

Blocks Master Builder

v6.0

Create games for HP 50G easily and quickly.
Use your creativity and share with friends.

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Preliminary Ideas

The Blocks Master Builder is a powerful tool to create Blocks Master games easily and quickly. Just select components from list, indicating the way you want them to work.

When you start using the Builder, it is best to try to learn and experiment with the different types of components before thinking about a complete project. This manual explains how the components work and how to build them.

The next step is the creation of a Zone (ZxPack), which contains a group of components, with an objective and an exit method or way of winning.

To create a Zone we suggest start by making a small plan of it, maybe in a sheet of paper, the components it will contain and certain notes on the way you want them to operate, as well as the objectives and the method for winning the game.

Using the Builder requires some precision since it does not allow components to be deleted from a Zone after they have been created, although there are many other characteristics that can be modified.

The person who creates a Zone is Its Master, who will have his own style and can establish his own construction techniques.

We can use the standard graphics that come with the Builder or create his own sets. You can also incorporate background graphics and animations to style and make your game more enjoyable.

It is possible to organize the components of a Zone into Groups, which allows modifying the status of several components at the same time (options in the G key). This is important because some components such as MB and CE consume a lot of CPU and it is better to only have those that are being used activated and activate the others as they are needed.

If you have several Zones and want to put them in a single package, create a BM Adventure or AxPack. The maximum number of Zones in an Adventure is 16. Details on this will be given later.

Component Types

It's important to know the different types of components. The most important are:

Common Blocks or CB: they form the walls and take up the least memory, so you can create as many as you want.

Moving Blocks or MB: are those that have the ability to move on their own, some on a fixed route and others to chase. The MB are usually the most frequent components in a Zone.

Push blocks or PB: are those that move or are modified when pushed.

Objects Blocks or OB: react when they are picked up, that is, when you place Eli on them and press the K key.

Active Blocks or AB: generally serve as obstacles and doors that disappear/appear when you flip a switch.

Complementary Events or CE: they are the most powerful components of the game and the ones that take up the most memory, so they should be used with discretion.

Graphics: You can insert graphics created with the Builder tool into your game (New/Graphic in the menu).

Animations: You can insert into your game the graphic sequences created with the Builder tool (Manage Animations option in the menu).

Exit Event: it is the one that tells how the game is won. If you use, for example, "Get here," the player will win your game when he or she manages to reach that place.

The maximum number of MB, PB, OB, AB and CE is 64 of each type in each Zone.

Component	Maximus amount	compare with BM4	keyboard
MB	48	x3	[M]
PB	48	x3	[P]
OB	48	x3	[O]
AB	64	x4	[A]
CE	32	x2	[E]

Note: I've been working on a very fun and powerful type of CE. I call It the **Super Event**.

1. Installing

1.1- Install the Builder

- Transfer the **BMB** library to your calculator (or emulator)
- Install It on port 2.

- Transfer the **EXP1** library to your calculator (or emulator)
- Install It on port 2

- Transfer the **EXP2** library to your calculator (or emulator)
- Install It on port 2.

1.2- Install the BZ2 file compressor.

- Transfer the BZ2 compressor to your calculator (or emulator)
- Place the BZ2 compressor on the stack.
- Open the BME menu.
- Choose "Settings".
- and finally "Install Compressor"

2. Start the BUILDER

Press BLDR to start the Builder

Select New/ Zone to create a new game.


Select a size for the map. Remember: the larger the map, the greater the memory consumption.

You can choose from three standard graphics sizes for your game. The larger the graphics, the more memory is required to run the game. You can also create your own graphics using tools included in the Builder.

Enter a name for the Zone and the Master name.

You are now in the Builder!

3. Add components to your game:

Use the key  To move around to the place where you want the component



Press the H key to open the Help menu. In this menu you have access to almos all the components available in the Builder:

Game Messages:	
Graphic complements	[G]
Blocks and Events	[B]
Config and Setup	[U]
Fx Switches	[F]
Group options	[x]
Inventory	[I]
Block Information	[K]
Coords Slots	[.]
Tags	[T]
Zone Information	[Z]
Winning Method	[Y]
About BMB	
EXIT BUILDER	[<--]

The letter in square brackets [] indicates the hot key for the corresponding option.

Working with Groups

Group management is one of the most important features of Blocks Master. You can organize the components of your game in groups, so that several components can be activated or deactivated at the same time.

When creating any component you are asked to add it to one of the Groups available for that type of component

If you have a lot of MB or CE activated, the game can get slow, so you can activate them as the player progresses through the game, using group switches.

Use the [x] key to work with groups of components

A component can belong to more than one Group.

To activate/deactivate a group, Group Switches have been created:

PB: Group Switch, Impact Group Int.

OB: Group Switch, Coding Int. Group, Temporary Int. Group

CE: Group Switch, Multiverifier.

See Maps

To view the maps, press and hold one of the keys V, W and X, which allow you to view the CB, SB (MB, PB and AB) and OB maps, respectively.

4. Exiting the BUILDER.

- When you finish adding all the components, press the key to exit the BUILDER and select the desired option.

5. Playing

The created game (ZxPack file) can be played on any hp50 (or an emulator) which has Blocks Master v6.0 installed.

To play, you have to:

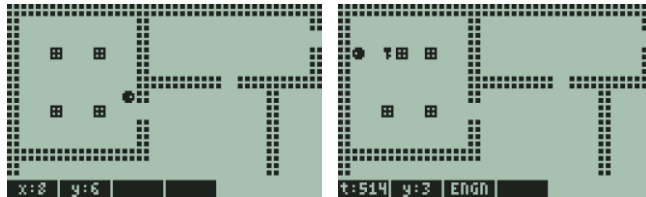
- Install the game: put the game file on the stack and select Install in the ENGN menu.
- Start the game: select Play in from the ENGN menu

For information on how to play see table 18.1.

6. Some Construction Techniques.

6.1. Hide an object under a block.

You can hide objects such as keys, maps, and energy under blocks, so that the block must be pushed or deactivated to make the object visible. To do this, first place the object and then the block at the same coordinate:



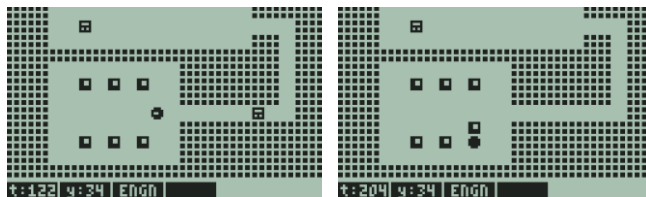
6.2. AB-OB

Use an AB as a door to a room and place a switch at the entrance to open said door.



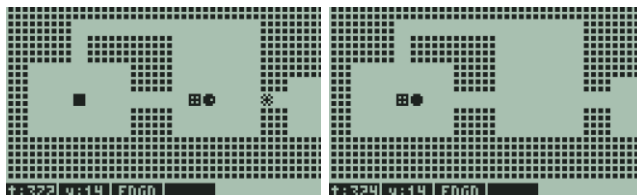
6.3 One among many.

This technique consists of placing several blocks of the same type, in the same area, among all of them there is only one that opens the door.



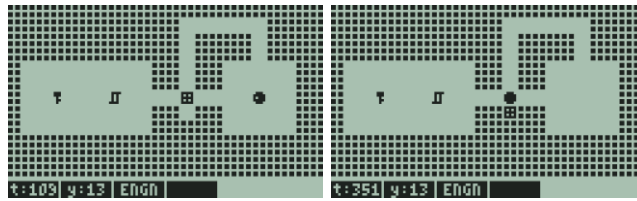
6.4 MB Static – Unidirectional PB – Intermittent CE.

There is a guard (Static PB) at the door. Attacks Eli when he approaches. The only way to get through is to deactivate it. To deactivate it, you must push a block (One-Dimensional PB) to the flashing switch in the next room.



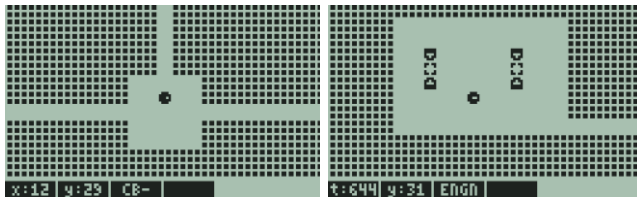
6.5 PB Obstacle.

The path is blocked by a one-way PB. In the following example the only way to pass is by pushing the block vertically down.



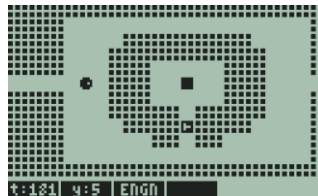
6.6 Dilemmas.

The player is presented with several options from which only one can be chosen. In the first example you arrive at a room with two doors. Which one to choose? In the second example we find two Teleports. Which one should we go for?



6.7 Start at the End.

In this case the exit is visible from the beginning of the game, but we cannot access it. For example, it may happen that the exit is blocked by a locked block, so the problem of the game is reduced to finding said key:

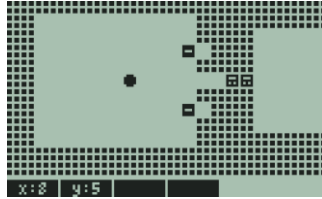


6.8 Using Fx switches.

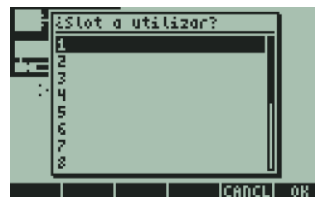
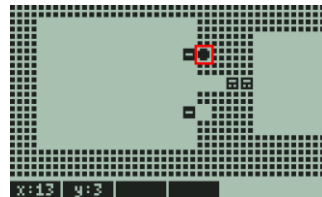
OB, PB and CE type animations and switches can use and modify game variables called Fx switches. In the following example, the switch on the left modifies the Fx of the animation on the right, which activates its sequence and at the same time deactivates a PB that prevents exit.

6.9 Using Multi Verifier.

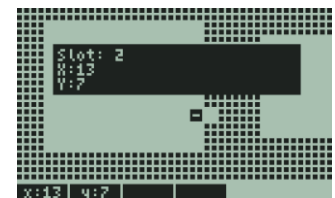
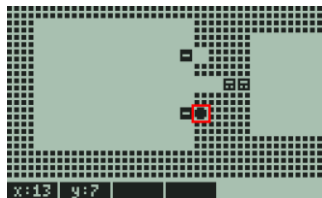
To open them, the player must move two blocks that are on the sides of the entrance to the right.



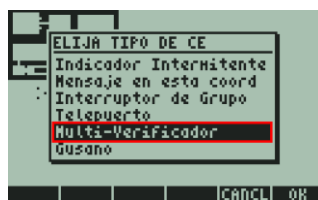
Move to the coordinate where the first block should be and save it in memory Slot 1 (use the S key)



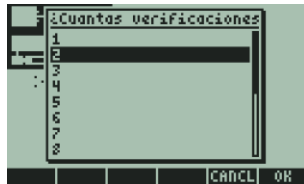
Move to the coordinate where the second block should be and save it in memory Slot 2 (use the S key)



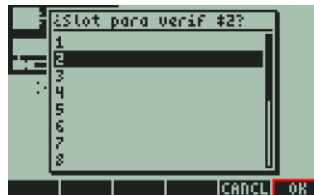
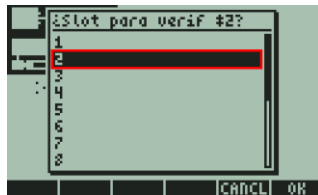
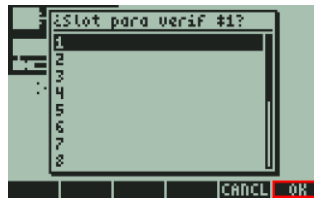
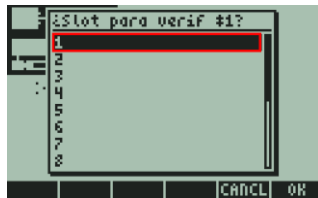
Press the E key to enter the Complementary Events menu and choose the Multi-Verified option.



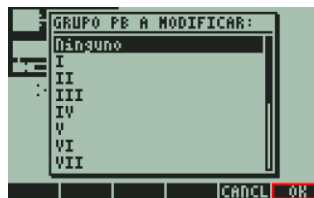
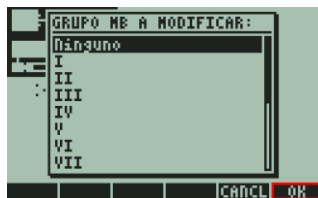
Here indicate the number of verifications, which in this case will be 2.



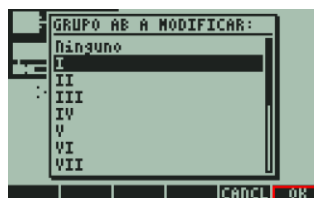
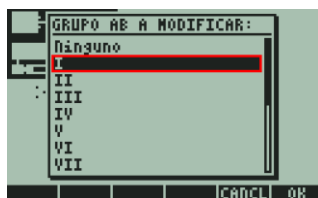
Indicate the Slots in which the coordinates are located, which in this case are 1 and 2:



Now indicate which groups the objects you want to deactivate belong to. In this case we select the None option for the MB, PB and OB types:



And we select the corresponding group for the ABs that we want to assign to the Multiverifier:



If you do not know how to assign ABs to a group, see the topic Working with Groups in section 3, in this part of the manual.

7. Creating Adventure Packs (AxPack).

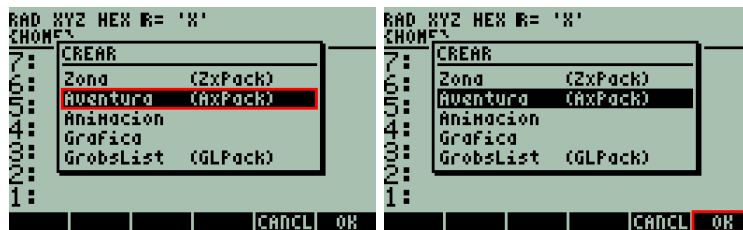
If we have several Game Zones and we want to put them in a single package, we must create an AxPack with them. For this the Zones must be installed.

To create an AxPack, follow these steps:

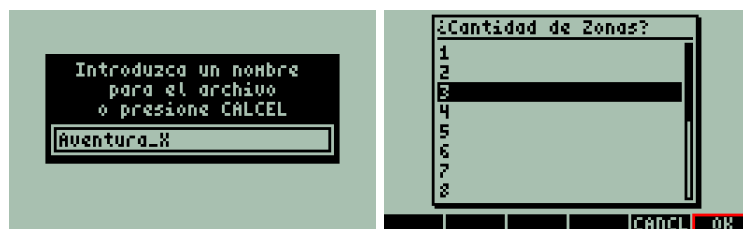
Start the BUILDER :



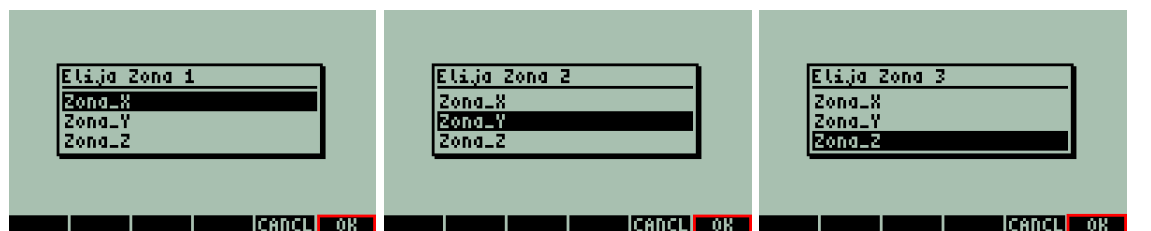
Select New/Adventure:



Enter the adventure name and set number of zones:



Select the zones to be included:







The AxPack will be sent to the stack:

```
BAD XYZ HEX C= 'X'  
CHONE3  
1: { "BMAxPack"  
  "v4.0p"  
  "Aventura_X" 0 2h {  
  Zona_X f } {  
  External External }  
  { {  
  "B207€8=4=HF±"«π=...  
ENGD 8L08
```

BMB Keyboard

KEY	FUNCTION
	Move around
[A]	AB class
[B]	Blocks and Events
[C]	CB editor
[D]	Groups: Delete component
[E]	CE class
[F]	Fx
[G]	Graphic complements (Animations, Graphics, Tags,...)
[H]	Help Menu
[I]	Inventory
[J]	Repeat AB
[K]	Get information about the Component here
[L]	*Not being used
[M]	MB class
[N]	*Not being used
[O]	OB class
[P]	PB class
[Q]	*Not being used
[R]	*Not being used
[S]	Super Events
[T]	Tags
[U]	Configurations and Setup
[V] (hold It)	Map AB, MB, PB
[W] (hold It)	Map CB
[X] (hold It)	Map OB
[Y]	Game Goals (setup how to win the game)
[Z]	Zx file information
[1]	Save Eli coords in Slot 1
[2]	Save Eli coords in Slot 2
[3]	Save Eli coords in Slot 3
[4]	Save Eli coords in Slot 4
[5]	Save Eli coords in Slot 5
[6]	Save Eli coords in Slot 6
[7]	Save Eli coords in Slot 7
[8]	Save Eli coords in Slot 8
[9]	Save Eli coords in Slot 9
[0]	Save Eli coord (any slot 1 to 64)
[.]	Coods Slots Menu
[SPC]	Display Eli coords On/Off
[x]	Groups Menu
[-]	AB, remove this onev
[+]	AB, add a new one here
[ENTER]	To do a OK on any menu
	Exit BUILDER (finish your project)

