

Creating Maps in ScrollEd

ScrollEd is a map/level editor that can be used with Scroll.

Compiling ScrollEd with Scroll

ScrollEd is included in the Scroll header files, so you don't have to make any changes to your Scroll project to use it. However, you do have to make sure it is being compiled.

If you have the following defined in a source or header file, comment or remove it. Otherwise, ScrollEd will not be compiled when Scroll is compiled.

```
#define __NO_SCROLLLED__
```

Running ScrollEd

Running your game's executable will start the game by default. If you want to start ScrollEd, you need to run the executable with the `-editor` command line switch.

You must also specify a map file to edit using the `-map` switch.

If you don't want to specify a map file on the command line every time, you can specify a default map file in Orx config as follows:

```
[Param]
map = ../data/map/Level1.map; <= Setting a default map if none is specified
on the command line
```

Orx objects to be used in ScrollEd need a new property not supported in Orx Used to define “object sets” used in ScrollEd

```
[0-Boy]
Graphic = G-Boy
ScrollEdSet = Players

[0-EnemyBug]
Graphic = G-EnemyBug
ScrollEdSet = Enemies
```

After you've defined the ScrollEdSet for each of your Orx objects in config, run ScrollEd again. You will be able to use the mouse wheel to scroll through the object sets. The previous config would create two sets, Players and Enemies, and allow you to switch between them.

The following keyboard and mouse commands are available in ScrollEd. You can find them in `data/ScrollEd.ini`

```
[Input]
```

```
SetList = ScrollEdInput # ScrollInput
```

```
[ScrollEdInput]
```

```
MOUSE_LEFT      = Action
```

```
MOUSE_RIGHT     = Pan # Zoom
```

```
MOUSE_MIDDLE    = Copy # HideSet
```

```
MOUSE_WHEEL_UP  = NextSet # NextLayer
```

```
MOUSE_WHEEL_DOWN = PreviousSet # PreviousLayer
```

```
KEY_SPACE       = ClearSelection # HideSet
```

```
KEY_LALT        = SoftClearSelection
```

```
KEY_RALT        = SoftClearSelection
```

```
KEY_F12         = Screenshot
```

```
KEY_LCTRL       = Zoom # PreviousLayer # NextLayer
```

```
KEY_DELETE      = Delete
```

```
KEY_BACKSPACE   = Delete
```

```
KEY_F6          = Save
```

```
KEY_F9          = Reload
```

```
KEY_Z           = ToggleMove
```

```
KEY_X           = ToggleScale
```

```
KEY_C           = ToggleRotate
```

```
KEY_S           = ToggleSnap
```

```
KEY_G           = ToggleGrid
```

```
KEY_D           = ToggleDifferential
```

```
KEY_A           = Antialiasing
```

```
KEY_T           = Tiling
```

```
KEY_R           = EditAlpha
```

```
KEY_Q           = EditRed
```

```
KEY_W           = EditGreen
```

```
KEY_E           = EditBlue
```

```
KEY_TAB         = ResetZoom
```

```
KEY_F3          = ToggleFullScreen
```

```
KEY_HOME        = ReloadHistory
```

```
KEY_ESCAPE      = Quit
```

```
KEY_F5          = StartGame
```

```
CombineList      = @ScrollEdInput.KEY_LCTR
```

Call SetMapName from the Scroll class to load the map in Scroll

Then do the following:

```
// Asks for map restart
mbRestartMap = orxTRUE;
```

mbRestartMap is checked in the Update function and does the following if true:

/ Should restart map?

```
if(mbRestartMap)
{
    // Pauses game
    PauseGame(orxTRUE);

    // Decreases delay
    mfRestartDelay -= _rstInfo.fDT;

    // Now?
    if(mfRestartDelay <= orxFLOAT_0)
    {
        // Stops game
        StopGame();

        // Loads map
        LoadMap();

        // Unpauses game
        PauseGame(orxFALSE);

        // Starts game
        StartGame();

        // Clears restart status
        mbRestartMap = orxFALSE;
    }
}
```

From:

<https://orx-project.org/wiki/> - Orx Learning

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<https://orx-project.org/wiki/en/tutorials/orxscroll/maps-in-scrolled?rev=1345402869>

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