

Gremlin Documentation

Using the Tuning Window

- Touch the screen with five fingers at the same time while the game is running to open the tuning window.
- Once it's open, press *Next page* and *Previous page* to cycle through pages.
- To close the tuning window and to continue playing with the current settings, hit the *Save* button.

Page 1: Settings Slots

All tuning parameters are saved in a *settings slot*. This allows keeping several copies of tuning parameters.

The slots are saved as files in the iPhone app. In case a certain set of tuning parameters breaks the prototype, the app should be reinstalled.

Number of settings slots

The number of available slots.

Active slot index

The index of the currently active slot (zero-based). If this is changed, the tuning parameters from the previous slot are saved, and the ones from the new slot are loaded.



Other Pages: Tuning Parameters

Gameplay and Input Setting

Time limit

Time limit before the game restarts. When set to zero there is no time limit and the timer will count up.

Wrap around gremlin

When turned on, the gremlin will reappear on the left of the screen when leaving on the right (and vice versa). When turned off the gremlin cannot move past these screen borders.

Wrap around zeppelin

Similar to 'Wrap around gremlin' for zeppelins crossing the screen limits.



Gremlin Settings

Horizontal drag

Factor that determines the horizontal deceleration of the gremlin due to friction with the air.



General Zeppelin Settings

Control factor

The higher this factor the more controllable a zeppelin is. Before increasing the speed of a zeppelin with a flick its previous speed is divided by this factor.

Previous page

General Zeppelin Settings (4/8)

Next page

Width (px)	40
Height (px)	34
Maximum speed (px/s)	200
Deceleration	100
Control factor	1
Burn time (s)	0.5
Min speed boost (px/s)	20
Max speed boost (px/s)	200
<div>Save</div>	

Zeppelin Behaviour Settings

Previous page

Zeppelin Behaviour Settings (5/8)

Next page

Min time between movements (s)	1
Max time between movements (s)	5
Rise speed	40
Chase speed (px/s)	75
Move speed (px/s)	25
Min chase time	3
Max chase time	10
Roaming area height	125
<div>Save</div>	

Zeppelin Spawn Settings

Zeppelin type weights

Relative weight of the occurrence of the different types of zeppelin.

Previous page

Zeppelin Spawn Settings (6/8)

Next page

Horizontal type weight	<input type="text" value="1"/>
Vertical type weight	<input type="text" value="1"/>
Backslash type weight	<input type="text" value="0"/>
Slash type weight	<input type="text" value="0"/>
Cross type weight	<input type="text" value="0"/>
Diagonal cross type weight	<input type="text" value="1"/>

Save

The background of the settings panel features a blue sky with white clouds and several yellow and blue zeppelins. A small grey bird is also visible in the center.

Zeppelin Parts Settings

Previous page

Zeppelin Parts Settings (7/8)

Next page

Life time (s)	<input type="text" value="2"/>
Initial speed (px/s)	<input type="text" value="200"/>
Deceleration (ps/s^2)	<input type="text" value="50"/>
Size (px)	<input type="text" value="20"/>

Save

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Zeppelin Platform Settings

