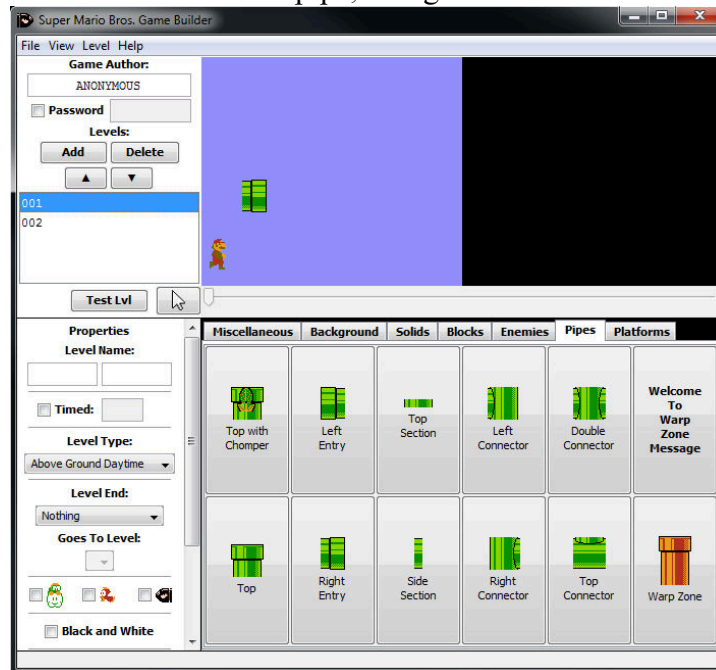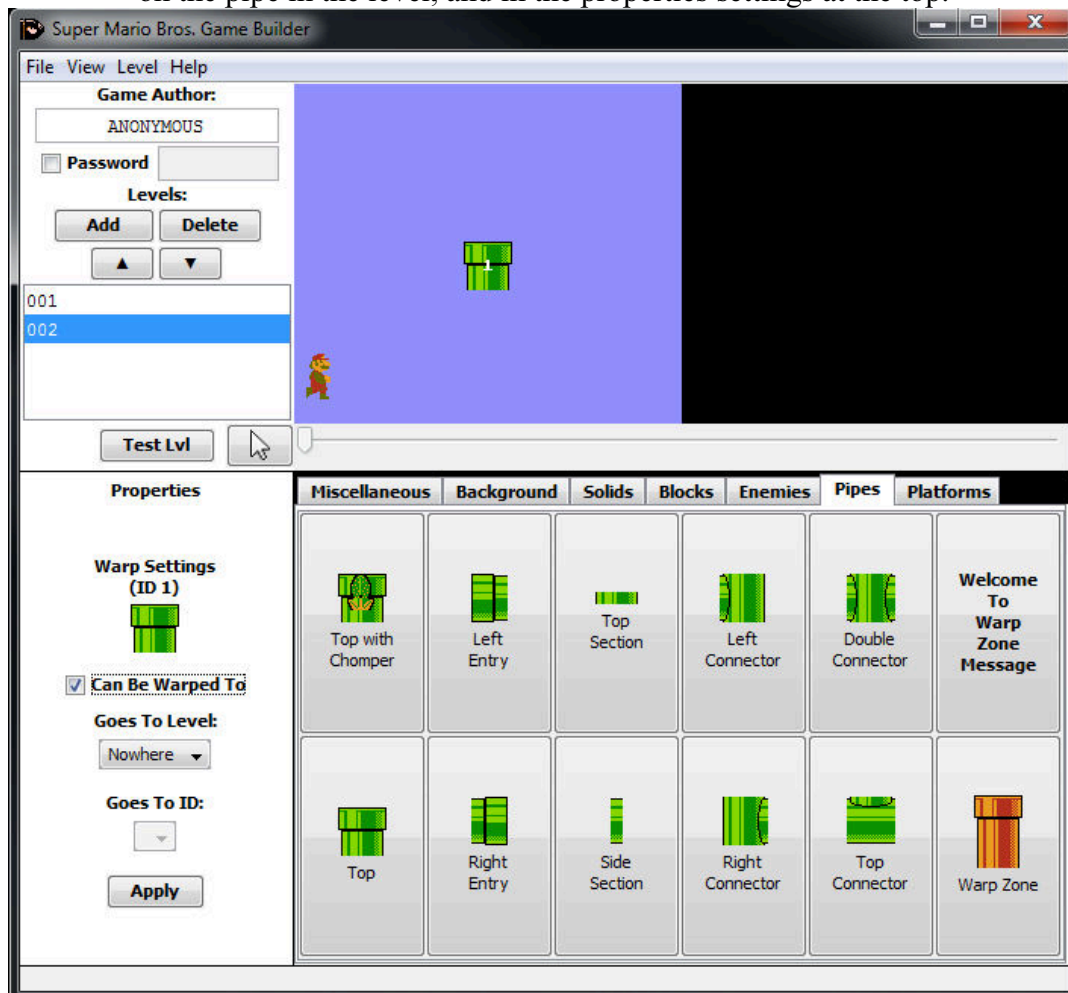# Super Mario Bros. Warping Tutorial

Example 1:
Pipe to Pipe

Create two pipes in a game. They don't need to be in different levels as this example shows.
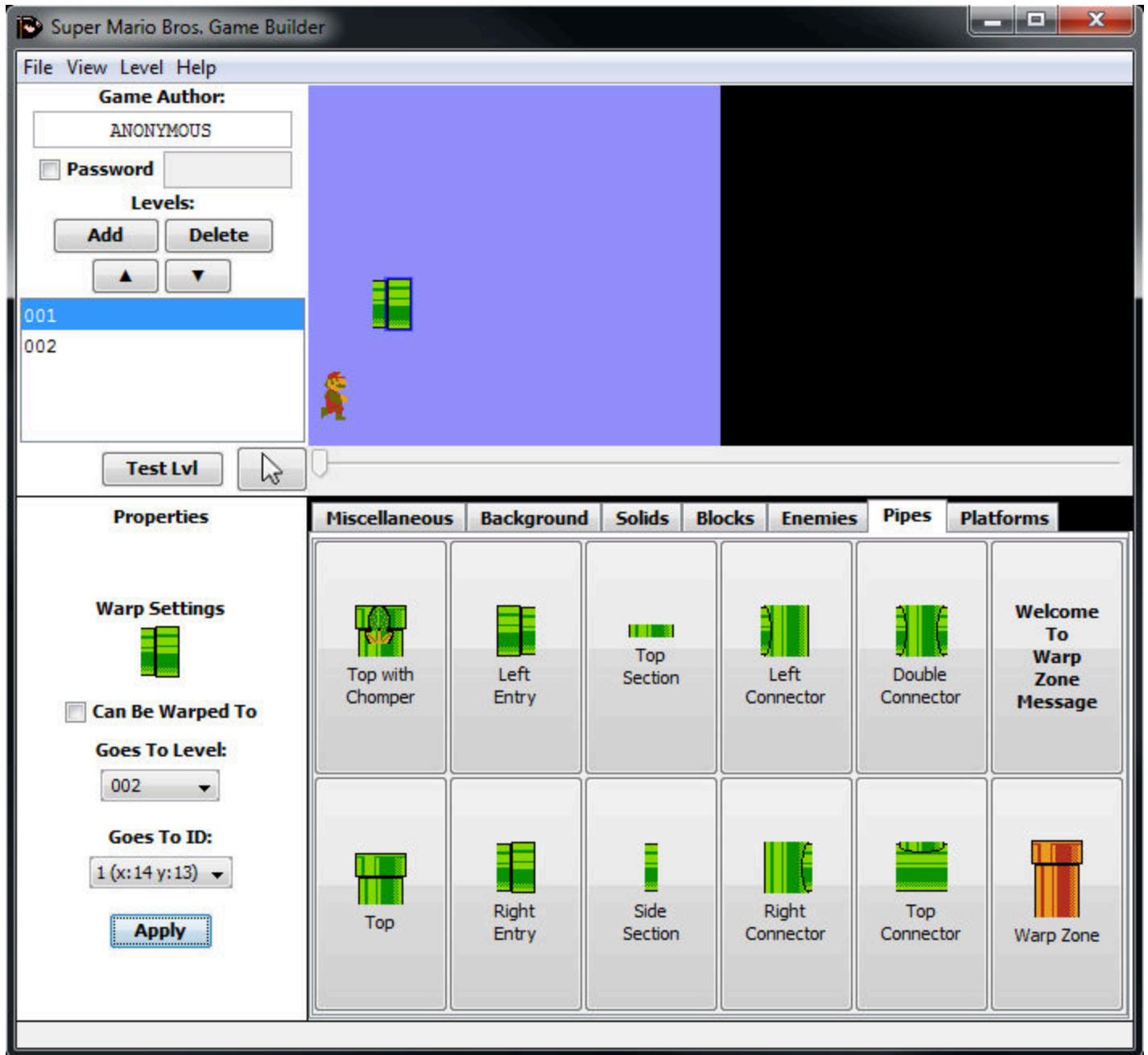(they can even be the exact same pipe, though that wouldn't accomplish much)

Next, use the selector tool (next to the **Test Lvl** button) and click the pipe that will act as the destination.
In the properties on the bottom left, click the "Can Be Warped To" checkbox. Notice the assigned ID of '1' both
on the pipe in the level, and in the properties settings at the top.

Go back to the pipe that will act as the point of departure. Again, use the selector tool to show its properties.

Notice the chosen destination level and ID that this pipe is set to lead to (level 002 at ID 1). Also notice that the pipe that acts as an exit point now has a blue highlight around it, indicating it acts as a point of departure.
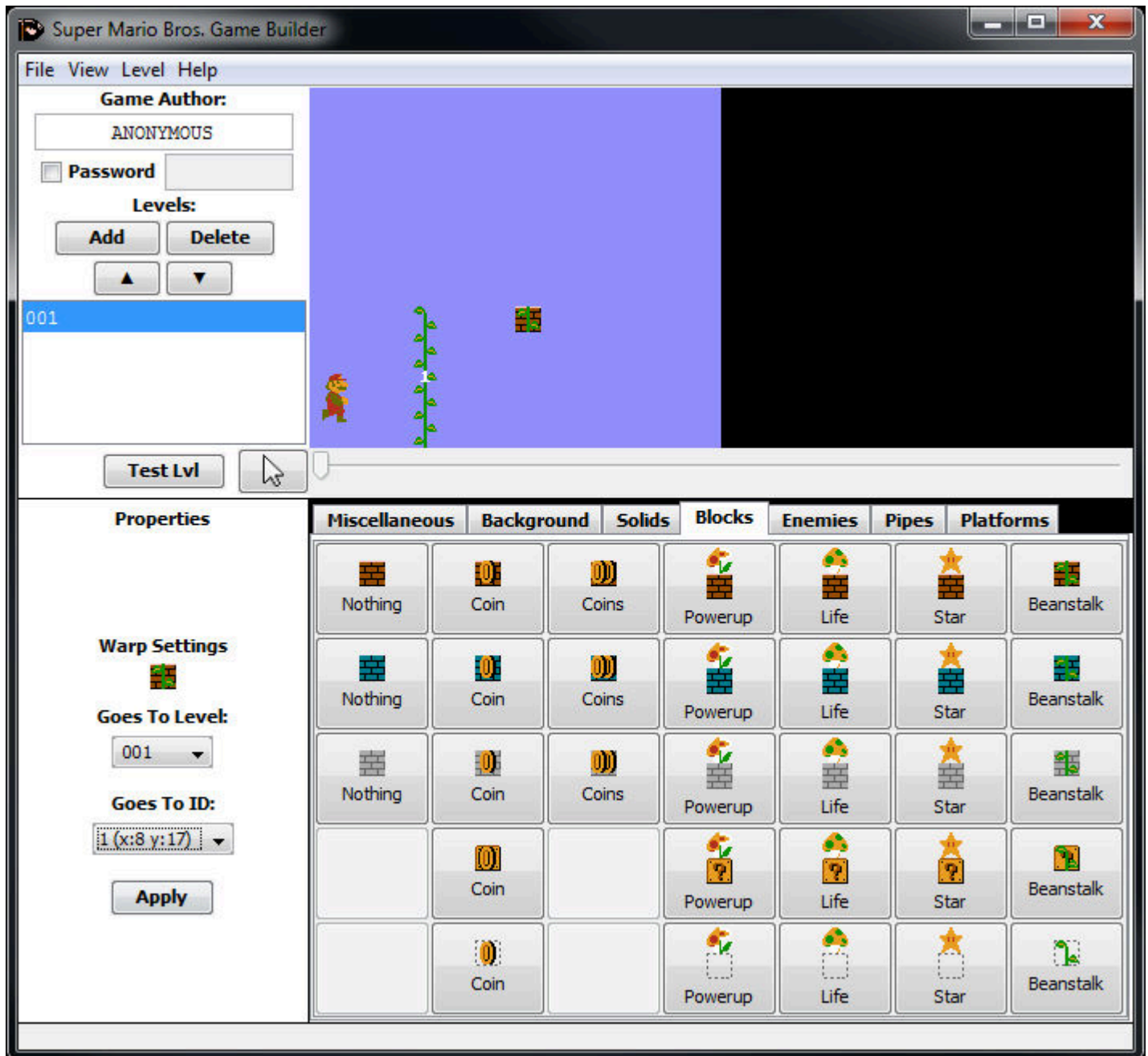
Example 2:

Beanstalks

Again, the beanstalk vines and blocks do not have to be in the same level. Also, beanstalk blocks do not need to lead to vines. They can just as easily lead to pipes, etc.

Insert a beanstalk arrival vine found in the **Miscellaneous** tab of items. Notice it's automatically assigned an ID. Insert a beanstalk block from the **Blocks** tab of items, then use the selector tool to change its properties. The selected level 001 and ID 1 is where that block containing a beanstalk will lead if climbed.
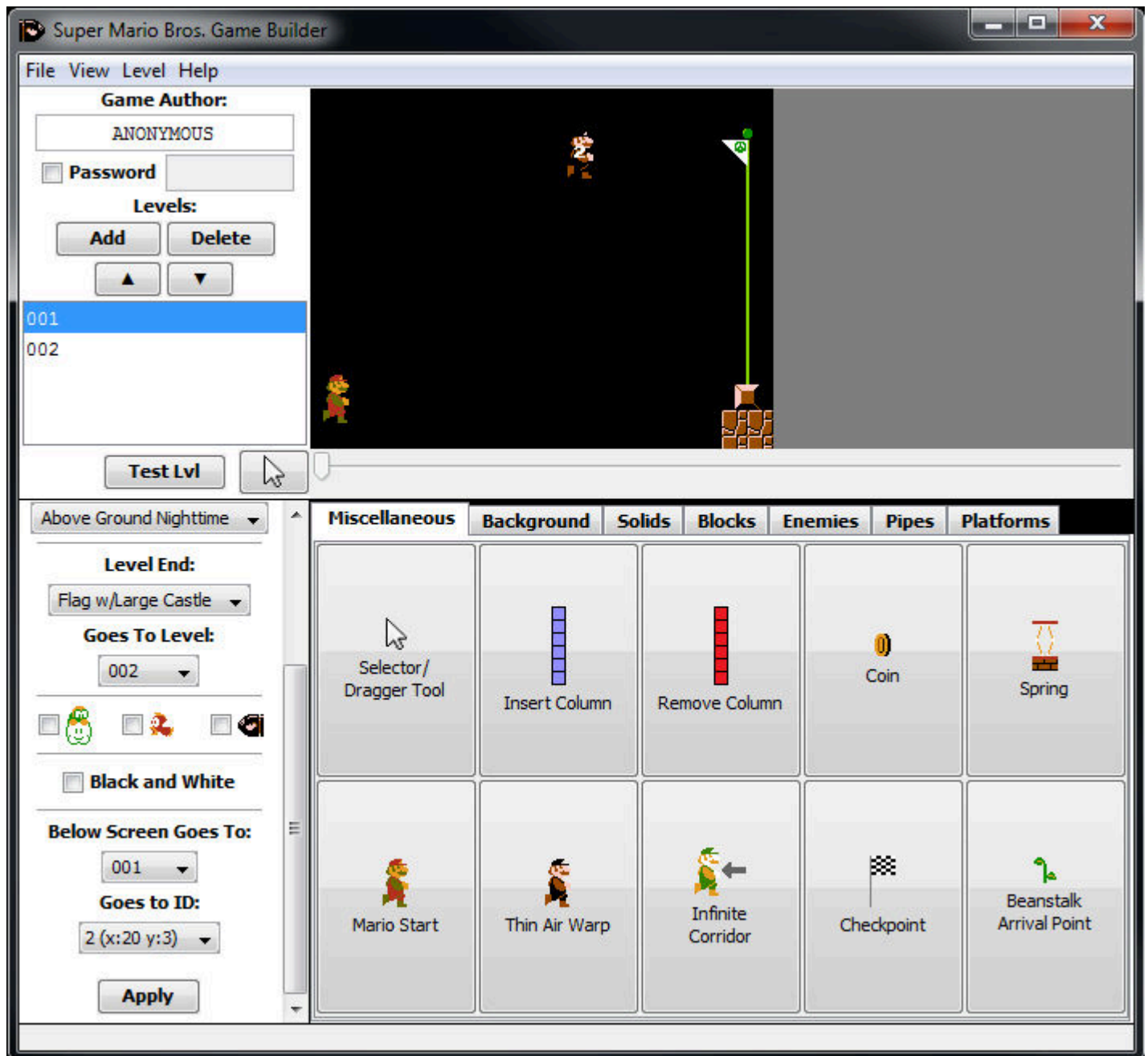
Example 3:
Next Levels & Thin Air Warps

The properties of the level on the bottom left are found by clicking the level number in the list up top.
This level is set to end with a castle & flag that, when grabbed, will lead to the "Mario Start" at level 002.

NOTE: The Mario start point is where the standard red Mario is found in each level.
It cannot be removed, only repositioned.

Also notice that if Mario falls below the screen (as he certainly will when this level starts), he is set to warp to this very same level, but start at the "Thin Air Warp" point positioned at the top and center of the level (ID 2).

CAUTION: Don't forget to click the apply button when changes are made!

Tips & Tricks

- **Any outgoing warp can lead to the game's ending by simply selecting the "Ending" destination as a level.**

- **The "Mario's Start" item will always exist in a level. Think of it as a mandatory "Thin Air Warp", and the default starting point of any level.**

- **The default "Below Screen" warp is always death. The alternatives are used for situations like Coin Zone levels, where Mario jumps below the screen at the end. These normally lead to "Thin Air Warps" at some point in another level.**

- **Warp Zone Pipes will always lead to the "Mario's Start" position at the selected level. This is because unlike regular warps, warp zones start an entirely new level, as if a flag was caught or Bowser defeated.**

- **Also on Warp Zone Pipes, the option to enter a "Shown 'Warp To' Level" is because the actual level numbers mean nothing to the players. Warping to level 005 does not need to say so above the pipe as that destination may actually be considered World 2, or any other assigned location.**

- **If a castle type level is set to have a Bowser Battle at its end, and its next level destination is "Ending", the princess will show up instead of the usual Toad after defeating Bowser.**