



Charge Level Editor Tutorial

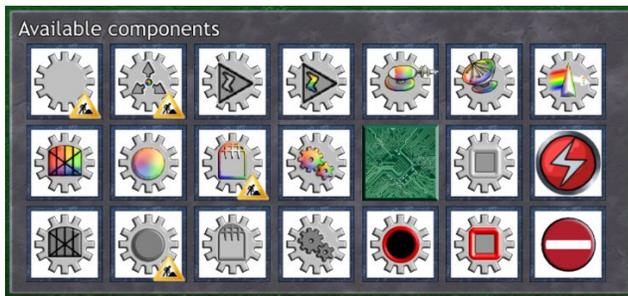
This document will walk you through the features of the level editor to make custom Charge levels that can be easily distributed to other players on the Steam Workshop.

Editor Mode



Use these two buttons to toggle between “Puzzle Solving Mode” and “Level Editor Mode”. In the editor mode, you can create the puzzle’s components, change the available components, and modify attributes like the number of charges in a generator. In Puzzle Solving Mode, you are restricted to only the available components for solving the puzzle.

Modifying Available Components

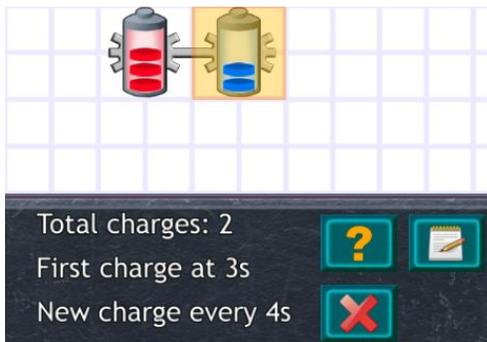


The construction icons in the lower-right of each component indicate which components are available for solving the puzzle. Right click on a component’s icon to toggle its availability.

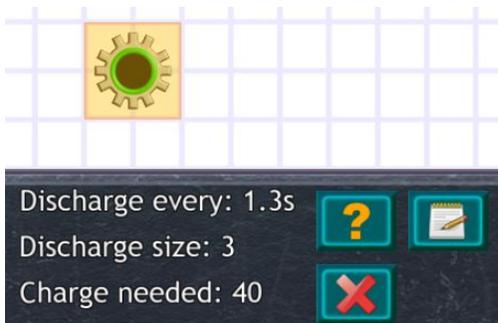


You can also right-click to modify the availability of different configurations of components, such as making only some colors available for construction.

Modifying Component Attributes



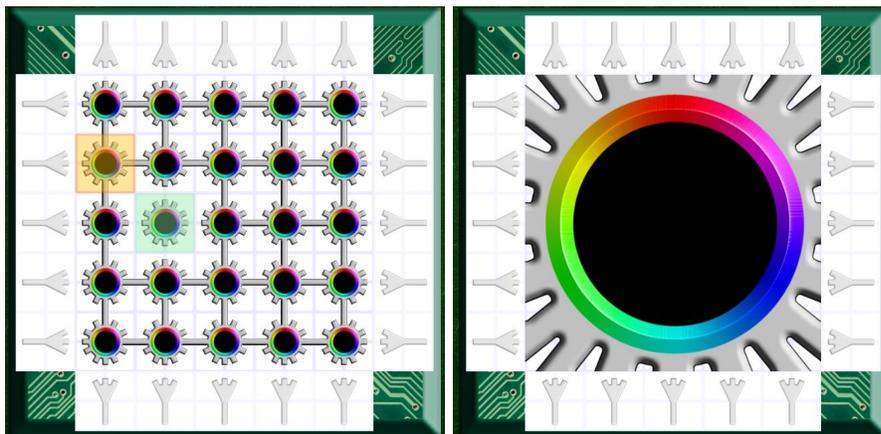
Power sources and goal batteries can be configured using the attribute menu at the bottom. Left click to decrease an attribute and right click to increase it. Hold shift to increase the rate of change. You can make a power source infinite by setting it to 0.



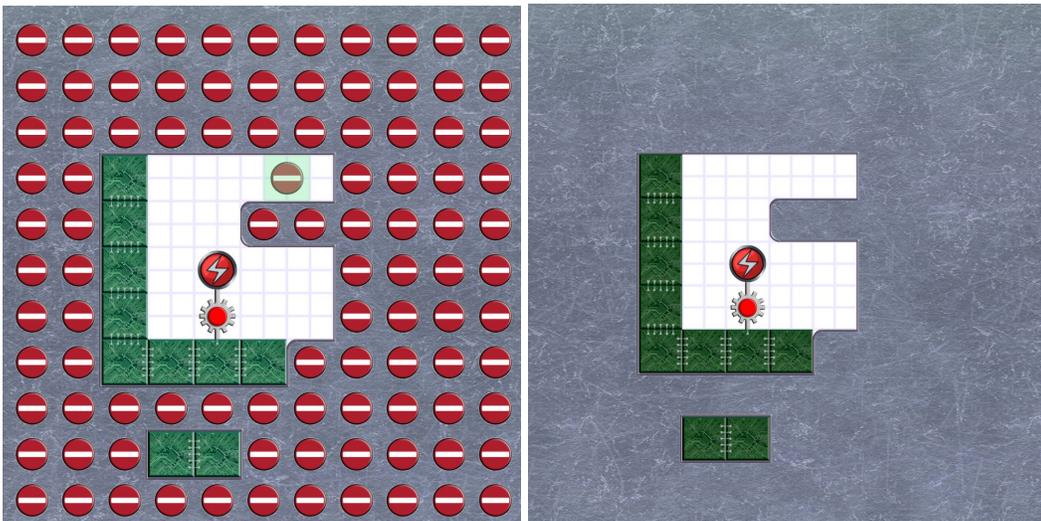
Goal batteries always contain an integer number of charges. They periodically discharge a fixed number of charges at the given interval.

Circuit Goal Batteries

To create a circuit goal battery, fill a circuit with goal batteries. This will act as a single goal battery for the purpose of accumulating/discharging charges. Circuit goal batteries can be of any color.

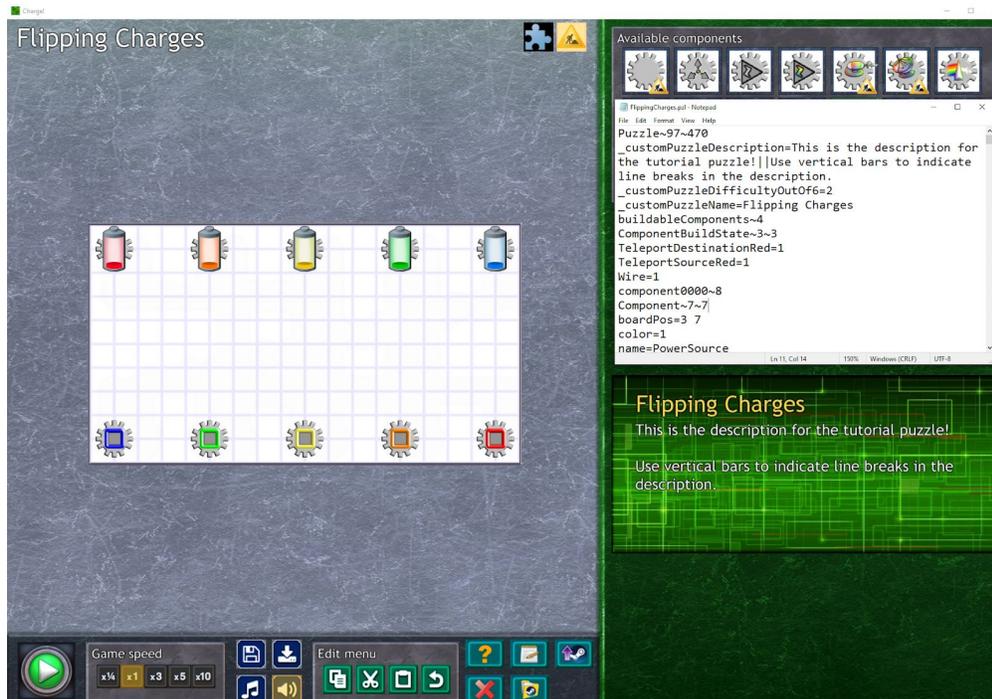


Blockers



Blockers are a special component that is only visible in the level editor mode and are used to constrain what regions of the puzzle are available for building.

Puzzle Title, Description, and Difficulty



Once you save your puzzle, use a text editor to change the puzzle title and description. The text editor icon will automatically open the most-recently saved puzzle in a text editor.

Edit the `_customPuzzleDescription`, `_customPuzzleName`, and `_customPuzzleDifficultyOutOf6` lines. You can use the ``` character to indicate line breaks in the description. When uploaded to Steam Workshop, the difficulty will translate into tags as follows:

- 1 -- Beginner
- 2 -- Easy
- 3 -- Normal
- 4 -- Hard
- 5 -- Very Hard
- 6 -- Impossible

Puzzle Solution File

The solution to a puzzle is saved as a separate puzzle file. Typically, it is easiest to make the final solved puzzle, save it, then delete the relevant components and save it again.

To exit the level editor and return to the normal game, you will have to restart Charge. Players can load, solve, and save custom puzzles in either the normal game or the level editor.

Uploading to Steam Workshop



Charge supports uploading your puzzle to Steam Workshop for sharing puzzles with other players. Once you have saved both your puzzle file and solution file and edited the title, description, and difficulty, click the “Upload to Steam Workshop” button.

This will prompt you to select the puzzle file and the solution file. It will then create a preview image and attempt to upload these to Steam Workshop. If this is successful, it will load the newly created entry on the Workshop. The first time you upload, you will need to complete a user agreement to use Steam Workshop.

If there is an error, the log will be saved in the `steamWorkshopUploadLog.txt` file. F9 is a shortcut to open `steamWorkshopUploadLog.txt` in a text editor.

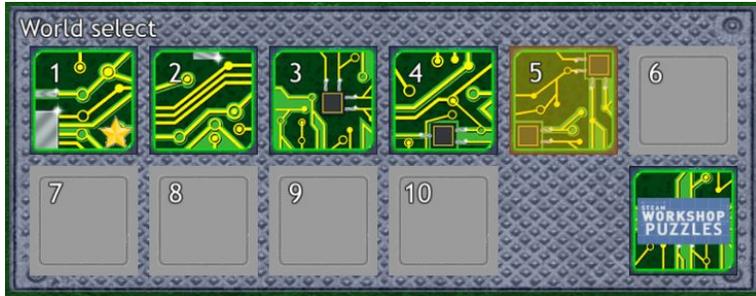
Subscribing and Downloading Workshop Puzzles

Once puzzles are on Steam Workshop, anyone can download them by clicking the “Subscribe” button. Press F10 anytime to bring up the Steam Workshop overlay where you can find puzzles to subscribe to.



When you click on the “Load Steam Workshop Puzzle” button, it will open a folder containing all the Workshop puzzles you have subscribed to.

When not in the level editor, you can find the “Load Steam Workshop Puzzle” button on the world select panel:



Feedback and Help

Please email chargepuzzlegame@gmail.com or post in the Steam game forums if you run into any bugs or need help with the level editor.