

Rubicon Zone Warning - Level Editing

Thank you for playing *Rubicon Zone Warning*.

Basic Information:

Levels, called "Dimensions", are stored in the "Dimensions" folder and are simply txt files renamed to rzw. You can see how levels are constructed by loading an rzw file in a text editor (such as Notepad). You can use "Blank Dimension Template.rzw" as a template when making your own level, but make sure to save your level with a different file name.

Levels are 384x384 pixels and are made up of 24 rows and 24 columns of 16x16 pixel spaces. An rzw file has 3 blocks of 24x24 comma delineated spaces. Putting one of the two-character codes (listed in the key below) in one of those spaces will place the appropriate object in that area of the level when the level is loaded in the game. If the object is larger than 16x16 pixels, the code represents the top-left, 16x16 pixel portion of the object, so be sure to leave the right number of blank spaces to the right and below.

There are three blocks of 24x24 spaces in an rzw file, so you can overlap objects when appropriate. It is recommended that you use the top block for the various components of the bomb, the middle block for areas of effect and fences, and the bottom block for signal lines. However, when loading a level, the game automatically layers objects correctly, so how you use the blocks is up to you.

To load properly, a level must contain one player vessel, at least one disarm point, and a bomb timer value (the number at the end of a level file) of greater than zero and less than 999. The bomb core is mostly cosmetic, although it acts as an obstacle to make the levels more cramped and challenging. Signal lines are totally cosmetic, but like the bomb core, they make the levels look better.

Key:

The following key is case-sensitive.

Pv = Player Vessel (77x31 pixels, including sword pointing to the right)

Co = Bomb Core (64x64 pixels)

Disarm Point (16x16 pixels)

Rd = Red

Yd = Yellow

Gd = Green

Bd = Blue

Pd = Purple

Ct = Confusion Trap (32x32 pixels)

Ca = Confusion Trap Area of Effect (16x16 pixels)

Pt = Ping Trap (32x32 pixels)

Pa = Ping Trap Area of Effect (16x16 pixels)

Gt = Gas Trap (32x32 pixels)

Ga = Gas Trap Area of Effect (16x16 pixels)

St = Seizure Trap (32x32 pixels)

Sa = Seizure Trap Area of Effect (16x16 pixels)

Dt = Detonation Trap (16x16 pixels)

At = Activation Trap (16x16 pixels)

Ft = Wall/Timer Forward Trap (16x16 pixels)

Laser Trap (16x16 pixels)

HI = Horizontal Gun

VI = Vertical Gun

Wx = Wall Reverse Exploit (16x16 pixels)

Sp = Slow Pad (16x16 pixels)

Tp = Thrust Pad (16x16 pixels)

Lp = Lock Pad (16x16 pixels)

Conveyor Pad (16x16 pixels)

Lc = Leftward

Rc = Rightward

Uc = Upward

Dc = Downward

Teleporter (32x32 pixels)

BT = Blue

WT = White

De = Die Enemy (32x32 pixels)

Enemy Fence (16x16 pixels)

Hf = Horizontal

Vf = Vertical

rf = r-shaped

7f = 7-shaped

Jf = J-shaped

Lf = L-shaped

lb = Indestructible Block (16x16 pixels)

Db = Destructible Block (16x16 pixels)

Rs = Red Block Switch (16x16 pixels)

Rb = Red Switchable Block: Up (16x16 pixels)

rb = Red Switchable Block: Down (16x16 pixels)

Ys = Yellow Block Switch (16x16 pixels)

Yb = Yellow Switchable Block: Up (16x16 pixels)

yb = Yellow Switchable Block: Down (16x16 pixels)

Bs = Blue Block Switch (16x16 pixels)

Bb = Blue Switchable Block: Up (16x16 pixels)

bb = Blue Switchable Block: Down (16x16 pixels)

Signal Line (16x16 pixels)

Hs = Horizontal

Vs = Vertical

rs = r-shaped

7s = 7-shaped

Js = J-shaped

Ls = L-shaped