

# Wonderland Adventures Editor – Manual

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## Advanced Tutorial 2: Customization

There are several advanced customization options available in the editor. You can import and use your own custom level texture or water texture, you can import your own set of custom icons (for pick up objects), and you can import custom models for obstacles or decoration.

Please note that, of course, all customization should be for advanced level creators only.

### **1. Custom Level/Water Textures**

Custom textures are placed in the UserData/Custom/Leveltextures directory. They have to be 512x512, “leveltex NAME.bmp” for level textures, “watertex NAME.jpg” for water textures.

Each level texture file contains space for 64 tiles. While you can draw tiles for floors, walls, ice, transitions, etc in any order, it helps to follow the general layout given by the sample “leveltex customtemplate.bmp”. Each water texture file contains space for four different watertextures. These four vertical strips should be cyclic in nature (i.e. the same square tile repeated four times) for best results.

Naming your files does require some care. You don’t want to overwrite other user’s files that may have the same name - so be creative.

To use the custom textures in the editor, right-click on either the <LevelTex> or <WaterTex> buttons, then input the NAME part (e.g. customtemplate) of the filename.

### **2. Custom Icons**

Custom Icons are placed in UserData/Custom/Icons, as “icons NAME.bmp”. It contains space for 63 different icons (the last is not used). You may either replace or add to the "standard" texture (which includes the basic WA items). Again, be

creative with naming. You may also wish to get together with other creators to put together custom icon libraries, so that not every single new icon requires a new icon texture file. To use the custom icons in the editor, click on the “Custom Icons” button in the master editor screen. If the file cannot be loaded, the editor/game reverts to the standard version.

### **3. Custom Models**

Custom models are placed in UserData/Custom/Models. You require two files, a single model in 3ds format (NAME.3ds) and a single texture in jpg format with matching name (NAME.jpg). To maximize compatibility with various graphic cards, the texture should be one of sizes 64x64, 128x128, 256x256 or 512x512.

To use custom icons in the editor, select them in the Object selection screen (Category: CustomModel), then click on the name tab (i.e. “Default”) and enter the NAME from above. If the files cannot be loaded, the editor reverts back to Default (a golden spiky ball).

Custom Models can be sized/moved/rotated using the seven “Adjust” settings in the Object Property screen. The “Deadly” setting allows you to make the object lethal to the touch. If you choose “yes”, a square with size “ScaleAdjust” is placed around the object. If the player (or another Stinker) touches it, the game is lost. This allows for simple obstacles in the game.

To animate the object, you have several options. Yaw/Pitch/Roll allow you to turn the object in either clockwise (positive) or counterclockwise (negative) direction. For example, a positive Yaw value will spin the object similar to a gold coin. Note: the larger the value, the faster the spin.

The X/Y/Z anim option allows you to move the object in the three directions. The object will “swing” from its centre position to a maximum of the number of tiles chosen (e.g. an Xanim=2 value will swing the object left and right through five tiles - the centre one and up to two in either direction). (Advanced: the actual movement is governed by a  $\sin(t)$  function. If you put in negative values, a corresponding  $\cos(t)$  function is used. This allows, e.g., circular movements by picking Xanim=1 and Yanim=-1.) Finally, the three Speed options govern how fast the object swings back and forth.



#### 4. Custom Textures for existing Models

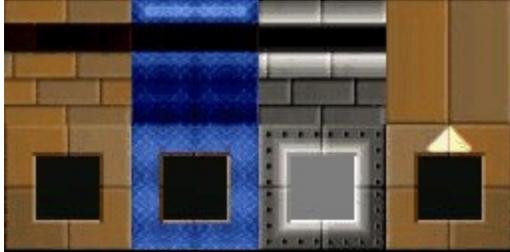
The CustomModel category also includes a number of custom texture objects. These objects are the same as the regular versions (e.g. chompers move and behave as chompers), but each has an extra setting at the end with the “Default” custom texture. Clicking on this name allows you to change the texture for that particular chomper (or other object).

Textures are a single texture in jpg format with matching name (NAME.jpg). To maximize compatability with various graphic cards, the texture should be one of sizes 64x64, 128x128, 256x256 or 512x512. Textures must be stored in UserData/Custom/Objecttextures

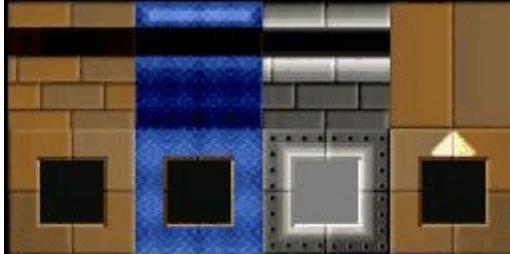
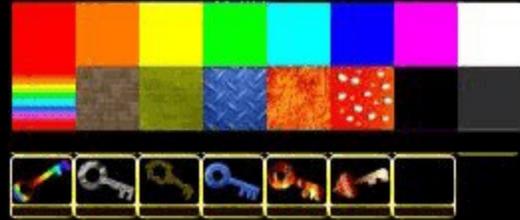


## 5. Gate/Key Versions

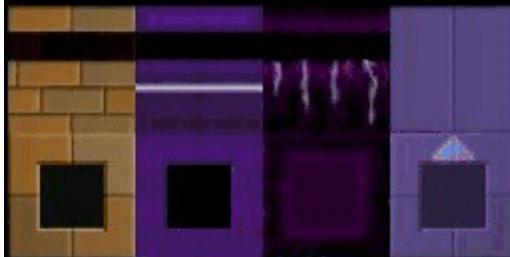
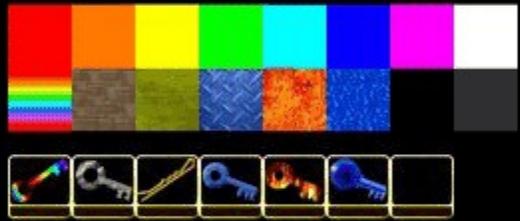
You can set the gate and key graphics to one of three options in the adventure master editor screen. The three versions correspond to the gates/keys available in the 3 major games (Wonderland Adventures, Mysteries of Fire Island, and Planet of the Z-Bots).



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