WA Editor v3.00 – Manual

Tutorial 1 – Our First Adventure

Introduction

To get the hang of the Wonderland Adventures Editor we strongly encourage you to follow the steps presented in these tutorials very carefully, one by one. In this first tutorial we will make a very basic level, just to cover all the steps involved in the creation of an adventure.

Note that WA Editor also allows you to make a hub. We'll discuss about hubs later.

First things first, get a pad of paper and a pen. You'll need them soon, so keep them handy.

Alright, now open your main editor folder. You'll notice that there are three executables:

- **Editor3d.exe** – This is the main WA Editor where you will create your adventures/hubs.
- **Player.exe** – Launcher for player.
- **Wg.exe** – Main player where you can play/test your adventures/hubs.

General Layout of an adventure

Before creating an adventure, we should know the layout or in fact what an adventure is. An adventure actually is made up of three things

- **Levels:** You can say that your levels are the "main" adventure. An adventure is not an adventure without a level!
- **Dialogs:** You will need to use this if your Adventure contains NPCs (with conversations) or Signs. We will deal with Dialogs in Tutorial 4 and can safely ignore this for our first adventure.
- **Master Data:** This is actually saved in a file called "master.dat". It defines some overall characteristics of the adventure. An adventure will not compile if you leave this.
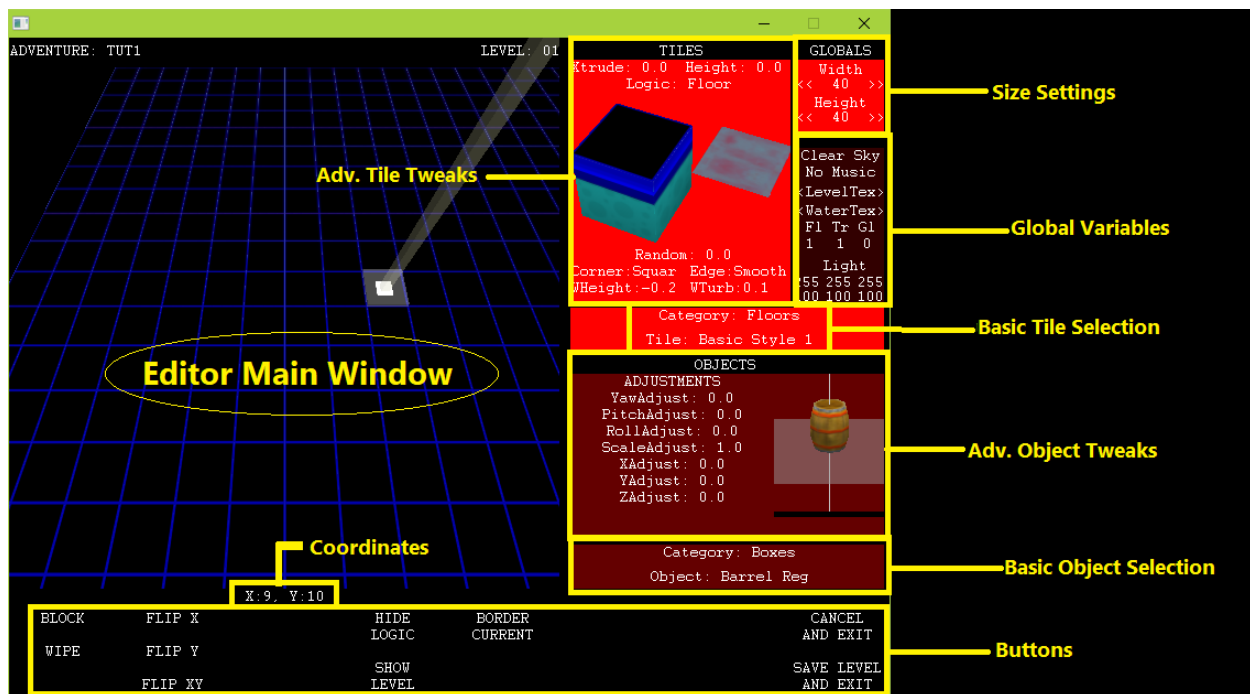
Our First Adventure

Alright start the main editor. If you started the editor for first time, you will be asked your profile name. This name is attached to the *.wa3 files created.

Your username should be the same as the name you use on the forum, so that other players can easily recognize your adventure creations. You do not need to use the same name in the editor and in the player.

You are now in the Adventure Select screen. My test adventures will be visible to you - you can delete or edit them. But we have to create a new adventure, so let's type in the filename of our first adventure. You can type in any name you want e.g. Test1 just make sure that you don't put "#".

You will now be taken to the Master Screen. This allows you to enter a title, intro text, starting position, etc. It also has a screen (on the right) to select Levels and Dialogs to edit. Select 01 in the Editor Level List and you will be presented this main 3D editor screen:

This is the place where you will create an actual adventure Now let's begin creating our first adventure.

For now, we will only concentrate on three things: the Basic Tile Selector, and the Basic Object Selector. Do not click into the Advanced Tile/Object Tweak areas yet.

Let's start with tiles. The Basic Tile Selector has two rows. The top row lists basic tile categories. Left click on the top row to cycle through the list (right-click will cycle in the other direction). Available categories are Floor, Ice, Walls, and Water. Each category has a number of possible options, shown in the second row (again, use left-click or right-click to cycle through).

Right now, the Tile setting is set to Basic Floor, Style 1. Select the "Wall" Category and then any of the available walls (they come in different styles and heights). For my example, I picked the first one, Style 1 Height 0.5. The currently selected Tile is shown inside the Advanced Tile Tweaks window - but remember not to click on it yet.

Now let's place some walls. Move your mouse into the viewing window and left-click to place the currently selected tile. You can use the NUMPAD keys (or the letters QWE, ASD, ZXC if you are working on a laptop) to scroll and zoom the viewing window.

Next, go back to the tile selector and select a basic Water (Depth 1) tile. Draw a little bit of water as well. I've drawn a tiny maze with a small pool of water. Don't worry about the exact position; this is just a practice run. If you place a wall or water where you did not want any, simply select a basic Floor tile and cover it up again.

You might get something like this:
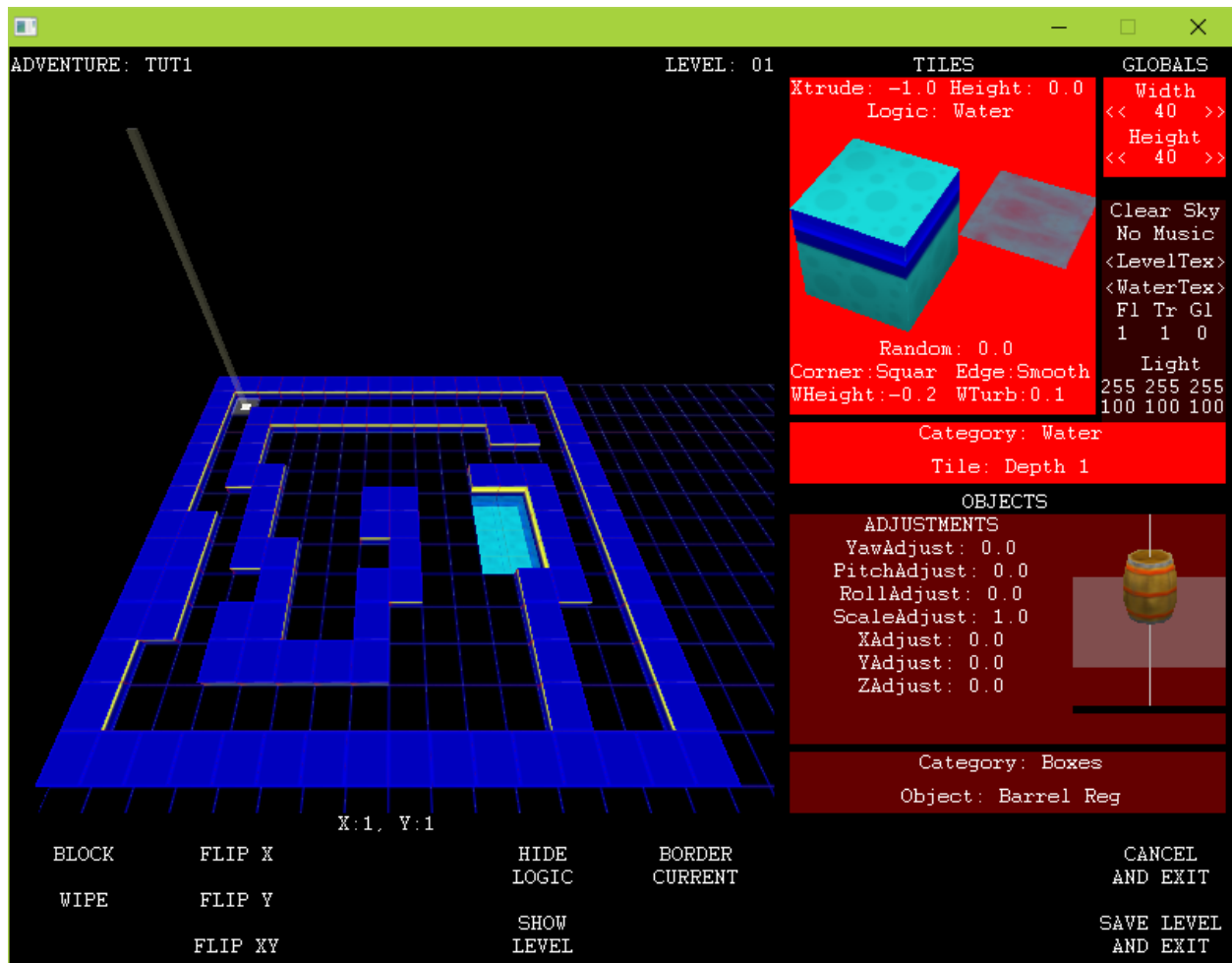
I've also decided that I want to start my Stinker in the upper/left corner, at position x=1, y=1. (The current coordinates of your cursor are shown just below the main editor viewing window). Remember that pad of paper? Write down "Starting Position 1,1" on it (or whatever the coordinates of your starting position are - just make sure you always start on a floor, and not in a wall or on water/lava).

Now we will place some basic objects. Click on the image of the wood barrel. You'll notice that the entire Object area will light up bright red, and the Tile area will dim. You are now in "Object Mode". (Clicking back on e.g. the tile selector will bring you back into "Tile Mode").

Again, there are two rows; one for categories, one for selections within a category. Left/Right-clicking cycles through available options.

We will place a few bonus gems, as well as the Star to finish the adventure.

Set the category to "Items", and then select "Gems". Again, don't tweak any object settings yet. Left-click in the Editor Area to place a few bonus gems. Then select "Gold Star" (also in the "Items" category) and place the Gold Star.
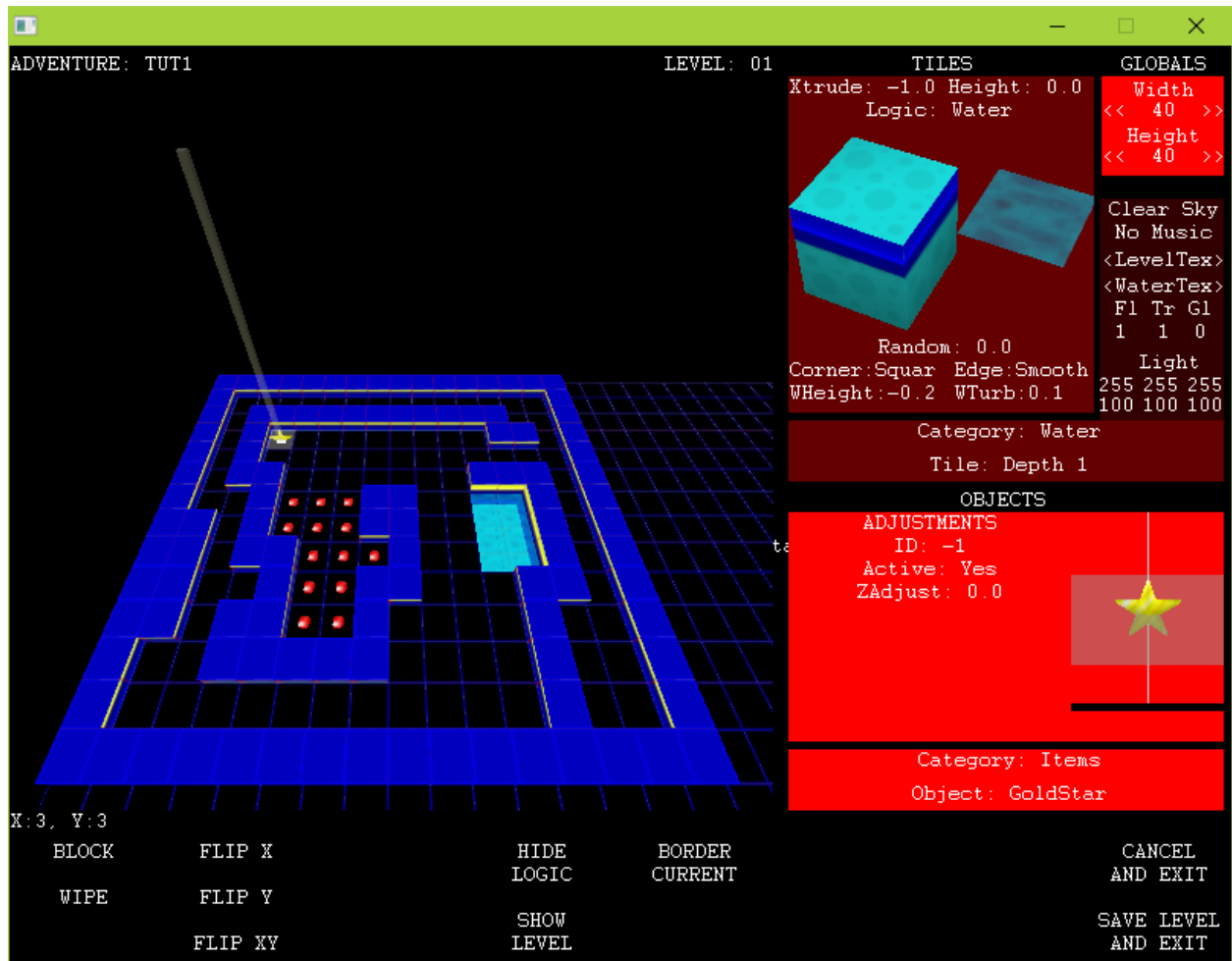
You are now ready to save this level. Click on the "SAVE LEVEL AND EXIT" button. Now you will be back into the master editor. You can also create another level now, but that's for another tutorial.

Now let us light on the Master Editor options. Let's put an Adventure Title. Click on box below Adventure Title and type "My First Adventure!" In the Introductory Text type "Weeeee!" The Starting positions are already (1,1) so we need not change it (however, if you want to use different starting position, don't forget to specify it.)

Now click on "COMPILE AND EXIT" and a *.wa3 file will be created in your Downloads Inbox and Outbox directory.

After that you will return to the Adventure Select screen. If you want, you can create a new adventure, just following with the same steps above. However, there is no need to do that right now.

You're all done! Exit the Editor, run the Player, select "Play Custom Adventure" and give your first adventure a whirl.