HARRY EDITOR MANUAL/FAQ

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Check out the Add-ons page to see worlds people have made using Harry Editor.

Got a question that isn't answered here? E-mail me and I'll add it.

Q. How do I change the tile graphics in my levels?
A. This requires a bit of ResEdit knowledge. Don't worry, it's easy. First, open the "Episode 1" file in ResEdit. Double-click the PICT resource icon. You will see a bunch of PICTs. Select one you want to use as a foreground tile set, and one to use as a background tile set. Open your own world file, and copy and paste the PICTs from Episode 1 into your world file. **Important:** The foreground tilesets are composed of two PICTs: a color PICT, and a black-and-white mask. You must copy the mask along with the color PICT for the tilesets to work properly, and its resource ID must be equal to the color PICT resource's ID plus one.

Once you've copied the PICTs, save your world file and close it. (Be sure not to leave it open while you're using the world editor.) In the world editor, select "Level Info" and type the IDs of the foreground and background tilesets you just copied. When you click OK, they will be loaded and displayed in the editor, and you'll see them in the game.

You can easily modify the built-in tilesets to create your own. Just copy the PICTs from ResEdit to a graphics editing program like Photoshop, make your modifications, and copy them back to the world file.

Q. How do I change the music in my levels?
A. You can use any of the already-existing songs in Harry in any of your own levels. Just select "Edit Level Info", go to the "Music ID" field, and type the ID corresponding to the music you want to be played.

Song Name	ID
Harry Theme	600
Episode 1, levels 1 & 2	601 (default music)
Episode 1, level 3	603
Episode 1, level 4	604
Episode 1, level 5	605
Episode 1, level 6	606
Episode 1, level 7	607
Episode 1, level 8	608
Episode 1, level 9	609
Episode 1, level 10	610
Episode 1, level 11	611
Episode 1, level 12	612
Episode 1, level 13	613
Episode 1, level 14	614
Episode 1, level 15	615
Ending Theme	616
Storyline Theme	620

Q. How do I add my own music to my levels?
A. (b4 only) You can have any standard MIDI file played in one of your own levels. First it

must be imported into your world. Select "Import Music" from the File menu, and select the music file you wish to add. You will be asked to select an ID for the new song (for example, 700.) Once you have imported the song, select "Edit Level Info", go to the "Music ID" field, and type the ID you just selected. Now the song will be played in that level during the game.

Q. How do I create locked doors of other colors than blue?
A. "Edit Sprite" and change their first info field. 0 = blue, 1 = yellow, 2 = green.

Q. How do I create doors that are activated by buttons?
A. First, create the button and place it where you want it. Next select "Edit Sprite". The dialog will say something like "Sprite #87 of 90". Click OK, then create a sliding door sprite. Select the sliding door, "Edit Sprite" again, go to the first "Info" field, and type the index number of the button sprite (in this case, 87.) Click OK. Now the door will open only when the button is down.

Q. How do I create buttons that stay depressed after being pushed once?
A. Buttons by default must be held down. To make them stay down by themselves, select the button, select "Edit Sprite", and type "1" in the first "Info" field.

Q. How do I create chairs, water coolers, or plants of different colors than the default ones?
A. These sprites can be tinted any one of 14 special colors to get interesting effects. To tint a sprite, select it, "Edit Sprite", and type the tint ID in its first "Info" field.

Tint Name	ID
noTint	0
redTint	1
yellowTint	2
blueTint	3
waterTint	4
smokeTint	5
darkTint	6
veryDarkTint	7
lightTint	8
veryLightTint	9
greenTint	10
grayscaleTint	11
flameTint	12
waterTint2	13
colaTint	14

Note that the tinting effects will not be visible in the editor, but they will show up when you play the game.

Q. How do I set the default tint for all sprites in a level?
A. Select "Edit Level Info" and enter a tint index in the first "Info" field (see tint index table above.) An example of this effect is level 10 in Episode 1, in which all sprites are tinted with waterTint2 to make them appear to be underwater. You could use different tints to get other effects.