

SmashGp Arena Editor

User instructions

1 – Overview

ArenaEdit is a program that will let you create arenas for SmashGp. First step, you have to create 2 maps with Mappy. Then export them to text format, it will be required for the editing process. It will be explained in details in the part 2 of this document.

When your maps are done, well, the program has just a few options, and will let you save a .arn file. Just put this file in the gp:\gpmm\smashgp directory, with the background picture and the module (the same background picture can be used for several arenas – same as the module). If you don't specify any module file, then no music will be played during the game.

2 – Mappy

You need to use Mappy to build 2 maps. One of them has a fixed size (180x150, the background map). You can choose the size of the other one (the one you play on – its size is 20x15 to 100x100).

Just create a new map under Mappy, block size is 16x16. Then import the tiles.bmp file. The black blocks will be transparent.

Matching the 2 maps is quite difficult, but with some trial it should be ok.

When your map is complete, save it, and export it. We'll load the export file with ArenaEdit. To export it, just select in Mappy's menus:

File -> Export -> Check "Data as text (for GBA etc) (? .TXT)" -> OK

Then:

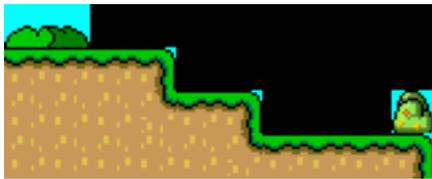
Check "Map Array" -> Select "2D format: a[y][x]" -> OK

The text file will be saved with the same name than the map, with .TXT as extension.

3 – ArenaEdit

On this small app, the 1st thing to do is load your exported maps. Then you can set the map extra size (the number of virtual “blocks” a character can go outside of the map without dying).

After that, you can have a look at the “Cpu safe zones”. They should be automatically detected, but if you have some platforms with different levels (see the pictures) then you should verify them (and maybe add some).



This platform is ok



This platform will be problematic – create one zone for each level.

Don't forget to **APPLY** the coordinates for each zone, and modify the number of zones according to the new number.

After that, you can set up a “giant screen” in the background. If you change the X value to something bigger than 0, then the screen will be activated. You can enter its size after that.

Then you have to set the gravity (100 is small – 200 is strong), and where the players will appear. Just enter the coordinate for the 1st player, the others will appear on its right.

And last step, enter the map's name, select its background picture, the module it should load, and save ! Everything is done !