King’s Valley Spy

Manual

Quick Start

Mouse Right Click: add/remove room from level

.elg

Drag&Drop .elg level files

Scroll Wheel: smooth zoom

Right Click + drag: drag level in viewport

Level Import / Export

Drag&Drop file: load

Save rules:

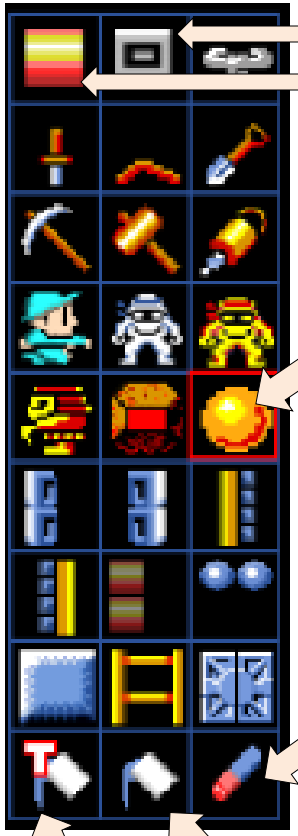
- At least one room
- Rooms properly connected
- One player
- One door

Ctrl-s: save with current name

F5: save level map

F9/F10: load/save via file browser

Edit Tools



bricks

Left mouse button: tool select

Eraser tool - works on all items

Rectangle fill tool - works with currently selected **brick**

Rectangle fill tool with tolerance – only fills empty spots with selected **brick**

Keyboard:

Ctrl-z: undo

Ctrl-y: re-do

Nr items left for current tool

Infamous play button

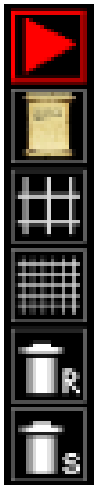
Show manual

Show room grid

Show brick grid

Clear room

Clear stage

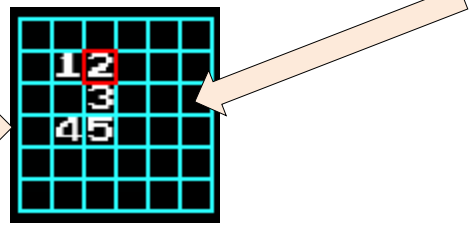


Edit the Room Layout

Right mouse button: add/remove room from level

Left mouse button: select current room

Cursor keys: select current room

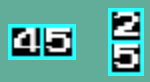


Rules:

- Rooms must be horizontally or vertically connected
- All rooms must form a connected chain

Bad

Good



Overview

Keyboard:
- ctrl-z: undo last edit (50 undo's available).
- ctrl-y: redo last edit.
- ctrl-s: quick save using current file or level name.
- f1/f2: traverse themes
- f3/f4: room size zoom
- f5: export level map
- f9/f10: load/save level

Active room grid:
- left mouse click: select current room.
- right mouse click: add or remove a room from the level
  (all tools and enemies will be released, but brick layout will remain until the next save or quick)

Edit tool area:
- left mouse click: select current tool.
- rectangle fill can be selected together with one of the two bricks. Using it will fill an block-type area surrounding the mouse pointer. Fill will stop when the same type of brick is encountered.
- rectangle fill with tolerance won't overwrite any brick or ladder.

Viewport/edit window:
- drag&drop an .elg level file: load the file.
- right mouse click/drag: use current tool to add items.
- left mouse click&drag: move the level inside the viewport.
- scroll wheel: zoom in and out, brick sized zooming.

Extra tool area:
1) play button
2) show manual
3) show room outline
4) show brick outline
5) clear current room - see selected in active room grid
6) clear entire level