

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.
- `viseMaxSpeed` - the maximum speed of the spheres
- `viseMidMaxSpeed` - the middle-maximum speed of the spheres
- `viseMidMinSpeed` - the middle-minimum speed of the spheres
- `viseMinSpeed` - the minimum speed of the spheres, which is triggered on danger zone.
- `viseSpeed(Max/Mid/Min)BzLerp` - transitions(?)
- `viseSpawnDistance_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 `viseMidMaxSpeed` here.
- `midEndDistance_n` - from 0 (0%) to 1 (100%), end `viseMidMinSpeed` here and trigger the `viseMinSpeed`.

For each path (up to 2), you must have a `viseSpawnDistance`, `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
```

Revision #4

Created 24 November 2020 05:13:19 by CrushyGreenRen

Updated 17 May 2023 10:45:40 by CrushyGreenRen