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# Maniac Editor

*Release N/A*

Aug 04, 2023



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## Getting Started

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# CHAPTER 1

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## Welcome Page

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Welcome to the Landing Page!

Notice: This is a VERY Early WIP, but that doesn't mean there isn't useful stuff here, use the outline to navigate, the only sections with real content atm is the Entity Knowledge Base.



## CHAPTER 2

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### Introduction

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Written By Modern

Hi! I'm Miles Prower, but you can call me "Tails"! You probably know about my best friend, Sonic the Hedgehog. We go on all sorts of adventures together at all sorts of interesting locales. Usually we try to stop Doctor Ivo Robotnik, A.K.A. Dr. Eggman, an evil mad scientist bent on obtaining the Chaos Emeralds, 7 gems of mystical power that come from bizarre dimensions known as Special Stages. Eggman hopes to use the Chaos Emeralds to build Eggmanland, a quote unquote "Utopia" where he is the sole ruler. Fortunately though, me and Sonic are always there to stop him just in time, occasionally with the aid of our allies Knuckles the Echidna, Mighty the Armadillo, and Ray the Flying Squirrel. Anyways, as I was taking my usual morning walk to collect my thoughts, I came across something that caught my attention. It was a giant machine about the size of a building. My instincts immediately told me Eggman was behind this, and sure enough, the mad Doctor himself walked out of a nearby entrance to the machine, chucklingly evilly to himself. Luckily, I hid myself in the bushes just in time, so he didn't see me. You might not realize it, but us foxes have pretty great reflexes! When I was sure the coast was clear, I made my way into the building to see for myself what Eggman was up to. Inside the machine was a bunch of monitors and doohickeys plastered all over the walls and ceiling, with one main computer attached to the rear wall. After entering Eggman's administrator password to open up the console (fun fact: it's 123456789!) I opened up the machine blueprints to see what I was up against. It seemed that Eggman had somehow built a reality altering device that could change the very terrain of the planet! Of course, he decided to harness this machine to build obstacles so fierce and gnarly that it would be impossible for Sonic to complete, thus ensuring his inevitable defeat! I don't know why he didn't just use this machine to build his coveted Eggmanland without interference, but I'm sure he has his reasons. I knew I had to stop Eggman, but Sonic was nowhere to be found, so I was on my own. Unfortunately, while I could access some of the documents and machine plans (as well as Eggman's secret diary!) I couldn't actually use the machine itself. It seemed to require some sort of "Data" files, which I don't think I have. Eggman seems to have set the machine on autopilot, so I won't have to worry about him coming back anytime soon, but unless I can figure out what the machine means by Data files, I'm kind of stuck. . . . Wait! What's that you've got there? Is that. . . a legally purchased with money copy of Sonic Mania™ and/or its Encore DLC™? I think you have just the files I'm looking for! How about we team up together to get this machine working and use it to build a level that Sonic can clear? I'll read off the instructions to you, and you can design the level! Awesome, let's go!





## CHAPTER 3

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### Parallax Editing

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- STEP 1:

Make your background. Self Explanatory. You'll have to have your background set up and organized into Maniac editor before you can start editing parallax. Remember to make your background loop properly for the game, as in, when the screen scrolls all the way to the right end of your background, it can repeat itself again without looking cut off. We want it as clean as possible!

- STEP 2:

Open up the layer manager. You can find it under the scenes tab at the top. If you're saying "it's not there", you probably haven't downloaded the latest version, so go do that now. If you're saying "There's no Scenes option", when the hell was the last time you updated your Maniac editor? are you using a version from like, November 2017 or something?

- STEP 3:

Now it gets complicated. Alright, so select the background layer in the right tab of the new window that just popped up. On the right, you'll be seeing a bunch of scary looking numbers!!! Oh no!! Don't fret though, my friend, because I'll explain to you what these numbers are. First things first, disregard the stuff in the middle. That's a topic for another day, this tutorial merely covers basic parallax editing. The numbers on the right are what we're focusing on. Here's what each one means:

- Behavior:

Effects vary from zone to zone. Here's an example with Chemical Plant:

<https://giant.gfycat.com/ScentedSpanishDromaeosaur.webm>

- DrawOrder:

We don't know for sure what this does exactly, but we assume something like what layer it's on?

- Relative Speed:

Finally, something interesting! Relative Speed determines how fast rows defined by a horizontal rule (more on that later) scroll when the screen moves. The higher the number, the faster it scrolls.

- Constant Speed:

Same as the above, except it determines how fast rows defined by a horizontal rule move on their own. Useful for stuff like clouds or moving setpieces (like the trains in Studiopolis Act 1). Keep in mind this is not either/or, if you leave your Relative Speed value blank, it will just be a static image moving across the screen, which looks very not good.

- STEP 4:

Ok, but what's a "horizontal rule"? Simply put, horizontal rules determine what rows are affected by parallax and which values they use. Each one has their own set of values, as well as their own "horizontal mappings". These dictate Which rows have the relative and constant speed values entered. But how exactly do we figure out what a "row" is? Well, essentially, a row is a single, horizontal row of pixels in a layer. To put it in simpler terms, one 16x16 tile (the very same ones you used to create your background in maniac) is made up of 16 rows of pixels. I'll place an image at the bottom of the tutorial to provide a visual explanation for those of you still scratching your heads. + STEP 5: Where making this happen With that out of the way, let's go over how to assign parallax values to rows. In the Horizontal Mapping section there are two values: the Start Line and the Line Count. Don't be deceived by the Start Line value, it doesn't include the row you set it to itself, only the ones immediately after. So if for example, you wanted to assign a specific parallax value to, say, the first three rows in the layer, you would set the start line to zero, because setting it to 1 would make the game assign the values to rows 2, 3, and 4, rather than 1, 2, and 3. Then there's the Line Count. This tells the game how many lines after the start line are going to be given this specific value. While you can technically set this to any number you want, usually most backgrounds won't be set up for this kind of scrolling. If you're just starting out I recommend splitting up your rows into chunks of 16 (AKA one whole row of tiles) to make your life easier.(edited)

STEP 6: Some other tips and tricks for cool kids such as yourself

- You'll typically want your rows to have a higher relative speed value the lower down they are on the layer. Think of it like looking out the window while you're in the backseat of the car. All the stuff close to you whizzes by while stuff in the distance moves much slower. It's the same basic idea with mania's backgrounds.
- Always make sure you do your math correctly! If you don't your background might become messed up or you might not even be able to save at all due to overflow.
- As long as you know what you're doing, don't be afraid to save your progress and then test it out in-game, to see how it looks. And remember, always make a backup. For God's sake, always make a backup!
- It turns out you can set relative and constant speeds to negative values, which will make the rows instead move in the opposite direction.
- I'm sure this is common knowledge, but please, don't mess with the relative or constant scrolls speeds of foreground layers (specifically fg high and fg low). Setting the Relative speed to anything other than the game's default 256 and the Constant Speed to anything higher than 0, shit gets pearshaped real fast.

**Bio:** Places one of the 8 animals into the area

### 4.1 Attributes:

**Type:**

- 0 – Flicky (Blue Bird)
- 1 – Ricky (Chipmunk)
- 2 – Pocky (Rabbit)
- 3 – Pecky (Penguin)
- 4 – Picky (Pig)
- 5 – Cucky (Chicken)
- 6 – Rocky (Seal)
- 7 – Becky (Bear)
- 8 – Locky (Bald Eagle)
- 9 – Tocky (Turtle)
- 10 – Wocky (Monkey)
- 11 – Micky (Rat)

**Behaviour:**

Determines how the animal behaves in the level

- 0 – Animal runs away like normal
- 1 – Animal will follow the player around
- 2 – Animal will move in random directions

**NOTE:** Do not set type over 11, the game will crash due to file I/O error!

**NOTE 2:** Animals have behaviour controlled by a static object file, such behaviours as speeds are in this file! other behaviours this file controls are not known

**Bio:**

Fancy object that sets camera boundaries

### 5.1 Attributes

**Type:**

Changes the behaviour of the boundary

- 0 - Sets the Bottom Camera Y Bounds (no offset)
- 1 - Sets the Bottom Camera Y Bounds (uses offset)
- 2 - Sets the Top Camera Y Bounds (uses offset)
- 3 - Sets the Top Camera Y Bounds (no offset)

**Width:**

How far left and right to keep the bounds active

**VsDisable:**

Disable the object in VS mode

**Offset:**

offset for the boundaries (used in type 1 and 2)



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## Breakable Wall

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**Bio:**

Turns a section of a FG layer into a breakable wall.

### 6.1 Attributes:

**Type:**

- 0 – Breakable from the sides
- 1 – Breaks from top
- 2 - Breaks from the top in chunks, gives a score bonus
- 4 - Breaks from bottom on contact (with bottom), breaks in chunks (two rows at a time)
- 5 - Breaks from bottom on contact (with bottom), breaks the entire selection of tiles

**OnlyKnux:**

Determines if its only brekable by knuckles

**OnlyMighty:**

Determines if its only brekable by mighty

**Priority:**

Defines which FG layer the platform will affect. 0=FG Low, 1=FG High.

**Size:**

The area of the breakable wall, measured in 16x16 squares

**NOTES:**

When used in Maniac, the area of the white rectangle defines the collapsible platform. Setting type to 3 or over seems to loop through the different types.





**Bio:** Places the bouncy pools used in Chemical Plant Act 2

### 7.1 Attributes:

**Type:**

- 0 – Blue Pool, hazardous
- 1 – Green Pool, bounces the player very high
- 2 – Turquoise Pool, bounces player progressively higher to standard jump height
- 3+ - Invalid Type (Non Solid Pool)

**Size:**

The area covered by the pool, in pixels

**NOTE:**

Do not set type to 0 in levels other than Chemical Plant Zone, the game will crash!



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### Collapsing Platform

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**Bio:**

Turns a section of a FG layer into a collapsible platform.

#### 8.1 Attributes:

**Size:**

The area of the collapsible platform, measured in 16x16 squares

**Respawn:**

Defines whether the platform will respawn after going off screen. Set as True/False

**TargetLayer:**

Defines which layer the platform will affect. Experiment with different values to get the correct layer setting. 0=FG Low, 1=FG High, 2 etc

**Type:**

- 0 – Collapses from left to right
- 1 – Collapses from right to left
- 2 - Collapses from centre outwards
- 3 - Collapses from from left if player is left of the center, or right if player is right of the center
- 4 - Collapses from from left if player is left of the center, or right if player is right of the center, or center if player is in the center area

**Delay:**

Time delay before platform collapses. 60 = 1 second, 90 = 1.5 seconds, you do the math.

**EventOnly:**

Determines if it collapses upon a stage event

**MightyOnly:**

Determines if its only Collapsable by mighty

**NOTES:**

When used in Maniac, the area of the white rectangle defines the collapsible platform. Setting type to 3 or over seems to loop through the different types.

**Bio:**

This entity forces the player into “spin” state, useful for 2 tile high tubes.

### 9.1 Attributes

**Direction:**

Determines the Direction the Player will Roll In. Note that for the player to stop rolling once used, the player must come in contact with another ForceSpin Entity with the opposite direction.

- 0 - Forwards
- 1 - Backwards

**Size:**

Changes the Size in Which the ForceSpin Will Be Applied.

**Angle:**

Changes the Angle in which the ForceSpin Object will trigger.



# CHAPTER 10

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## GasPlatform

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### **Bio:**

This entity is found in Oil Ocean Zone (OOZ), and acts very differently from the other types of platforms. Exclusively used in OOZ Officially, this platform will “pop-up” depending on it’s settings

## 10.1 Attributes

### **Type:**

Sets how the GasPlatform with behave.

- 0 - Pop Up on set interval; Interval set by the Interval and IntervalOffset attributes.
- 1 - Pop Up with a added Spring-Like Effect
- 2 (and Beyond) - Nothing; Solid Dumb Platform

### **ChildCount:**

Depending on it’s value, this attribute causes objects to move with the platform. For Example, if you set childCount to 2, and the Entity Slot is 287, Entities with a Slot of 288, and 289 will move with the platform.

### **Interval:**

Handles how long between the gas platform coming to a stop, and popping up next time.

### **IntervalOffset:**

Sets the Time in the Interval you want to start at when the stage loads





**Bio:**

This magical box rewards the player with a powerup once broken

## 11.1 Attributes

**Type:**

What powerup the monitor will give the player

- 0 - 10 Rings
- 1 - Blue Shield
- 2 - Bubble Shield
- 3 - Fire Shield
- 4 - Lightning Shield
- 5 - Invincibility
- 6 - Speed Shoes
- 7 - 1Up (Sonic Head)
- 8 - 1Up (Miles Head)
- 9 - 1Up (Knuckles Head)
- 10 - Eggman
- 11 - Blue Ring
- 12 - Player Switch
- 13 - Random
- 14 - Super

- 15 - 1Up (Mighty Head)
- 16 - 1Up (Ray Head)
- 17 - ???

**is Falling:**

If the itembox is falling

**Hidden:**

If the itembox is hidden from the player (used for signpost rewards and etc)

**Direction:**

What direction the itembox is facing

**Plane Filter:**

Determines the FG Layer the Ring is On; The outcome of the value depends on Layer Setup of your scene.

**LRZ Conv Phys:**

If the itembox is on a conveyor belt or not

# CHAPTER 12

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## Platform

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` TODO: Unfinished Documentation `

### Bio:

Found in Almost Every Zone in Sonic Mania, this object allows Sonic to either cross gaps and get to places he otherwise couldn't do on his own, or simply get to places without doing anything at all, lazily. However, some aren't meant to carry sonic, some move objects, some can even hurt Sonic if you set them up correctly. There's plenty of things you can do with platforms.

## 12.1 Attributes

### Type:

Determines the Platform's Behavior

- 0 - Default
- 1 - Collapsing Platform; Shortly after the player stands on this type, the platform will begin to fall. This type will respawn if the player goes far away enough as long as amplitudeX is set to 0, otherwise it will be gone until the scene is restarted.
- 2 - Normal Up and Down Moving Platforms
- 3 - Circular Path Moving Platforms
- 4 - Back and Forth Moving Platforms; Move from side to side.
- 5 - Unknown, Used with PlatformControl object
- 6 - Player Pushable Platform
- 7 - OoZ Moving Spike Platforms; They move back and forth when they hit walls.
- 8 - Waiting Moving Platforms; These Wait for the Player to be on top of them, and when the player is, it will move to its destination.

- 9 - Waiting Moving Platforms(with Bobbing); These Wait for the Player to be on top of them, and when the player is, it will move to its destination.
- 10 - Moves when player is standing on them
- 11 - Circular TMZ2 Style Platform Lift Thing?
- 12 - ???
- 13 - ???
- 14 - ???
- 15 - ???
- 16 - ???

**Amplitude:**

Determines where the platform will move (relative to the place it's placed) if it is a moving type set by the type variable.

**Speed:**

Determines how fast the platform will move if it's a type that moves. Must be higher than 0 for the platform to be able to move, the larger it is, the faster the platform will move into position.

**HasTension:**

When using Type 3, determines if you want to see the tension bars (the chains that attach the platform to its initial position) or not.

**FrameID:**

Determines what Texture/Frame to use. The Frames it uses can be found in the Platform.bin for the Zone in its Sprite Folder. Attribute has an upper limit of 127. If set to -1, it will appear Invisible, useful in combination with ChildCount.

**Collision:**

Determines how the platform will behave when a player interacts with it. Your Results may vary depending on what your Type Attribute is set to.

- 0 - Solid on Top only
- 1 - Solid from all sides
- 2 - No collision
- 3 - Hazardous from all sides
- 4 - ???
- 5 - Hazardous from left and right sides
- 6 - Hazardous from bottom only
- 7 - Hazardous from top only
- 8 - Platform makes Sonic look like he is on a turntable
- 9 - Sticky from all sides
- 10 - Sticky from top only
- 11 - Sticky from left side only
- 12 - Sticky from right side only
- 13 - Sticky from bottom side only

- 14 - Platform makes Sonic look like he is on a barstool
- 15 - ???

**TileOrigin:**

Usage Unknown

**ChildCount:**

Depending on it's value, this attribute causes objects to move with the platform. For Example, if you set childCount to 2, and the Entity Slot is 287, Entities with a Slot of 288, and 289 will move with the platform.

**Angle:**

When Using Type 3, sets the starting point for the platform on its circular path.



**Bio:**

This entity is where the player will spawn when the scene is loaded. You can have multiple Player Entities in a scene, but depending on its attributes, if there is a conflict, it will always prioritize based on a higher Slot ID.

## 13.1 Attributes

**CharacterID:**

Determines who spawns at the object

- 0 - No one (Free Cam mode)
- 1 - Sonic
- 2 - Tails
- 3 - Sonic and Tails
- 4 - Knuckles
- 5 - Sonic and Knuckles
- 6 - Tails and Knuckles
- 7 - Team Sonic (Sonic,Tails and Knuckles)

NOTES: Sonic and Tails will simply be handled as Sonic if you used for say Sonic Only. Also, Mighty and Ray are Handled as Sonic, Meaning wherever Sonic can spawn, mighty and ray will and only will spawn if the CharacterID is set to Sonic.





**Bio:**

Where coins are for Mario, rings are for Sonic. These collectables are everywhere. They are essential for staying alive safely. They are also pretty complex given their abundance.

## 14.1 Attributes

**Type:**

Changes the Type of Ring

- 0 - Normal (Common)
- 1 - Large Rings (Wields 5 Rings)
- 2 - Sparkling Rings (Wields 1 Ring; Twinkles instead of displaying a ring)

**PlaneFilter:**

Determines the FG Layer the Ring is On; The outcome of the value depends on Layer Setup of your scene.

**Move Type:**

Determines if and how the the ring will move

- 0 - Normal (No Movement)
- 1 - Left/Right/Up/Down Movement
- 2 - Circular Movement
- 3 - Path Movement
- 4 - Attract Movement (Used when electric shield attracts rings)
- >= 5 - Normal

Note: Movement also relies on the following attributes.

**Amplitude:**

Only works on rings with a movement type higher than 0, for type 1, allows you to set how far the ring will go up and down and or left and right. For type 2, make the circle that the ring will circumfurimate around larger or smaller. The object simply will not do much without this attribute being set to something other than 0.

**Speed:**

At 0, rings will not move along their movement path defined by their movement type at all. It gets faster the more you increment the number.

**Angle:**

Determines the Starting Position for the Ring when using Type 2 Movement. As seen in Studiopolis Act 2.

**Bio:**

This entity marks the end of the stage for the player! be sure to pass it!

## 15.1 Attributes

**Type:**

Determines the behaviour of the signpost

- 0 - Regular
- 1 - Signpost Falls after boss
- 2 - Signpost appears only in VS mode

**VS Bounds Size:**

the size of the screen bounds in VS mode

**VS Bounds Offset:**

how much the bounds are offset in VS mode

**VS Extend Top:**

How much the bounds extend upwards in VS mode

**VS Extend Bottom:**

How much the bounds extend downwards in VS mode



**Bio:**

This entity has the ability to send a player to the special stage on contact if it is active

### 16.1 Attributes

**ID:**

Determines what the ring state is based on save file, value can be from 0 to 15, if two special rings have the same ID then they will deactivate at the same time

**PlaneFilter:**

Determines the FG Layer the Ring is On; The outcome of the value depends on Layer Setup of your scene.



# CHAPTER 17

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## Spikes

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**Bio:**

This entity is Sharp and pointy! the will player will take damage upon touching these!

### 17.1 Attributes

**Type:** What direction the spikes are facing \* 0 - Up \* 1 - Down \* 2 - Right \* 3 - Left

**Moving:**

Determines if the spikes move in and out or not

**Count:**

How Many Spikes will be loaded

**Stagger:**

???

**Timer:**

What the timer for moving starts on

**Plane Filter:**

Determines the FG Layer the Ring is On; The outcome of the value depends on Layer Setup of your scene.





# CHAPTER 18

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## SpinBooster

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` TODO: Unfinished Documentation `

### **Bio:**

Much like the ForceSpin this object is useful when making 2 tile high tube sections. This in specific, gives the player a bit of a “boost” so he can gain more momentum.

## 18.1 Attributes

### **Direction:**

Determines the Direction in which the “boost” will be applied.

- 0 - Forwards
- 1 - Backwards

### **Size:**

Changes the Size in Which the SpinBooster Effect Will Be Applied.

### **AutoGrip:**

???

### **Bias:**

???

### **BoostPower:**

The Multiplier for the amount of boost a SpinBooster Entity will give off

### **Boost Always:**

Whether the SpinBooster should be allowed to boost regardless of the situation or not.

### **ForwardOnly:**

Whether the Spin Booster should only work in the Forwards Direction or not.

**PlaySound:**

Whether the Spin Booster Should Play the Spin SFX or not.

**AllowTubeInput:**

Where the SpinBooster can work with the TransportTube entities or not.

**Bio:**

Usable in almost every zone, the spring is essential to building mania stages, allowing you to get over anything with enough momentum. The Red Springs provide more momentum than the other springs

## 19.1 Attributes

**Type:**

This Attribute Controls the Direction of the Spring, as well as the type of spring.

- 0 - Upwards Facing Yellow Spring
- 1 - Upwards Facing Red Spring
- 2 - Sideways Facing Yellow Spring
- 3 - Sideways Facing Red Spring
- 4 - Diagonal Facing Yellow Spring
- 5 - Diagonal Facing Red Spring

**FlipFlag:**

This attribute can rotate the spring's orientation. Note that types 0 and 1 have some funky functions with this attribute.

- 0 - Disabled; Normal State
- 1 - Flip Horizontally
- 2 - Flip Vertically
- 3 - Flip Horizontallly AND Vertically

**OnGround:**

Determines if the Spring is "IN" the Ground, so it can react accordingly.

**PlaneFilter:**

Determines the FG Layer the Spring is On; The outcome of the value depends on Layer Setup of your scene.

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### Starpost

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**Bio:**

This entity will save the player's progress in that stage! they will want to touch any one of these they can find!

## 20.1 Attributes

**ID:**

Determines how far in the stage the starpost is, touching a starpost will activate all starposts with lower IDs than the touched one

**Direction:**

Determines what direction the starpost faces

- 0 - Up
- 1 - Up
- 2 - Down
- 3 - Down
- 4+ - Up

**VSRemove:**

Determines if the entity will be in Competition mode



# CHAPTER 21

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## TransportTube

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TODO: Unfinished Documentation

### Bio:

The Heart of Chemical Plant and Plenty of Other Smaller Uses throughout mania, these entities act as a pipeline highway for Sonic and co. They are very complex, but this guide aims to tell you all the possible variations you can make with this object.

## 21.1 Attributes

### Types/DirMask:

These Variables rely heavily on very specific combinations, they are listed below.

- **Type 0 Dir Masks - The Most Common and Most Potent; Generic Transport Tube Moving**
  - 5: North-West
  - 6: South-West
  - 9: North-East
  - 10: South-East
  - 20: North East-West
  - 40: North West-West
  - 68: South East-West
  - 136: South West - East
- **Type 1 Dir Masks - Entry and Exit Tubes**
  - 3 - Up and Down Roll
- **Type 5 Dir Masks - Selector Tubes**

- 15 - All Directions
  - 14 - Left, Right and Down
- **Type 6 Dir Masks - Sprinting Exits?**
  - 12 - East?
- **Type 2/4 Dir Masks - Freely Mid-Transport Paths?**
  - N/A



**Bio:**

Sonic's Greatest Weakness and the Most Deadly Hazard. Comes in Many Different Variations. Some of which have functions that are specifically stage locked.

## 22.1 Attributes

**Type:**

Determines the Type of Water that is being used.

- **0 - Initial Water Height Position Marker;** Uses CPZ/HCZ/AIZ Style Water; Starting Height Based on Entity Position (not the values it has)
- 1 - Bounded Water Box; GHZ Style Water
- 2 - Water Bubbler
- 3 - Bounding Boxes for Adjusting Water Height.
- 4 - Water Bubbler
- 5 - ???
- 6 - Water Splash
- 7 - Bubble
- 8 - Countdown Bubble

**NumDuds:**

???

**Size:**

Used for type 1, for the water box itself, and type 3 for the area in which the player can activate the water height adjustment.

**Height:**

Used in type 3 for setting the water height. In a CPZ/Normal setup, the water level can go up and down between the x and y values of this attribute. In a HCZ however, it will not bob and stay at the level defined by either x or y.

**Speed:**

For Type 2, Must be higher than 0 for the water to able to change height, the larger it is, the faster the water will move into position.

**Button Tag:**

Used in HCZ often, with a type 2, this will make the object un-intractable unless the button tag is triggered with a “Button” with the same “tag”.

**R, G, and B:**

For type 1 only, sets the color of the water, with RGB being all 0 being black, and RGB being all 255 being transparent.

**Priority:**

Determines the layer the water is Interactable with; The outcome of the value depends on Layer Setup of your scene.

**Destroy on Trigger:**

Removes the object once the “trigger” from the “Button” to the “tag” we have set has been sent. NOTES: CPZ/HCZ/AIZ Style Water CAN NOT be given a custom water pallet outside of those stage setups. They are hard locked to those stage setup entities. Attempting to use these in zones without water palettes will cause the water to appear transparent (AKA No palette adjustment).

# Object ## Bio:

## Attributes: