1 OPEN THE LEVEL BUILDER MAP

To open the Level Builder map you must go in **/Games/Maps/LevelBuild/** and open **L_LevelBuilder**.
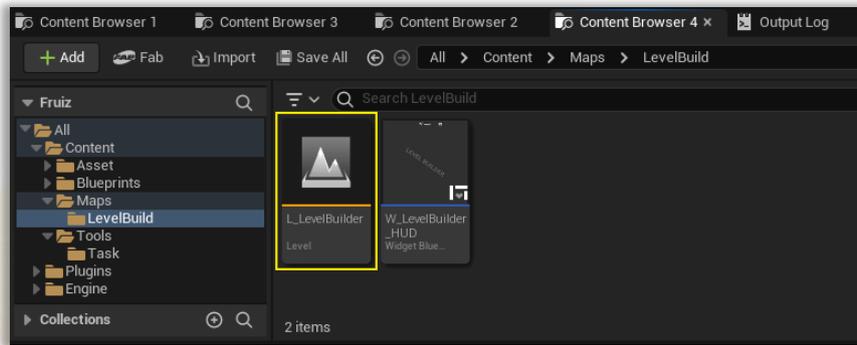
2 SET UP THE ENVIRONNEMENT

2.1 2D VIEW

On the top right of the Viewport, click on "Perspective" and select the "Right" Option *(or do Alt+Shift+K)*, your view will face the Level View. **You will be in wireframe, so you'll have to click on "Wireframe" and select "Lit".**

If you don't see anything, click on an element in the outliner and press F on your keyboard to move the viewport camera to the Level View.

2.2 ACTIVATE THE LEVEL EXPORTER TOOL

The Level Exporter Tool will allow you to Load and Export the game's level into the Level Builder Map. To activate the tool, press the news button on your viewport toolbar that looks like a bloc note.
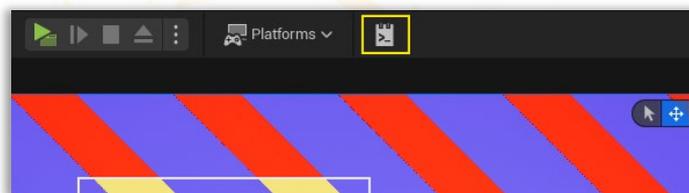
3   Use the Tool

To **Load** or **Export** a level **you must enter a "Level Number"** which must be in the format of "01, 02, 03, …" *(Any number or text will work but it's for management purposes)*.

<p align="center">**DO NEVER DELETE "DA_LEVEL_01"**</p>

The Level Exporter will creates Level Data Assets that contain the type and the transformation of each block you place inside the Level Builder Map. *(Be sure to place block only in the level constraints)*
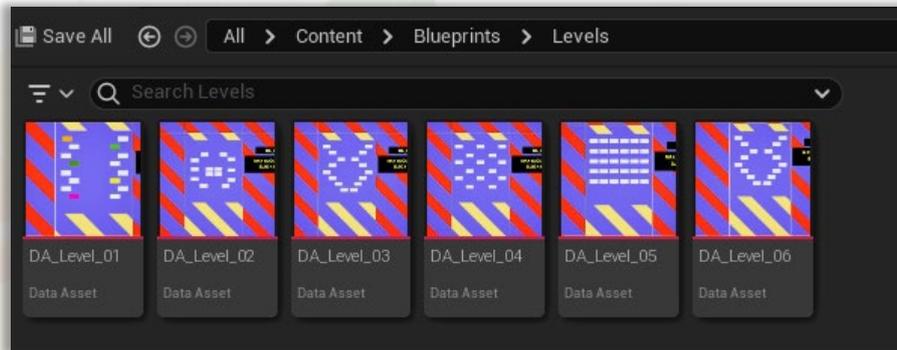
To create a thumbnail on the Level Data Asset, right click it and in the Asset Action you must press "Capture Thumbnail".
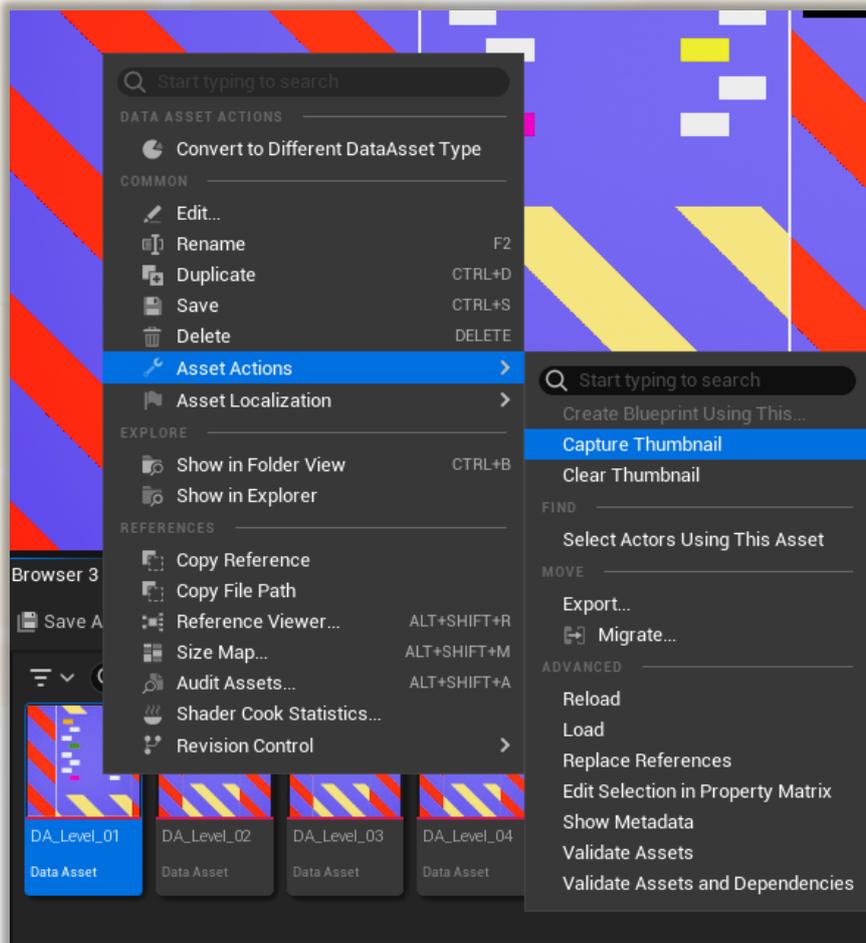
Once you have entered a number you can take the following actions:

- Export Level: Will create a new Level Data Asset if it does not exist; if it exists it will update it.
- Load Level: Will clear the blocks from the map and generate the data of the targeted level number.

And it's done! The level created is automatically added to the game's build.

Potential Issue:

You may experience the following error "There were some problems with some **AssetActionUtility** blueprint".
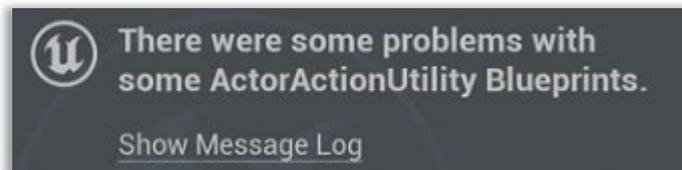
To fix this issue, go into Perforce and revert your current changelist with "Revert Unchanged Files".
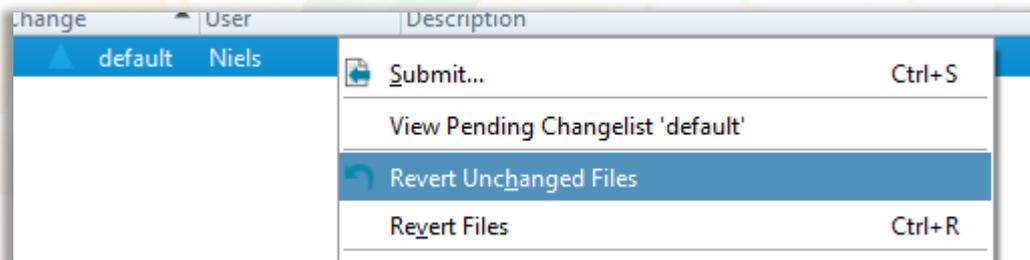
The error isn't a problem for the project but can be annoying while editing and is due to the checkout of External Actor that doesn't exist anymore in the scene.