

# SmashGp Character Editor

## User instructions

### 1 – Overview

CharEdit is a program that will let you create characters for SmashGp. Before you start editing a character, you should know some stuff about character handling in the game.

1<sup>st</sup> of all, a character has a list of **90** moves (0 – 89). These moves correspond to a fixed action activated with the pad and the buttons. The list on the right of the black box contains all of them, with a small move name.

To each move, is associated an amount of frames, that will be displayed when the move is activated. These frames appear in the black box in the move editor frame.

After you have loaded all the frames for the current move you're editing, you'll have to enter some additional information about the move, assign a sound to it, and continue for each move.

Then you have to enter some properties about the character (weight, number of jumps, name...). You can also add a special projectile (fireball, or anything else) that the character will use.

Each step will be explained on this document, starting with a description of each move, what you can do with it, and what you can't.

## **2 – The moves list and properties**

The moves list, which should start with “0 – Idle”, lists all the actions of the character, which frames it will use, how fast it is animated, does it loop...

So here's a list of all the moves, what it is for, and which properties will be used for what:

- 0 – Idle: This is the default move, when the character does nothing. Can be looped. Here hit point #1 is available. It is important, as it will define where the objects the character is handling will be displayed. Sound ignored.
- 1 – Walk: Activated when you walk. Can be looped. Here X accel tells the game how the character will accelerate when he starts walking. Limited by the weight of the character. Sound ignored.
- 2 - Run: Same as walk, but the acceleration can be 2x higher.
- 3 - Crouch: Activated when you press down. Can be looped. Sound ignored.
- 4 - Jump 1: Activated for the jumps except for the last jump (which will activate Jump 2). X accel and Y accel tell the game how much the character will jump and move on the sides when jumping. Use a negative value for Y accel as the character should go up when jumping. Can be looped, sound will be used. Note that the amount of Y accel is limited by the number of jumps.
- 5 - Jump 2: Same as Jump 1, but will only be activated for the last jump (or for the only jump when there is only one jump). Y accel is also limited, by the number of jumps and the amount of jump 1.
- 6 - Near hole: Activated when the character is close to a gap. Can be looped, sound ignored.
- 7 - Jump down: Activated when you press down 2 times quickly when the platform you're on is only one block tall. Can't be looped, sound used.
- 8 - Hanging: Activated when you hang to a platform. Can be looped, sound ignored (will automatically use the “touched #1” sound).
- 9 - Rolling: Activated when in protection, in front of an enemy, crouched, you move toward the enemy. Do not loop this move. X accel will tell the game how much the character will move while rolling. Sound used.
- 10 - Braking: Activated when you turn around while running. The frames should be reversed (x axis). No loop, no sound.
- 13 - Turning: Activated when you're idle or walking and you turn around. Frames should be reversed also. No loop, no sound.

- 14 - Run on wall: Activated when you hit a wall while running. No loop, no sound.
- 15 - Hit: Activated when you're hit but not knocked. No loop, no sound.
- 20 - Falling on ground: Activated when you're knocked in the air and finally hit the ground. No loop, no sound.
- 21 - On ground: Activated just after the #20, when you're on the ground and can get up. Can be looped, no sound.
- 22 - Getting up: Activated when you get up, just after you were on ground. No loop, sound ignored.
- 23 - Falling: When you are knocked out and in the air. Can be looped, sound ignored.
- 24 - Dizzy: When you used too much your protection and it gets destroyed by an opponent. Can be looped, sound ignored.
- 25 - Caught: When the character got caught by an enemy. Can be looped, sound ignored.
- 28 - Won: Never activated in-game, but in the results screen. Can be looped, sound ignored.
- 29 - Lost: Same as Won.
- 30 to 63 - Hit moves: Each of these moves correspond to a key combination. Here all the properties except for the loop can be available (depending on the type of move). Sound is always used. Here's an explanation of each type of move, and what it enables on SmashGp 0.2:
- Simple move: Used only for non attacking moves, so you shouldn't set any of those moves on this type.
- Simple hit: Use this for standard moves, with one or two hit points. X accel and Y accel define how much the enemy will be ejected when hit. Limited by the character's weight. Power defines the amount of damage the enemy will receive when hit. It is limited also.
- Smash hit: Used for smash hits / some special moves, same as standard moves. The limit is 2x higher.
- Catch attempt: Used when you want to add a catch move to your character. Note that you're not forced to respect the list for that (you can set a special move as catch attempt for example, so a character may have multiple different catch moves). Only the hit point #1 will be used for now. X accel and Y accel are not used either. Important: when successful, the move specified in Power will be launched.
- Catching / Hammer use: This will let you define a move with a set of coordinates. If you use this move for a catch move, then the

enemy character will be displayed at these coordinates. If you use it for hammer, then the hammer will be displayed at these coordinates. You need to set as many coordinates as there are frames for the move (limited to 32 frames). Note that in case of a catch move you need to tell also in what direction your character is faced to (as every move should catch the characters from their feet for now, look at Mario to see how it works).

X accel and Y accel define how the enemy will be ejected, Power is the damage the move will deal to the enemy.

- Throw fireball / other: The character will launch a projectile at the end of the animation. You can choose in the projectile list if it's an embedded projectile (only one for now, the star rod smash), or the custom one you can define. Precisions on that later. X accel and Y accel tell the game how the projectile is launched and how fast it goes. The hit point #1 will tell the game where the projectile should appear.
- Earthquake and lighting bolt are not used for now (and thus may lock the character until he dies).
- Moving hit: Use it to set a move where the character will actually move in a direction, while hitting the enemies on his way.
- Move hit chain: This lets you define a move that will launch another move if it has hit someone. This a moving hit, with only one hit point. The next move can be specified in the "next move" combobox. You'll have to choose one of the custom moves in the list.
- Pad – move hit chain: Same as the move hit chain, except that the following moves will be activated if the trigger action has been executed. The trigger can be "Any direction", or a specified combination of keys. In the first case, the next move will be executed if the direction is up. Next move + 1 will be executed if the direction is down and so on (you'll need 4 moves). In the second case, only the specified combination will trigger the next move (1 move needed).
- 64 to 79 – custom moves: These moves can be used for hit chains.
- 80 – Take object: Triggered when the character is close to an object and you press A. X and Y accels are not used, nor loop or the sound. The hit point #1 will define where the object will be displayed while taking it. The sound is used.
- 82 – Throw object (in front): Activated when you throw an object in front of you. X and Y accels tell the game how the object will accelerate. It is limited by the weight of the character, so you might also make Y accel negative to make the object go further.

- 83 – Throw up: Same as throw object.
- 84 – Throw down: See Throw object.
- 85 – Use object (staff): When the player has a staff (star rod, homerun bat) and uses it (note that there is also a staff smash). X accel and Y accel both define how the enemy will be ejected when he's hit. The hit point #1 sets where the staff will be displayed when the hit is active (last frame). Sound used.
- 86 – Use object (hammer): Activated when the player uses a hammer. For each frame you'll have to set where the hammer will be displayed. THIS MOVE MUST HAVE 5 FRAMES ! Here Power must be left on 0. Sound is used.
- 87 – Use object (gun): Not used as there is no gun for now.
- 88 – Use object (flower): Same as gun.
- 89 – Smash object(staff): Same as Use object (staff), but with the X and Y accel limits 2x higher. Sound is used.

And that's it ! Everything is there, for now, and there should be enough room for additional moves. When editing all the moves be careful: **APPLY** !!!!!!!!!!!!!!!!!!!!!!!

Watch out one thing: The Anims textbox. Make sure it corresponds to the number of frames for the current move before going onto another move, or else some frames might be lost.

Note about hot spots: The hot spot should always be put at the bottom of the character (where he touches the ground) in EVERY cases. In some cases (when the character rotates because he was touched – or jumping) you can set it so that the rotation goes smooth. But keep in mind that it should always be on the bottom of the character's frames.

To set the hot spot of a frame, just click on the frame at the good place. The frame will be moved so that the white cross will be just on it. To set a hit point, just click on the good button, and then click on the frame at the good place. Same thing to set a point in the coordinate list.

### **3 – The character properties**

This is a simple part: you set the weight of your character, the number of jumps and his name.

Then you have to load an in-game icon for the character, and a photo that will be displayed in the character select screen. The icon must be 16x16, the photo 48x48.

Then the sounds. The only limitation here, is that the first 3 sounds must be:

- 1: Touched #1
- 2: Touched #2
- 3: Out of the arena (from the top of the arena)

You'll have to affect the other sounds to the correct actions yourself. Not that there is no limit for the number of sounds.

The correct specs button is there to let you check your values. You must refresh the current move to see the change. Not that the character is automatically corrected when saved.

#### **4 – The custom projectile**

You can create a custom projectile, that will be loaded with your character, and then you can set a move to launch that projectile. To create a projectile, just hit load frame(s) on the projectile window. You can add more than one frame (32 is the limit), as long as the animation is looping.

Then you can enter the power of the projectile, if it counts as a smash attack, the range of the projectile (in blocks – the number of blocks it will go across before it disappear).

Also watch out here, that the Anims textbox must read the actual number of frames before saving.

## **5 – Getting the character to work**

The character will be saved as a .chr file, which must be placed in the gp:\gpmm\smashgp directory. All the bmp files can either be directly placed in the smashgp directory, or compiled into a .pak file, which should be named like the character's definition file. So mario.chr loads mario.pak, looks for his bmps in the bmp bank, and if it's not found, it will look for the bmp directly on the smc in the smashgp folder.

**IMPORTANT NOTE:** Give your bmps special names, with at least the 3 first letters describing the character's name (for Mario, all the bmps start with mar\*.bmp). Do the same for the sounds.