

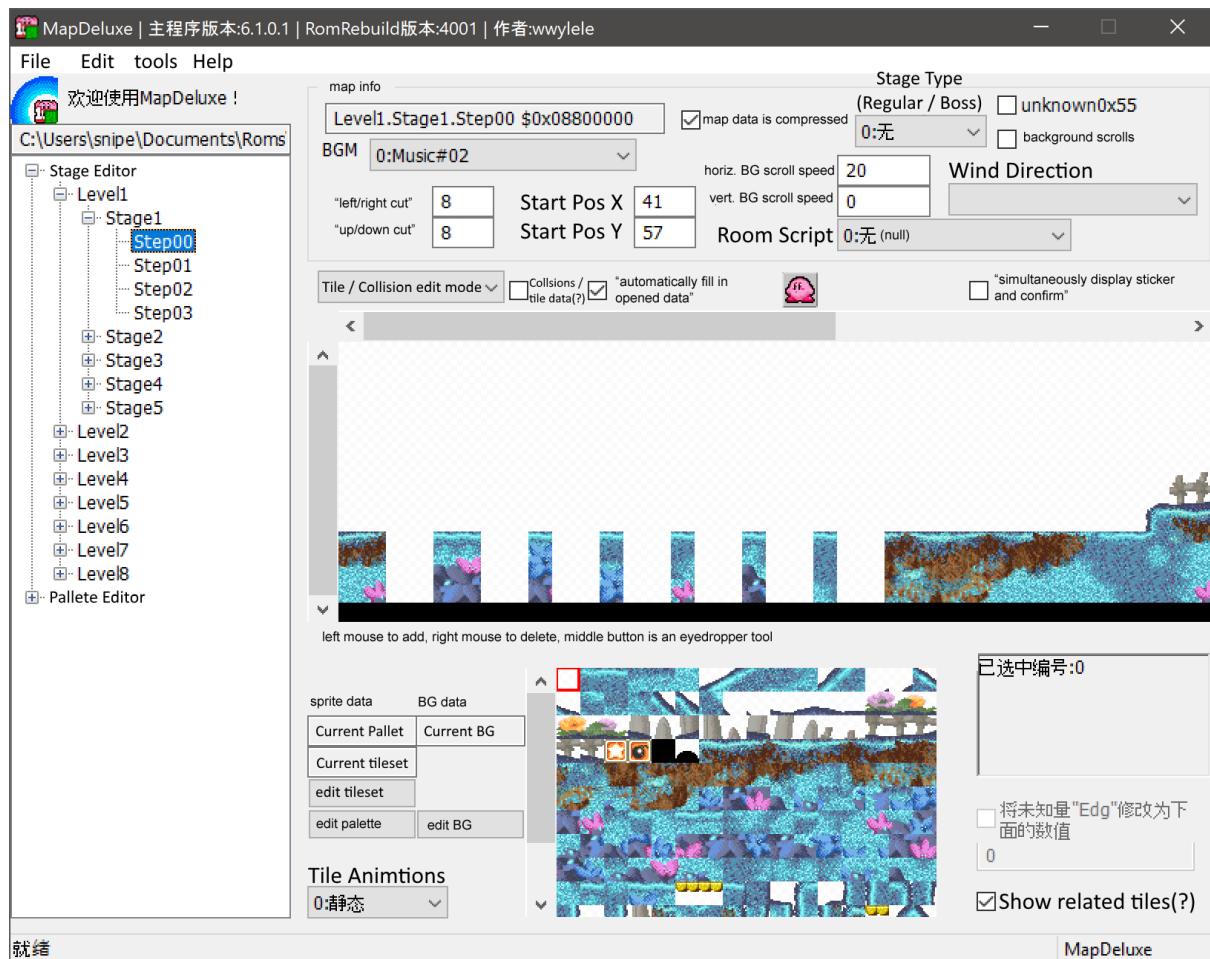
MapDeluxe WIP Documentation

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Main Screen



Room Scripts

- 0: None
- 1: Excavator Boss (Heavy Mole)
- 2: Kracko Boss
- 4: Nightmare Orb
- 5: Nightmare Fight
- 6: Dark Room
- 7: Boss Script (unused / does nothing)

List of Tile Animations

- 0 - None
- 1 - Waterfalls (1-1)
- 2 - Water (1-2)
- 3 - "Sea Water" (2-1)
- 4 - "Ice Water" (6-5)
- 5 - Fog (3-3)
- 6 - Extended Fog (3-6)
- 8 - "Pond Water"
- 9 - Airship Inside (4-3)

- 10 - Airship Inside (4-3)
- 11 - Boat Outside (6-3)
- 12 - Boat Inside (6-3)

Screen Size Editor (First option under tools / F2)

Screen Size Editor

Old Size:64x13

新尺寸:

New level width

 x

New level height

Existing Map Data...

☒ Top Left Aligned

☐ Top Right Aligned

☐ bottom Left Aligned

☐ Bottom Right Aligned

Yes

No

Door Editor (Second Option under tools / F3)

Door Editor

Door Type	Door Tile Pos	Warp Destination (Exact Position)
传送门	(61,6)	传送至Step01(40,136)

Create

Remove

Yes

No

Create New Door

Create new Door

Door Type

Room Destination

Door tile pos X

Door tile pos Y

Destination Exact Pos X

Destination Exact Pos Y

0

0

0

0

0

Select
Placed
Door

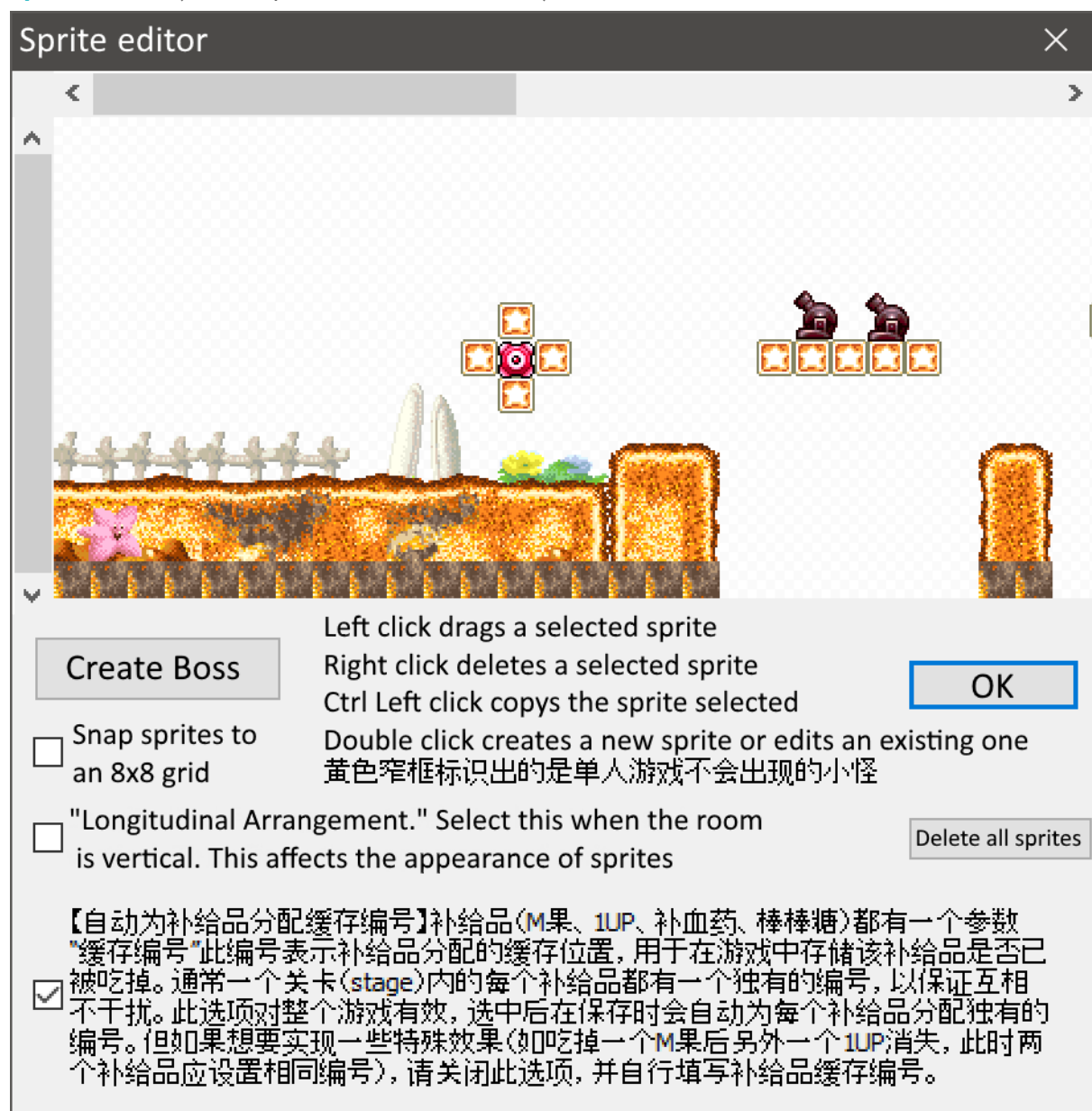
Yes

No

Door Types:

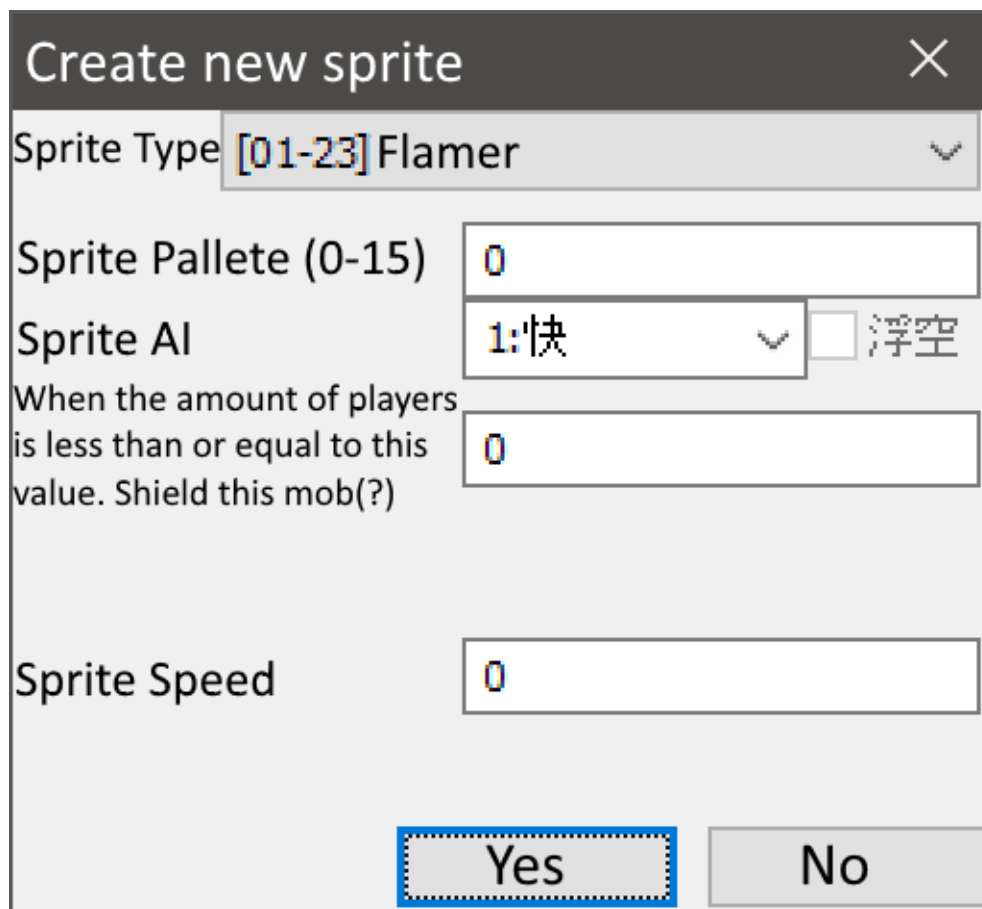
- 1) Regular Door
- 2) Goal Game
- 3) Warp Star Start
- 4) Warp Star "Transfer"
- 5) Warp Star End
- 6) Unknown "Return Point"

Sprite Editor (Third option under tools / F4)



Bottom text: The item got a sprite number and the game use one variable for the items to identify if the item is used or not, this option will ensure each item would automatically got a unique variable (to avoid conflict to each other) but if you want some effect like the player can only choose to get 1up or candy (but not both). You can set their variable to be the same - Thomasyimloveche

Create New Sprite



Create new sprite

Sprite Type [01-23] Flamer

Sprite Palette (0-15) 0

Sprite AI 1:快 ☐ 浮空

When the amount of players is less than or equal to this value. Shield this mob(?) 0

Sprite Speed 0

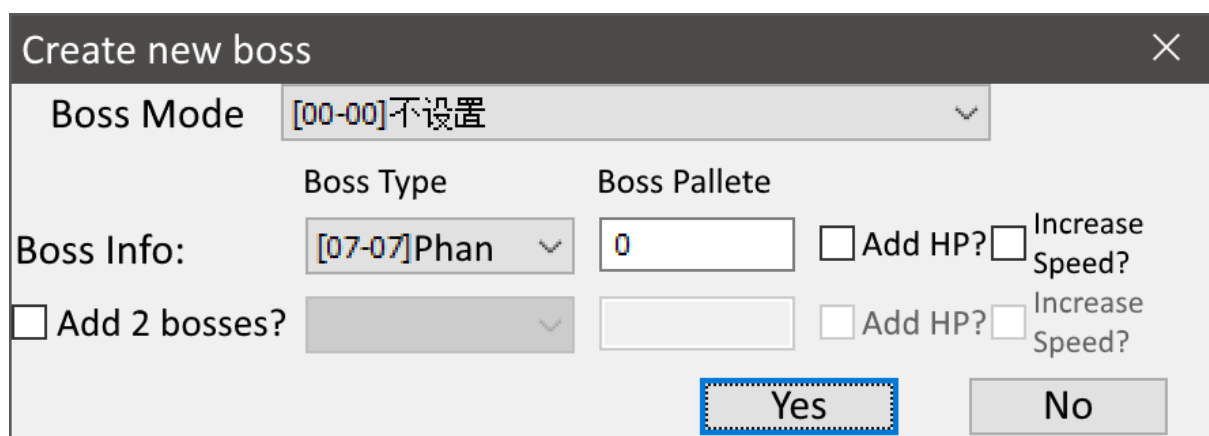
Yes No

Sprite AI Example: Setting a waddle dee to 3 adds a parasol

Some other examples: include gordo direction / bronto burt stuff

Speed example: The Waddle Dee's / Doo's are set to 2 in the last room of 6-5

Create New Boss



Create new boss

Boss Mode [00-00] 不设置

Boss Info:

Boss Type [07-07] Phan

Boss Palette 0

☐ Add 2 bosses?

☐ Add HP?

☐ Increase Speed?

☐ Add HP?

☐ Increase Speed?

Yes No

Boss Modes:

[00-00] Boss is just placed, no camera effect

[06-02] Boss is placed and camera locks

[06-04] Boss is placed / camera locks / door appears upon defeat

[06-05] IDK lol

Title Editor

Title Editor



The image size must be 240x160. Due to the GBA's color format, there will be some color distortion

开启自定义起始画面

Browse

^ Translation Needed ^

Yes

No

Note: I translated the untranslated button as “Open custom start screen”. However the button itself seemingly does nothing

Other Tools

In the tools menu under the 3 edit modes:

Empty room

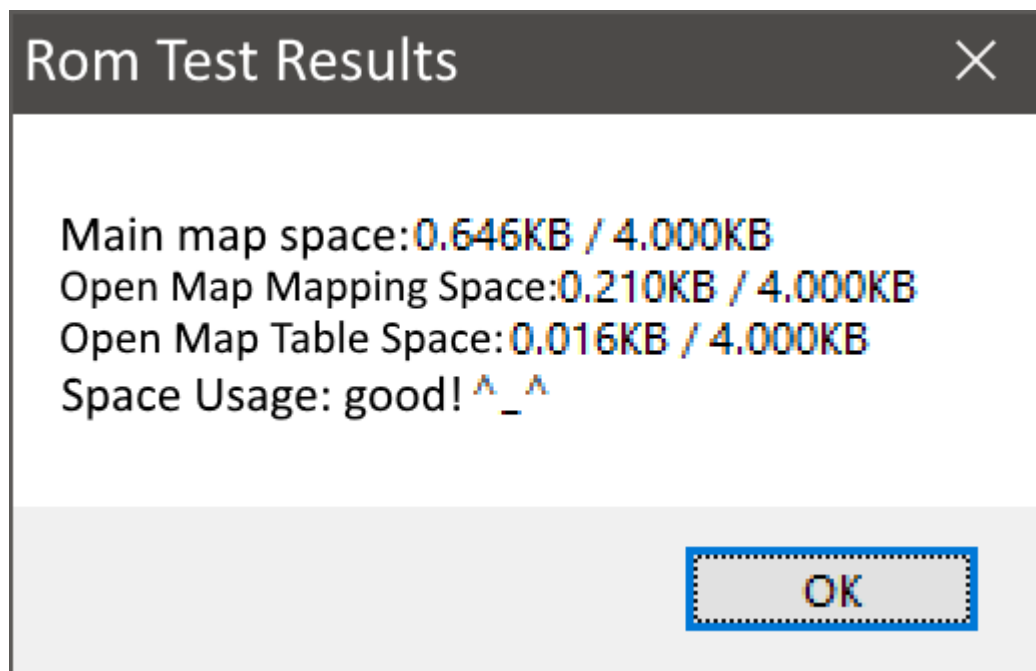
Reset room

Export current room

Import room

Test map space

Map Testing



This tests how much space you have left to fit in the 16mb cartridge. Accessed at the bottom of the tools menu, or by pressing F8

List of every sprite

00-00: Waddle Dee
01-01: Rocky
01-02: Noddy
01-03: Broom Hatter
01-04: Pengi
01-05: Laser Ball
01-06: Chilly
01-07: Sir Kibble
01-08: Mushroom
01-09: Waddle Doo
01-0A: Gordo
01-0B: Cool Spook
01-0C: Bronto Burt
01-0D: Kabu
01-0E: Bomber
01-0F: Explosive Coconut
01-10: Twizzy (Bird)
01-11: Shotzo
01-12: Sparky
01-13: Twister
01-14: Squid
01-15: Scarfy
01-16: Ball
01-17: Starman
01-18: Hot-Head
01-19: Glunk
01-1A: Sir Slippy (Frog)
01-1B: Blipper
01-1C: Sword Knight
01-1D: Blade Knight
01-1E: Poppy Bros. JR
01-1F: Poppy JR Riding an Apple
01-20: Poppy JR Riding a Tomato
01-21: Coner (Crab)
01-22: Wheelie
01-23: Flamer
01-24: Needlous
01-25: UFO
01-27: Gip
03-00: Dedede
03-01: Paint Roller

03-02: Metaknight
03-03: Heavy Mole
03-04: Mr. Shine & Mr. Bright
03-05: Whispy (Doesn't Spawn)
03-06: Kracko
03-07: Nightmare Orb
03-08: Nightmare
04-01: 1UP
04-02: Tomato
04-03: Candy
04-04: Pep-Brew
04-05: Star Rod
05-01: Switch
05-02: Some kind of crown? IDK
05-03: Stump
05-04: Warp Star
05-06: Cannon
05-08: Wind (Only the effect, does not push)
08-00: Metaknight Arena

List of every Boss

07-00: Bonkers
07-01: Poppy Bros. SR
07-02: Big Wheelie
07-03: Mr. Frosty
07-04: Tick Tock
07-05: Bugzzy
07-06: Fire Lion
07-07: Phan Phan

List of all Tilesets

草原 Grassland
山岩 Mountain Rock
梦幻 Dream
洞窟 Cave
森林 Forest
树洞 Tree (Tree Hole)
大树 Whispy (Big Tree)
海岸 Coastal
沙漠 Desert
云彩 Cloud
画室 Paint Roller (Studio)
高楼 Outside Building
楼内 Building Inside
雾楼 Building Fog
冰原 Ice Field
城堡 Castle Outside
堡内 Castle Inside
飞艇 Airship Outside
艇内 Airside Inside (In a boat)
地下 Heavymole (Underground)
帆船 Sailboat
船内 Inside Sailboat (On Board)
黑白 8-bit (Black & White)
月亮 Nightmare (Moon)
没用 Useless
排错 Test (Troubleshoot)

List of all Backgrounds

山川-草地 Grassland (Mountain River Grassland)
瀑布 Waterfall
夜空 Air
湖边 Lakeside
洞窟 Cave
山峰-云 Mountains (Mountain-Peak Cloud)
森林 Forest
大海 Sea
大海-太阳 Sea-Sun
沙漠 Desert
海岛 Island
大海-云 Sea Cloud
画室 Paint Roller

楼内 Building 1
楼内2 Building 2
棉花糖 Cotton Candy
棉花糖2 Cotton Candy 2
楼内3 Building 3
草地-山峰-云 Peak (Grassland Mountain-Peak Cloud)
楼内4 Building 4
线状云 Linear Cloud
暗室 Dark Room
日月1 Sun
日月2 Moon
堡内 Castle (Fort Inside)
飞云 Airship (Flying Cloud)
森林2 Forest Blue
河流 River
地下河 Cave Water (Underground River)
宫殿 Palace
暗室2 Darkroom 2
宫殿2 Palace 2
粉云 Kracko (Powder Cloud)
山峰-云2 Mountains 2 (Mountain Peak Cloud 2)
地下河2 Cave Water 2 (Underground River 2)
黑暗山 Volcano Upper (Dark Mountain)
黑暗森林 Volcano Lower (Dark Forest)
黑暗地下河 Caves Red (Dark Underground River)
极光 Aurora
瀑布2 Waterfall 2 (Stone Tablets)
森林3 Forest Red
地下 Heavy Mole (Underground)
大海-云2 Sea-Cloud 2 (Orange)
湖边2 Lakeside 2 (Orange)
草地-山峰-云2 Peaks Orange (Grassland Mountain Peak 2)
极光2 Aurora 2
海岛2 Island 2 (Orange)
梅塔 Metaknight (Meta)
黑暗山峰-云 Mountains Nighttime (Dark Mountain Peak Cloud)
黑暗山峰-云2 Peaks Nighttime (Dark Mountain Peak Cloud 2)
黑暗云 Dark Cloud
黑暗棉花糖 Dark Marshmallow
黑暗棉花糖2 Dark Marshmallow 2
黑暗线状云 Dark Linear Cloud
湖水-夜 Lake Water - Night

梦之泉 Fountain of Dreams
梦魇1 Nothing (Nightmare)
梦魇2 Stars (Nightmare 2)
梦魇3 Nothing (Nightmare 3)

List of song names

0: Vegetable Valley
1: Warp Star (Goal Game / Boss End)
2: The one that plays in 4-3 / 5-2
3: Death
4: Level 1
5: Level 2
6: Level 3
7: Level 4
8: Level 5
9: Level 6
10: Level 7
11: Butter Building
12: Orange Ocean
13: Goal Game
14: Goal Game (Short)
15: Forest
16: Gameover
17: Grape Garden
18: Rainbow Resort
19: Invincibility Candy
20: Green Greens
21: Icecream Island
22: Yogurt Yard
23: Subgame Fail
24: Nightmare Defeated
25: Ability Room
26: Title Screen
27: Dedede
28: Subgame Win
29: Subgame Win Extended
30: Main Boss
31: World 8 Intro
32: Nightmare Orb
33: Nightmare Intro
34: Nightmare
35: Quickdraw

37: Metaknight Arena
38: Bossrush (7-2)
39: Midboss
40: Menu
41: Wind (7-2)
42: A Subgame
43: Another Subgame
44: Another Subgame Win
46: Another Another Subgame
47: Vegetable Valley (No intro)
48: Butter Building (No intro)
49: Orange Ocean (No intro)
50: Grape Garden (No intro)
51: Rainbow Resort (No intro)
52: Green Greens (No intro)
53: Butter Building (No intro)
54: Yogurt Yard (No intro)
55: Forest (Again)
56: Nightmare Appears
225: None