



General

The editor should work with the PAL, the US, the JAP and the BS version of the game.

Just load a version of Arkanoid – Doh it again of your choice and start editing. You can set blocks with the left mouse-button and erase them with the right button. Most things should be pretty self-explaining so just check it out.

Enemies

Each level has 16 slots for enemy appearances. An 'X'-Symbol marks that no enemy appears at that moment and it takes some more time until the next enemy is spawned. The list is looped, but if an enemy from the lists position is still on the screen it cannot appear a second time.

No more than 8 enemies will appear at a time.

There are 6 different kinds of enemies:



Opopo



Saturn



Beamer



Konerd

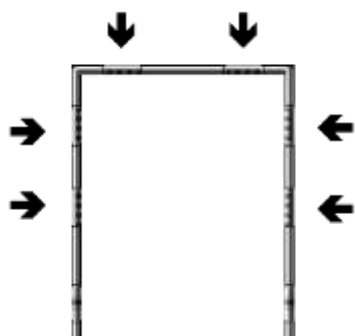


Tri-Shere



Infinity

Entrances



The Opodo, Saturn, Konerd and Tri-Shere enemies enter through the top entrances, the warper appears somewhere.

The Infinity-enemy enters only through side-entrances. If you don't activate side-entrances in the level, the enemy will not appear, even if you have it in the enemy-list.

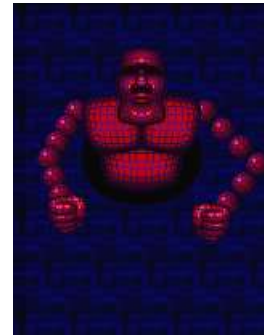
Bonusses

Bonusses appear in fixed order. You can change the bonusses in the bonus-list. You cannot change the length of the list in the current version of the editor. If you place more bonus-blocks in the level than bonusses are in the list, the list will be looped.

There are 4 level without bonusses in the original (75, 84, 96, 98). The editor does not let you set bonus-blocks there.

Bosses

There are 3 types of boss-levels, the wormboss, doh and super-doh. Every boss appears 3 times in the original game. You can change the levels and the hitpoints of the bosses in the boss-editor.



Background transparency

You can turn the background transparency on or off with the editor.



Known bugs

- When you return from boss-editor or cutscene-editor the background pattern of the level aren't displayed correctly, but a part of the title-screen is displayed instead. The same can occur when you switch window priorities. Switch to another level and back again and everything will work fine.
- When you load a game with a boss in level 1 the level is not displayed correctly. Again switch to another level and back again and everything will work fine.
- When you load a rom and use a double-click to select the rom in the directory, you sometimes erase a brick in the first level when the loading screen is above the editor.

If you encounter any problems, bugs, have suggestions how to improve the editor or just want to give feedback, please do so in the romhacking.net forum. We have opened a thread in the personal-projects folder.

And now have fun with ArkanEdit and create some nice levels.

Dom aka Doke & Svambo

Version history

Version 1.2

The cutscenes for 1 or 2 player mode are programmed separately. If you changed the level of the cutscenes only the 1 player mode was affected so far. Version 1.2 fixes that.

Version 1.1

There are 4 levels without any bonus-blocks in the original game (75, 84, 96, 98). The bonus-list where the game stores, which bonuses should be dropped, is 0 Bytes long. If you placed bonus-blocks in these levels, the game didn't know, what to drop and some strange bugs occurred. Version 1.1 of ArkanEdit does not let you set bonus-blocks in levels without a bonus-list. Thanks to supergamerguy for reporting the bug.

Version 1.09

Initial release