PUNKMAN X1 EDITOR
USER GUIDE

Honza Bařtipán
A03043
bartipan@students.zcu.cz

Introduction

Welcome to Punkman X1 editor user guide. Punkman X1 editor is an editor of Punkman X1 game levels. Punkman X1 is a pac-man- (or CD man) like game.
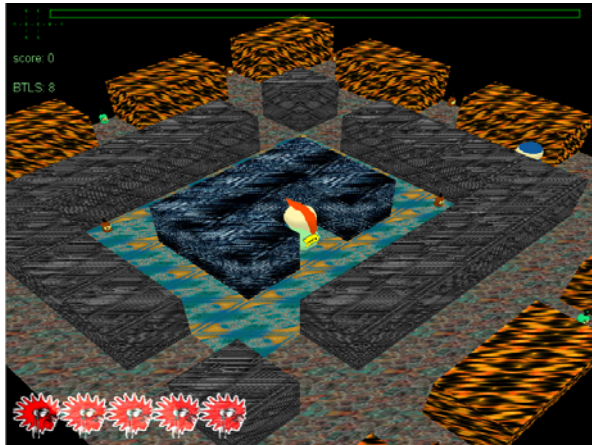See figure 1 to known how can X1 level (also said map) look like.
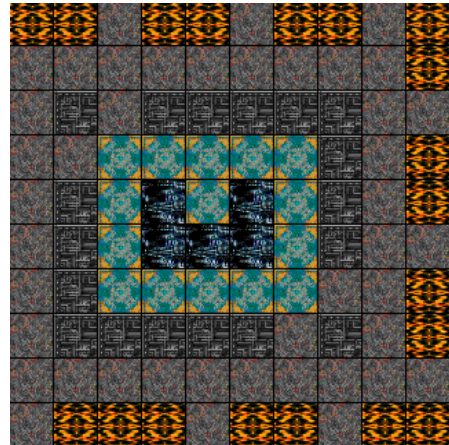

Figure 1a: Level in game

Figure 1b: Layout of level in figure 1a

Map cells

As you can see in figure 1b, map consists of square map cells. These cells are elements of map. For every cell is assign a texture (image that "represents" cell) and map cell can be walk able (player and monsters can step throw cell, the cell is ceiling) or not walk able (the cell is a wall or part of a wall).

Entity

Entity is an object or special game-mark that is assign to map cell. In a map can be these entities:
- level marks:
  o player level start mark
  o player level end mark
  o monster start mark
- objects:
  o bottle of rum
  o bottle of absinth

Editing

Now it is time to have a look at editor user interface, see figure 2.

Figure 2: Punkman X1 editor user interface
1) texture view – used for selecting of texture to apply to map cell
2) entity selector – used for selecting entity to put on map cell
3) toolbar – used for switching editor modes (see below)
4) map area – used for editing map (setting texture or putting entities)

Before you start creating your first X1 level, you should know that editor can be in two modes:
- texture mode
- entity mode

This mode specifies what type of map cell information you want to edit.

Texture mode

If editor is switched in texture mode, you can select a texture and by clicking to map area (on a concrete map cell) you can assign texture to the map cell and set a type of map cell. As it was said above, map cell can represent ceiling or wall (or part of a wall). If button walkable is pushed, the map cell will be ceiling, otherwise (the button is not pushed as in figure 2) the map cell will be wall. You can see the walk able map cells are marked by cross.

Please note that type of map cell can be set only in texture mode.

Entity mode

If editor is switched in entity mode, you can select an entity from entity selector, and put it to a clicked map cell. To remove an entity from map cell, select "[none]" from entity selector, and "put it" to a map cell.

To known where is which entity, editor marks map cell with entity by entity's shortcut. Table 1 shows shortcuts for entities.

Shortcut	Entity
St	Level start point of player
Ed	Level end point for player
Mt	Monster start point
R	Bottle of rum
A	Bottle of absinth
Table 1: Shortcuts for entities	

Please note only one entity can be put on a map cell. You replace an entity by putting entity on map cell where another one is present.