Mat Hoffman's Pro BMX Park Editor FAQ

by mike tru

Updated to v2.0 on Jan 11, 2002

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Mat Hoffman's Pro BMX: Park Editor FAQ Ver. 1.1
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About this FAQ
This FAQ is a copywrite of Mike Truitt (mat2810@cs.com) if you have any questions or comments about this FAQ e-mail me. If you would like to use this FAQ in any way shape or form on your site, just e-mail me and I will most likely allow you to post it
Vancion History
Version Histrory
1.0- Started out. Have everything completed
1.1- Made a couple of changes, nothing major.
Last Updated- Wednesday May 23, 2001
Main Options Screen
While in the Park Editor Mode, press the start button to get into this option. There are many different options here
Freeride Test - After you have made parts or all of your park and you

would like to play it to see if it is good, but don't want to save it yet, you can go to this option. Here

you will be able to play for as long as you want. To get back into the Park Editor just pause the game and go to quit, then back to editor.

Slums

New Park - When you first enter Park Editor you will be set with a park, but if you would like a park of a different size you should go to this option. There are five different sizes.

16 X 16 24 X 24 30 X 30

30 X 18 60 X 6

Set Theme - Here you can choose what type of setting your park will have. There is no real impact that this option has to your park, just a neat addition. There are four different options for what the setting will be...

Technolopis Village

Save - Once you have made your park and would like to save it onto your memory card, go here. There is not anything else that you can do with this option.

Load - If you have a saved park and you would like to alter it in some way, then go into this option. You can also alter one of the following Pre-Made Parks...

Pit Of Death Obsticle Course

Hall Of Pipes Hard Ten

Chum's Pimpage

Boondocks

Exit Editor - This is self explanitory. If you do not want to stay in editor then go here. You will be asked if you would like to save your park when you go to this option.

Different Pieces

Set 1 Starts Total Pieces = 3

- 1. Player One Start Point
- 2. Player Two Start Point
- 3. Horse Start Point

Set 2 Gap Total Pieces = 1

1. Gap Creation Piece

Set 3 Risers Total Pieces = 9

- 1. Low Quad
- 2. Low Double
- 3. Low Single
- 4. Medium Quad
- 5. Medium Double
- 6. Medium Single
- 7. High Quad
- 8. High Double
- 9. High Single

Set 4 Quarter Pipes Total Pieces = 17

1. Low Quad 2. Low Single 3. Low Corner 4. Low Outside Corner 5. Low Single Low Side Rail 6. Low Single High Side Rail 7. Low Single Low Rail 8. Low Single High Rail 9. Low Rollin 10. High Quad 11. High Single 12. High Corner 13. High Outside Corner 14. Low to High 15. High to Low 16. Low Spine 17. Low Hump Set 5 Quarter Pipes 2 Total Pieces = 17 1. Low Quad 2. Low Single 3. Low Corner 4. Low Outside Corner 5. Low Single Low Side Rail 6. Low Single High Side Rail 7. Low Single Low Rail 8. Low Single High Rail 9. Low Rollin Wood 10. High Quad 11. High Single 12. High Corner 13. High Outside Corner 14. Low to High 15. High to Low 16. Low Spine 17. Low Hump Set 6 Rails Total Pieces = 18 1. Low Quad 2. Low Single 3. Low Angle 4. Low Corner 5. Low Juntion 6. Low Double Slope 7. High Double Slope 8. Low Single Slope 9. High Single Slope 10. High Quad 11. High Single 12. High Angle 13. High Corner

14. High Junction
15. Low Double Slope
16. High Double Slope
17. Low Single Slope
18. High Single Slope

Set 7	Offset Rails	Total Pieces = 8
 Low Quad Low Single Low Angle Low Corner High Quad High Single High Angle High Corner 		
Set 8	Low Walls	Total Pieces = 4
 Low Double Low Single Medium Double Medium Single 		
Set 9	Slopes	Total Pieces = 16
1. Low Single 2. Low Single Low Rail 3. Low Single High Rail 4. Low Single Corner 5. Low Double 6. Low Double Low Rail 7. Low Double High Rail 8. Low Double Corner 9. High Single 10. High Single Low Rail 11. High Single High Rail 12. High Single Corner 13. High Double 14. High Double Low Rail 15. High Double High Rail		
Set 10	Stairs	Total Pieces = 10
 Double Set Double Set Low Rail Double Set High Rail Double Set Corner Double Set Inside Corner Quad Set Quad Set Low Rail Quad Set High Rail Quad Set Corner Quad Set Inside Corner 		
Set 11	Pools	Total Pieces = 8
 Bowl Pool Clover Pool Side Corner Outside Corner Floor 		

3. Pungee Pit		
Set 12	Funboxes	Total Pieces = 8
. Small		
2. Large		
3. Octagonal		
Long Octagonal		
. Spine Box . Wall Box		
. Taxi		
. Pyramid Hip		
et 13	Kickers	Total Pieces = 2
. Small		
2. Large		
et 14	Benches	Total Pieces = 7
. Park Bench		
2. Angle Park Bench		
. Bench		
. Angle Bench		
. Lunch Table		
. Angle Lunch Table		
. Slope Lunch Table		
et 15	Signs	Total Pieces = 6
. Medium Sign 1		
. Medium Sign 2		
. Medium Sign 3		
. Large Sign 1		
. Large Sign 2		
. Large Sign 3		
et 16	Floor	Total Pieces = 4
. Alternate Floor 1		
. Alternate Floor 2		
. Alternate Floor 3		
. Alternate Floor 4		
et 17	Foliage	Total Pieces = 3
OO ±1	I OII aye	10041 116062 - 3
. Planter		
. Small Planter		
. Tree		
et 18	Misc	Total Pieces = 2
. Wall Piece		
. Pillar		
lip & Tricks		

a good spot.

- 1. Do Not make the park all vert or all street.
- 2. When making rails, do not make too many rails real close together.
- 3. Try not to make too many Pungee Pits

There are also a couple of things that you should do to make a real good park.

- 1. Make sure that you leave some open space
- 2. Make a couple of gaps to add some challenge
- 3. Try to make at least one good high scoring line.

Notes & Thanks

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