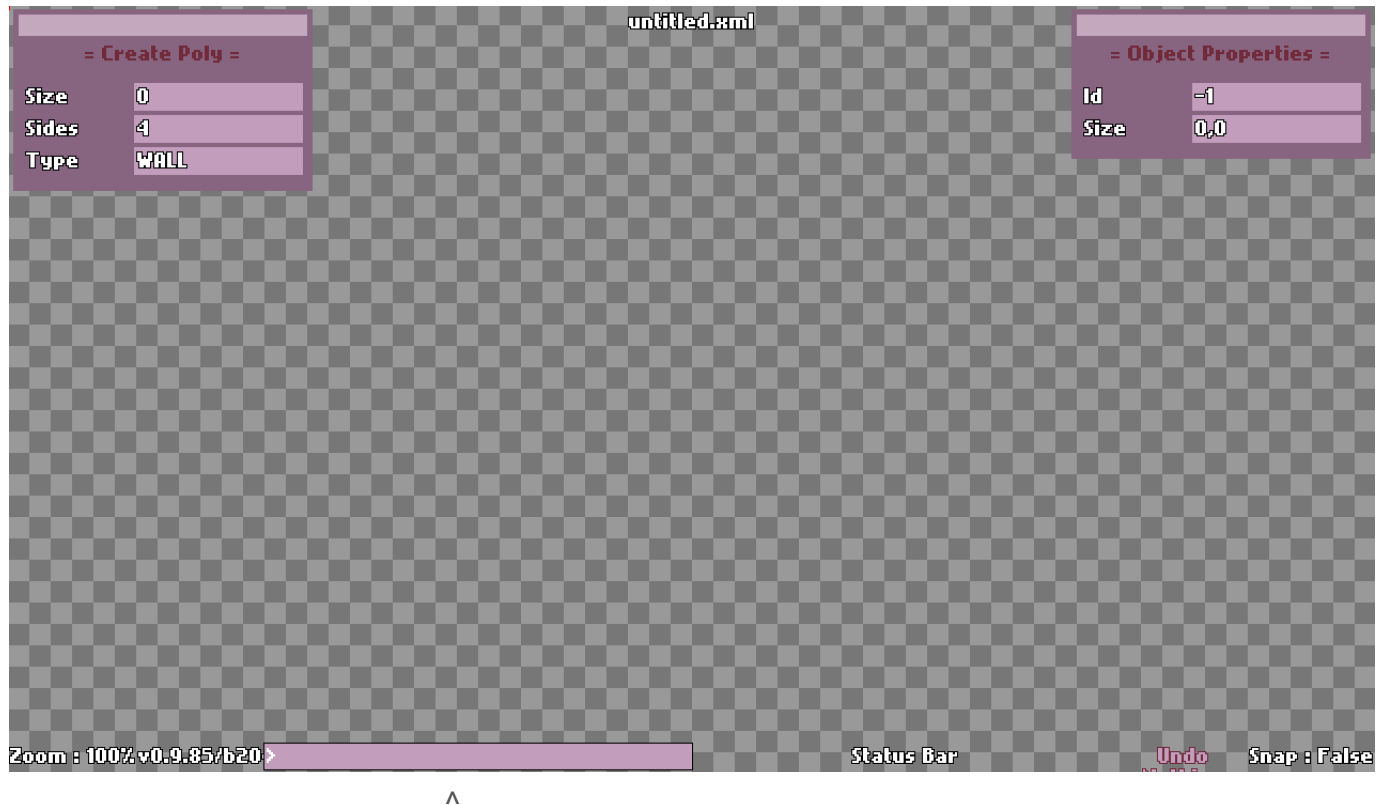# CHEAP GOLF EDITOR MANUAL

v 0.1

So you want to make your own levels.

Here is how you do it.

Open the editor from the title screen. If it is not unlocked yet, you have not done well enough to earn it yet, sorry.

At the top you will see some information panels. These tell you things about the objects in your level.

At the bottom, right here, you have the CONSOLE. You will be using this a lot. Click it or press SPACE to make it active and ready to receive commands.

SHAPES

Most of your level building will be placing, moving, rotating and scaling polygons (shapes).

>>> PRESS "P" to activate POLYGON MODE and then press 3-8 to change how many sides your shape will have.
>>> CLICK and DRAG anywhere to place a shape and size it. RELEASE the mouse button when you are done sizing it.
>>> Press "G" to toggle SNAP-TO-GRID MODE. This will affect both drawing and moving shapes.
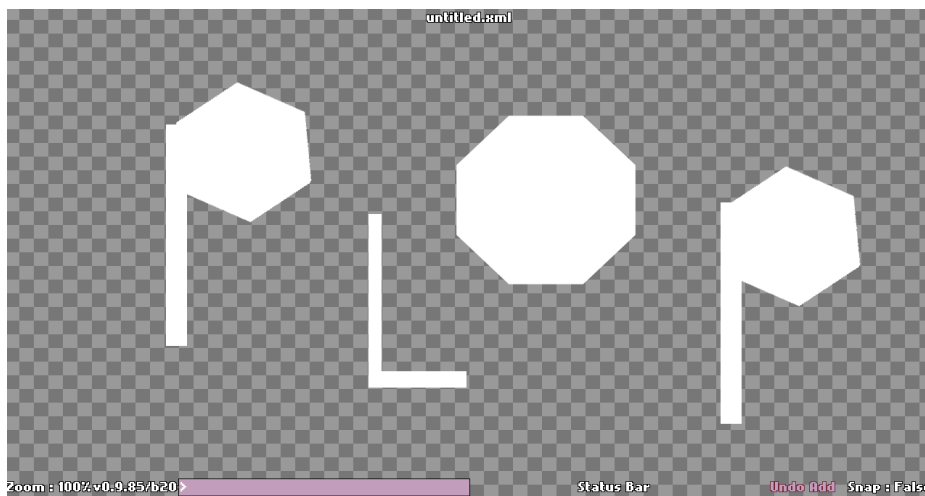

Once you have a shape in place, you can move it by clicking it, dragging and releasing. Here are some other important things you can do with any shape, once you have selected it:

>>> Press LEFT or RIGHT ARROWS to rotate it.
>>> Press + or – to SCALE it.
>>> Press DELETE to remove it.
>>> Press "D" to DUPLICATE it. The new shape will be centered over your current mouse location.

I created this incredible level by doing all the things I just described above.

You will notice something odd about this level though — there is no BOOP or GOAL.

>>> Press CONTROL-W to auto-create 4 outer walls, 1 BOOP and 1 GOAL. (On Macs, use COMMAND)

If you want more than 1 BOOP or GOAL, simply select them and DUPLICATE (D).

COLORING

Now we will start using the CONSOLE. Click it or press SPACE to activate it, then type **wall <HEX COLOR>** or **bg <HEX COLOR>** and press ENTER/RETURN, where <HEX COLOR> is the 6 character hex code for any color. For example:

>**bg ff0000** = red background

>**wall 00ffff** = bright blue walls
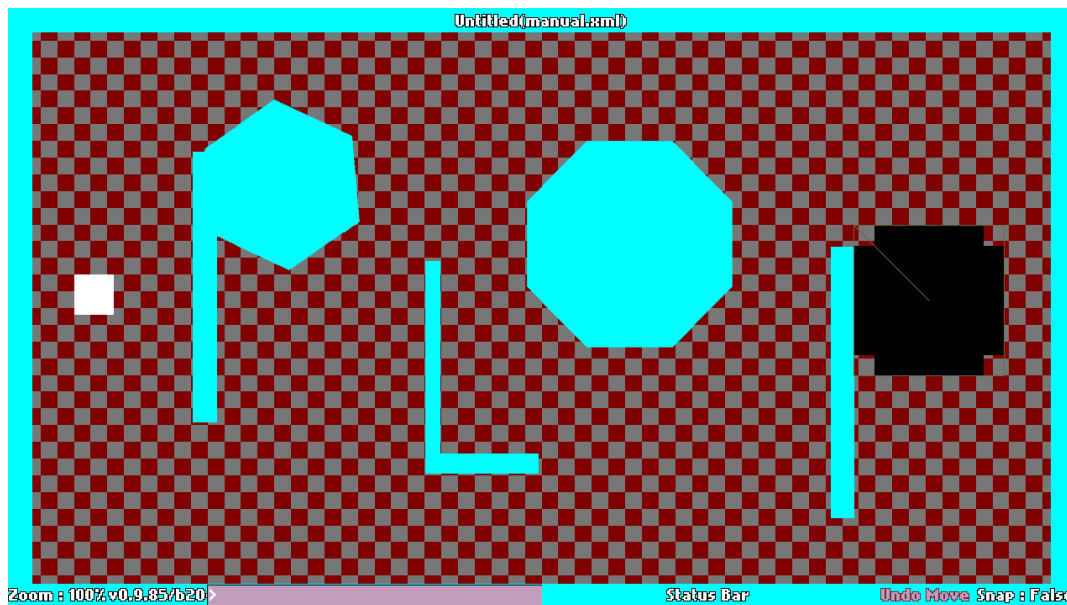
It is quite possible that this level design will win a major award.

TITLE & PAR

Every level needs a title, unless you are a pretentious dork who names all of your creations "untitled".
>>> Enter **title <TITLE NAME>** into the console and hit RETURN, for example:
>title Plop
And now your level is named "Plop".

Then give your level a PAR. This is how many flings the player must get to the hole in, else they are forced to try it again. To set par:
>>> Enter **par <number>** into the console, for example:
>par 6

TESTING

If you want to play or test your own level:

>>> Press F5 to toggle between testing mode and editor mode.

If you win the level, you will return to the editor.

SAVING & LOADING

To save the level you are working on:

>>> Type **save <filename>** into the console. For example:

>save PlopDraft1

Your level title and filename do not need to match. You should save often, in case you or I screw something up, both of which are likely at this point.

To load a level you saved:

>>> Type **load <filename>** into the console. For example:

>load PlopDraft1

If you want to create a new, blank level:

>>> Press CONTROL-N

FUTURE FEATURE (NOT YET IMPLEMENTED):

To view all your saved levels:

>show levels

This will bring up a list of levels. Click one if you want to load it.

BEHAVIORS

You can assign any object in the game a BEHAVIOR, which makes it do something other that just be a boring wall. Behaviors are all set using the console.

KILL

Make the object kill your boop. Select any shape and enter into the console:
>b kill

MOVE

Make the object move in a certain direction.

>>> Enter **b move X,Y**, where X and Y are speeds. For example:

>b move 100,0 = move slowly to the right

>b move -1000,-100 = very fast to the left and slightly up

>b move 0,200 = move down at a medium pace

>b move 0,-201 = move up at a slightly faster than medium pace

BOUNCE

Make the object reverse direction when it hits something else

>b bounce 100,0

>b bounce -50,50

BLOW

Make the object blow the boop. Make sure your shape is a RECTANGLE and remember that the entire area of your shape will affect the ball.

>b blow 100,0 = blow slightly to the right

>b blow 0,-2000 = blow violently upwards

Please note that MOVE and BOUNCE can go diagonally, but not BLOW.

BREAK

Make the object remove itself after a certain number of hits.

>>> Enter **b break <number of hits>**

>**b break 1** = removed after 1 hit

>**b break 100** = removed after 100 hits (yikes)

KEY

Make this object a key. Give it a color and when the boop hits it, all doors of this color will be removed.

>>> Enter **b key <HEX COLOR>**

>**b key ff0000** = a red key

DOOR

Make this object a door. Give it a color and it will be removed when a key of the same color is hit by the boop.

>>> Enter **b door <HEX COLOR>**

>**b door ff0000** = a red door, opened by the red key

TELEPORT

When the boop hits this, it will teleport to the other one that has the same color. Only 2 teleports should share a color.

>>> Enter **b teleport <HEX COLOR>**

>**b teleport 00ff00** = a green teleporter, will zoop the boop to the other teleporter with value 00ff00

SPIN

Make this object spin.

>>> Enter **b spin <SPEED> <CENTER_X,CENTER_Y>**

SPEED = degrees per second of spin. 100 is slow, 2500 is very fast. Make it go counter-clockwise by using negative speeds.

CENTER_X = X coordinate relative to object center to spin around.

CENTER_Y = Y coordinate relative to object center to spin around.

You do not have to specify CENTER_X and CENTER_Y – they will default to 0,0 (perfect spin around object center). Examples:

`>b spin 250` = spin clockwise at a medium speed

`>b spin -2000` = spin counter-clockwise very fast

`>b spin 250 200,0` = spin medium speed around a point 200 units right of the object center. The new "pivot point" will be visible in the editor.

`>b spin -2000 -200,300` = spin very fast counter-clockwise around a point 200 units left of the object center and 300 down from it.

STACKING

You can stack behaviors.

For example you can make something SPIN and KILL, or BOUNCE and BREAK. Experiment to find interesting results. You will probably also crash the game if you do something that is not yet permitted. Report all crashes and their circumstances to miles@pixeljam.com.

ADVANCED EDITING

Every user-created level is an XML file, stored in:

>>> WINDOWS - <game folder>/userAssets/levels

>>> MAC – right-click on the game and "show package contents", then Contents/Resources/userAssets/levels

You can open these files in any text editor and directly edit TITLE, PAR, COLORING and actually anything else about the level, but most things are best done through the editor.

FUTURE FEATURE:
CUTSCENES

As of version 1.0, there is no editor feature to make cutscenes, but you can easily create them with any text editor. Every scene is a single XML file.

Let's find the template that we will be duplicating and modding:
>>> WINDOWS – <game folder>/userAssets/scenes/template.xml
>>> MAC – Contents/Resources/userAssets/scenes/template.xml

Duplicate this file and open the new one in any text editor. Examine the file and the comments should tell you everything you need to know about making cutscenes. If you need help, post a question to the user forums on Itch.io or Steam.

CUSTOM LEVEL AND SCENE SEQUENCES

You can make an entire sequence of levels and scenes:

1) Make some of your own levels
2) Make some of your own scenes, make sure they are in the folder userAssets/scenes.
3) Make sure your custom sounds are in OGG format and are all in the userAssets/sounds/ogg folder.

Open up the config file, located in assets/data/config.xml.

>>> Change the "user" parameter to "true".
>>> Define the sequence of levels and scenes under the "userSequence" header, like this:

```
<cutscene name="start" />
<level name="babysteps" />
<cutscene name="how" />
<cutscene name="try" />
<level name="roundTheBend" />
<cutscene name="par" />
<level name="longo" />
<cutscene name="breakfast" />
<level name="movin" />
<cutscene name="detected" />
```

Start the game and it should play your levels and scenes in the order you specified. If you made typos in your XML, the game might crash. Try removing certain levels and scenes from the sequence and running the game again to see which file is causing trouble.

LEVEL & SEQUENCE SHARING

You can send xml files to friends using traditional methods, or zip up your entire "userAssets" folder to send to someone else so they can replace theirs with yours.

A more convenient way to share levels and sequences is in development.