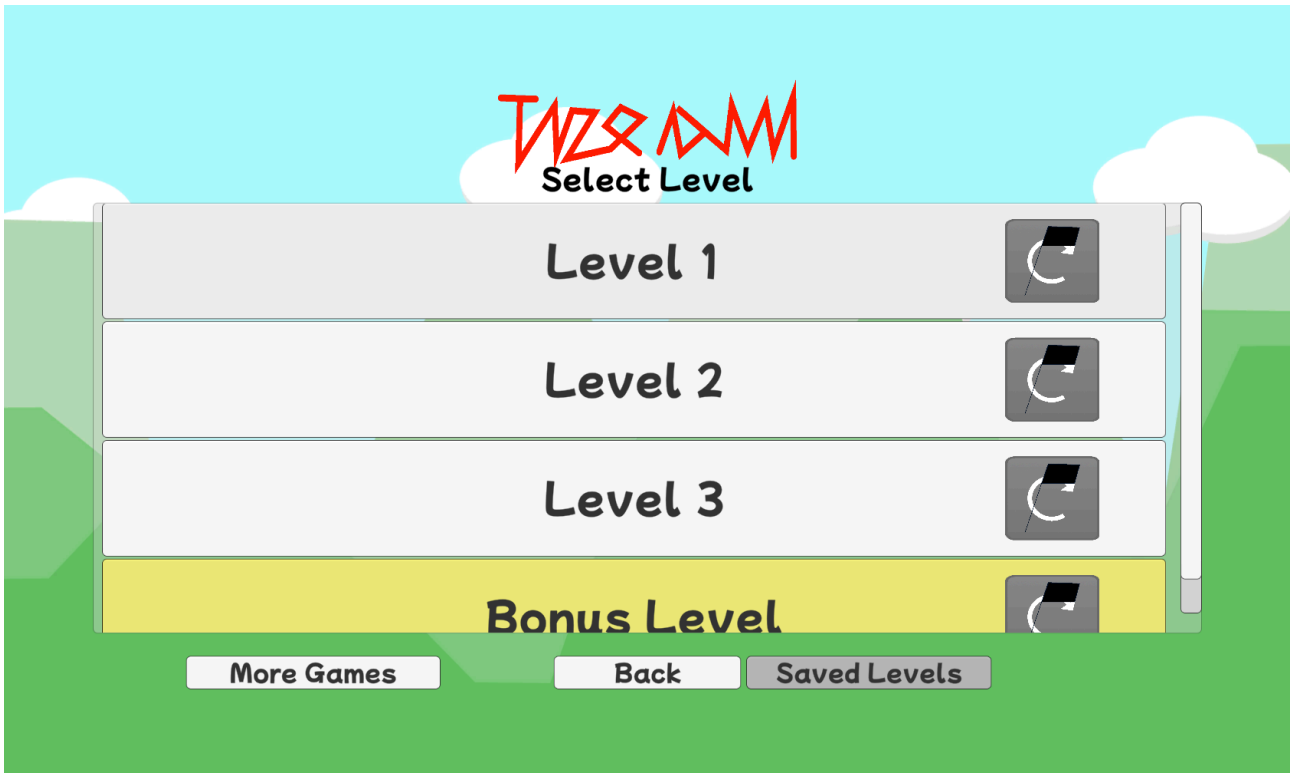
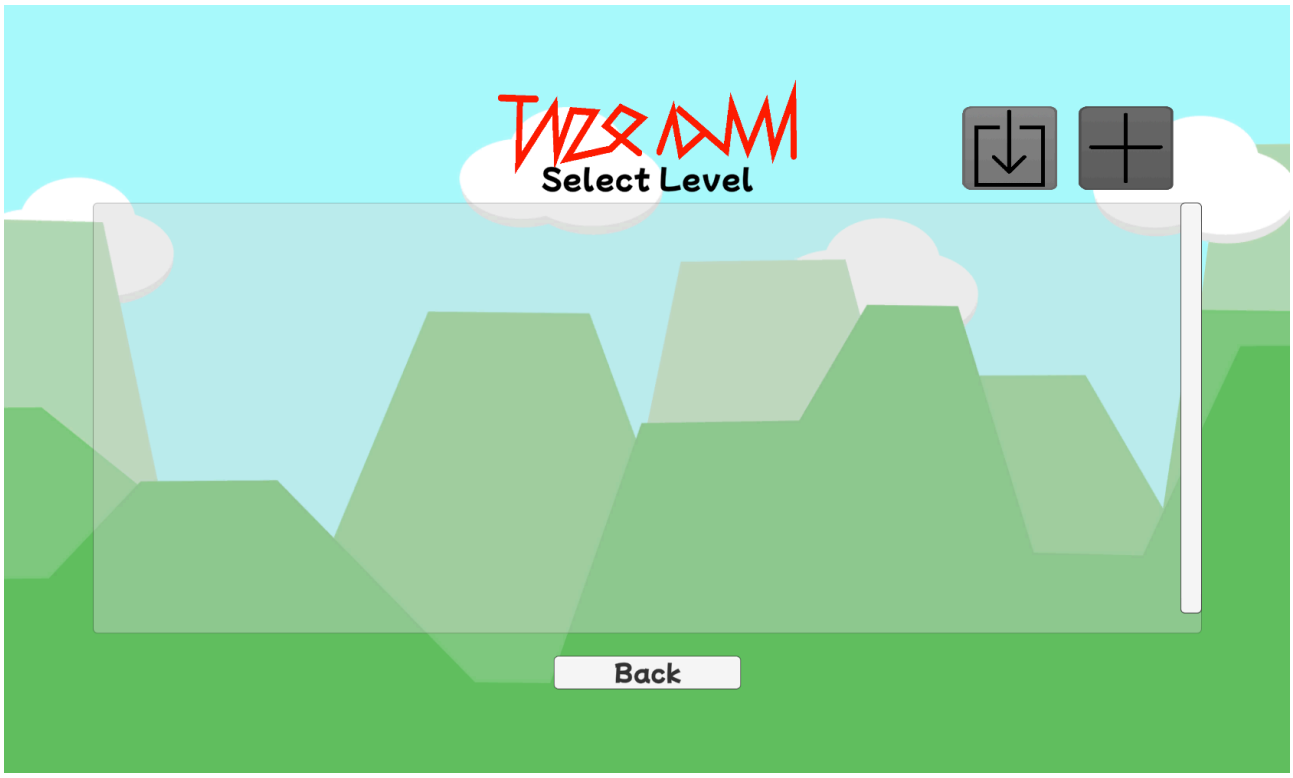
TWEWY
Level Editor Guide

1. Creating a Level

1. Click "Play"



2. Click "Saved Levels"



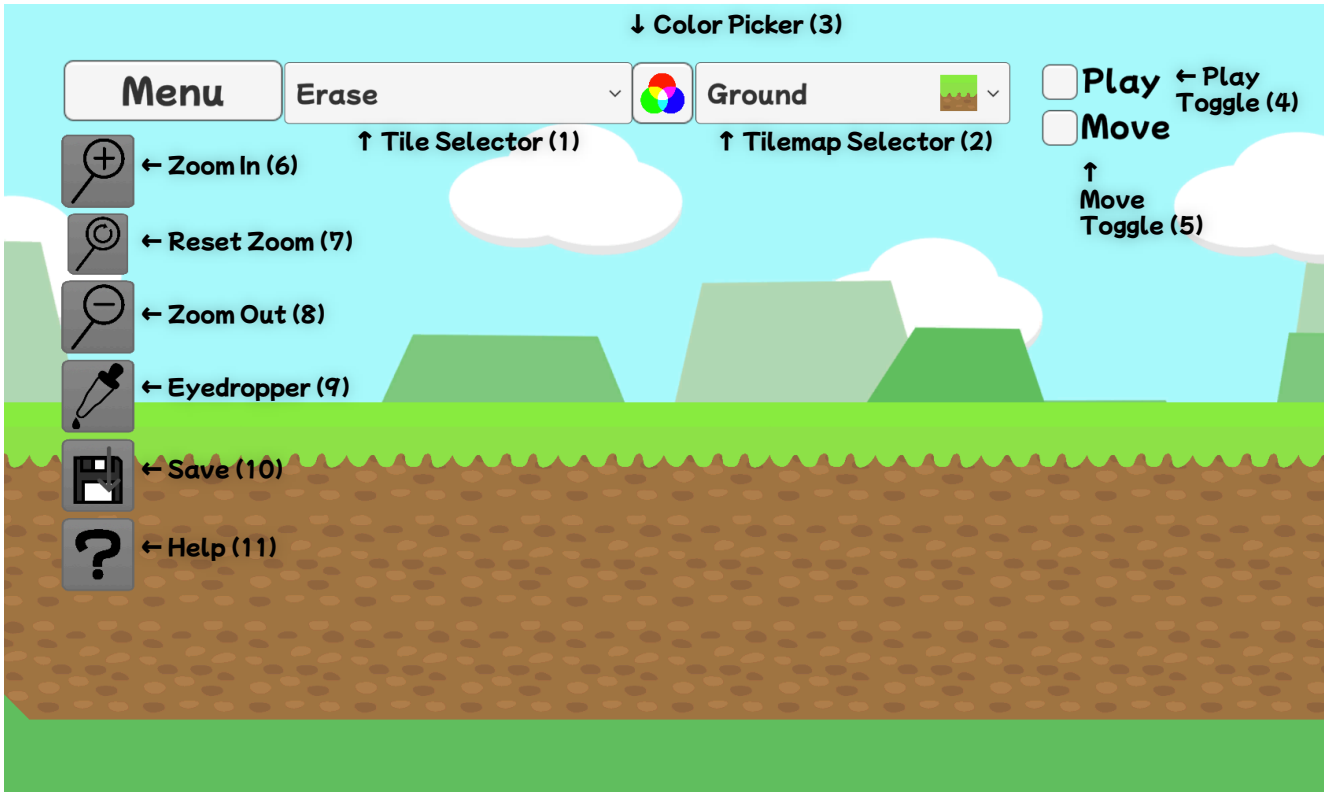
3. Click the “+” icon

4. Click “Create”

Now that you have made a level, we can move on to the next chapter.

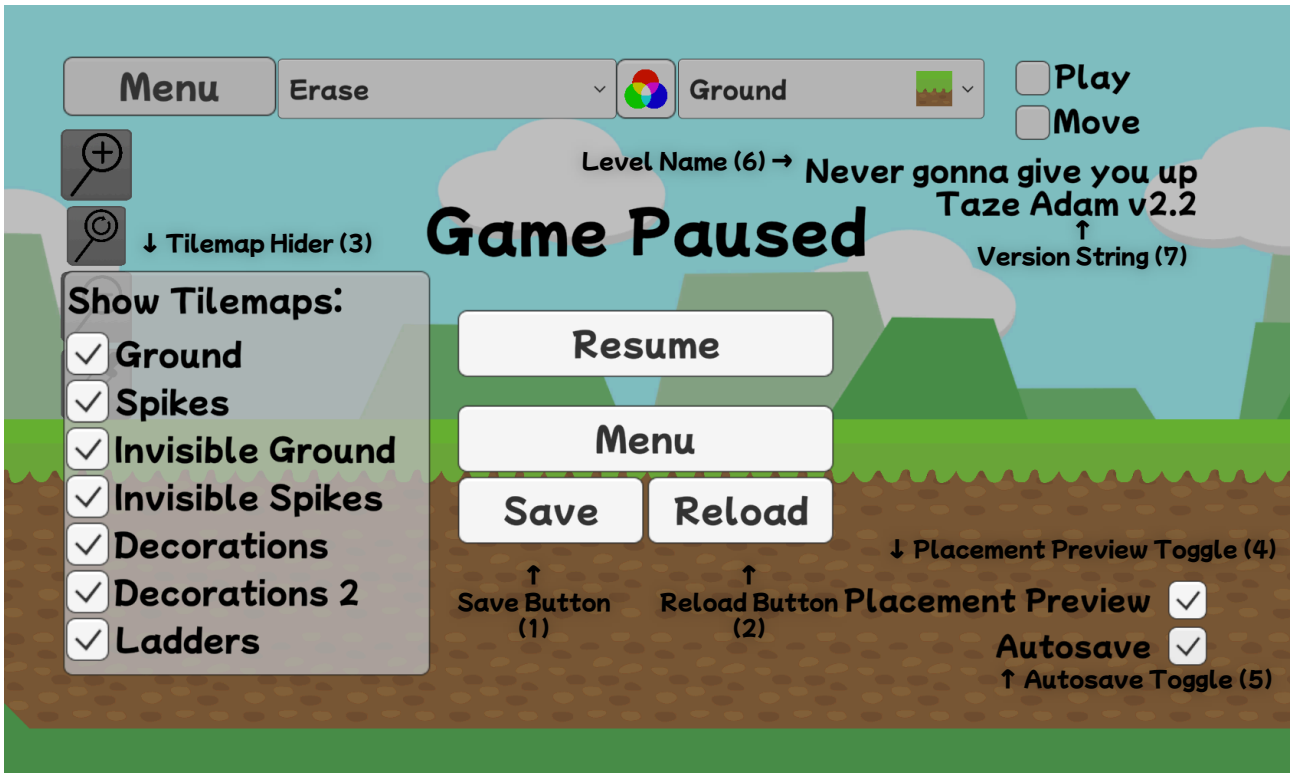
2. Editor UI

2.1 Main Editor UI:



1. Selects the tile/object that you will place.
2. Selects the tilemap that you will place your tile on. Different tile maps have different properties.
3. Picks the color for your tile/object. Changes color to the color that you have selected.
4. Enabling it starts playtesting.
5. Enabling it lets you move by dragging. Useful on mobile devices where there is no right click.
6. Zooms in.
7. Resets the zoom level back to default.
8. Zooms out.
9. Lets you pick a color from a tile.
10. Saves the level.
11. Considering you're here, you probably know what this button does.

2.2 Pause UI



1. Saves the level.
2. Reloads the level if it has been modified on the disk. (not very useful)
3. Hides tilemaps, could be useful if you want to determine the tilemap of a tile.
4. If enabled, adds a placement preview when you hover your mouse. Does not appear if you are using touch controls.
5. If enabled, automatically saves the level every 5 minutes.
6. Displays the level name.
7. Displays the game version.

2.3 Editor Controls

Left Click/Tap: Place
Right Click/Arrow Keys/WASD: Move
Ctrl+S/Cmd+S: Save level
Ctrl+L/Cmd+L: Reload level
E+Right Click: Erase
Ctrl+Scroll Wheel/Cmd+Scroll Wheel: Zoom in/out

3. Placing Tiles

Select tiles from the tile selector and place them on the grid by left clicking/tapping. They will be placed on the tilemap you have selected with the tilemap selector and tinted with the color you have selected in the color picker. (select white to make them appear normal)

3.1 Tilemaps

Different tilemaps have different properties:

Ground: Solid blocks that the player can walk and jump on.

Spikes: Sends the player to the last checkpoint if touched.

Invisible Ground: Same as Ground but invisible. Shows transparent in the editor.

Invisible Spikes: Same as Spikes but invisible. Shows transparent in the editor.

Decorations: Tiles that have no collision.

Decorations 2: Same thing, but appear behind all other tilemaps. Useful for backgrounds.

Ladders: Has no collision and the player can jump in it.

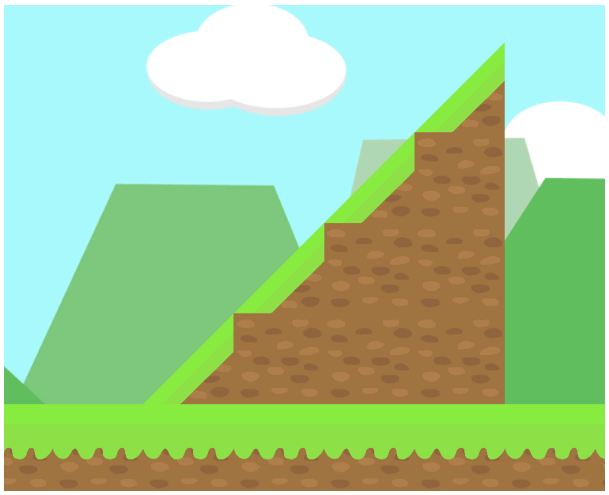
Any tile can go in any tilemap, but you some tiles are better for a tilemap than others. For example, Saw is better suited for the Spikes tilemap.

3.2 Erasing Tiles

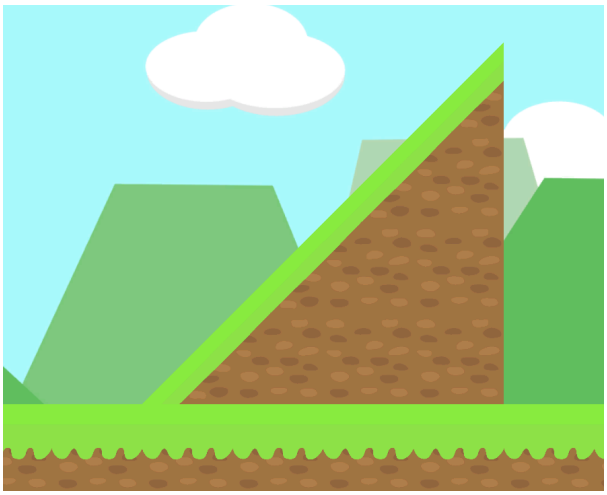
Erase tiles by selecting "Erase" from the tile selector. You can also erase by clicking and holding down the E key.

3.3 Placing Slopes

When placing slopes, make sure to place the second variants of the slope tiles underneath. This will make your slopes look better.



Using Dirt



Using Grass Slope Left 2

4. Placing Objects

Unlike tiles, objects can be placed anywhere and don't snap to the grid. They also aren't placed in any of the tilemaps and will ignore your tilemap selection.

4.1 Object Properties

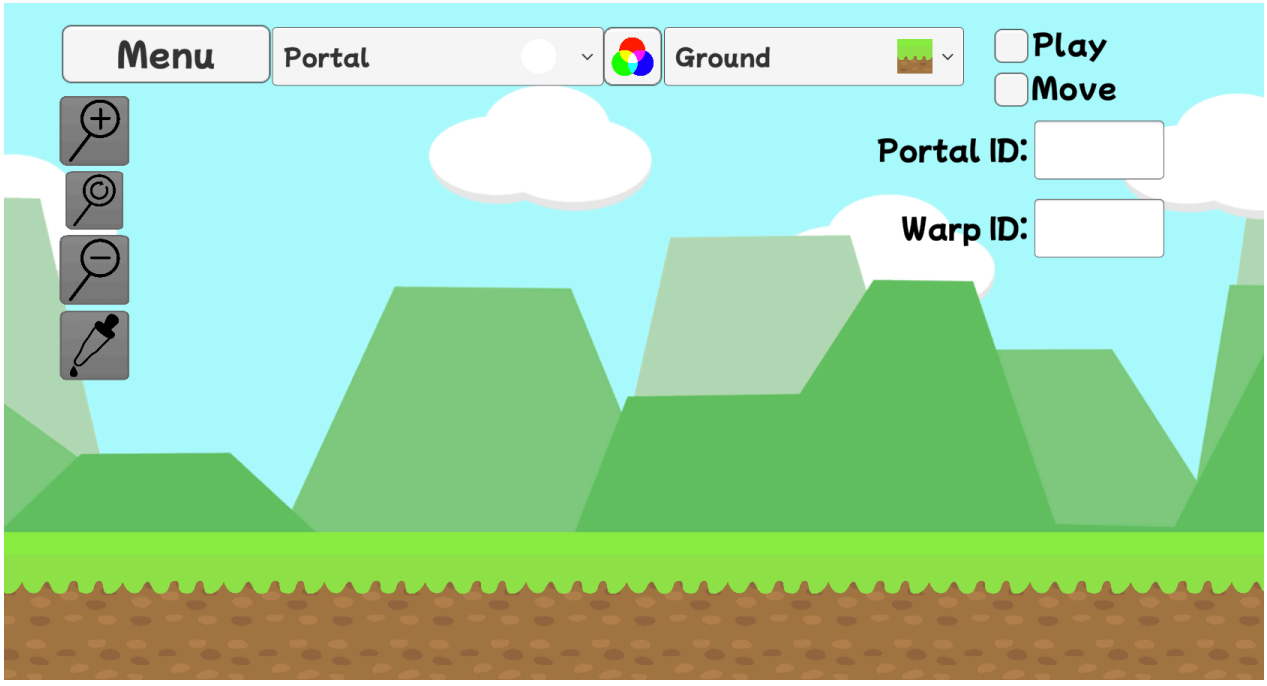
Checkpoint Flag: Saves the location of the player. The player will return to it after touching either Spikes or Invisible Spikes. Can't be colored.

Finish Flag: Marks the end of the level. There can only be one per level, so attempting to place another one moves the old one there. Can't be colored, don't even try.

Portal: Teleports the player to another location.

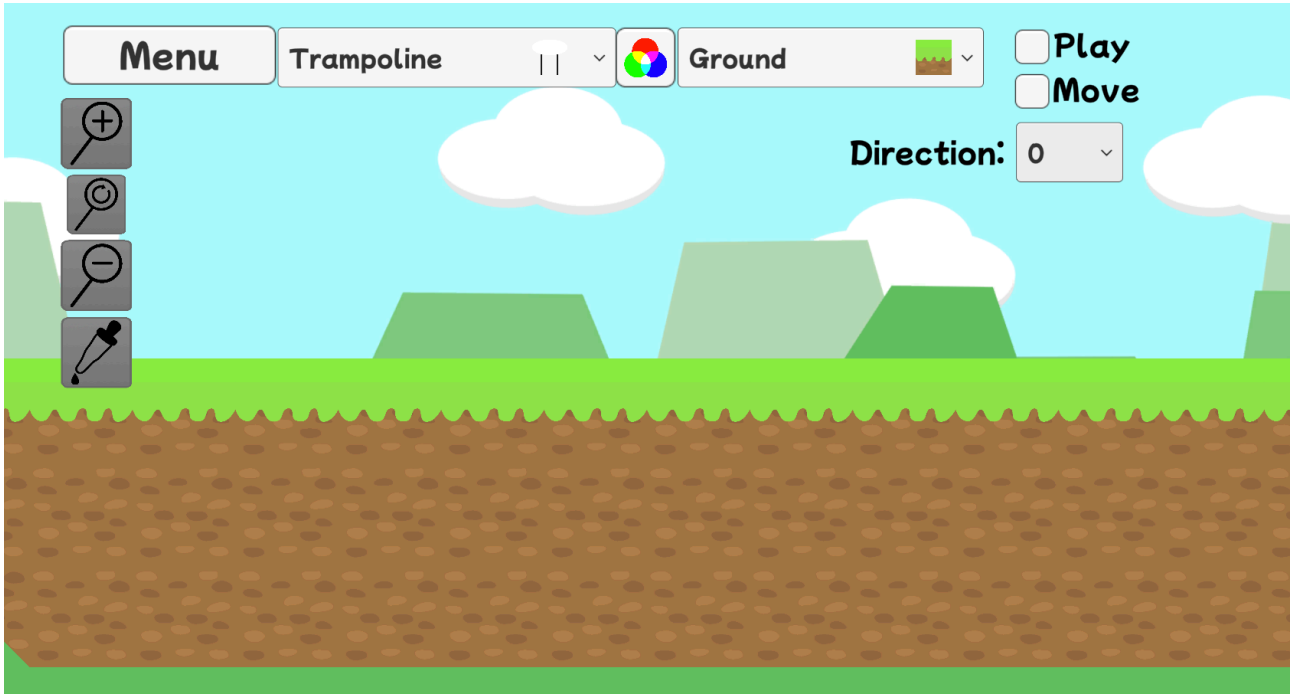
Trampoline: Launches the player above jump height.

4.2 Placing Portals



When a Portal is selected, two new input fields will appear: Portal ID and Warp ID. Portal ID determines the ID of the Portal, and Warp ID determines the ID of the Portal that it's going to teleport the player to.

4.3 Placing Trampolines



When a Trampoline is selected, a new dropdown called Direction will appear. This dropdown determines the direction of the Trampoline as well as the direction it launches the player.

4.4 Erasing Objects

Erase objects by selecting "Erase" from the tile selector. You can also erase by clicking and holding down the E key.