## Mat Hoffman's Pro BMX Park Editor FAQ

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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

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.

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 $16 \quad 24 \times 2430 \times 30$ 30 X $18 \quad 60$ 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 Boondocks Slums

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

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 $=1$
4. 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
10. Low Quad
11. Low Single
12. Low Corner
13. Low Outside Corner
14. Low Single Low Side Rail
15. Low Single High Side Rail
16. Low Single Low Rail
17. Low Single High Rail
18. Low Rollin
19. High Quad
20. High Single
21. High Corner
22. High Outside Corner
23. Low to High
24. High to Low
25. Low Spine
26. Low Hump

Set 5
Quarter Pipes $2 \quad$ 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
19. Low Quad
20. Low Single
21. Low Angle
22. Low Corner
23. High Quad
24. High Single
25. High Angle
26. High Corner

Set 8
Low Walls
Total Pieces = 4

1. Low Double
2. Low Single
3. Medium Double
4. 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
16. High Double Corner

Set 10
Stairs
Total Pieces = 10

1. Double Set
2. Double Set Low Rail
3. Double Set High Rail
4. Double Set Corner
5. Double Set Inside Corner
6. Quad Set
7. Quad Set Low Rail
8. Quad Set High Rail
9. Quad Set Corner
10. Quad Set Inside Corner

Set 11
Pools
Total Pieces = 8

1. Bowl
2. Pool
3. Clover Pool
4. Side
5. Corner
6. Outside Corner
7. Floor
8. Pungee Pit

Set 12
Funboxes
Total Pieces $=8$

1. Small
2. Large
3. Octagonal
4. Long Octagonal
5. Spine Box
6. Wall Box
7. Taxi
8. Pyramid Hip

Set 13

1. Small
2. Large

Set 14

1. Park Bench
2. Angle Park Bench
3. Bench
4. Angle Bench
5. Lunch Table
6. Angle Lunch Table
7. Slope Lunch Table

Set 15

1. Medium Sign 1
2. Medium Sign 2
3. Medium Sign 3
4. Large Sign 1
5. Large Sign 2
6. Large Sign 3

Set 16

1. Alternate Floor 1
2. Alternate Floor 2
3. Alternate Floor 3
4. Alternate Floor 4

Set 17
Foliage
Total Pieces $=3$

1. Planter
2. Small Planter
3. Tree

Set 18

1. Wall Piece
2. Pillar

Signs
Total Pieces $=6$
Kickers

Benches
Total Pieces $=7$
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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