



Hello! In this part of documentation you will find informations how to make a custom level for CrazyHook version 1.4+.

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Special thanks: Zax37, Kubus_PL

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It is good to use Notepad++ app which has more functions than Windows notepad. During editing ANI files I prefer to use Windows calculator (recounting values between hexadecimal and decimal systems).

ATTENTION!

- Only **WapMap Beta** editor (and latest versions) allows to display new images.
- Error will occur if you will add file with other extension than **XMI** to the MUSIC folder.
- **WapMap Beta** error will occur if you will add images with other extension than **BMP / PID** to the IMAGES folder (and subfolders).

General informations

Creating levels for CrazyHook version require basic knowledge about how to write new logics in LUA language. We can also add/change other elements like loading screen for level or add new music. I will describe all elements very simple, so that everyone will can do this without any problems. In table below you can see description about all elements and folders/extensions which are part of CrazyHook level (you can use all or some of them).

!CHTest.WWD is the level in which we will work. Level should be in CUSTOM folder:

Folder path	Prefix	Files types
..\Custom\!CHTest\IMAGES\	CUSTOM	
..\Custom\!CHTest\LEVEL\IMAGES\	LEVEL	.PID .BMP .PCX
..\Custom\!CHTest\IMAGES\SPLASH\		
..\Custom\!CHTest\TILES*	CUSTOM	.PID .BMP .PCX
..\Custom\!CHTest\ANIS\	CUSTOM	
..\Custom\!CHTest\LEVEL\ANIS\	LEVEL	.ANI
..\Custom\!CHTest\SOUNDS\	CUSTOM	
..\Custom\!CHTest\LEVEL\SOUNDS\	LEVEL	.WAV
..\Custom\!CHTest\MUSIC\		LEVEL.XMI BOSS.XMI POWERUP.XMI **CUSTOM.XMI
..\Custom\!CHTest\SCREENS\		LOADING.PCX
..\Custom\!CHTest\LOGICS\		*.LUA

* - In this folder we can use default folders: ACTION, BACK, FRONT, but we can also add layer which will use images from folder with OWN name.

CUSTOM.XMI - it is possible to add **XMI file with OWN name and possibility to change music while gameplay. You will see in one of new logics how to do this. ☺

Source:

<http://www.clawforum.fora.pl/dokumentacja,34/struktura-folderu-zasobow-a-ich-mapowanie,4679.html>

Prefix points to where are images/sounds.

c. (or in every Custom
ated object which will

Anis - I show you how to edit CYCLEX.ANI file (X it is a default value, these files you will find in ..\Assets\GAME\ANIS\). We will need Hex app to edit these files. I will use Hex Editor XVI32 app.

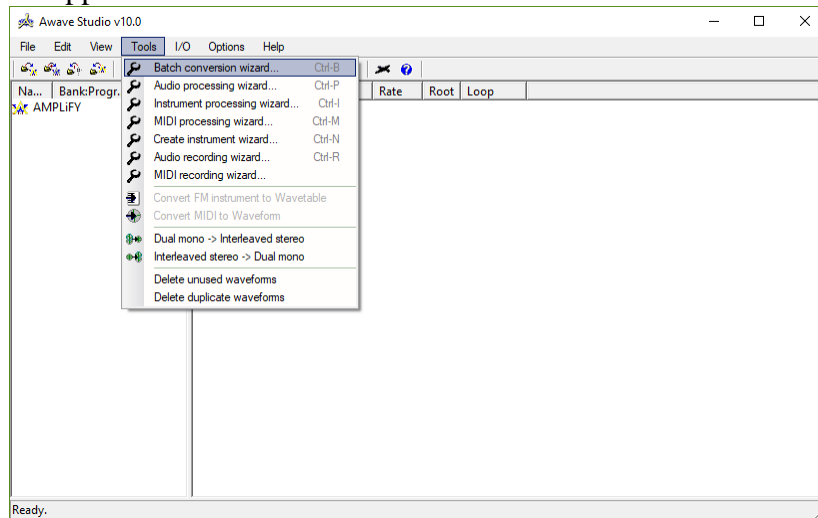
The screenshot shows the XVI32 memory viewer interface. The menu bar includes File, Edit, Search, Address, Bookmarks, Tools, XVIscript, and Help. The toolbar contains icons for file operations, search, and memory manipulation. The main display area shows a memory dump with addresses on the left and hex/ASCII data on the right. The address 20 is highlighted in blue. A red arrow points to the byte 32 at address 20. A green arrow points to the status bar at the bottom, which shows 'Char dec: 50' and 'Overwrite'.

[illegible]

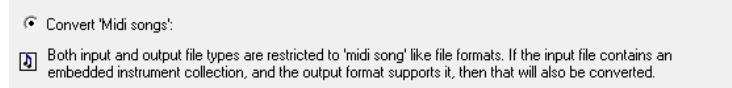
We can also create more advanced ANI file. You will find instruction about how to do this in - CWD(8) ENG - ANI file.

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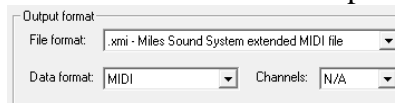
Music - here we add **XMI** files. You can find out how to convert **MID** file to XMI file. Just see how to do in example below. We need freeware **Awave Studio** app.
At first, launch app.



We choose *Batch conversion wizard...* option from **Tools** bookmark. Then:



We choose last option and then we click *Next* and to the new window we drop MID file. We can also do this in other way, just click on *Add files...* and choose file from the disk. Then we click on *Next* button. In the last window we choose output file format:



We choose localization for .xmi file, *Output directory:* , we click on *Start* button (conversion lasts few seconds) and new file is ready to use.

Screens - image which we will see when level is loading. Dimensions 640 x 480 pixels. We can use Photoshop (**A**) or Gimp (**B**) to convert image:

App A

We open image and we select **Image** bookmark, then *Mode* and then *Indexed Color...* - new small window will open. At the top, we choose **Palette**, from the list - *Local (Selective)*, **Colors:** 256, **Forced:** None. Below we choose: **Matte:** Black (RGB: 0,0,0), **Dither:** Diffusion, **Amount:** 1%. We do not mark the last option. Then we click Ok and our image is ready. Save image as **PCX** file.

App B

We open image and we select **Image** bookmark, then *Mode* and then *Indexed...* - new window will open. We choose **Generate optimum palette** and below we type 256 colors. In **Dithering** part we choose None. We do not mark the last option. We click on *Convert* button and image is ready. Then we save image, we choose **File** bookmark and then *Export As...* (ZSoft PCX image) as Image.pcx. Then we click on *Export* Button.

ATTENTION!

You should remember that you do not need to convert image using BASE level palette. So we can convert image which has the best possible quality.