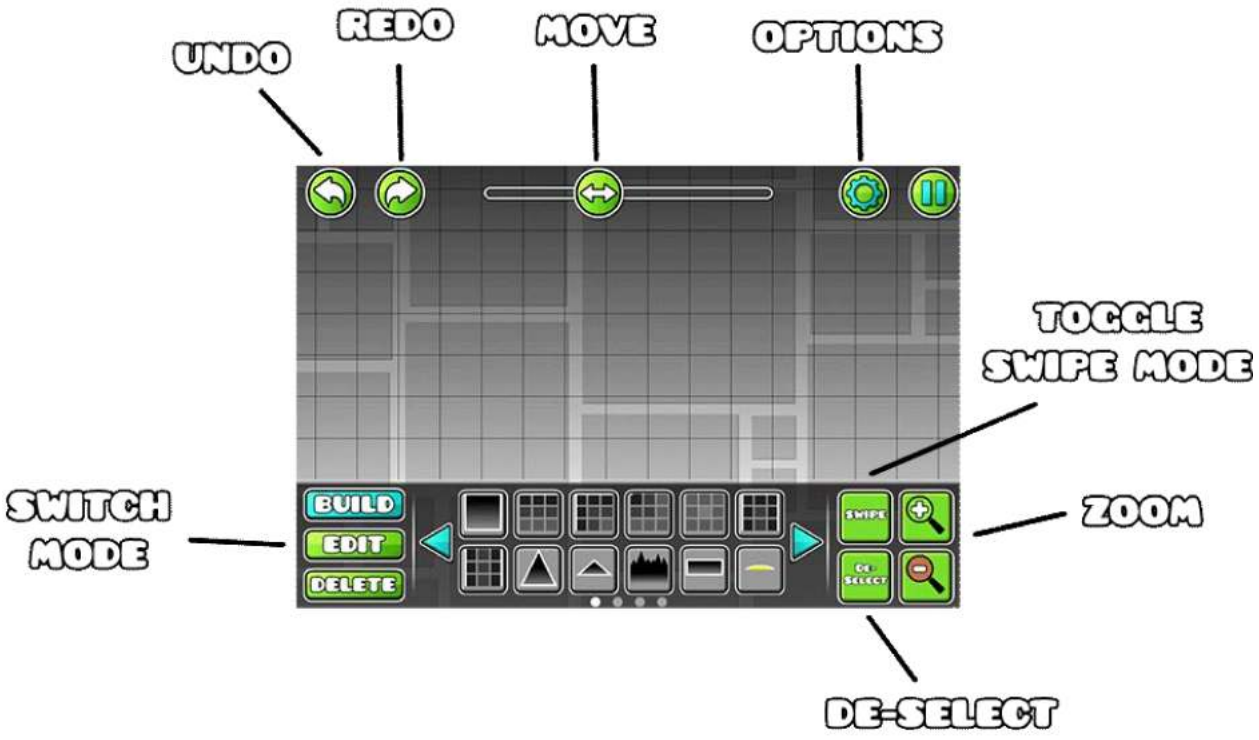
GEOMETRY DASH

Editor Guide



Key features:

Build: In build mode you select and place different objects in the level.

Edit: In edit mode you can select a piece and modify its attributes such as position and rotation.

Delete: Tap on objects when in delete mode to remove them.

Swipe: Activating swipe mode changes the way commands work.

- *Place multiple objects by swiping while in build mode.*
- *Select large groups of objects while in edit mode.*
- *Delete multiple objects while in delete mode.*
- **Delete**: Tap on objects when in delete mode to remove them.

Copy behaviour: If an object is placed while the same kind of objects is already selected, the new object will inherit the transformations of the selected object.

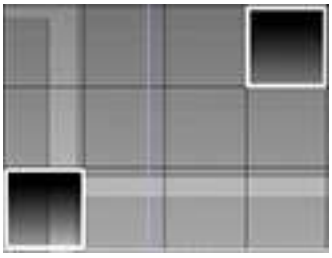
Example: Place a spike and rotate it 90 degrees. While the spike is still selected place a new spike. The new spike will inherit the transformation and also be rotated 90 degrees.

Guidelines:

There are a few core jumps that can be made in the game. These jumps make up most of the levels and are a great way to create a smooth level.

Basic jump: 4 steps right, 1 step up

High jump: 3 steps right, 2 steps up



Basic fall: 3 steps right, 1 step down

Down jump: 3 steps right, 1 step down