

X-Edit

The X-Edit is a .NET-based project done by Messerschmitt262a2a for the game Speedy Eggbert and Speedy Eggbert 2. Thanks to the youtuber JesseRoxxII for the element- and object-sprites. X-Edit is in beta-state and comes with NO WARRANTY! If you find any mistakes, please contact me on YouTube.

Controls

There are a few controls needed for the editor. A level has 4 layers: Decor-Layer, Object-Layer, Block-Layer and Blupi-Layer. It is tried to be compatible with the game. Backgrounds and Sprites are from Speedy Eggbert 2. Each layer has its own set of tiles, and each set contains different tiles belonging together. The following table shows all required keys.

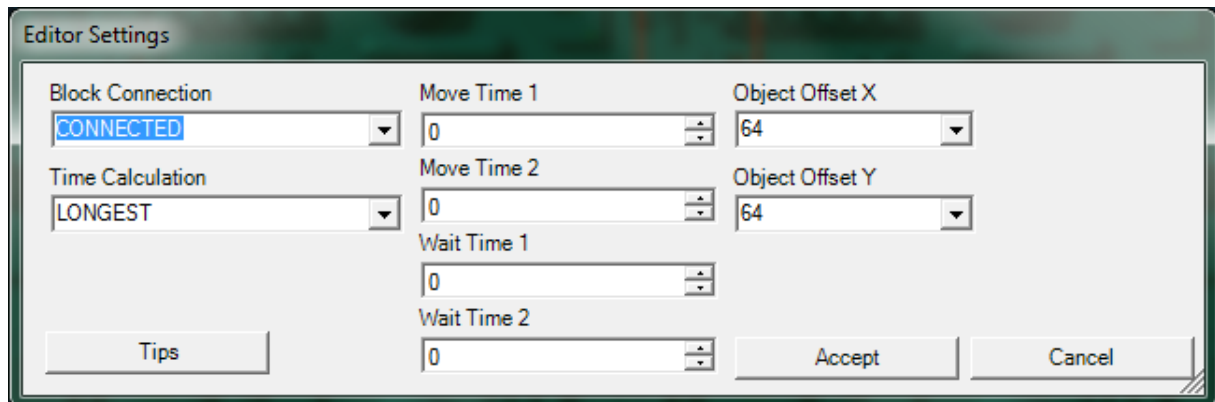
Key	Action
Arrow-Keys	Moves the window as in the game
A/D	Changes the SET of blocks, objects and decor
W/S	Changes the tile in the current set
M	Mirrors the level
F	Switch through the fill-mode
R	Toggle random on placing blocks
1	Place Decor
2	Place Objects
3	Place Blupis
4	Place Blocks
F2	Correct the Y-offset (set each MOVING object down). Using bugs in the ingame-editor causes objects such as bombs or treasures to float 4 pixels above the ground. This action sets them down again. In X-Edit such objects are set down automatically. DANGER: Also affects objects placed in X-Edit, this button is supposed to be pressed when loading a buglevel from the game!
F3	Undo the Y-Offset-Correction if pressed too much.
G/B	Elements like the beltlift or the enemy allow to use different frame-types. In the beta other elements do not allow these changes. Those keys change the frameset.
L	Shows a list with all objects in the level
C	Resets the view
N	Clears the level

Placing Lifts

There are four types of lifts: The normal lift, the ghost-lift, the beltlift and the box. To choose the sprite of these, change the tile in the block-layer. Like in the game, the lifts will have the same sprite as the last selected block. The belilift is different, you can choose the sprite with the keys G and B.

Placing moving objects

The main advantage of X-Edit is placing the objects in a completely new way. For the objects themselves there are the settings from the editor.

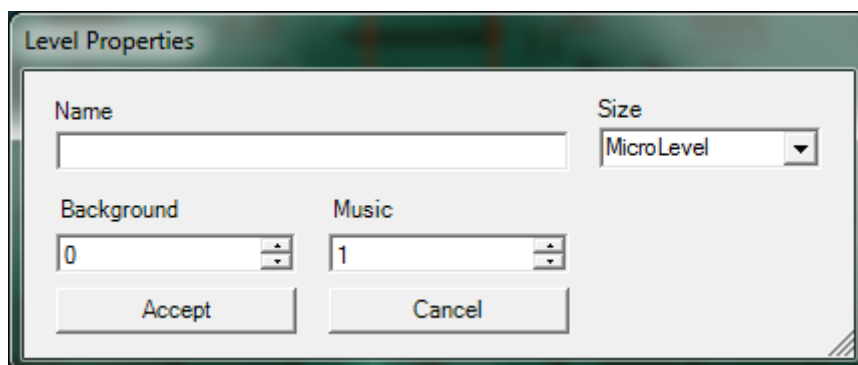


The following table shows what it means:

Settings	Action
Block-Connection	Not implemented in the Beta
Time Calculation	By placing moving objects, the time is calculated by different algorithms. Each time unit is entered for the way of 64 pixels (1 square in the game). Speedy Eggbert calculates the time of an object by the longest distance <ul style="list-style-type: none">• LONGEST: Calculates the longest way just as in the game• SHORTEST: Calculates the time for the shortest distance• PYTHAGORAS: Calculates the real distance• GIVEN: Does not calculate anything and just inserts the numbers entered in the fields, no matter how far an object has to travel
Move-Times	The time for an object to travel 64 pixels (if you did not choose GIVEN)
Wait-Times	The time an object stays at the positions 1 and 2
Offset X and Y	Calculates the position when placing an object. 64 is placing in squares as in the game, 32 allows half offset and 1 allows placing wherever you want. There are a few more numbers.

Map-Properties

This window allows to change the map-properties as in the game, with a few extras (music and decor):



Placing Blupis

Placing blupis is similar to objects. They use the offsets as objects in the editor-settings. With A and D you choose the blupi, and with W and S you decide whether it is facing left or right.

Buttons

At the bottom there are multiple buttons. They are described from left to right.



- Save the level
- Load a level
- Place blocks
- Place decor
- Place objects
- Map properties
- Editor-Properties
- Place blupis

And now, have fun with the beta 😊

Please notice that this is an advanced level-editor, so the controls are not as easy as in the game. Also please remember that this is the beta, so it is not stable. If you find any errors, contact me. This is a .Net-project, so remember to have the latest .Net-version installed. And last but not least, remember that I am also just a human, I might have dismissed something in this description.