

Wonderland Adventures Editor – Manual

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Getting Started

The Wonderland Adventures Editor is a large and complicated beast. Mastering all of its options will take some time, but it will allow you to create many, many different styles of adventures.

That is why we have created this manual which would definitely guide you in level making.

In your main WA Editor folder, there are two main executables, Player.exe and Editor3D.exe (a third, wg.exe can be ignored). The former is used to play already created adventures (including your own creations, or other users' adventures). You can also play "Hubs", which are sets of multiple adventures that are connected by an "overworld" and usually a larger storyline.

Playing other users' adventures

Start the Player.exe file. Select Video Settings and press Play. In the actual player, create a user profile (or use the default), then click "Start Custom Adventure" or "Start Custom Hub".

This will get you to the Adventure List. The basic Editor comes with three sample adventures and a basic Hub for testing. Simple select an adventure or a hub, and have fun!

If you have the WA Archive installed, you will also get a larger set of adventures and hubs, ready to play.

To download additional adventures, visit the forum to download wa3 files. Try the sample adventure first:

<http://www.pcpuzzle.com/forum/viewtopic.php?t=25484>

Place the wa3 file into your “UserData\Custom\Download Inbox” directory. Restart the player (or press F12 from within the Adventure List screen to refresh) to play this level.

The (very) basics of the Editor

Start the Editor3D.exe file and select an Editor User Profile. 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. Type in the filename of an adventure you wish to create (e.g. Test1). Some test adventures will be visible to you - you can delete or edit them.

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 List.

You are now in the 3D Editor section. Create a test level (see tutorials by Aryan in parts 2 - 4). Save and Exit when you're done. This takes you back to the Master screen.

You can switch back and forth between Master/Level/Dialog screens as needed. When you're done, press “Compile and Exit”. This will make a *.wa3 file and place it into both your “UserData\Custom\Download Inbox” directory (to test in the Player) and your “UserData\Custom\Download Outbox” directory (to upload to the forum, if you're happy with it).

Next steps:

I highly recommend you work through the tutorials and references by Aryan next. This will give you a basic overview of the editor's main function.

An excellent unofficial guide to the various editor functions by Emerald141 is also included for further reading.

Beyond that, it is up to you to experiment and visit the Wonderland Forum for tips, tricks, guides, ideas, and more.

Enjoy!