

# Other

Other for any non-specific documentation.

- [Limitations](#)
- [Enabling Cheats](#)
- [Mod Debugging & Errors](#)

# Limitations

Each game engine (and some specific games) have their own limitations which you should keep in mind:

## Luxor 1/AR

### Engine Specific

- `data/uiscrypt/depths.txt` has a hard limit of 69 layers. If this is exceeded, layers starting from the 70th will be ignored.

## Luxor 1

- Stage 2-4 (and by extension, 5-4, 8-4, 11-4) do not prioritize colors in the danger zone, presumably due to the vanilla level being Khufu's Revenge.

## Luxor 2

### Engine Specific

- Going over the maximum Map ID (25 for Luxor 2) crashes the game.
- Only a maximum of ~100 images can be loaded. Any more and the logs will show an "Out of Factory Nodes" error and any other images past it will **not be loaded**. To work around this, you may want to place images in atlases, or simply don't go overboard.
- You may want to look at the logs every time you crash after toggling Fullscreen. A potential reason for this is that the game reloads every single texture *including unused ones*.
- Setting the BlendMode to `NONE` will completely ignore the alpha. Omit the BlendMode property altogether if you wish to include it.

# Enabling Cheats

When developing mods, you may want to enable built-in cheats to test a specific level.

## Luxor 1/AR

- Pass `-unlocklevels` and `-unlockstages` to the executable.
  - `-unlocklevels` allows you to select a specific level from the currently selected stage when starting a new game.
  - `-unlockstages` allows you to select a specific stage when starting a new game.

## Luxor 2 (and games that use it's engine)

Open it's Options menu and press `PgUp` + `PgDown` at the same time. This will open a dialog asking if you want to enable cheats **permanently** for the current profile.

Once enabled, you can go to Options > Cheats to access the following cheats:

- **Unlock All Stages** - Similar to `-unlockstages`. This will allow you to select a specific stage when starting a new game. This also unlocks all maps in Survival, Practice and Pharaoh's Challenge (Luxor 2).
- **Unlock All Levels** - Similar to `-unlocklevels`. allow you to select a specific level from the currently selected stage when starting a new game.
- **Unlock Challenge of Horus** - Unlocks the Challenge of Horus mode.
- **Enable Super Easy Mode** - Only initially available on the HD remasters and Evolved, but is present in Luxor 2 via state machine and UI editing. This will set all levels' winCondition to 1, and set all scarab train sphere counts to 1.
- **Time Scale** - Only available on the HD remasters and Evolved. This adjusts the speed of the game, so don't put it too high or too low.

# Mod Debugging & Errors

You're in the middle of testing and you just made something new. And then when it loads... BAM! Your game explodes and you have no idea where to look.

- **Luxor 1/AR:** Check the luxor.log or luxorAR.log file and scroll to the bottom. Look out for any warnings about missing files, invalid characters/syntax, etc.
- **Luxor 2 and games that use it's engine:** Check your Documents/MumboJumbo folder.

Each game has it's own folder:

- Luxor 2: luxor2
- Luxor 1 HD: Luxor 1 HD
- Luxor 2 HD: Luxor 2 HD
- Luxor AR HD: Luxor Amun Rising HD
- Luxor Evolved: Luxor Evolved
- Myth Match: mythmatch
- Neopets Codestone Quest: neopets