HOW TO CREATE CUSTOM LEVELS

Go to any appel game. Click level editor.
You can start placing blocks and entities by clicking the numbers 1 to 7.
 You can continuously select different blocks in the number categories by clicking the same key over & over.
  Your custom level MUST include a spawn point and a goal flag. When you finish creating your level, click "EDIT MENU" then click "SAVE".
 A long code of numbers and letters would appear.
 Copy the code, then paste it to save.

How to make modified trampolines

Start out by getting a trampoline block. When you have this, press the "/" key on your computer. A text box saying "Enter data" should pop up.
 To edit the trampoline enter y(___)x(___) .
[The (___) are placeholders for any number] Here are some examples: If you enter y10x0, then the trampoline would propell you straight up.
 If you enter y0x10, then the trampoline would propell you straight forward. If you enter y10x10, then you would be propelled at a 45 degree angle.
You can enter any numbers you want. When you finish adding your data, click enter. You now have a custom trampoline.

MOVING PLATFORMS

v(1/2/3/4): adds spikes to a certain side of the platform
dx: "d" is for delay; x means the delay time in seconds; enter any number between 0 and 999,999,999. (The delay also applies to mashers and eyes.)
sn: "s" means speed. the variable "n" represents the speed. The speed must be any number between 0 and 1000.
ae: "a" means acceleration, you can consider this a multiplier of the speed entered in the platform. "e" represents any number between 0 and 1000.

Triggers

Triggers should be an empty square with dash lines and a red circle in the center.
Enter a lowercase "g" in the code and then type a number. Once you have this,
 take a moving object or entity and type the same code you put in the trigger.
When you touch the trigger, it will activate the moving object.

Applies to:
Mob
Purple Mob
Mashers
Eyes
moving platforms