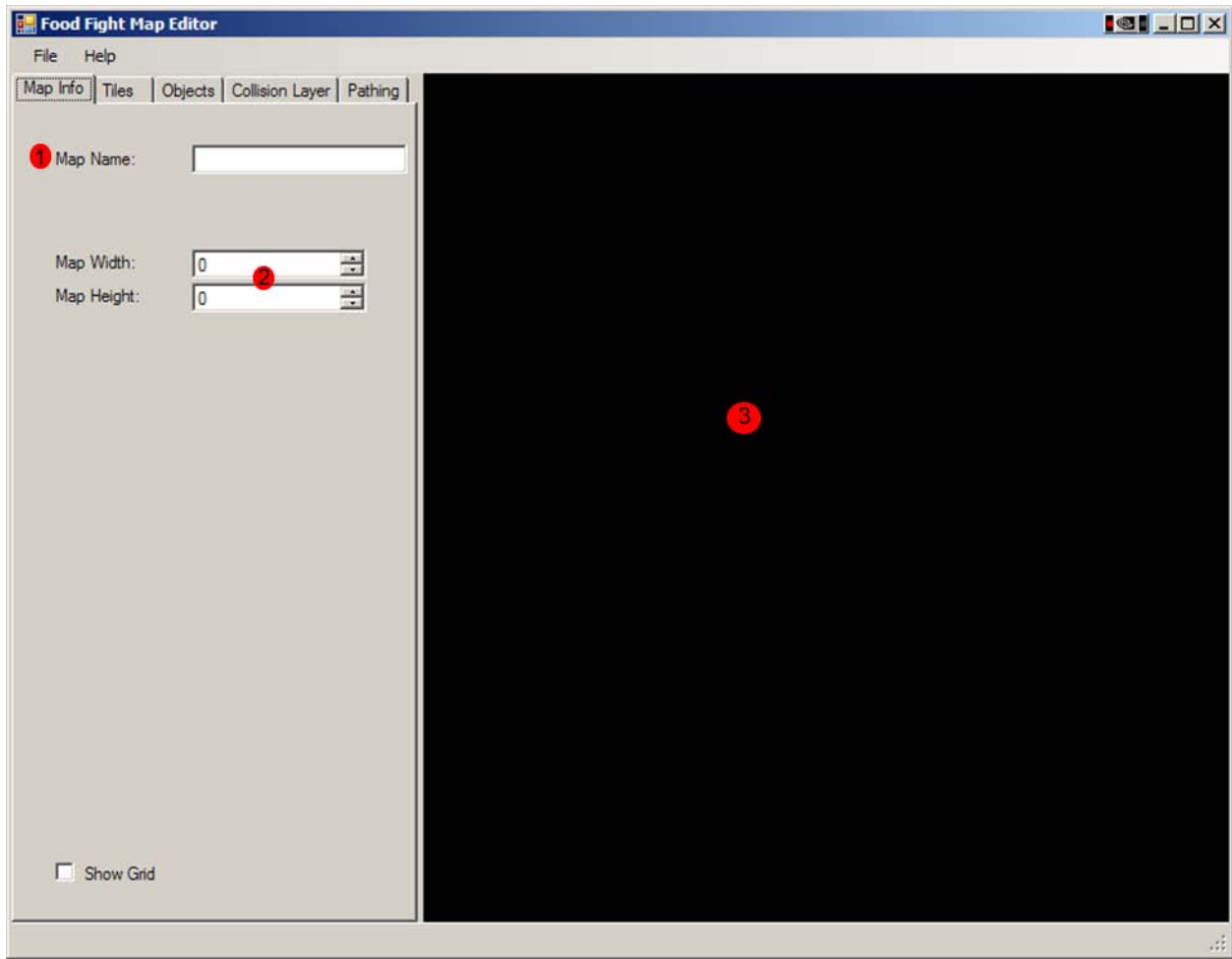


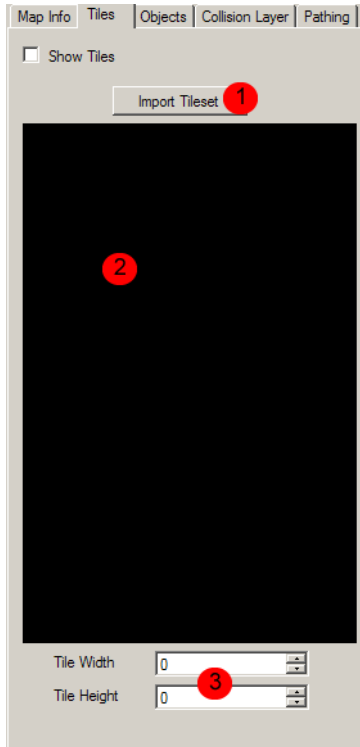
Map Editor

for Food Fight: The Breakfast Wars



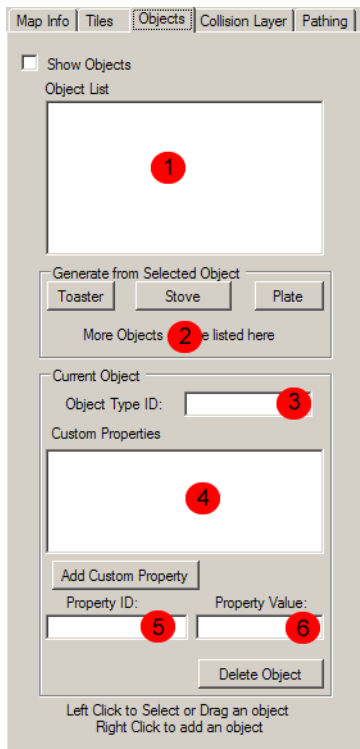
This is the main screen of the map editor. The tabs at the top of the screen define which layer of the map you are currently working on.

1. The name of the map, can be any string. The game parses this string and shows it on the level select screen.
2. This is the map width and height in tiles.
3. This is the area the map will be displayed in.



The Tile Tab:

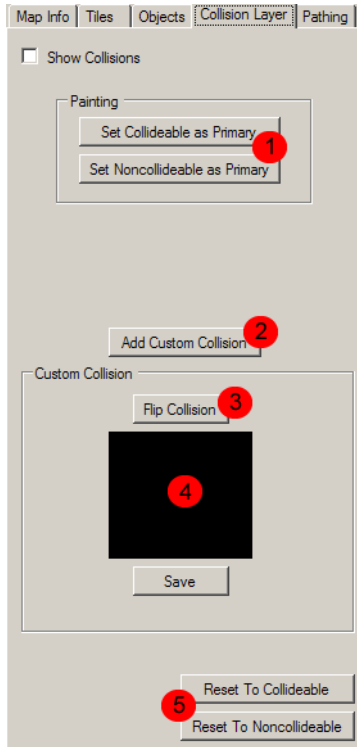
1. This button will bring up a dialog to load in an image to use as the tileset
2. This is where the tileset will be drawn. You will be able to select a tile, or a group of tiles.
3. This is the width and height of a single tile in pixels



The Object Tab:

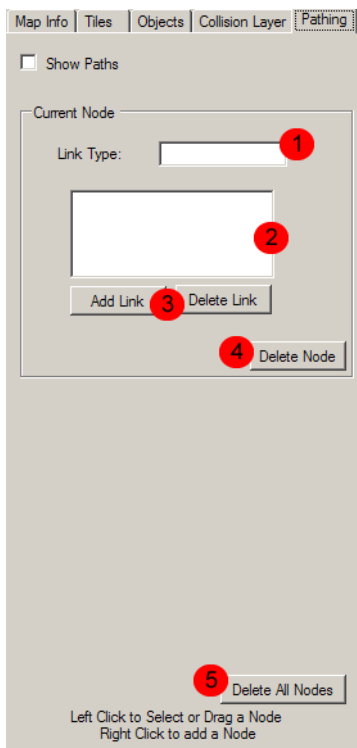
1. This is the list of all objects within the currently loaded level.
2. These buttons are used to generate a type ID and properties for an object. It is basically a template for common objects.
3. This is the ID of the object. It is a string that will be parsed by the game to see what object it needs to make in the object factory.
4. This is a list of all the custom properties an object has.
5. This is the ID of a property to describe something an object has. The game will be looking for specific property ID based on what object ID it is.
6. This is the value of a property. It can be anything the game will use to describe a property.

Example: A plate object will have a egg property with a value of 3



The Collision Tab:

1. Sets the left mouse click to draw a collidable or noncollidable tile.
2. Adds a custom collision tile to the next tile you click. The data for it appears in the custom collision box.
3. Flips collidable and noncollidable areas in the custom collision tile.
4. The custom collision tile. Two points can be dragged around the edges to define the custom collision.
5. Two buttons used to reset all tiles to collidable or noncollidable.



The Pathing Tab:

1. The type of link that is selected. Most will be type BASIC. Some objects will create link types that cannot be changed.
2. The list of links that the currently selected node has.
3. Buttons used to add a new link, or delete the currently selected link.
4. Deletes the current node selected.
5. Deletes all nodes on the map, excluding nodes required for certain objects.