and loops when the function is not needed. The idea is: if nothing happens, nothing should happen.

FUNCTION

MASTER
SPAWN
0

SPAWN
0
AREA
MOVE
◼

SPAWN
0
TOGGLE
0

SPAWN
0
MOVE
0

OTHER FUNCTION

SOMETHING
THAT ISNT
MASTER SPAWN ➡

SPAWN
0
PAUSE
0

SPAWN
0
TOGGLE
0

TOGGLE
0

STOPS LOOP
AND AREA

10. Try to optimise groups, dont use unnecessary loops, reduce advfollow and area trigger objects and so on...

SPAWN
0
EVERY 0.01
INSTANT
COUNT
0
INSTANT
COUNT
0
INSTANT
COUNT
0

FOLLOW
0 ➡ SOMETHING

AREA
MOVE
◼ ➡ ⬇ FOLLOWS
● HAS AREA EFFECT

AREA
MOVE
◼ ➡ SOMETHING HAS AREA EFFECT

11. only use stop on spawn when neccessary You can use the Pause trigger as a suppliment.

The reason you want to do this is thanks To a bug called "Stop id Swap" that you dont want to deal with.
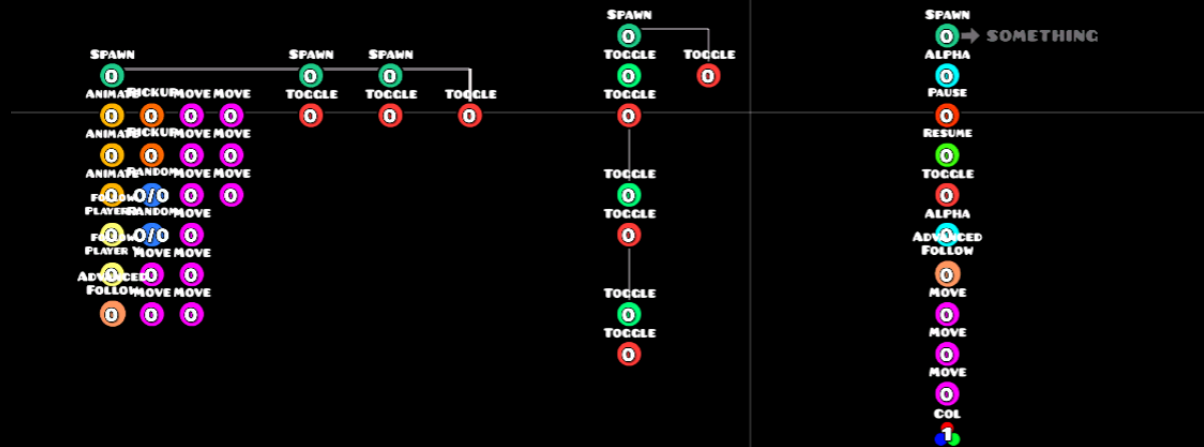
ALL OF THESE ARE FINE

BUILDERS GUIDELINES

COLORS

ONLY USE HSV EDITING

COLOR 1 IS FOR SOLID

COLOR 2 IS FOR BLENDING

COLOR 3-11 IS FOR TRANSPARENT

Z-LAYERS

B5-B1 = BACKGROUND
T1-T2 = PLAY AREA (CHARACTERS, BOSSES, WEAPONS ETC.
T2-T3 = FOREGROUND
    T4 = UI

Z ORDER

BACKGROUND LAYER 2 = -201 TO -300... AND SO ON
BACKGROUND LAYER 1 = -101 TO -200
PLAYER = -100 TO -1
NPC'S, ENEMIES ETC = -200 TO -101
GROUND = 1 TO 100
WEAPONS = 101 TO 200
FOREGROUND LAYER 1 = 201 TO 300
FOREGROUND LAYER 2 = 301 TO 400... AND SO ON

OBJECT LIMIT

AREA/ADVFOLLOW AFFECTED = NOT ABOVE 1000
VERY MOVY STUFF = NOT ABOVE 2000
BACKGROUND, FOREGROUND = NOT ABOVE 3000
UNMOVING GROUND = NOT ABOVE 4000
THESE ARE FOR INDIVIDUAL STRUCTURES

I WOULD RECOMMEND FOLLOWING THESE RULES A LOT LESS
ECSPECIALLY THE Z LAYER RULES, SINCE GLOW DOESNT USE Z ORDER.