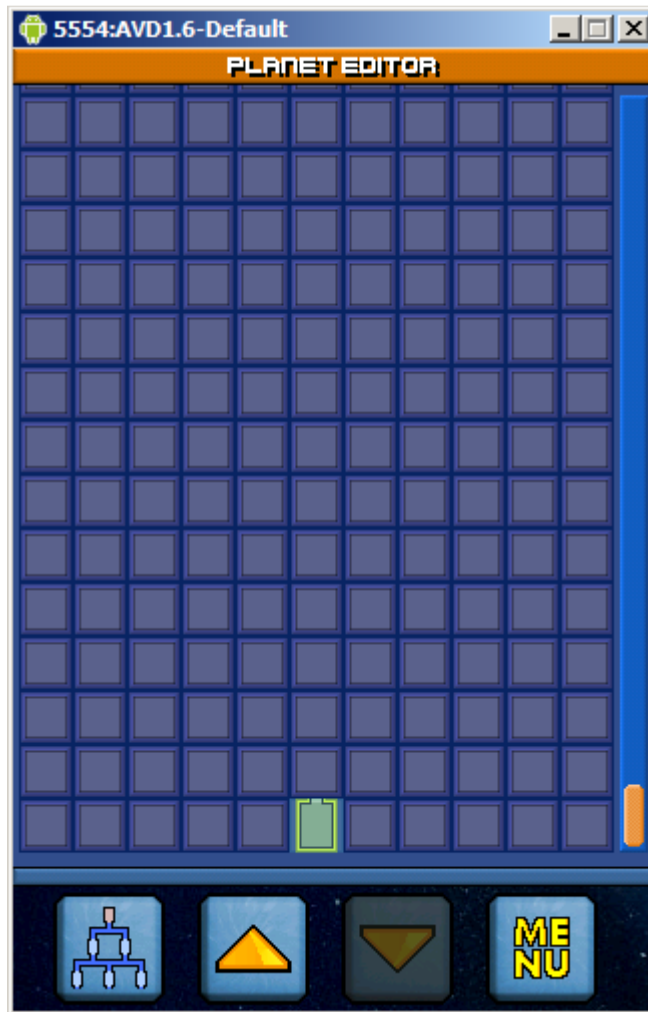# GALAXY BREAKOUT EDITOR TUTORIAL
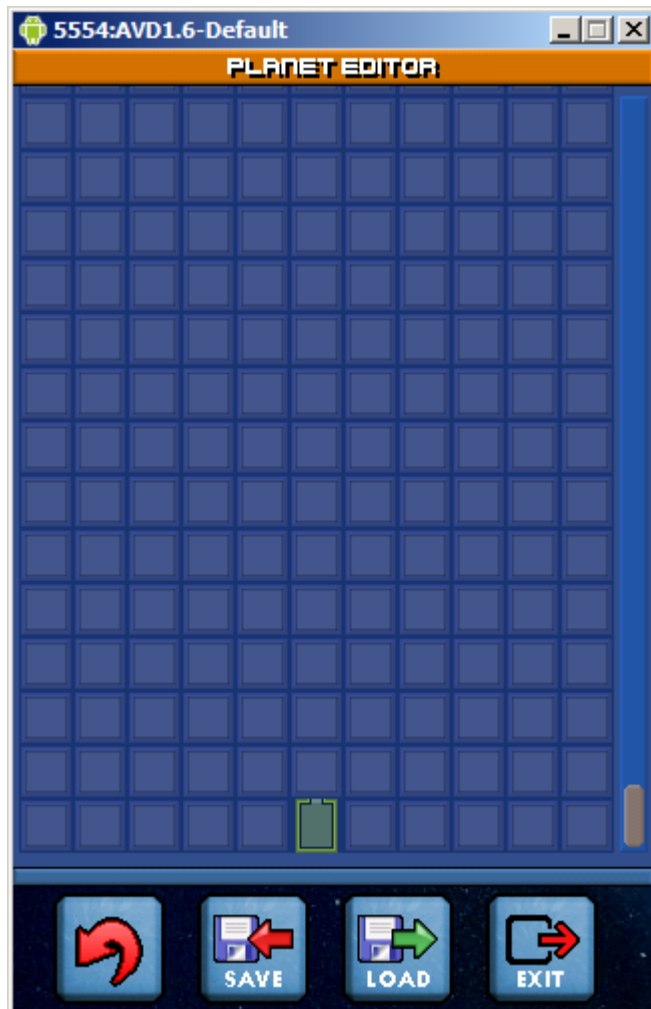
- Select MAIN MENU > EDITOR

PLANET MAP PREVIEW

That is the MAP preview where you can see all the planet structure with all the stages and paths between stages. Here you have 4 options:

- EDIT the planet structure
- Go UP in the preview
- Go DOWN in the preview
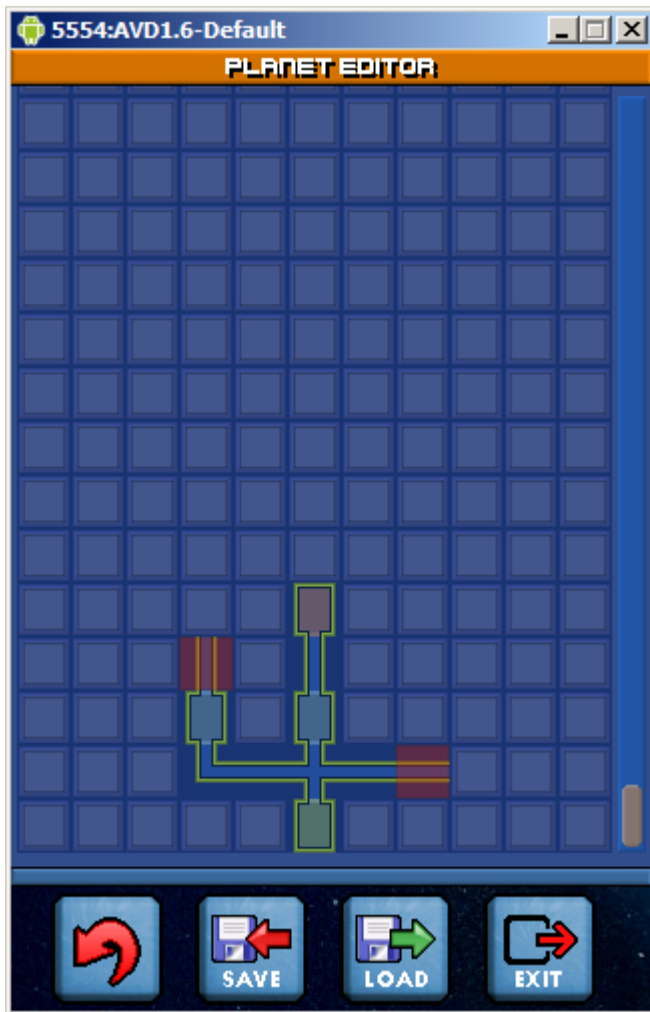- MENU of the editor

MENU OF THE EDITOR

In the MENU of the editor you have 4 options:

- BACK to MAP preview
- SAVE the actual planet
- LOAD another planet
- EXIT the editor to the MAIN MENU

You must know that if the planet has an error it cannot be saved. An error in the planet could be that the planet has paths with no ending: every path must finish into a stage.

For example:

The start stage is marked with GREEN color. The intermediate stages are marked with BLUE color. And all the finish stages are marked with BROWN color. You can have all the finish stages you want, or you can create a planet with only the start stage.

But the broken paths are errors because they do not finish in any stage.

Ok, let's go editing the planet structure…
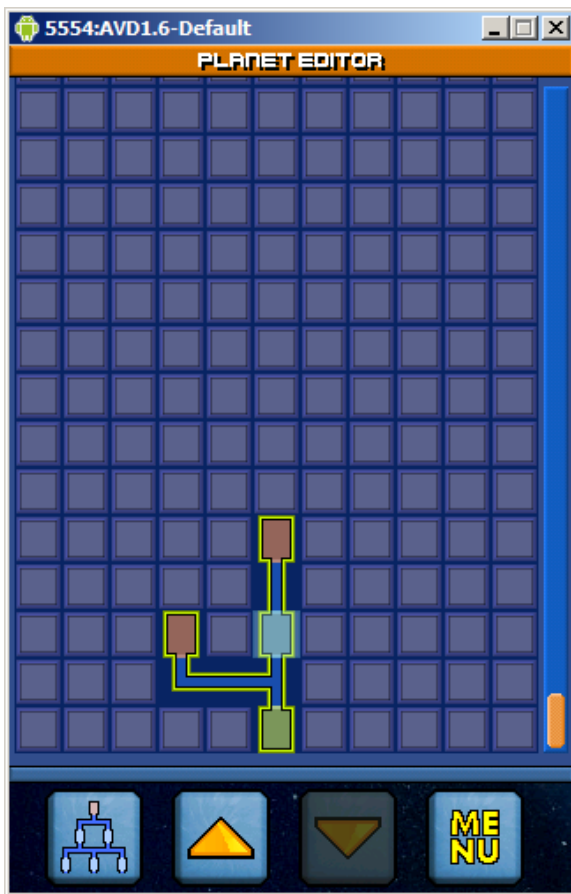
EDIT PLANET STRUCTURE
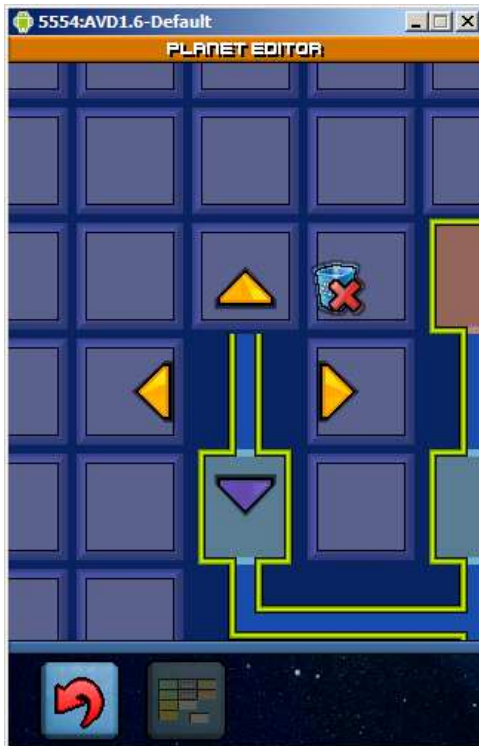
The planet structure is a set of paths and stages. The cursor will appear in the start stage and from this place you can create the path you want. For this you have:

- 4 directional buttons:

  o YELLOW arrows indicates that you are going to CREATE a path or stage in the direction it marks. Stages only can be created with the UP direction, and always must exists a path between a stage and the next one.

  o PURPLE arrows do not create anything and their only purpose is to navigate inside the planet structure.

- A trash button: this icon will destroy the actual selected path or stage and will return to a previous position inside the planet structure.

There are two more options:

- BACK button, to return to the MAP preview.
- EDIT stage: this button will only be available when the actual selection in the planet structure is a stage.

So, we have for example the next correct planet structure:

We are going to edit the selected stage…

In the PLANET STRUCTURE EDITOR select the desired stage and press the EDIT STAGE button.

STAGE EDITOR

In the upper zone of the stage editor we have an empty stage, navigation buttons and zoom buttons.

In the middle we have the items that we can put into the stage.

And in the lower zone you have 4 options:

- BACK button to the PLANET STRUCTURE EDITOR.

- NORMAL BLOCK ITEMS: this button changes the middle zone and show all the normal blocks that you can put into the stage. Normal blocks are blocks that can be destroyed with only one collision.

- HARD BLOCK ITEMS: this button changes the middle zone and show all the special blocks that you can put into the stage:

    o METAL BLOCK (gray): is destroyable with two collisions.
    o GOLD BLOCK (gold): it cannot be destroyed. Only a Fireball can do it.
    o FENIX BLOCK (red): can be destroyed but after few seconds they will appear again.
    o DINAMYC GOLD BLOCKS (gold with arrows): these are the same blocks as gold blocks but they will start moving in the arrow direction when the ball collide with them.

- POWER-UP ITEMS: this button changes the middle zone and show all the power-ups that you can put into the stage. Power-ups only can be set inside NORMAL blocks. There is a maximum number of power-ups per stage of 16:

  - o L : Lifeup
  - o E : ship Enlarge
  - o R : ship Reduce
  - o S : laser Shoot
  - o F : Fireball
  - o B : balls x 3
 - o T : Total control
  - o I : Init ball speed

So, you only have to select what you want to put into the stage, select the position marked with the PUT cursor, and push the item you want to create.

To delete an item you have a trash icon in the middle zone. When you have selected the NORMAL blocks or HARD blocks, the trash will delete the item in the stage map position totally (power-ups too). But if you are putting power-ups the trash icon will only delete the power-up.

To make easy the stage edition in the devices you have Zoom buttons. You can make a x2 or x4 zoom to select more easily the position where you want to create or destroy items:

Once the stage is finished you can return to the PLANET STRUCTURE EDITOR with the BACK button and you will see a little preview in each stage. In the MAP PREVIEW you will see that edited stages appear with a different icon:
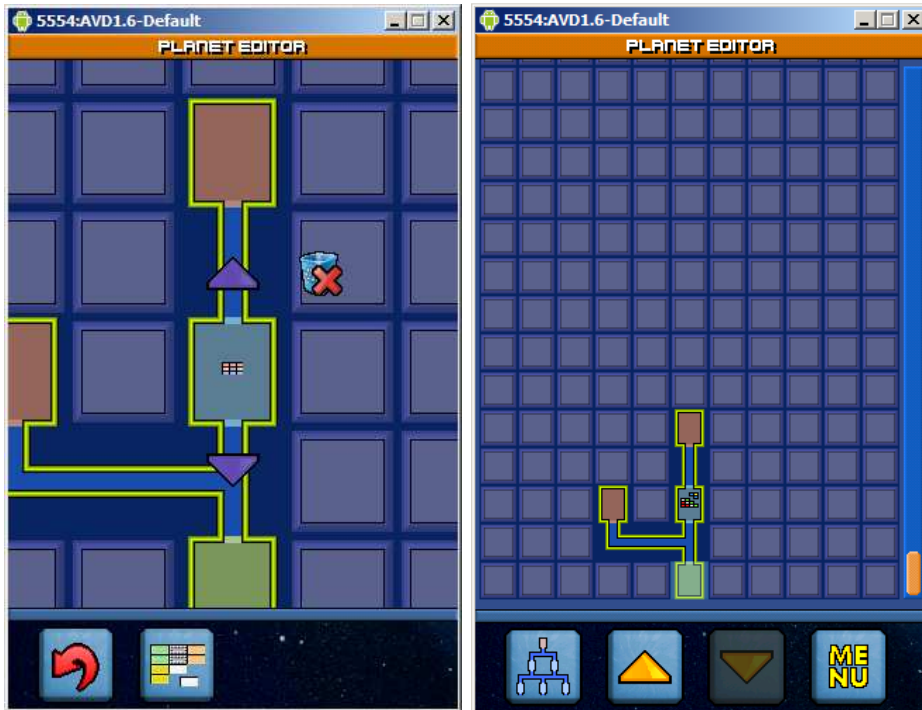
You can save your planet now. You can save it whenever you want, it is not necessary to have edited all the stages in the planet. For that choose MENU button in MAP PREVIEW, and then SAVE. You can save the planets in the device ROM or in the SDCARD. If you choose SDCARD, a new directory called "galaxyBreakout" will be created in the SDCARD root directory.

After choosing the destination, a file explorer will appear. You can choose the name of an existing planet or create a new planet pressing the NEW FILE button. Once the name of the file appear in the bottom zone of the explorer press the RETURN KEY BUTTON.
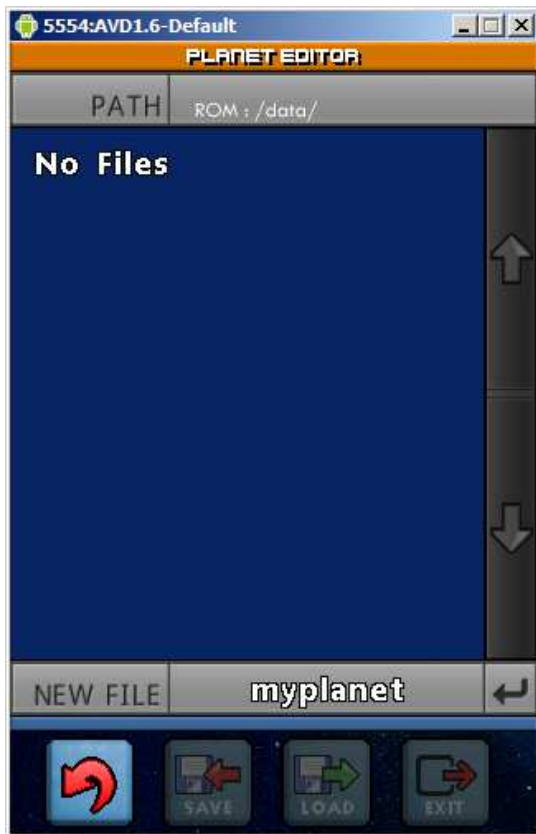
To play to your new planet you must go to the MAIN MENU -> ARCADE -> LOAD. Select the origin (ROM or SDCARD), and select the filename you want to play. After that you can choose the appearance of the planet and the difficulty level.