Tab 1

(WORK IN PROGRESS! MORE TO BE ADDED SOON, LIKE AFTS, EASE SEQUENCES, AND SUCH.)

Intro

Hey, DPS here! I figured I would organize all the info that might be useful to level creators and modders regarding the new early access version in one place. You all kept the game alive while we worked on it, so I figure it's the least I can do. If you have questions, feel free to reach out!

Also this has spoilers in it so probably don't read if you haven't finished the game????

Format updates

Hopefully unsurprisingly, the level format got updated from 0.6.0. Here are the new formatversions:

- version 15: eight color effect canvas support
    - The formula used to calculate effect canvas color swaps now supports all 8 channels, and also uses the R G and B channels instead of just R. For backwards compatibility purposes, if the game loads a level made in version 14 or earlier that uses the effectCanvas, the following boolean is set to true: `vfx.effectCanvas.oldColors`
- version 16: move paddle event to chart instead of level.
    - This one's pretty self explanatory, I think. Paddle events that were added in versions 15 or earlier have `forceStoreInLevel` set to true, meaning they retain their old behavior. If this is not wanted, you can pretty easily find and replace this in the json.
- version 17: add functionality to effectCanvasRaw, force it to on in old levels
    - Amazingly, I did the thing I said I was going to do. Effect canvas decos can now have their colors overwritten in the level, so `effectCanvasRaw` has been set to true on all decos created before this change.

The other thing of note is that saved jsons now have formatting applied to them, instead of all being stored on a single line. This was mainly done for version control purposes, but it's a nice feature to have no matter what I think.

Holds

Ok lets all admit that the amount of time that you could be off of a hold was a little bit silly.

So we changed that! Holds now "die" faster the further away you are from them, but increased leniency has been added for cases where they are moving fast. Tricks like spinning the paddle 360 degrees are still possible, but a lot harder to pull off. For custom levels that relied on the old behavior, they should be updated to set the `newHoldDetection` boolean to false.

New eases and booleans

This is what you are probably here for, right?
```
--eases
bounceHeight = 1 (generic bounce height multiplier)
vfx.noteRotate = 0 (rotates the notes)
vfx.bgNoiseTimeStep = 0 (changes how fast bgNoise updates)
vfx.bgNoisePixelate = 1 (pixelates bgNoise)

vfx.fisheye.strength = 1
vfx.fisheye.x = 1
vfx.fisheye.y = 1
vfx.fisheye.sx = 1
vfx.fisheye.sy = 1
vfx.fisheye.scale = 1 (controls fisheye shader)

vfx.darkness.color = 0
vfx.darkness.enabled = false
vfx.darkness.noteLightRadius = 24 (controls darkness effect in
BEATROCK)
p.lightRad = 64 (the radius of light around cranky)


--booleans
newHoldDetection = true (see Holds section of this document)
vfx.onTopUI = true (if set to false, UI gets affected by VFX)
p.disableCostume = false (if set, makes the player no longer be
wearing a costume.)
```