

arrowrhythm editor documentation

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To launch the editor, click the "launch arrowrhythm editor" button (#1). This will automatically create one arrow for you to mess around with. A few different things will be visible upon launch. In the top left, properties of the selected arrow are shown. In order, "x position y position, angle of arrow".

A line divides the screen into a left and right half. This is to make a clear boundary as arrows on the left will require the f key to be pressed during a map while the right side requires the j key.

The selected arrow is red, with all other arrows being white.

On each arrow, there are two cyan squares. The square on the flat end of the arrow will change the x and y position of the arrow when clicked and dragged with a mouse. The other square will change the direction in which the arrow is pointing.

Next to the cyan square on the flat end of the arrow are two numbers. The first number is the time in the map at which the arrow appears, in seconds. The second number is the time in the map at which the arrow should be hit, in seconds. To edit the appear time value, use the text input "t input for arrow" (#4) and press the "submit" button (#5). To edit the hit time value, use the text input "t end input for arrow" (#6) and press the "submit" button (#7). These changes will be applied to the currently selected (red) arrow.

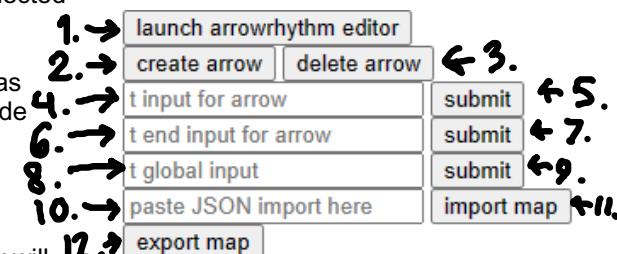
To create arrows, click the "create arrow" button (#2). This creates an arrow 100 pixels to the right of the selected arrow with the same values as the selected arrow (except for x value of course).

To delete arrows, click the "delete arrow" button (#3). This deletes the selected arrow.

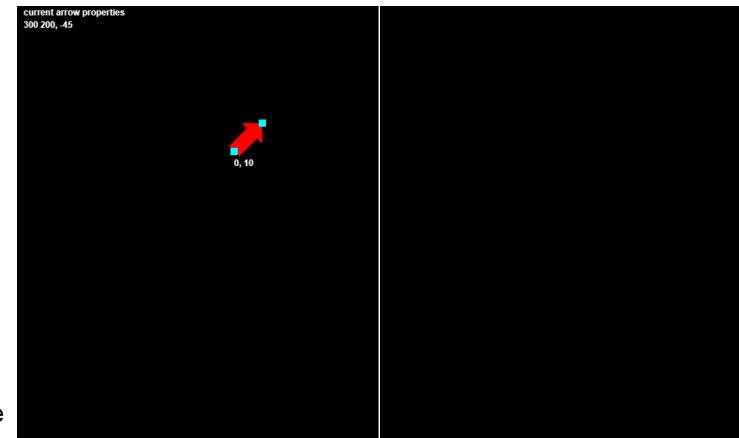
The "t global input" (#8) moves through time. This makes mapping arrows across the same path over time easier. Arrows will only display if their hit time is greater than the current time. For example, if you only want to view arrows that have a hit time after 10, simply type 10 into "t global input" (#8) and press "submit" (#9). This will change the global time to 10 seconds.

To import a JSON map file, copy and paste the JSON text into "paste JSON import here" (#10) and press "import map" (#11). This will import that map and display all of its arrows.

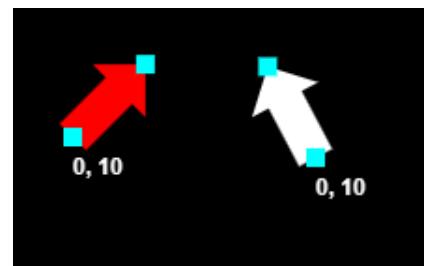
To export a JSON map file, press "export map" (#12). This will show an alert at the top of the screen containing the JSON text. Copy this and put it into a .txt file. This will save your map.



arrowrhythm editor buttons with labels



arrowrhythm editor on launch



selected arrow is red



export map alert example