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Geometry dash editor guide

2.1 has been a very big update for all of us. So big, it would take a long time for you to get used to it. So here, I did a tutorial, especially for new players who want to be future (level) game creators! There was an old 2.0 editor, which is actually pretty dated. If you're interested in seeing it, just click here. Some parts were copied here, but most of them were changed. Now this tutorial starts here:Parts of the EditorBelow, what you see is the Level Editor. This is used to create and edit levels. Each part is marked by a different color. (If you can't see the text correctly, I'm sorry, just highlight it also see it clearly.) The buttons on the left are used for Playtesting and Zooming. The buttons in order from top to bottom are:Playtest Music - Plays the music that the level is currently using at this time. A green vertical line will appear, showing which part of the music is where. Test level: Plays the editor level using a test cube. It will mark a green line wherever you go, useful for marking places. Zoom In - Zoom in. To see small details of the level. Zoom out - Move the level away. To give a broader view of the level. The buttons in the upper-left corner are for Undo/Redo and Quickly Delete. The buttons in order from left to right are:Undo - Undo - Undo the last action you have done. You can undo up to 200 steps, you can adjust it by going to the settings. Redo: Redoes the last action you uneded. Like Undo, you can redo up to 200 steps. Quick Delete: To remove the selected area of blocks. To make it easier to delete instead of having to click the Delete tab in the lower corner. This is the scroll bar, you can quickly scroll horizontally through the level without having to manually swipe through it. Here are the Settings buttons. The two buttons (left to right) are:Level Settings - These are the settings to change the appearance of the level. This should be explained in detail below. Pause Menu - Not technically to pause the game, this is just a menu to save the level and change your editor preferences. These buttons are for copying, pasting, and editing object properties. The buttons are:Copy - Used to copy a selected area, which will be used later for Pasting.Paste - Used to paste the copied area. The Copy button needs to be used for this to be enabled. Copy+Paste: Duplicates the selected area. This is the combination of Copy and Paste.Edit Special- Used to edit the behavior of an object. To be explained later. Edit Group: Used to assign objects to groups. To be explained later. Edit Object: Used to edit the color object and also to change the text of a text object. To be explained later. Copy Values: Copies the values of the selected object. Copies its state (which groups and layers it is in) and its color. Paste Status: Pastes the status values that you copied from Copy Values. Assigns objects in groups and layers according to what is Color: Pastes the color values you copied from Copy Values. Applies the objects to the colors you copied. Quick Color Selection: Used to edit the colors of an object quickly without having to click Edit Object. Go to Layer - Takes you to the layer to which the selected object is located. Deselect: Used to deselect the selected area. Layer Switch: Used to switch between layers. Pressing the left blue button displays all layers at once. These are the Build tabs, which will be explained later. These buttons are for editing. From left to right and then from top to bottom:Swipe Button - With this, you can do certain functions with just one swipe. When Build is active, it will act as an object brush. When Edit is active, you can select many objects at once. When Delete is active, it will act as a draft brush. Rotate button - Used to quickly activate Free Rotation in the selected area. You can tap this instead of pressing Edit and then find Free Rotation there. Free Move Button - Allows you to freely move an object and drag it everywhere. Snap button - You need to work with Free Move. Dragging an object snaps it to the grid, instead of having floating coordinates. This is the item selection menu. In Build, you can select objects. Under Edit, you can select a function. Under Delete, you can select a delete mode. The arrow buttons on the side allow you to navigate through the pages. You can change the number of items displayed by going to Editor Settings. This is the Functions menu, where you can select from three options: Build, Edit, and Delete. The Item Selection menu will change depending on what you choose. Build - With this, you can select from an object menu. You can place them wherever you want. Edit: With this, you can edit the location, size, and rotation of an object. Delete: With this, you can delete objects. And finally, this is your construction area. This is the most important part of the Level Editor. This is where all objects are placed for your level. Edit Special This button allows you to edit the behavior of an object. There are only one certain objects that allow you to do this:- Orbs- Orb- Key, Heart, Potion, Skull, Small Coin- Spinners (including Fireball)- Object counterTo see what each of the options does, see below:OrbsNormally, orbs can only be activated once no matter how many times you touch it. The Allow Multi-Actitas option allows you to have orbs activate more than once. Custom OrbThe configuration box is exactly the same as a toggle trigger (see Triggers below). The group ID allows you to set which group should toggle the orb. Activate Group allows you to activate the group instead disable it. Key, Heart, Potion, Skull, Small CoinThe settings box allows you to choose whether the object should act as a pickup trigger or a toggle trigger. For more information for this, see Triggers below. Spinners (including Fireball)Here, you can control the speed with which Spinners should rotate and in which direction. Default - causes the object to choose a random random velocity direction to move. Custom - causes the object to move a certain speed and direction. Degrees/sec allows you to choose how many degrees to move per second. The positive value causes it to move clockwise, the negative value does so counterclockwise. Disable - causes the object yet, not to move. Item CounterThee objects displays the value of a Count element to examine. (see Trigger count in triggers below) Item ID allows you to select which Count item to display. Edit Group This button allows you to assign groups and change layers to objects. Groups are sets of objects. You can assign more than one group to a single object. Most triggers depend on this to know which objects to apply their function to, so it's important to make sure that you've assigned the objects to their correct groups. Layers is where objects can be located. There are two types of layers, are the layers in the editor and the Z.Editor layers are layers that can only be visible in the Editor, it will not affect the level anyway. These layers are created so that certain objects are easily accessible. Z layers are layers that organize where objects are placed. It will be explained later. At the top, we have three settings. L and L2 Editor is for assigning objects to editor layers. An object can appear at most on two editor layers, which are the time they were specified. If one of the layers in the editor is set to 0, it will ignore it and the object will simply appear on the other nonzero editor layer. Z Order is the order in which the object is placed. An object with a higher Z-order will place it higher than the other objects. The Z-order of objects is only relative to other objects that share the same Z-layer with it. Z layers change which Z-layer the object would appear. Those marked with T are above the icon, while B are below the icon. The larger the Z layer, the higher the object is placed. The Z layer is arranged in the Z.B4 layer magnification is the lowest layer, and T3 is the highest. If you select Default, the object is placed on the default layer on which it was set. The next one in the center is the Group Assignment Panel. You can assign objects to groups that you want them to be in. In this example, the block maps to groups 6 and 9.You can only add up to 10 groups in a single object. Next free is to select the next group that is free to use, a group that has not yet been used by any trigger or block. Adding Group ID is to choose which group the object is assigned to. Add to add the object to the group specified by the Add Group Id. Edit Object This button allows you to edit the color of an object and change the text of a text object. There are two eyelashes for at the top. (Three, if text counts.) Base - for most objects, change the color of the outline or base of the object. Detail: Changes the color of the detail part of the object. Text - to change the text. Appears only when a text is selected. In the center, we have many buttons to choose from, which to your color channel ID. The box at the bottom right shows you the color it has. Next Free allows you to assign the object to a color channel that has not yet been used by other objects. Browse opens the Color Channel menu. You can choose from 999 color channels. At the top left is the HSV filter, which allows you to set how much the Hue, Saturation, and Brightness will adjust. The Glow check box lets you choose whether the object should have any glare around it. Set to checked by default. The Copy and Paste buttons allow you to copy and paste the color properties of this object into another object. Build menuThee is the menu when you want to create objects. Here, we have many tabs: In order from left to right, they are:Blocks - regular blocks where (most of them) the cube can stand. S handles - works just like blocks, except they are slys. Schemes - like blocks as well, except that they are hollow. Earrings - let the cube slide at some angle. Possible angles are 45o and 26,565o. The peaks - (most of them) kill the cube once you touch it.3D Outlines - are decorations, they do not affect the level anyway. Special blocks - these blocks have something special. Interact with the icon or have an animation. Decorations 1 - self-explanatory. Decorations 2 - self-explanatory v2. Rhythm objects - which are also decorations. They hit with the music. Spinners - all spin, some act like peaks, some are simply decoration. All of these blocks have a special editing option on them. Triggers: These objects can trigger many particular functions. To be explained later. Custom objects: You can save an object structure with this. Use the Plus (+) sign to save Custom Objects, minus (-) to remove them from the tab. Special Blocks Here are the possible special blocks that you can use in the game: There are a total of 94 special blocks in the game. Each object will be explained and what its functions are (left to right, top to bottom): Yellow Jump Pad - causes the cube to jump very high when in contact. Pink Jump Pad - causes the cube to jump slightly lower when in contact. Red Jump Pad - causes the cube to jump very high when in contact. Blue Jump Pad - causes the cube to change gravity when contacted. Yellow orb - causes the cube to jump when touched. Pink orb - makes the cube jump a little lower when touched. Red orb - causes the cube to jump very high when touched. Blue Orb - causes the cube to change gravity when touched. Green orb - combination of yellow and blue orbs. Causes the cube to change gravity and then jumps when touched. Black orb - makes the cube go straight down. Orb Dash Green -- makes the dash cube through when it is Orb Pink Dash - combination of green board orb and blue orb. It causes the cube to dash through when it is maintained, and change the severity when released. Custom Orb: When touched, it will act as a Recurrence trigger to activate something. See Edit Special for Custom Orbs above. Blue Gravity Portal - changes gravity to normal. Yellow Gravity Portal: Changes gravity to inverted. Cube Cube - change the character to a cube. Shipping Portal: Changes the character to a ship. Ball Portal: Change the character to a ball. UFO Portal: Changes the character to a UFO. Wave Portal: Change the character to a wave. Robot Portal - change the character to a robot. Orange Mirror Portal - reflects the level invested. Blue Mirror Portal - reflects the level to normal. Green Size Portal: Resizes the cube to normal. Purple Size Portal: Resizes the cube to mini. Orange Dual Portal - causes two cubes to appear. Blue Dual Portal - causes only one cube to appear. Teleports - causes the cube to teleport. Once you enter the blue portal, you exit the Orange portal. Spider Portal - change the character to a spider. Slow Speed Portal - changes the speed of the game to slow. Normal Speed Portal: Changes the speed of the game to normal. Fast Speed Portal - changes the speed of the game to fast. Very Fast Speed Portal - changes the speed of the game to very fast. Super fast speed portal: change the speed of the game to super fast. Key - can act as a pickup object or toggle trigger when touched. See Edit Special for Keys Above. Lock eye - acts as a decoration. Demonstrates that you need to use a key. Heart key - can act as a pickup object or toggle trigger when touched. See Edit Special for Hearts Above. Heart Keyhole - acts as a decoration. It shows that it is necessary to use a key of the heart. Potion key: Can act as a pickup object or toggle trigger when touched. See Edit Special for Potions Above. Potion Keyhole - acts as a decoration. Demonstrates that you need to use a potion key. Skull Key - can act as a pickup object or a lever trigger when touched. See Edit special for skulls above. Skull Keyhole - acts as a decoration. It shows that it is necessary to use a skull key. Small coin - can act as a pickup object or toggle trigger when touched. See Edit special for small coins above. Currency - similar to secret coins in the game. Only up to 3 coins can be added. Text - acts as a decoration. You can type any message to display. Big Beast - acts like a beak. You have your own animation set, see Animate Trigger below. Smaller beast - acts like a beak. Small beast - acts like a beak. Bat - acts like a beak. You have your own animation set, see Animate Trigger below. Moving Thorns - acts like a beak. Mobile Water 1 - acts as a decoration. Mobile Water 2 - acts as a decoration. Mobile Water 3 - acts as a decoration. Water filling in motion - acts as a decoration. Move Diagonal Bar 1 - acts as a decoration. Move Bar 2 - acts as a decoration. Mobile vertical bar - acts as a decoration. Fire 1 - acts as a decoration. Fire 2 - acts as a decoration. Fire 3 - acts as a decoration. Fire 4 - acts as a decoration. Fireball 1 - acts like a beak. Fireball 2 - acts like a beak. Mobile lava 1 - acts as a decoration. Mobile lava 2 - acts as a decoration. Lava effect 1 - acts as a decoration. Lava effect 2 - acts as a decoration. Lava effect 3 - acts as a decoration. Lava effect 4 - acts as a decoration. Lava effect 5 - acts as a decoration. Lava Effect 6 - acts as a Effect 7 - acts as decoration. Lava effect 8 - acts as a decoration. Lava effect 9 - acts as a decoration. Effect of electricity 1 - acts as a decoration. Effect of electricity 2 - acts as a decoration. Effect of electricity 3 - acts as a decoration. Effect of electricity 4 - acts as a decoration. Effect of electricity 5 - acts as a decoration. Waterfall - acts as a decoration. Splash Waterfall - acts as a decoration. Small waterfall - acts as a decoration. Twinkling Star - acts as a decoration. Twinkling circle - acts as a decoration. Big Pulsing Circle 1 - acts as a decoration. Small Pulsating Circle 1 - acts as a decoration. Big Pulsing Circle 2 - acts as a decoration. Small Pulsating Circle 2 - acts as a decoration. Particle Box 1 - shows particles. These particles are square in shape. Particle Box 2 - shows particles. These particles are circle-shaped. Block D - when in contact, makes the wave able to slide into blocks. J Block- When in contact, disables the hold hop when in contact. S Block - when touched, stops the script orb effect of a cube. H Block - when in contact, makes the cube able to hit your head under blocks. TriggersTriggers do a certain function in the game, such as moving blocks, checking player death, making invisible blocks, etc. To set what these triggers do, simply press the Edit object on the right to go to their respective Trigger Panels.For a detailed explanation of how to use each trigger, visit this thread:gdforum.freeforums.net/thread/39632/p1kachu-presents-use-triggers-2Edit MenuWith this menu, you can edit the position, rotation, or scale of any object. Here are the buttons (left to right, top to bottom):P sy move buttons - these buttons make an object move 1/15 of a block. Normal motion buttons: These buttons cause an object to move 1 block. Flip buttons - these buttons cause an object to flip horizontally or vertically. Rotation buttons - these buttons cause an object to rotate 90 or 45o. Large motion buttons - these buttons cause an object to move 5 blocks. Very small motion buttons - these buttons cause an object to move 1/60 of a block. Free rotation button - similar to the free-rotating Buttton in the lower right corner of the editor. Adjustment rotation button: Causes an object to rotate at the angle of a nearby slope. Scale button: Makes an object scale larger or smaller. It can go as large as 2.00 and as small as 0.50.Delete MenuThere are different modes to delete objects, shown below: (A yellow orb was selected only for one example.) Here we have button, on the left side we have three buttons:Delete area - removes all blocks in the selected area. Delete Start Post: Removes all Start Pos blocks in the level. Delete all selected object: Removes all the same block types as the selected one, in this case, a yellow orb. On the right side, we have the conditions:None - no condition to delete objects, it will delete all selected objects. Static: Deletes all static objects. Static objects are blocks, peaks, and so on. Details - will remove all details Detail objects are Details, Portals, Triggers, and so on. Custom: You will only delete objects of the same type as the selected object. Level settings When you tap the Level Settings button (the gear icon in the top right corner), you will get this:These are mostly settings in what will appear once you start a level. On the left side, you can choose which speed you want the level to start. On the right side, you can choose what type of background, line style, terrain you like. At the top, you can assign different colors to different color channels. Directly below it, you can choose which vehicle to start with. At the bottom, you can choose the song. There are two types of songs: Normal songs are offical songs, while custom songs are from Newgrounds.For checkboxes, you can decide whether the start level in Mini, Dual, Font Style, or if you are in 2 player mode. Options in the OptionsEditor Options editor are options that you can select in order to choose your preferences. Pressing the Pause menu opens the editor preferences you can choose from. On the left side, here are the options you can choose: Preview Mode - allows you to show how the level looks. Displays a preview of what the level looks like at a certain point. Show soil - shows the ground. Display Object Information: Displays information about the selected objects. It shows you what color it has, its assigned groups and layers. Select Filter—Selects only one object type when selecting multiple objects at once. You can configure it by selecting the type of object you want and selecting Custom Delete from the Delete.Follow Player menu - follow the player when playing the level test. Ignore Damage: Ignore any damage touched by the icon when testing the level. The level will continue if the icon touches the obstacles. On the right, we have auxiliary buttons. These buttons automatically perform a certain task for you. Build Helper: Assigns the selected objects to a new free group. See this thread for a more detailed explanation: gdforum.freeforums.net/thread/41884/out-build-helperCreate - creates the basis for the selected blocks. Only applicable to Cave blocks so far. Create Outline: Creates the outline of the selected blocks. Only applicable to Cave and Crystal blocks so far. Create Edges: Creates the edges of the selected blocks. Only applicable to Cave and Crystal blocks so far. Unlock Layers - an unsused feature. Reset unused: Reset all unused color channels. Uncheck portals: Unchecks the options for portals that display their border. Speed portals are not included here. Align X - aligns the X position of objects so that they have equal spaces between Align Y - aligns the Y position of objects so that they have equal spaces between them. Select All: Selects all objects in the level. Select All On the Left: Selects all objects in the level to the left of the screen. Select All Well: Selects all objects in the level to the right of the screen. More options from the Gear Icon Depression editor while in the editor editor give more Editor Options. Draw Trigger Boxes - Draws the check boxes for triggers (if touch trigger is enabled) and for collection objects. Playtest Music - plays music when Playtesting.Duration Lines - shows how long the effects of triggers will last. Hide Grid playing - hides the grid when Playtesting.Hide UI in the test - hides the UI when Playtesting.Effect Lines - displays the vertical lines of the trigger, to show when they will be activated. Grid at the top - keeps the grid at the top of the objects in the level. Hide Background - hides the background of the level. Instead, it shows a black background. Buttons per row /rows of button - how many blocks should be displayed in each row, and how many rows there are in the Itme Selection Menu.Thank you for reading this guide, it really means a lot to me if you leave a single like. If you have any comments and suggestions, don't be afraid to tell me. I.

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