



beat ball 2  
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## *How To Create a LevelSet (Tutorial)*

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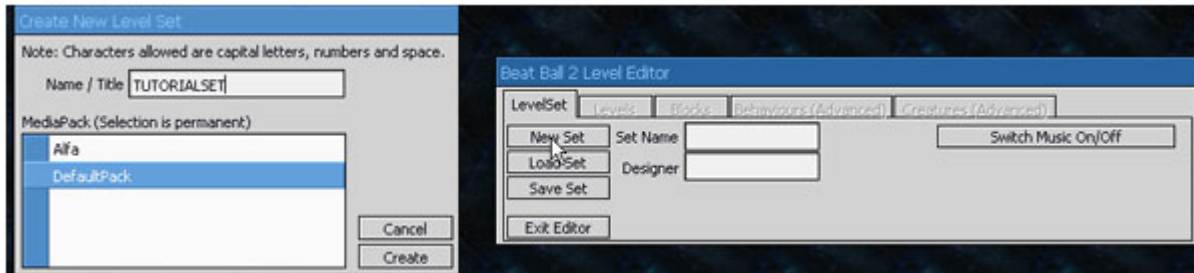
## Start the Level Editor

- Start the Level Editor from the Main Menu of Beat Ball 2.



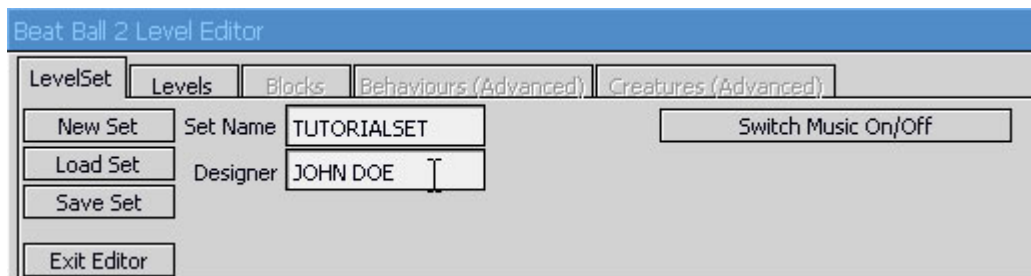
## Create New Set

- Click on "New Set" and specify the MediaPack that should be used. Remember that the MediaPack selection is permanent for the new LevelSet and cannot be changed later.
- Enter the Name / Title of the LevelSet in the field provided and click Create



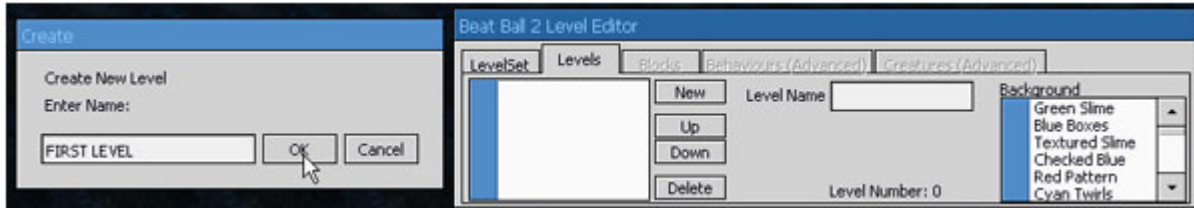
## Designer

- Type in your name in the field "Designer"



### Create First Level

- Go to the tab "Levels" and click the button "New"
- Submit a level name in the field provided and click "OK"



### Level Background

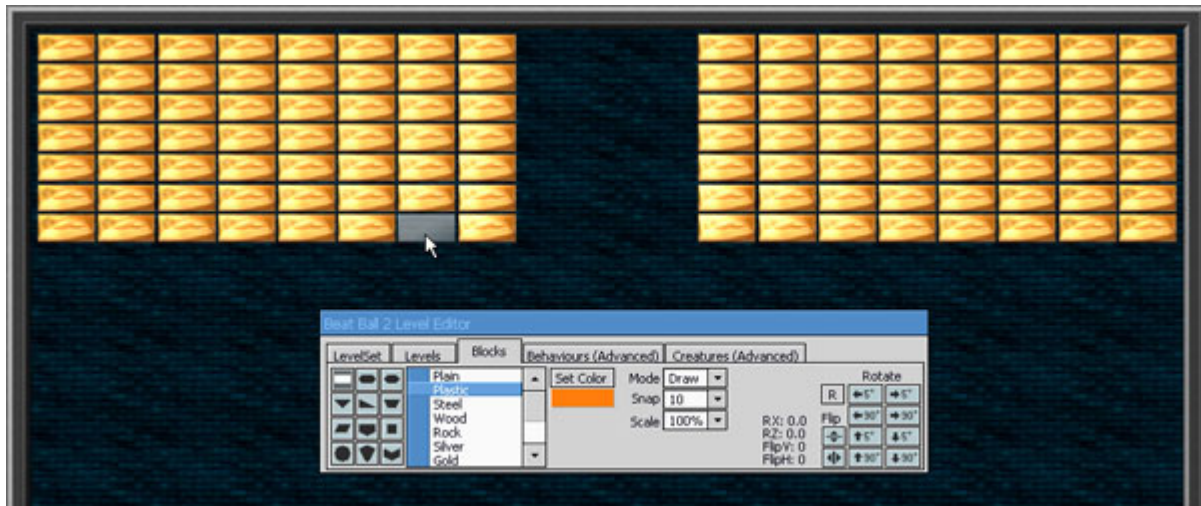
- Select a background for your level.



*When you have more levels you can also change the order of levels by using the up & down buttons.*

## Draw Blocks

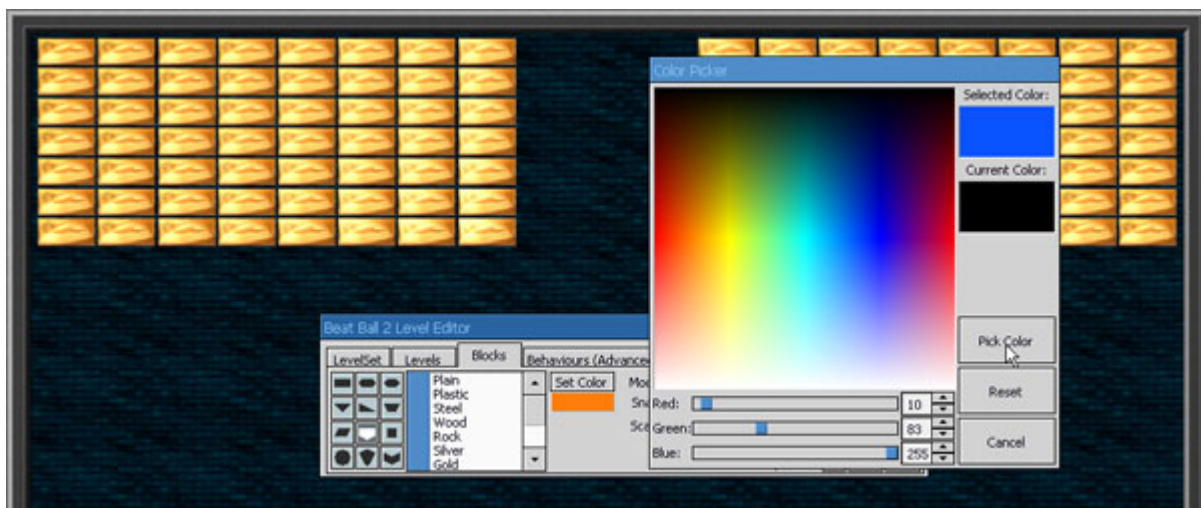
- Go to the tab "Blocks" and select blocks that you wish to draw.
- Use the cursor to place blocks with the left mousebutton.  
(You can delete blocks by right clicking on them)



## Choose Color

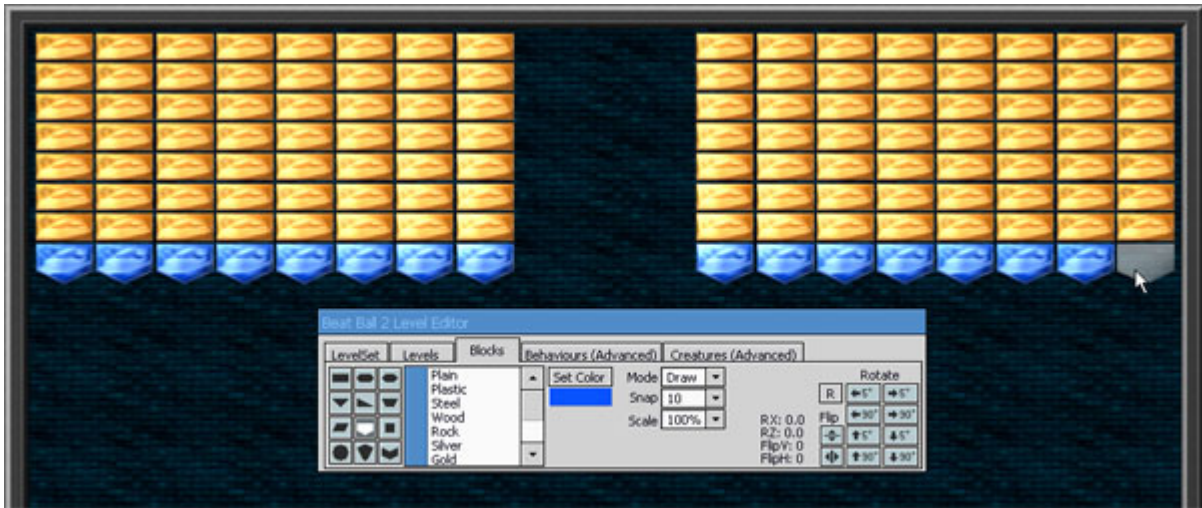
- Use the button "Set Color" and use the Color Picker to choose colors for your blocks.

(Note that some blocks have static colors that can't be changed)



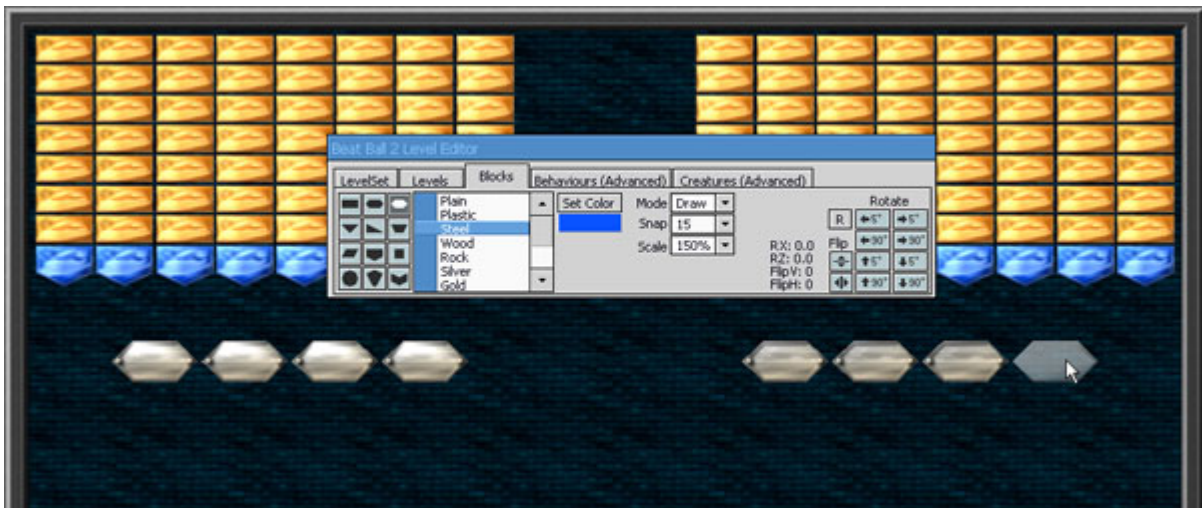
### Block Styles

- Alter block styles, materials and colors to design your levels.



### Snap and Scale

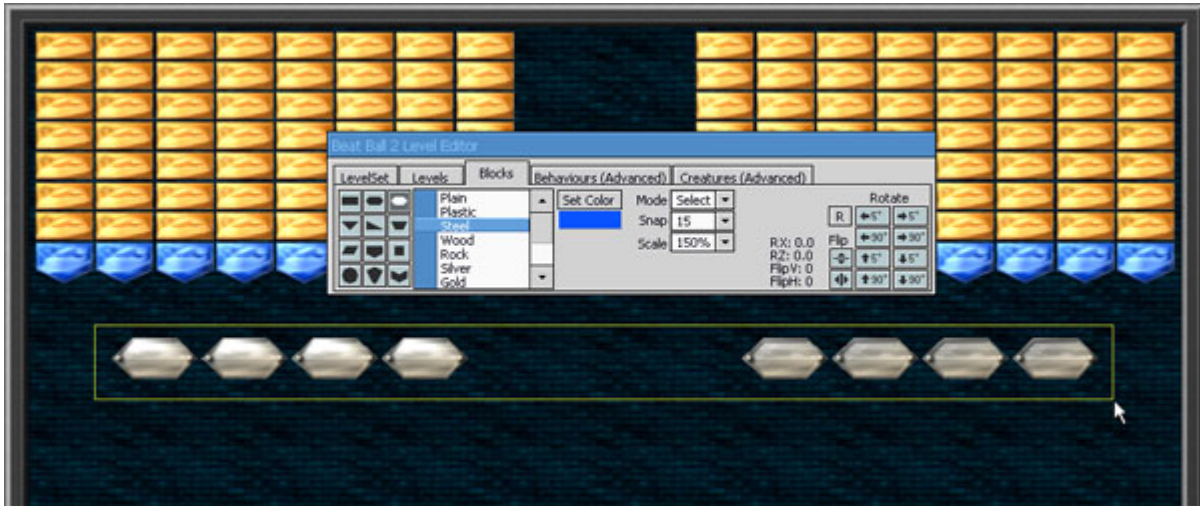
- Change Snap and Scale to create larger or smaller blocks and to adjust spacing between them.



## Select Blocks

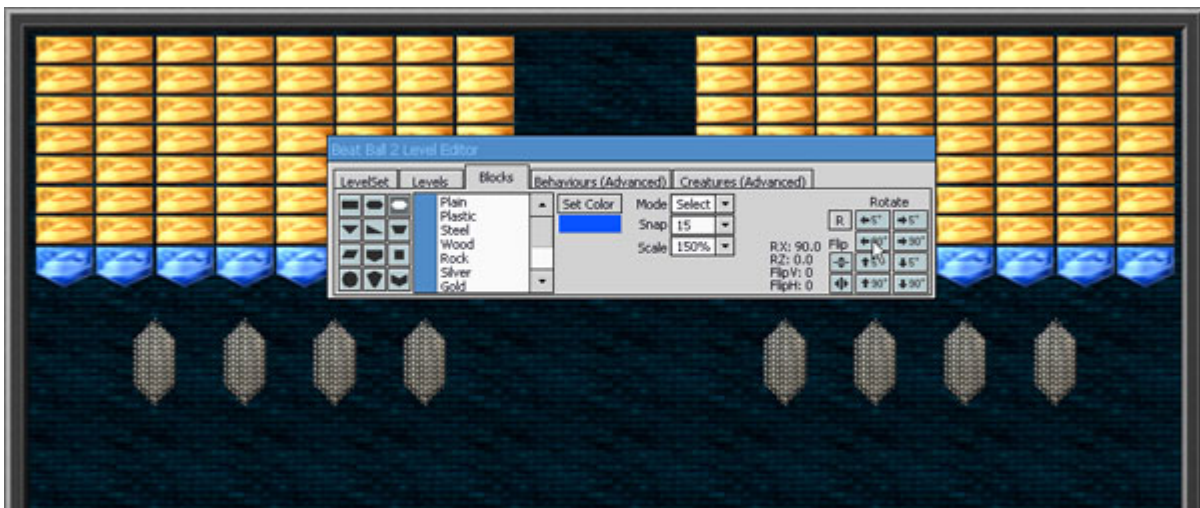
- Change mode to "Select" and mark blocks by clicking and dragging with the left mouse button.

(You can use keyboard button Control to select multiple times)



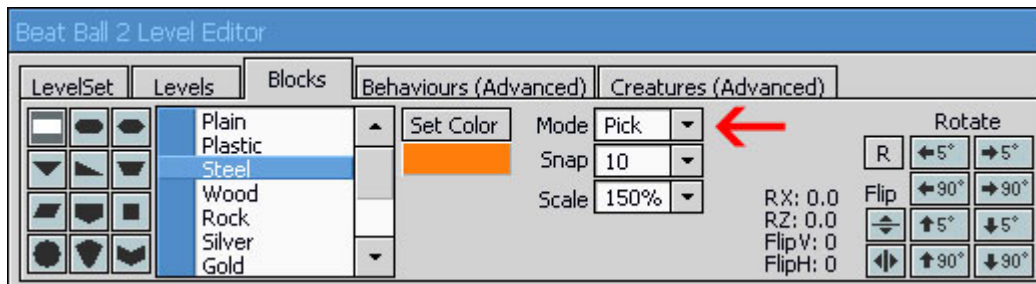
## Rotate Blocks

- Use the Rotate and Flip buttons to rotate and flip selected blocks.



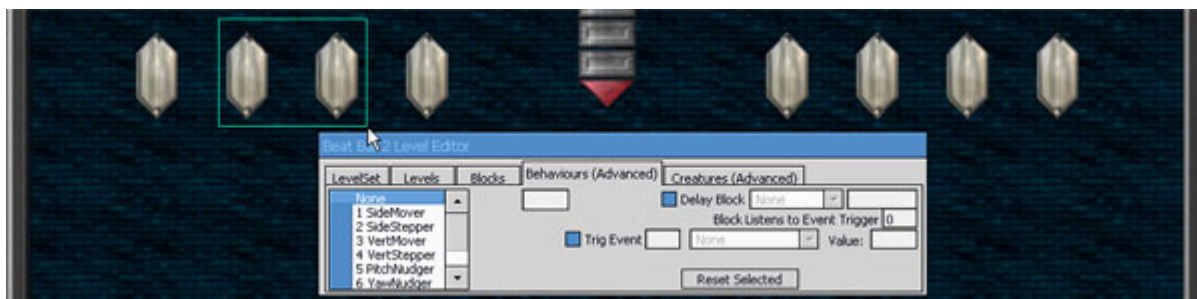
### Pick Blocks

- Use Mode "Pick" and left mouse button to pick a previously drawn block if you wish to create more of them.



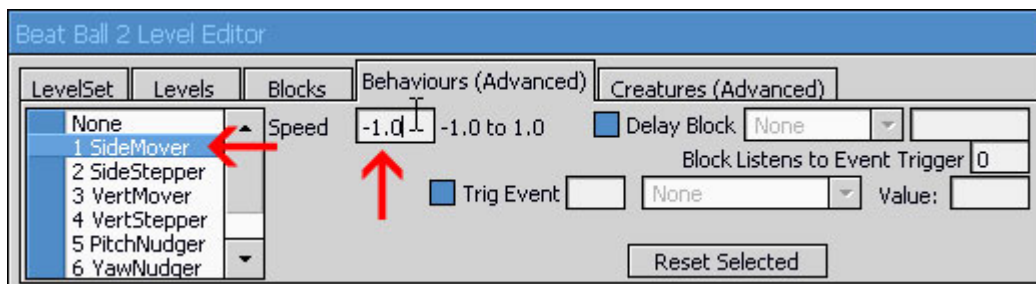
### Block Behaviours

- Go to the tab "Behaviours" and select blocks that you wish to apply behaviours to.
- Initial behaviours of blocks are selected to the left, e.g. "SideMover" moves blocks sideways.



### Block Behaviour Properties

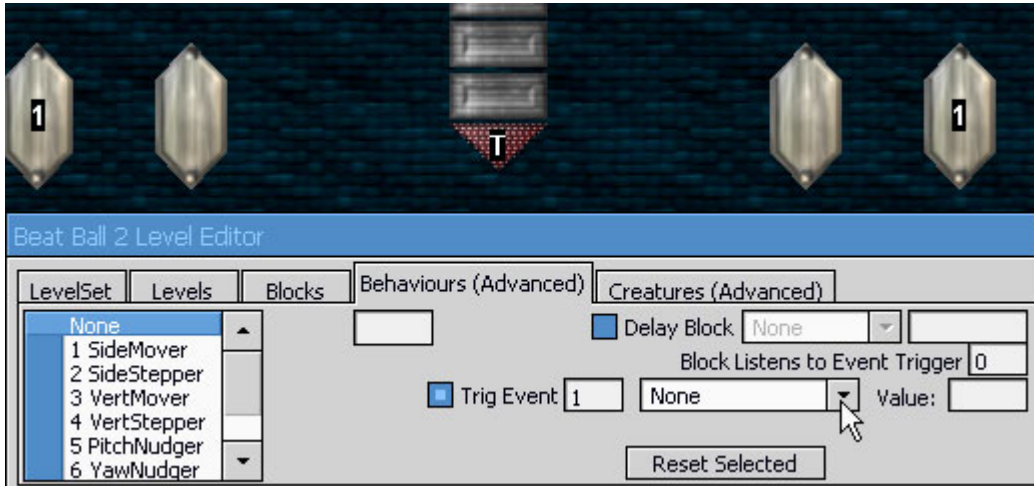
- Once type of behaviour is selected, set value in the field provided.



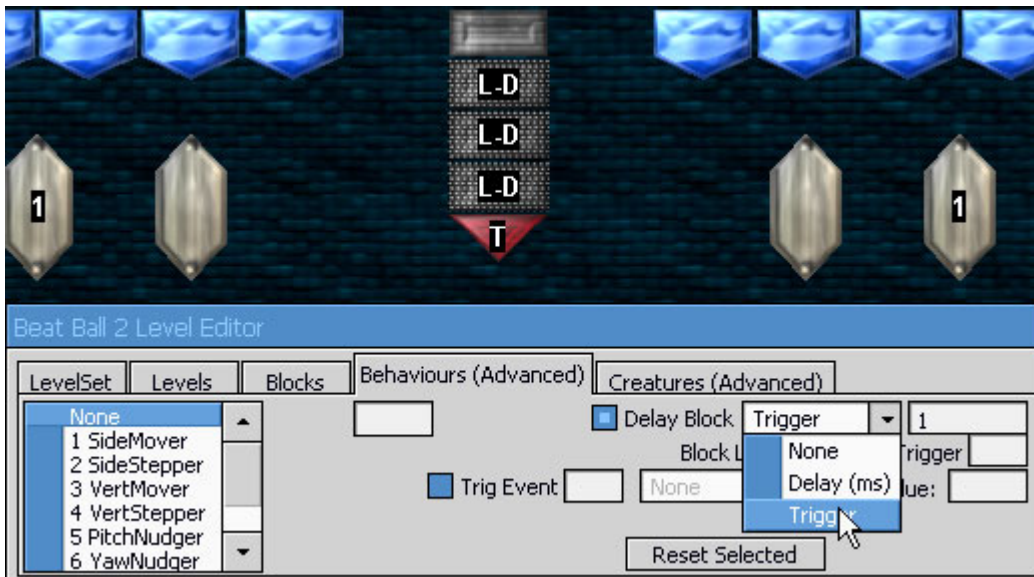
### Delay Block with Trigger

Initial appearance of blocks can be delayed with a trigger.

- Select a block to act as the trigger, check "Trig Event" and enter an event number.



- Then select the blocks to be delayed by the trigger.
- Check "Delay Block" and choose "Trigger" in the drop down box and set the value box to the trigger event number.

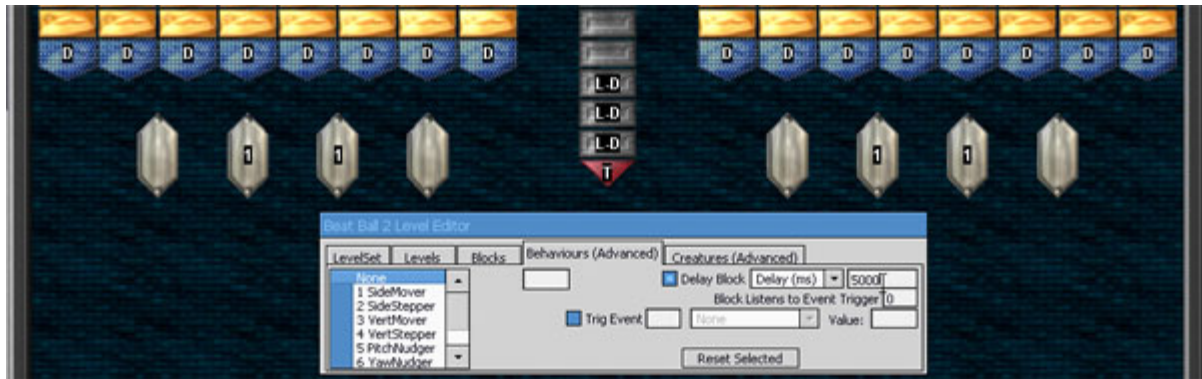




## Delay Block with Timer

Initial appearance of blocks can be delayed by a specified amount of time.

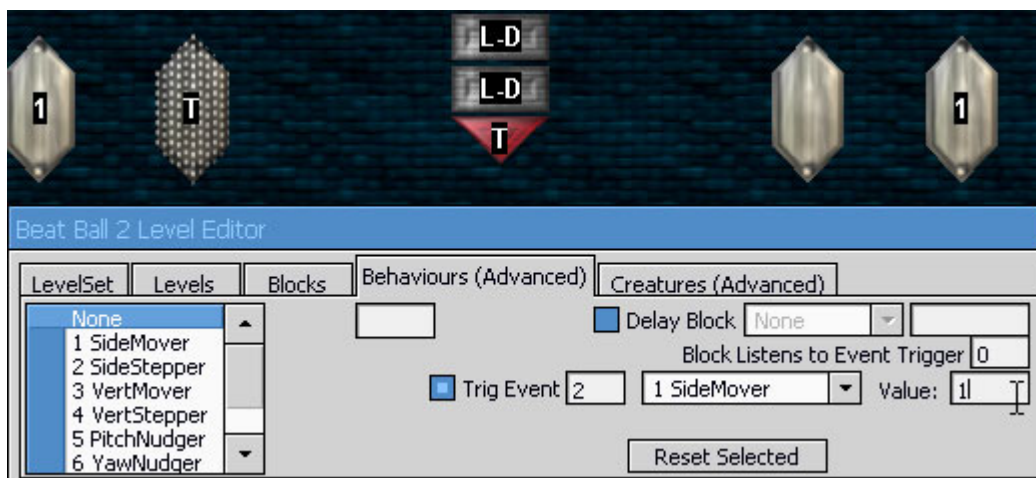
- Select blocks to be delayed and check the box "Delay Block"
- Select "Delay (ms)" in the drop down box and set the value to the delay in milliseconds (1000ms = 1sec)



## Trig New Block Behaviours

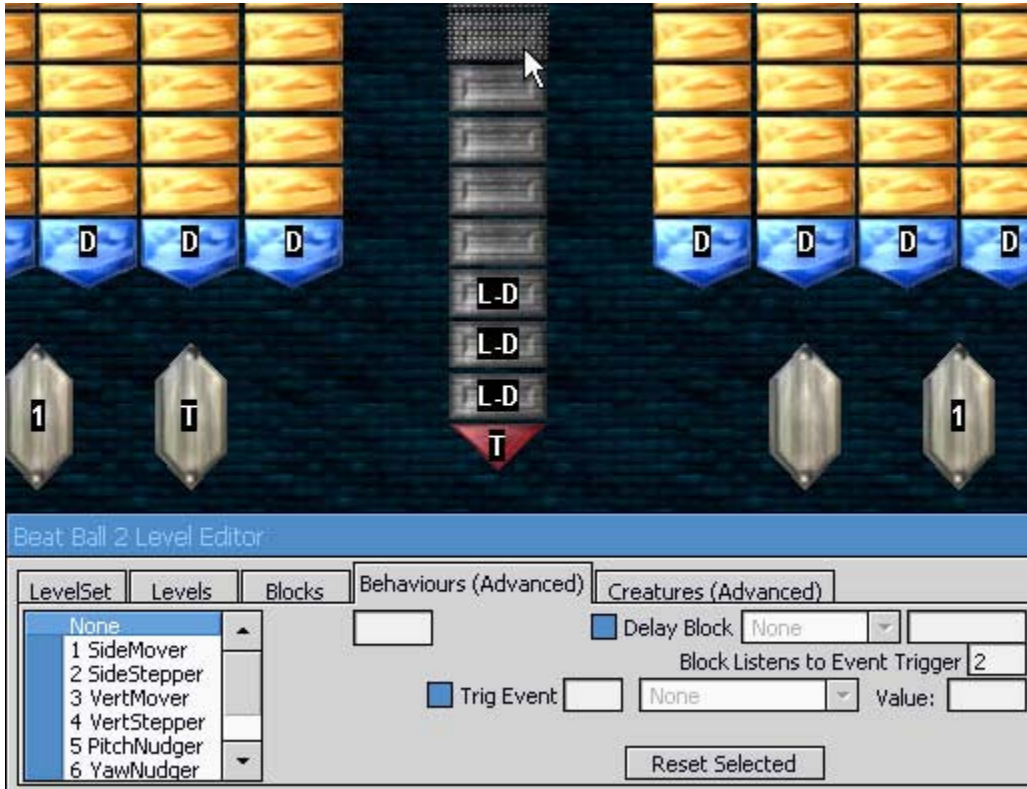
A block behaviour can be changed with triggers.

- Select a block to become the trigger.
- Check the box "Trig Event" and enter an event number.
- Use the drop down box to select what type of behaviour target blocks should get.
- Set a value of the new behaviour, e.g. SideMover with value (speed) of 1



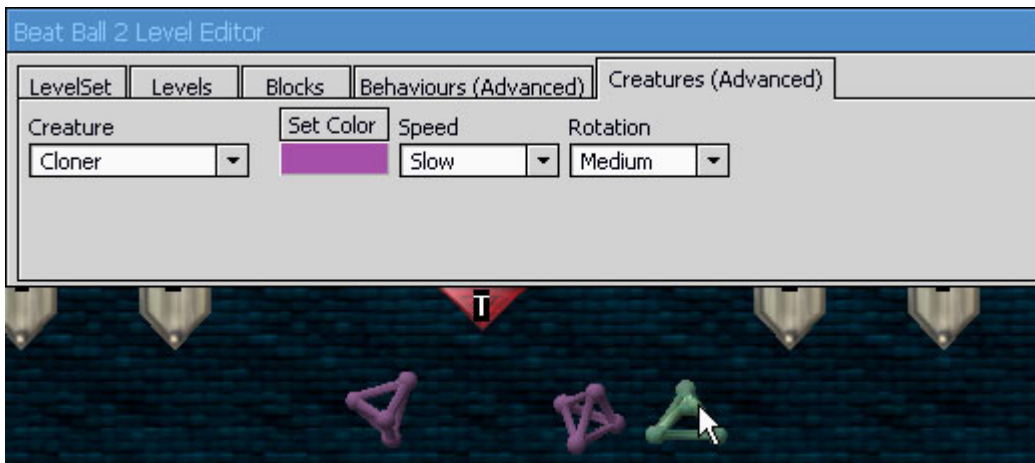
**Trig New Block Behaviours (continued)**

- Select target blocks and change value "Block Listens to Event Trigger" to trigger in step 26.  
(Once trigger block is hit, these blocks will now start moving sideways)



**Create Creatures**

- Go to tab "Creatures" and select creature (9 types), color, speed and rotation.
- Use left mouse button to place creatures, and delete creatures with right mouse button.



## Save LevelSet

- Go to the tab "LevelSet" and use button "Save Set" to save your levels.

(A LevelSet can contain up to 256 levels)

