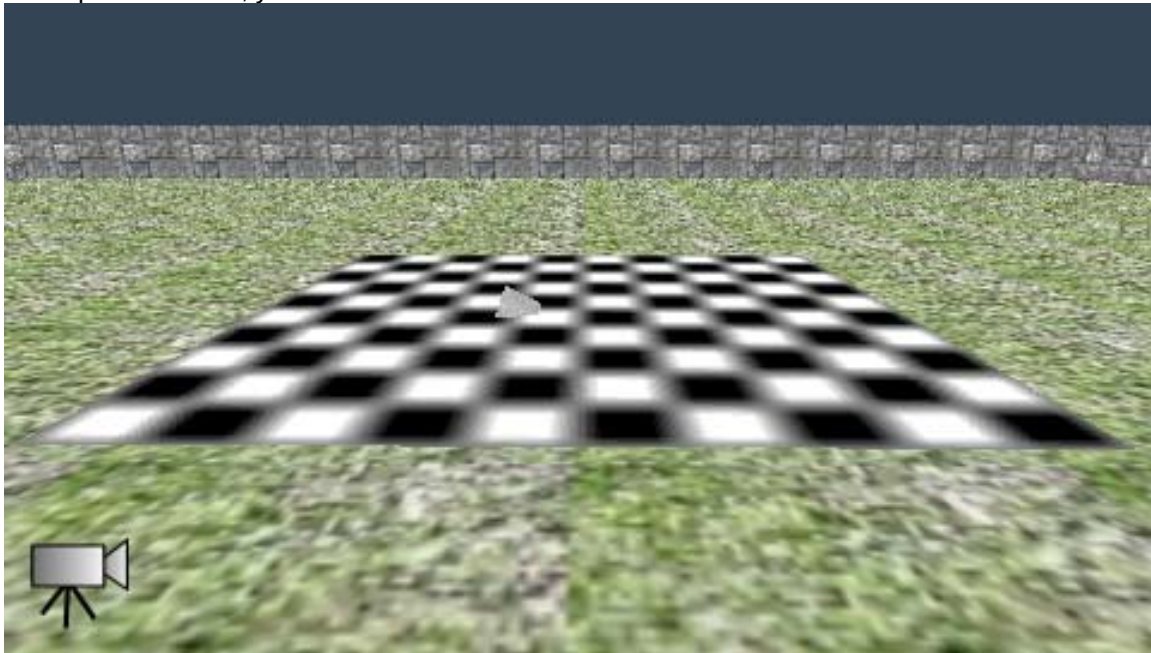
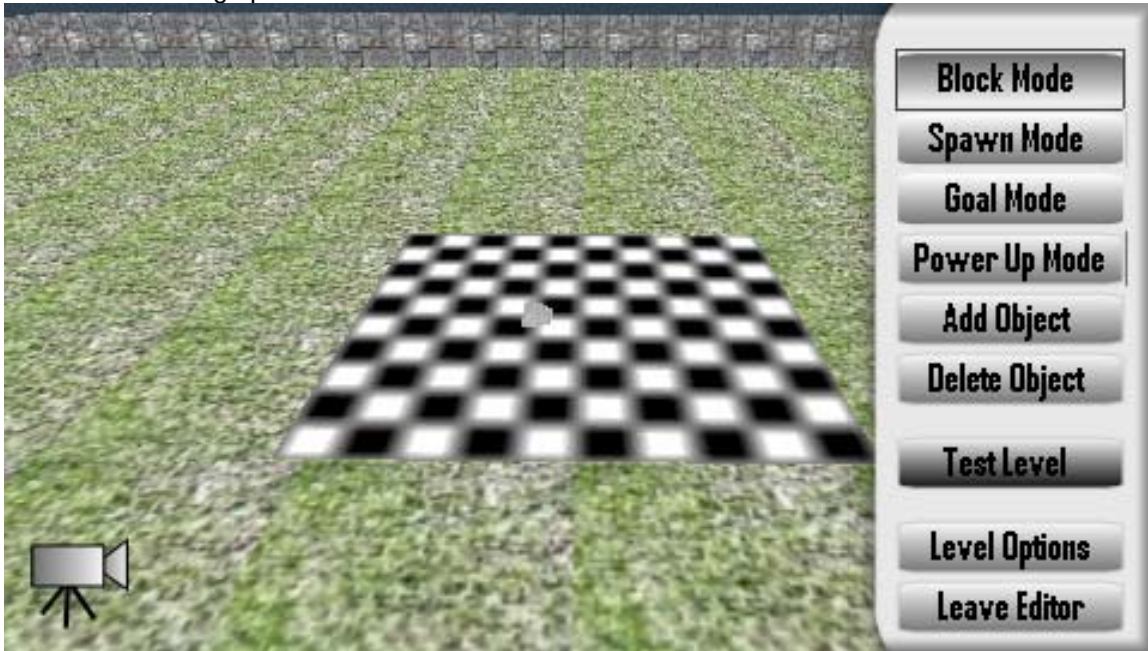


First open the editor, you should see a screen like this:

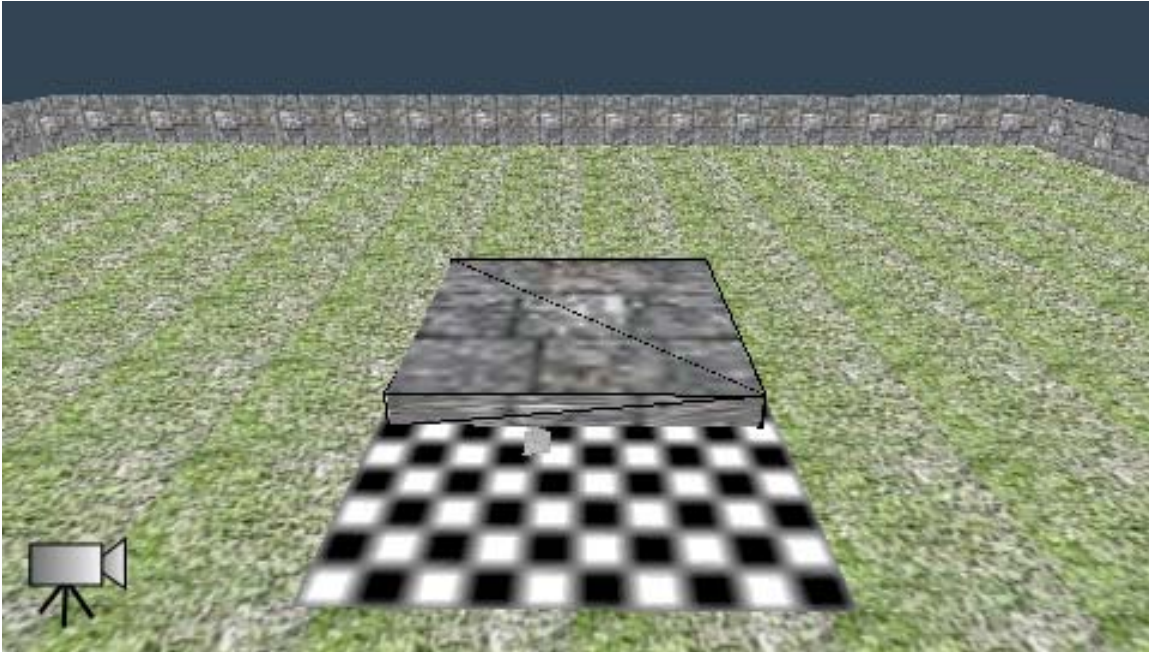


You are in camera mode (shown by the camera in the bottom left corner) you can move the camera about by using the dpad, Triangle and Cross. Press DPad down to zoom out a little bit and triangle to move up a bit. Now we can see better.

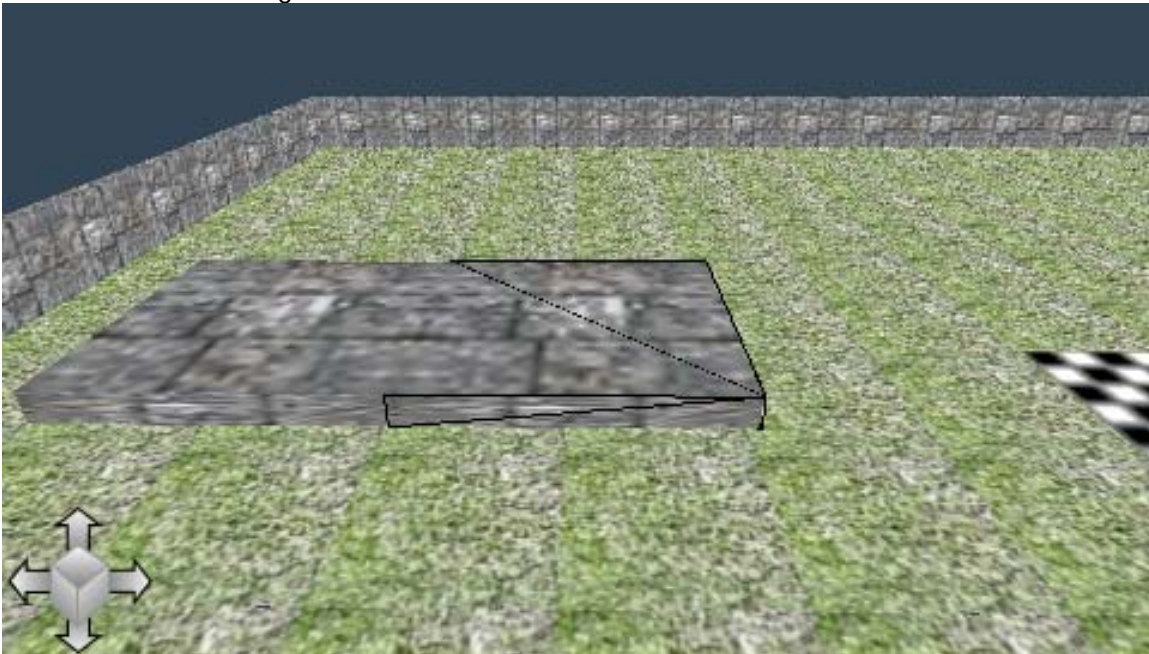
Press start to bring up the menu:



You'll see lots of buttons that will be of use in the level making process. The first 4 buttons dictate the type of object mode you are in (Block, Spawn, Goal, Power Up). Block Mode is currently selected. Now scroll down to Add Object and press X once. A block will now appear in the middle of the screen:

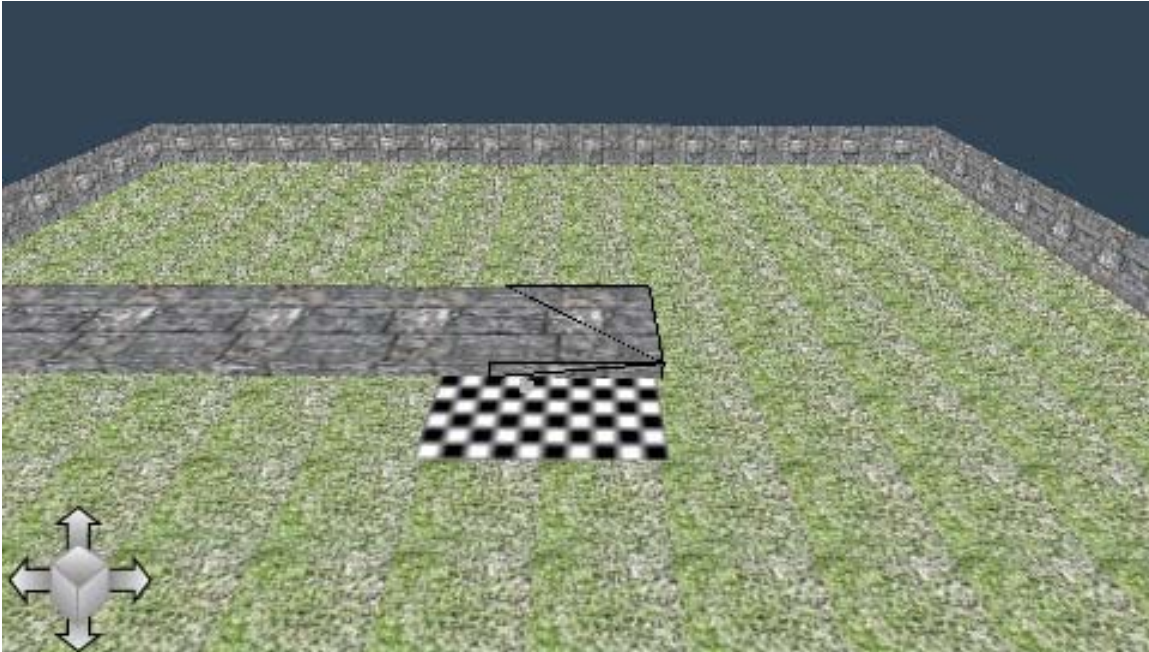


Let's move the block around. Press LTrigger once to change to move mode. Now you can press the DPad buttons, Triangle and Cross to move the object around. Move the block to the left by pressing the left DPad button. To add another block with the same properties as the current block, we can press select, this duplicates the block. Press select now. Now press DPad right to move the block to the right. Your screen should now look like this:

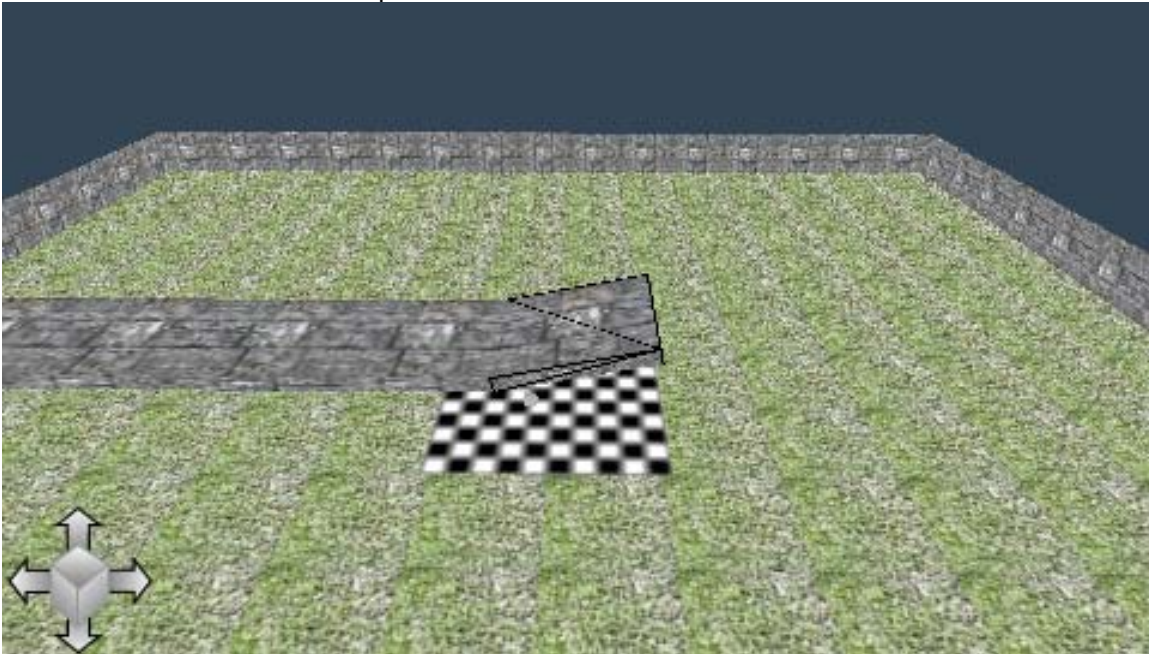


Add a few more until you have a short road, like this:

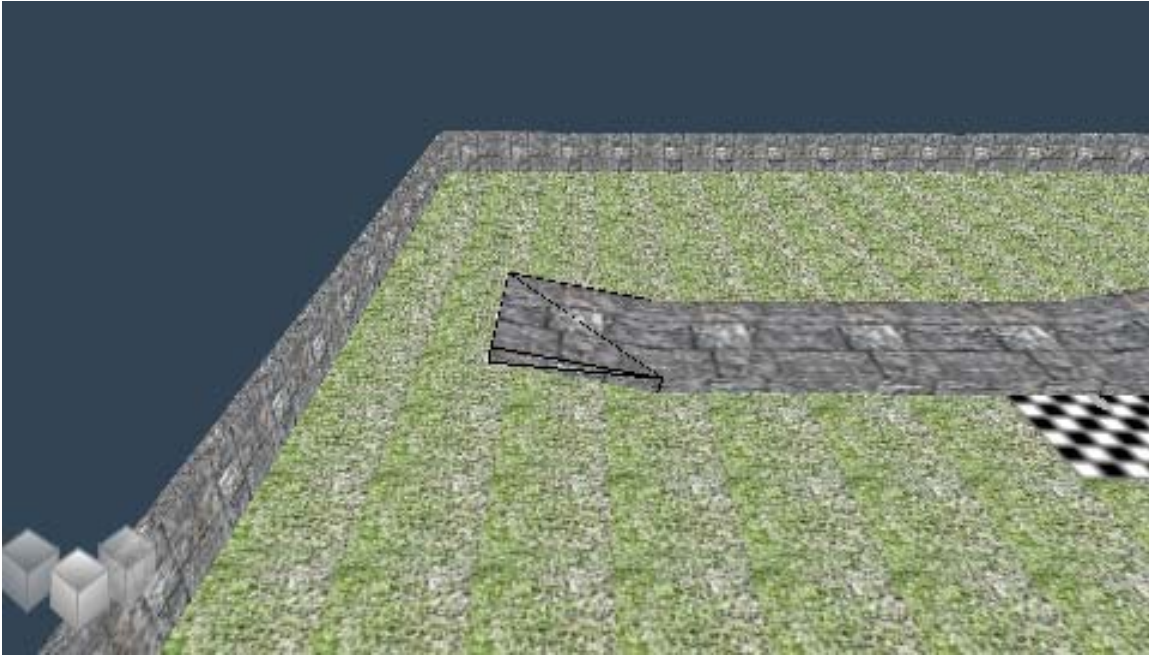




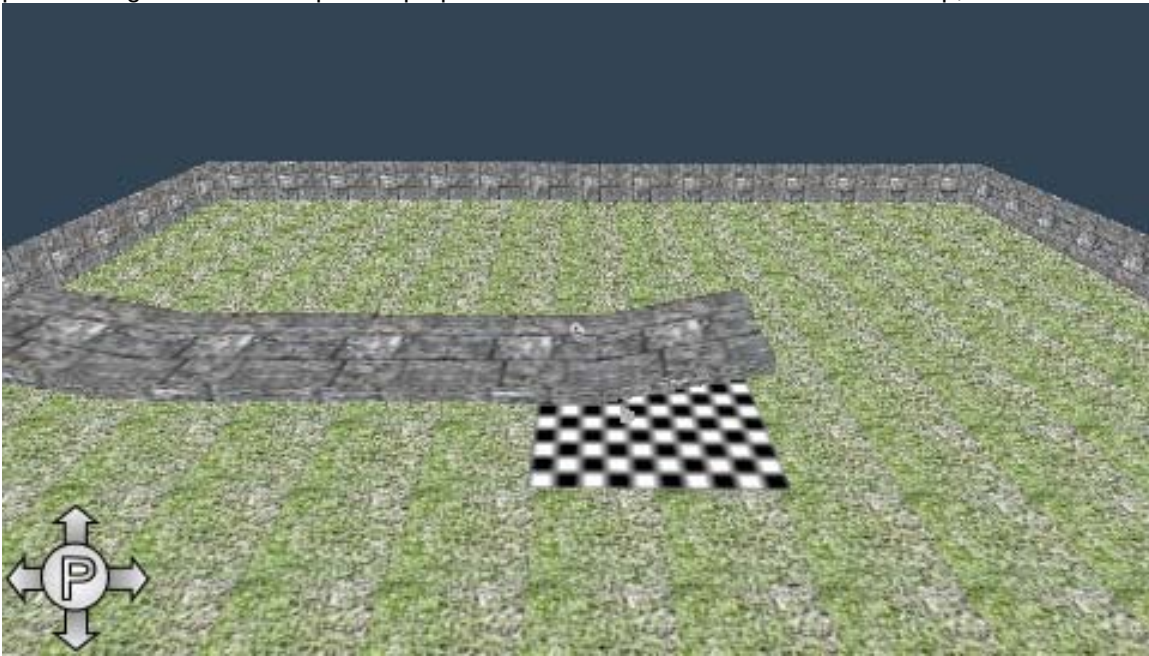
Now that we have our road, let's make a little ramp at the end. Press LTrigger to switch to rotate mode. You can now use the usual buttons to rotate the block. Press down twice to rotate the block, and then press LTrig 4 times to go back to move mode. You can now use Triangle to move the block so that it makes a ramp with the end of the road:



Say we want to have a ramp at the other end. You can press LTrigger a few times until you reach the icon with three blocks. This is the block select mode, this allows you to pick blocks to modify them. With block select mode, press right a few times until you reach the other end of the road. You can now turn this end into a ramp like at the other end:



How about we add a power up? Press start and go to Power Up Mode, and press X. Press start again, and click add object. Press LTrigger once to get to powerup move mode. You can now press triangle to move the powerup upwards. Position it near the end of the ramp, like this:

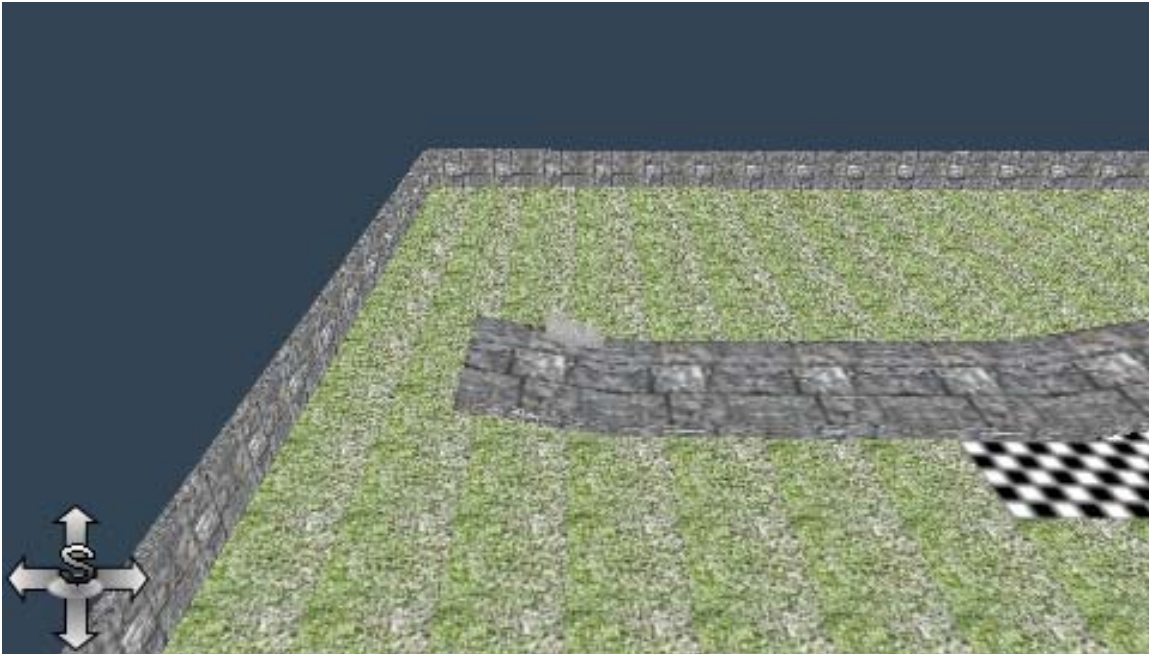


Now to configure the power up. Let's make it a jetpac. Press LTrig to get to powerup options mode and X to select. Now you get this screen:

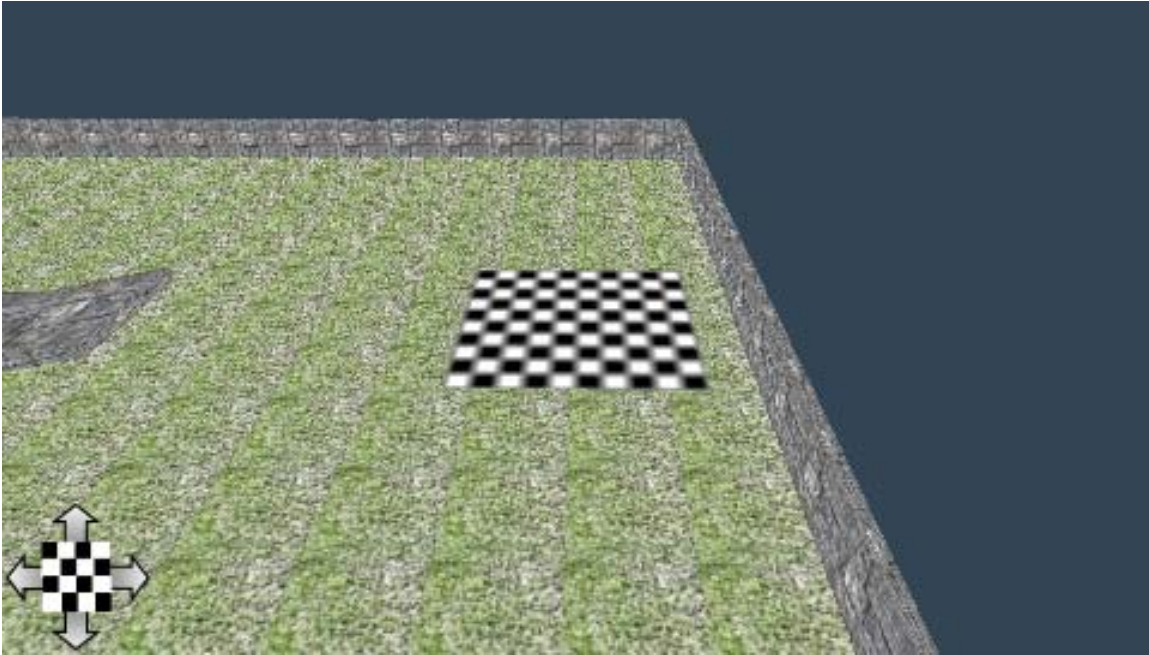




Press up twice to get to Jet Pac and right once to select the Primary Param. Hold up and give 150. This will be plenty of fuel. Press X to select. Now let's position the player. Press start and click Spawn Mode. Tap LTrigger to go to move mode, and move the car to the left hand side of our road:



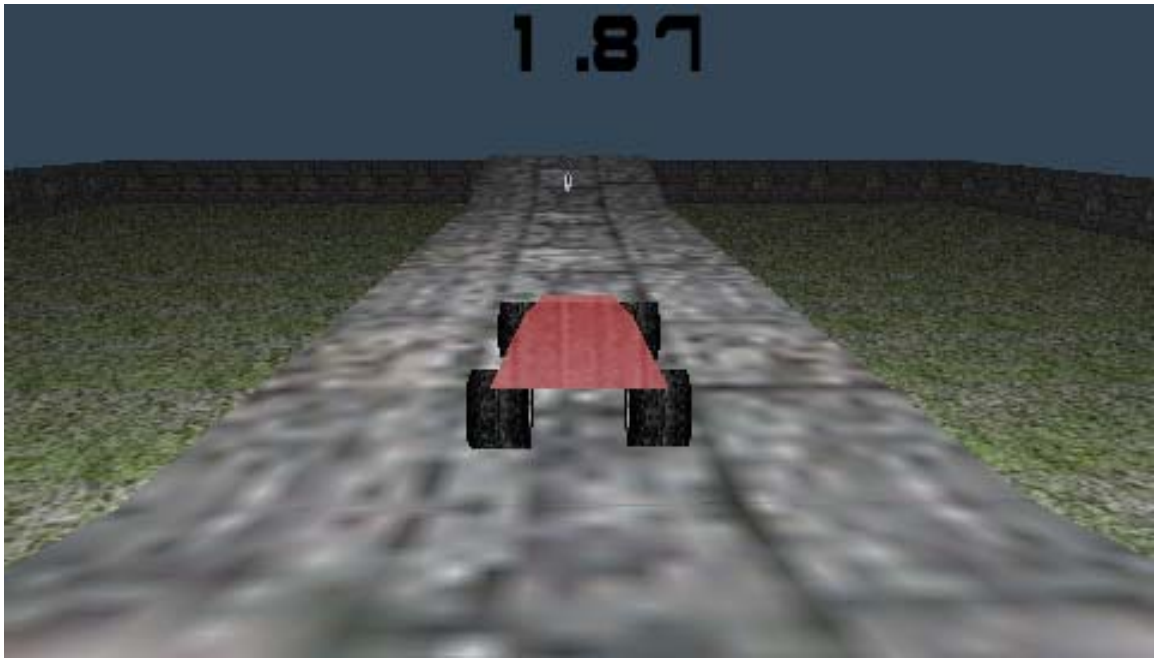
Now to place the finish line. Press start, click Goal Mode. LTrigger to move mode, and then move the goal to the right, and up a bit so we can jet pac onto it:



The level is now done! We'd better save before anything goes wrong! Press start and click on Level Options, which will bring up this dialog:



You can press X on Level Name, Creator and Filename to enter names into those fields. The keyboard is standard Danzeff controls, Start is accept and Select is cancel. Once you've input the details about your level, you can save it by clicking on Save Level as .trx. Time for testing! To test the level, go back to the editor menu with start, and press Test Level, this will run your newly made level:



Well done, your first ThrottleX level!