

Tuning Level Settings

Level files are what loads the map and difficulty settings, They can be found in `data\levels`. You will want to look at the `level_x_x.lvl` files.

Level Files

Here is an example: Luxor Amun Rising's 1-1.

```
mapFile = "DIE KHUFU DIE"

// Ball Colors
spawnColor_1 = true
spawnColor_2 = true
spawnColor_3 = true
spawnColor_4 = true
spawnColor_5 = false
spawnColor_6 = false
spawnColor_7 = false
spawnStreak = 225

// Powerups
powerup_reverse = true
powerup_slow = true
powerup_stop = true
powerup_shotspeed = true
powerup_lightning = true
powerup_bomb = true
powerup_colorbomb = true
powerup_wild = true
powerup_scorpion = true

// Rewards
reward_gem_1 = true
reward_gem_2 = true
reward_gem_3 = true
```

```
reward_gem_4      = false
reward_gem_5      = false
reward_gem_6      = false
reward_gem_7      = false
reward_gem_8      = false
reward_gem_9      = false
reward_gem_10     = false
reward_gem_11     = false
reward_gem_12     = false
reward_gem_13     = false
reward_gem_14     = false
reward_gem_15     = false

// Win Condition (collapses and board clear)
winCondition = 100

// Vise Groups
viseGroupCount = 30

// Vise Speed
viseMaxSpeed = 800.0
viseMidMaxSpeed = 100.0
viseMidMinSpeed = 100.0
viseMinSpeed = 5.0
viseSpeedMaxBzLerp = 0.9 0.9
viseSpeedMidBzLerp = 0.25 0.75
viseSpeedMinBzLerp = 0.25 0.75

// Path Distances
viseSpawnDistance_1 = 0.6
midStartDistance_1 = 0.2
midEndDistance_1 = 0.6
```

Parameters

- `mapFile` - the folder name of your map with spaces and all in capital letters
- `spawnColor_n` - which sphere colors are activated. 1 is blue, 2 is yellow, 3 is red, 4 is green, 5 is purple, 6 is white and 7 is black.

- `spawnStreak` - This was supposed to increase / decrease the chances of clusters in a pusher train, though this parameter is **hardcoded**.
- `powerup_x` - Which powerups spawn. If you want to change a chance of a powerup spawning, edit `powerups.txt`.
- `reward_gem_x` - Which gems to spawn if a pusher train has been destroyed (not merged). For a reference of which gem gives a specific amount of points, refer to `powerups.txt`.
- `winCondition` - The amount of **spheres destroyed** to fill up the progress bar.
- `visMaxSpeed` - the maximum speed of the spheres
- `visMidMaxSpeed` - the middle-maximum speed of the spheres
- `visMidMinSpeed` - the middle-minimum speed of the spheres
- `visMinSpeed` - the minimum speed of the spheres, which is triggered on danger zone.
- `visSpeed(Max/Mid/Min)BzLerp` - transitions(?)
- `visSpawnDistance_n` - from 0 (0%) to 1 (100%), if there are no spheres in this area, spawn a new pusher train
- `midStartDistance_n` - from 0 (0%) to 1 (100%), trigger `visMidMaxSpeed` here.
- `midEndDistance_n` - from 0 (0%) to 1 (100%), end `visMidMinSpeed` here and trigger the `visMinSpeed`.

For each path (up to 2), you must have a `visSpawnDistance`, `midStartDistance` and `midEndDistance`. If there are no values for those, default values will be applied (unknown).

A better visual explanation: [Luxor-lvl-demo.png](#)

Every level slot you define in `stage_select.uis` must have their `level_x_x.lvl` file. The main menu level file is `level_0_0.lvl`.

powerups.txt

This txt file handles global powerup spawn chances and gem scoring. Everything here is self-explanatory.

```
// Powerups File
// Defines global powerup spawning chances and scoring

// Powerup Spawning
spawn_reverse      = 1000
spawn_slow         = 1000
spawn_stop         = 1000
spawn_speed_shot   = 1000
spawn_lightning    = 500
spawn_bomb         = 500
spawn_color_bomb   = 500
spawn_wild         = 1000
```

```
spawn_scorpion      = 500
```

```
// Powerup Scoring
```

```
scoring_coin        = 250
```

```
scoring_gem_1       = 1000
```

```
scoring_gem_2       = 2000
```

```
scoring_gem_3       = 3000
```

```
scoring_gem_4       = 4000
```

```
scoring_gem_5       = 5000
```

```
scoring_gem_6       = 6000
```

```
scoring_gem_7       = 7000
```

```
scoring_gem_8       = 8000
```

```
scoring_gem_9       = 9000
```

```
scoring_gem_10      = 10000
```

```
scoring_gem_11      = 11000
```

```
scoring_gem_12      = 12000
```

```
scoring_gem_13      = 13000
```

```
scoring_gem_14      = 14000
```

```
scoring_gem_15      = 15000
```

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