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Introduction

So you wanna modify the SmashGP Level Small02? Well this map has many tiles and you can make a variety of levels. Right now all we know how to do is how to modify this level Any questions can be Emailed here: Drake250@gmail.com

Guide to Modifying the SmashGP level Small02

Well you want to make a level? Great, but at this time all you can do is alter map Small01. But that's fine. You can make a nice mario themed level for now.

First your going to need Mappy. You'll find it [here](#).

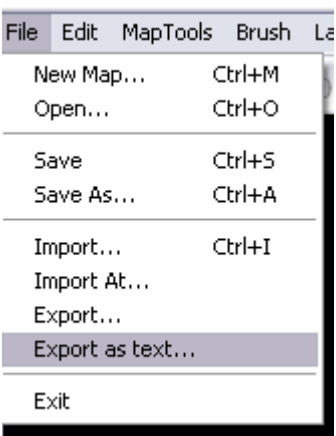
Mappy is a pretty basic program. First load the small.FMP. That is the map you'll play on. You should understand the basics out if not look at this:

Click on the image:

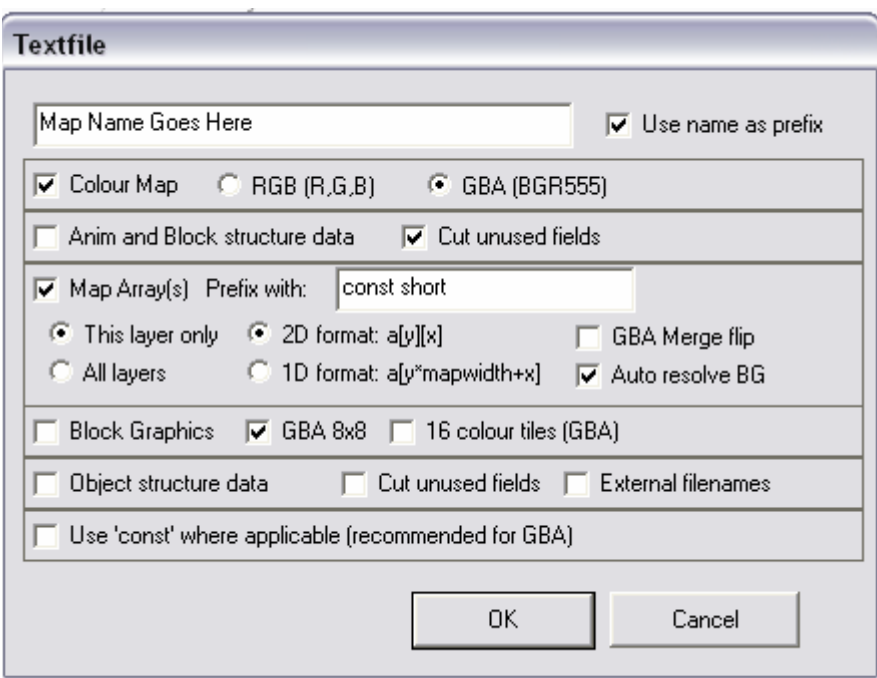


You can resize the map if you want just go: Map Tools>Resize Map...
Then you can chose resize it, just keep it between 20x20 to 100x100.

When your done save it normally. then go File>Export as text...



Use these setting when exporting:



Now you have a Text file. Open it in notepad.

You should see something like this: (not exactly but alot of zeros)



Well after you save it place the .ARN file ArenaEdit made, the .BMP background, and the .MOD music file iff you have one in your smashGP folder. Don't make a new folder, just place them all in the same one the character .chr files are in.

Hope your map is fun and please post them in [My Forum](#), The [PSPupdates SmashGP character/level/etc thread](#), and you can [email me](#) the level and I can host it for you :).

Good luck!

Special Thanks:

the [PSPupdates character/level/etc thread](#)

mATkEUpON for making SmashGP

Kykiskye for figuring out how to do this.

And everyone who's reading this (didn't think you'd read the credits)

