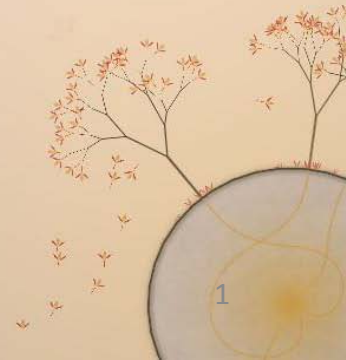# Eufloria Guide

Created by
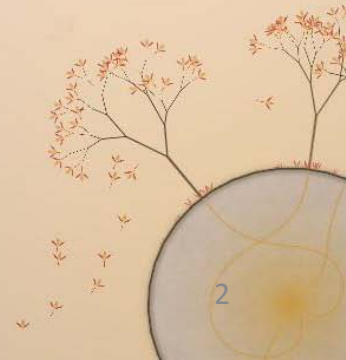## Rudolf Kremers & Alex May

Music & Audio by
Brian Grainger

Guide to making levels for Absolute Beginners

Created by
annikk.exe

Notepad

Overwhelmed by the thought of trying to code your own levels?
Don't worry, Fluffy is here to halp.
Follow this guide and you'll be making levels in no time!
(If you actually try everything suggested here for yourself, it will take
you about 40-60 mins to learn how to make levels.)

To start with we will create a very simple level, and then learn by
adjusting values and playing the level each time to see what has changed.
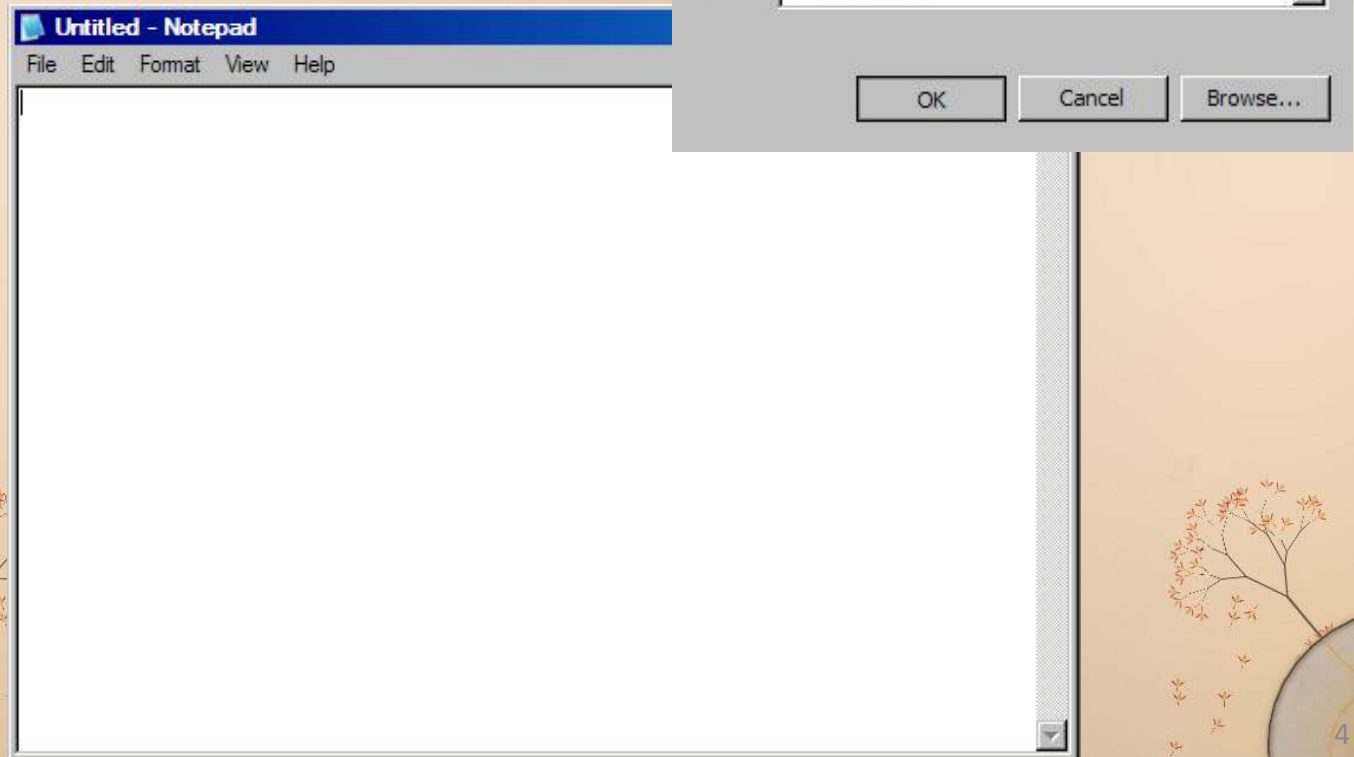
1.
Click Start

2.
Click on "Run".
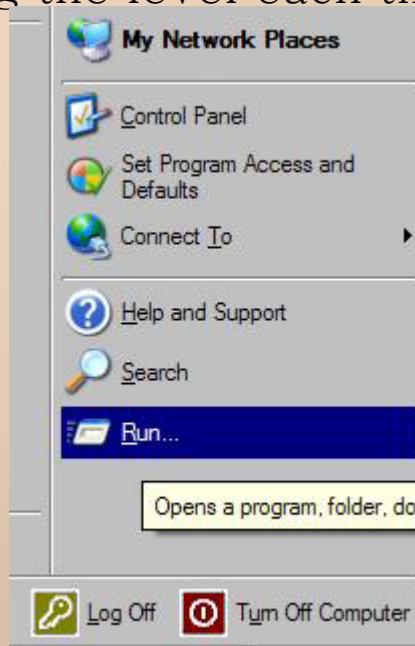
Notepad

3. Type "notepad.exe" into the box as shown, and click OK.
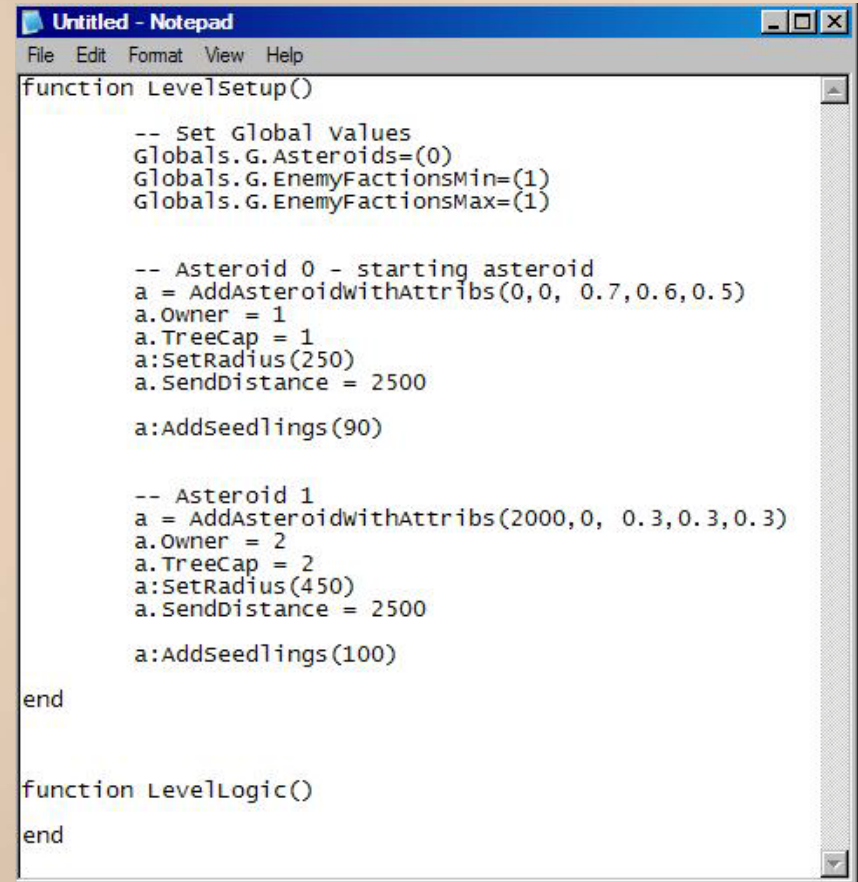
4. Notepad opens.

The First Contact

5.

Enter the text shown below into Notepad.
If you would prefer to copy & paste the text instead of typing it out yourself, see next page

```
function LevelSetup()

        -- Set Global Values
        Globals.G.Asteroids=(0)
        Globals.G.EnemyFactionsMin=(1)
        Globals.G.EnemyFactionsMax=(1)

        -- Asteroid 0 - starting asteroid
        a = AddAsteroidwithAttribs(0,0, 0.7,0.6,0.5)
        a.Owner = 1
        a.TreeCap = 1
        a:SetRadius(250)
        a.SendDistance = 2500

        a:AddSeedlings(90)

        -- Asteroid 1
        a = AddAsteroidwithAttribs(2000,0, 0.3,0.3,0.3)
        a.Owner = 2
        a.TreeCap = 2
        a:SetRadius(450)
        a.SendDistance = 2500

        a:AddSeedlings(100)
end


function LevelLogic()
end
```

The First Contact ~ Script code

```
function LevelSetup()

        -- Set Global Values
        Globals.G.Asteroids=(0)
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        a:AddSeedlings(100)

end


function LevelLogic()

end
```
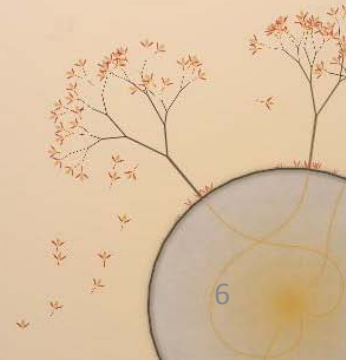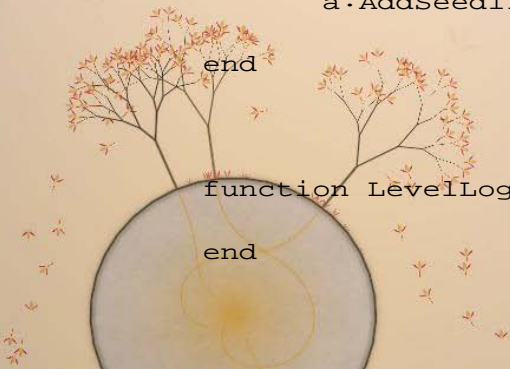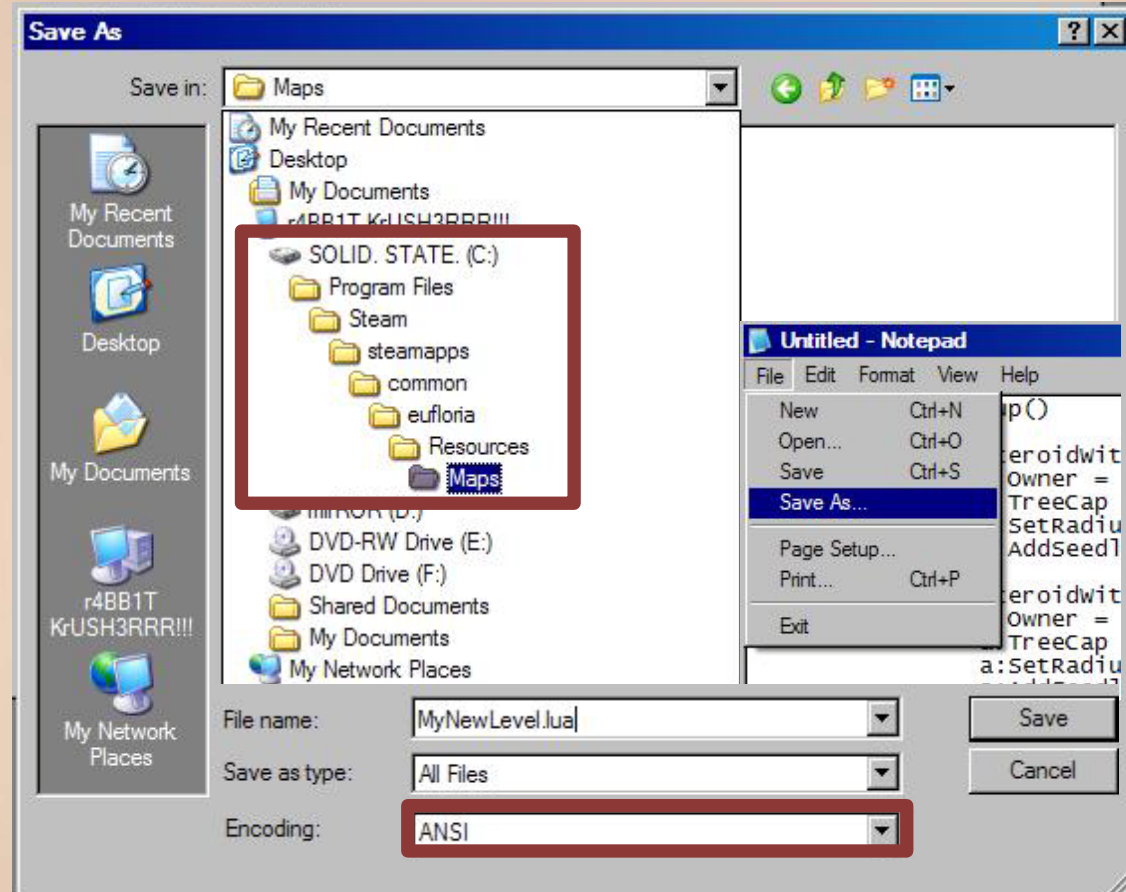
The Save As

6.

Now click "File" in the top left of Notepad, and choose "Save As".

7.

We need to make sure we save it in the right folder.
The picture below shows the correct location of the "Maps" folder.
Use the drop-down box at the top of the "Save As" window to navigate to the right folder.

8.

Give your level a name, and **make sure that it ends with ".lua"**
Set the file type to **All Files**.
Set Encoding to **ANSI**.

Then click the **Save** button. Now it's time to check out our level

The Save As ~ Importend ~

- Hi everyone,

  To install custom levels into Eufloria, you need to put the level files into the Maps directory, which is in the Resources directory in the location where Eufloria was installed.

  To be clear, the following example is incorrect:

  C:\Program Files\Eufloria\Maps

  And this is correct:

 **C:\Program Files\Eufloria\Resources\Maps**

  Levels with both XML and Lua components should have the same filename except for the extension.

  The levels should appear in the Custom Levels section of the main menu when you open it.

  We have provided a copy of the main story mode levels as a starting point for you. You can also find stuck threads describing some common script examples and documentation of the Lua functionality we have in Eufloria.

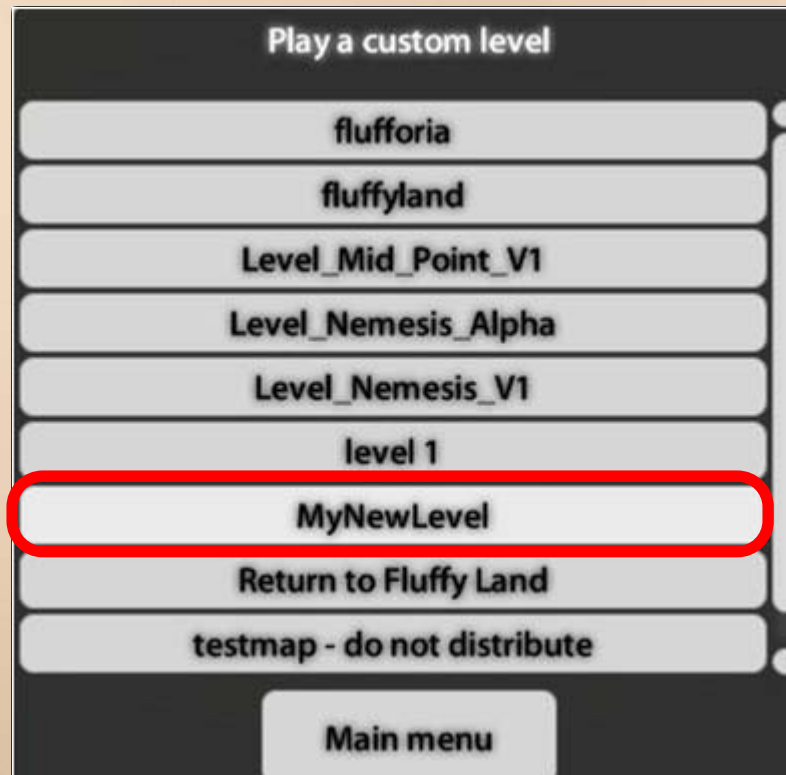 Post back with questions

- Post From Alex
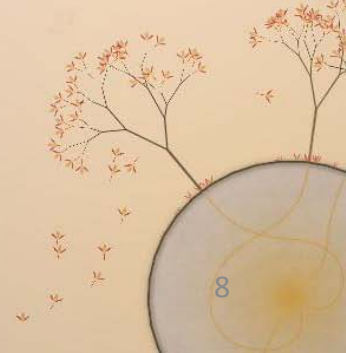
The Chosen One

- **9.**

Load up Eufloria, choose "Custom Levels" from the main menu, and your new level should be waiting there.
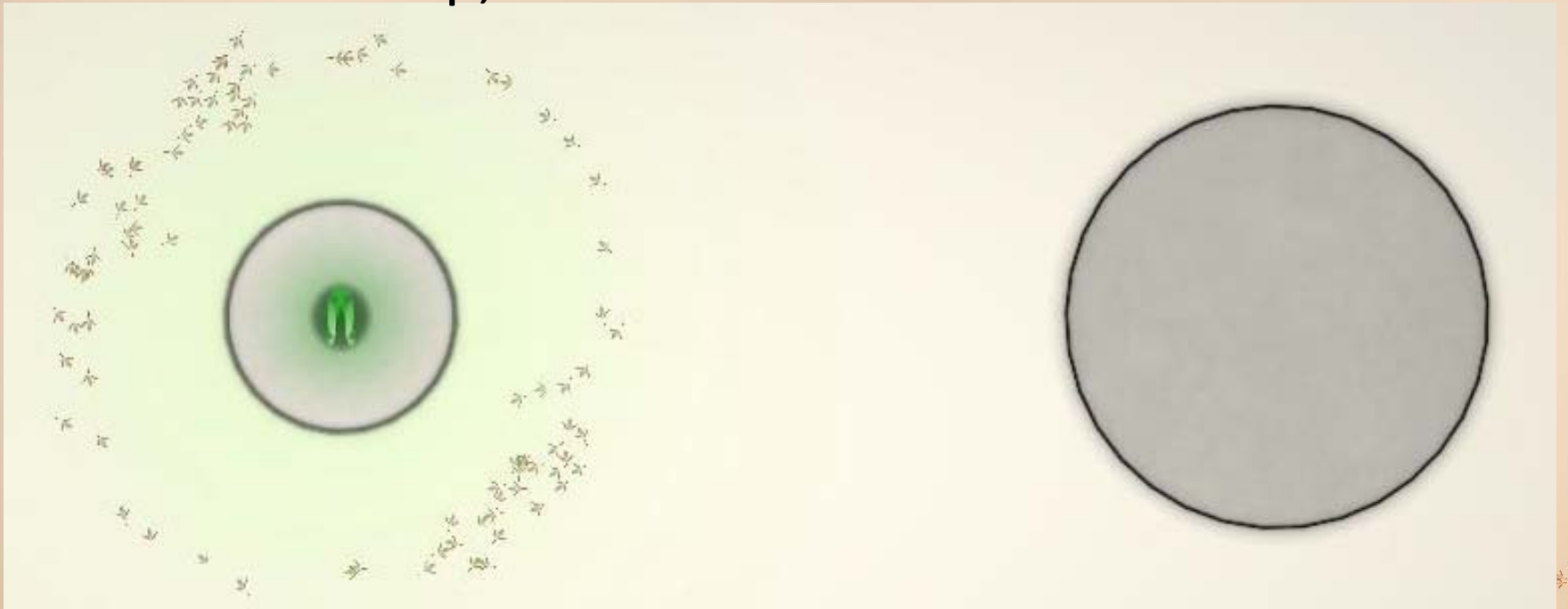Click on
it to try
playing it!

Play a custom level

flufforia

fluffyland

Level_Mid_Point_V1

Level_Nemesis_Alpha

Level_Nemesis_V1

level 1

MyNewLevel

Return to Fluffy Land

testmap - do not distribute

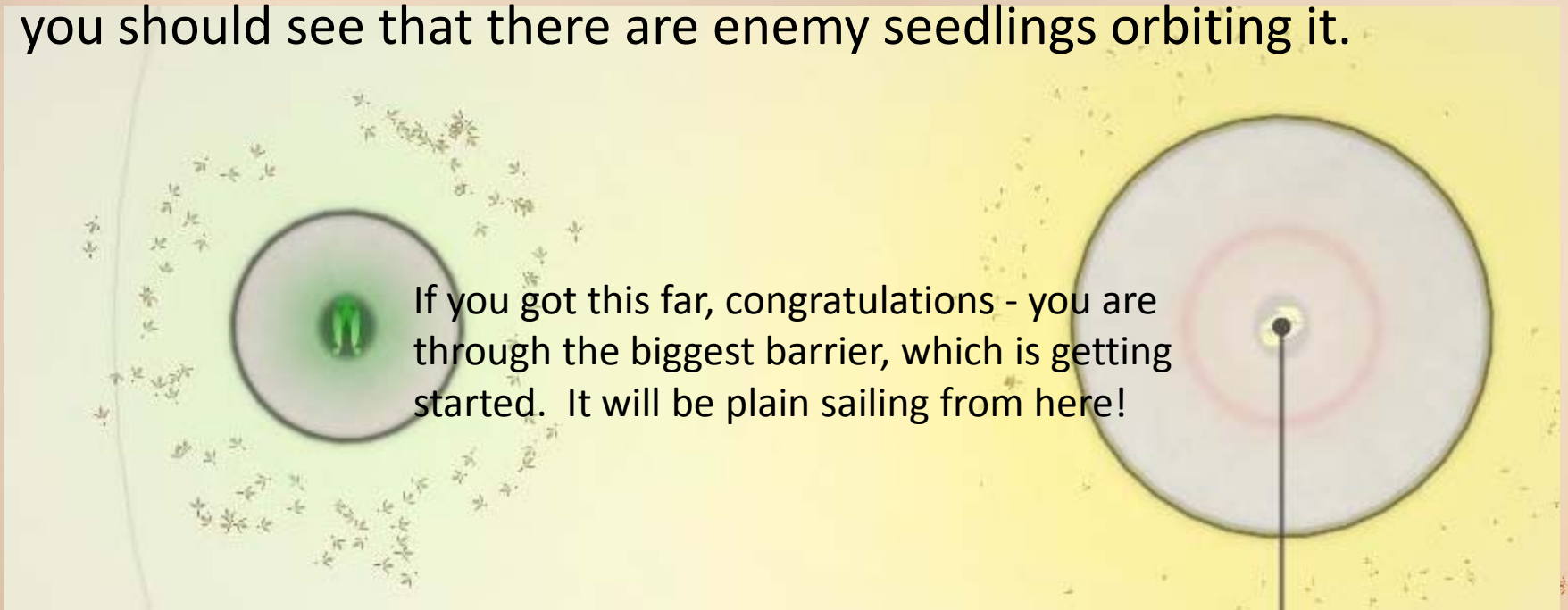Main menu

Test of your first map

- **10.**

When it loads up, this is what it should look like.

Test of your first map

- **11.**

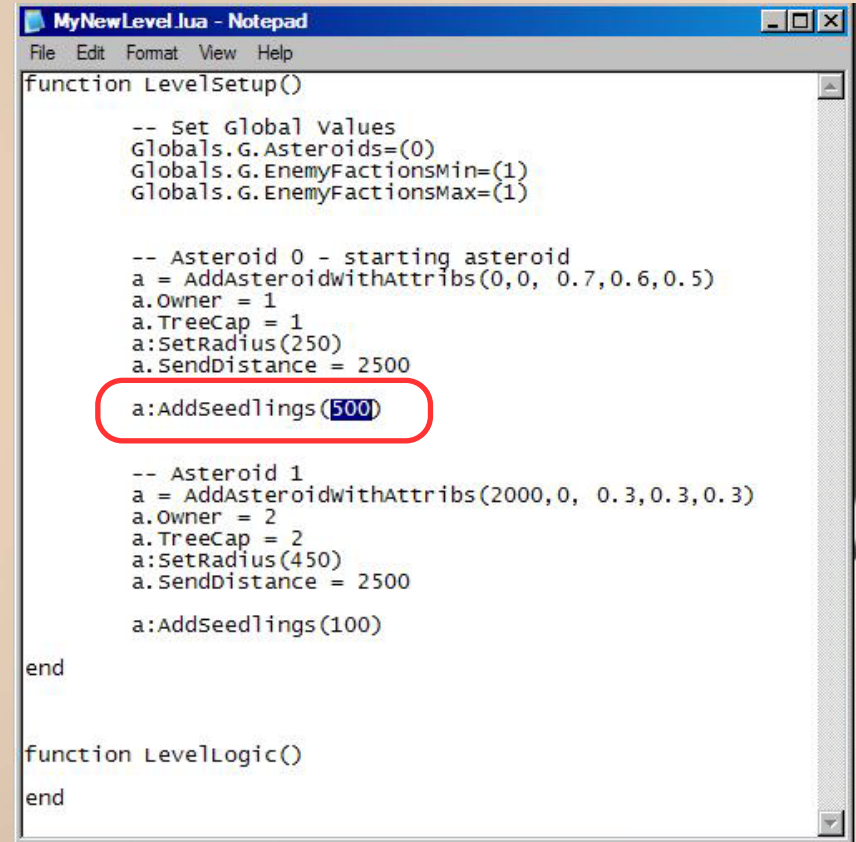If you send a scout to the asteroid next door,

you should see that there are enemy seedlings orbiting it.

If you got this far, congratulations - you are through the biggest barrier, which is getting started. It will be plain sailing from here!

lets experiment!
With Seedlings

- **12.**
  To start with, lets change the number of seedlings that the Player starts with from 90 up to 500. Make the change indicated below:


```
MyNewLevel.lua - Notepad

File  Edit  Format  View  Help

function LevelSetup()

        -- Set Global Values
        Globals.G.Asteroids=(0)
        Globals.G.EnemyFactionsMin=(1)
        Globals.G.EnemyFactionsMax=(1)


        -- Asteroid 0 - starting asteroid
        a = AddAsteroidwithAttribs(0,0, 0.7,0.6,0.5)
        a.Owner = 1
        a.TreeCap = 1
        a:SetRadius(250)
        a.SendDistance = 2500

        a:AddSeedlings(500)

        -- Asteroid 1
        a = AddAsteroidwithAttribs(2000,0, 0.3,0.3,0.3)
        a.Owner = 2
        a.TreeCap = 2
        a:SetRadius(450)
        a.SendDistance = 2500

        a:AddSeedlings(100)

end


function LevelLogic()

end
```
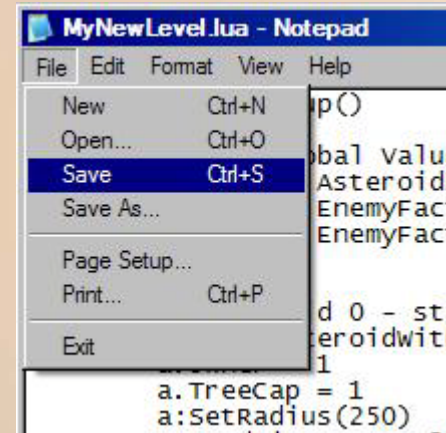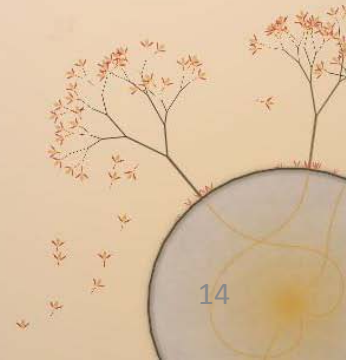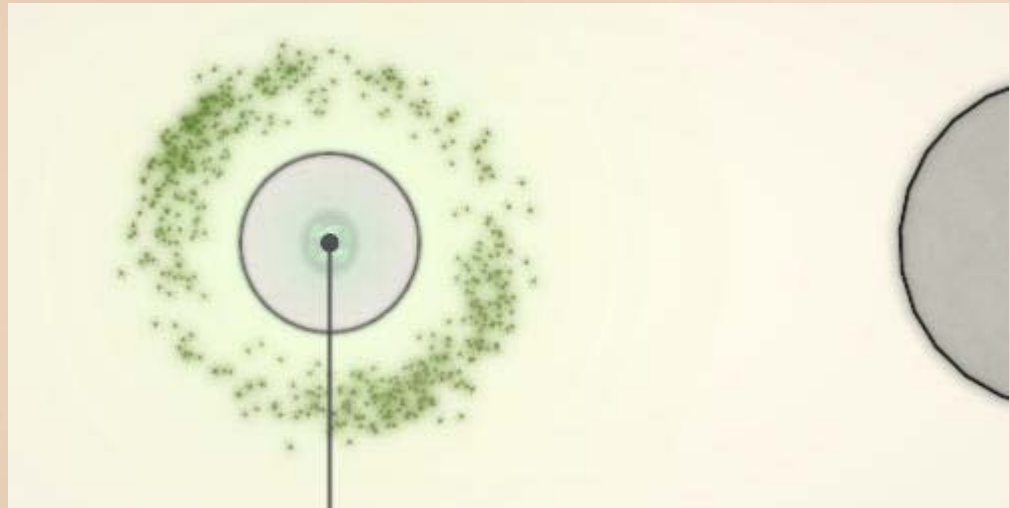
Save Again

- **13.**
  Now that we've made the change, it is important that we remember to save the file. Otherwise our changes won't be apparent when we try to play the level.

See the load of seedlings

- **14.**
  Now go back to Eufloria and try loading up the level like before. You should start with loads of seedlings this time!

Size of the asteroid

- **15.**
  Next lets try to change the size of the Player's asteroid. Make the change indicated below, and don't forget to save the level afterwards by clicking "File" and "Save", like in step


```
MyNewLevel.lua - Notepad
File  Edit  Format  View  Help
function LevelSetup()

        -- Set Global Values
        Globals.G.Asteroids=(0)
        Globals.G.EnemyFactionsMin=(1)
        Globals.G.EnemyFactionsMax=(1)


        -- Asteroid 0 - starting asteroid
        a = AddAsteroidwithAttribs(0,0,  0.7,0.6,0.5)
        a.Owner = 1
        a.TreeCap = 1
        a:SetRadius(750)
        a.SendDistance = 2500
        a:AddSeedlings(500)
```
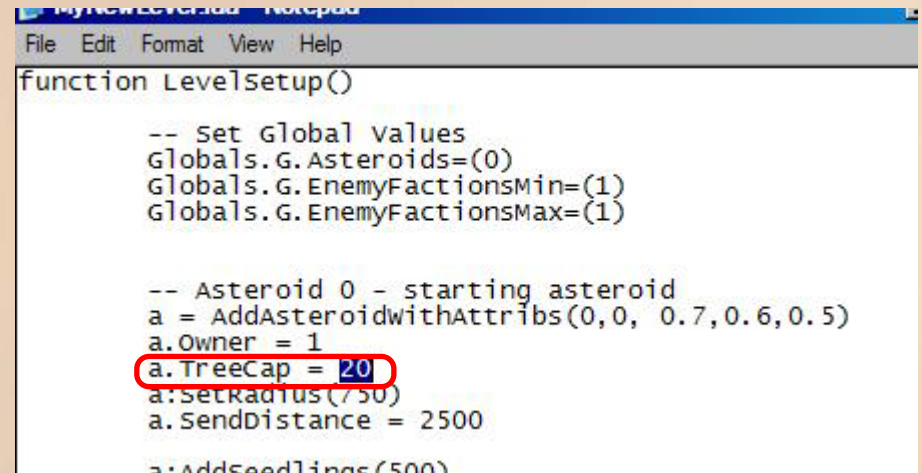
- **16.**

Now load the game up, and lo and behold your asteroid has swollen to epic proportions!

maximum number of trees

- **17.**
Next lets try changing the maximum number of trees allowed on the Player's asteroid. Make the change indicated below - make sure you change the right asteroid! Then save the level again.
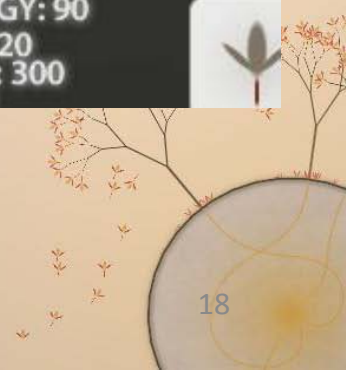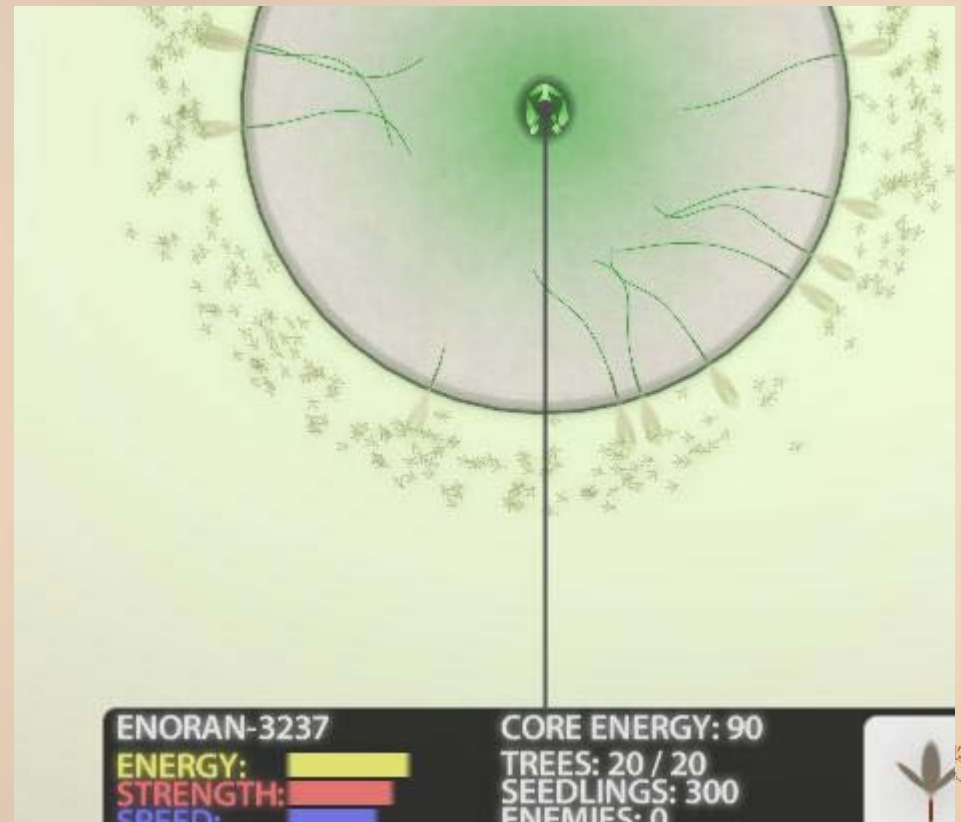


```
function LevelSetup()

        -- Set Global Values
        Globals.G.Asteroids=(0)
        Globals.G.EnemyFactionsMin=(1)
        Globals.G.EnemyFactionsMax=(1)


        -- Asteroid 0 - starting asteroid
        a = AddAsteroidwithAttribs(0,0, 0.7,0.6,0.5)
        a.Owner = 1
        a.TreeCap = 20
        a:SetRadius(750)
        a.SendDistance = 2500

        a:AddSeedlings(500)
```

Watch and see

- **18.**
Load it up in Eufloria and now we can plant up to 20 trees :>

ENORAN-3237 CORE ENERGY: 90
ENERGY: TREES: 20 / 20
STRENGTH: SEEDLINGS: 300
SPEED: ENEMIES: 0

Try it

- Now try changing some of the other values yourself. I would suggest to only change one thing at a time - that way if you accidentally break the level, it's easy to know what to undo to fix the problem

Index

- Notepad
- test