

# Wonderland Adventures Editor – Manual

[www.midnightsynergy.com](http://www.midnightsynergy.com)

## FAQs

### How do I get started?

#### Player:

1. Start the Player.exe file. Select Video Settings and press Play. INn the actual player, create a user profile (or use the default), then click Start Custom Adventure or Start Custom Hub.
2. This will get you to the Adventure List. The Editor comes with some basic adventures and a basic Hub for testing. If you have the WA Editor archive installed, you'll have a large set of adventures (and hubs) to play!
3. Next, you may wish to download the sample adventure from the forum: [viewtopic.php?t=25484](http://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. You are now ready to download and play other user levels as they appear.

#### Editor:

1. Start the Editor.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.
2. You are now in the Adventure Select screen. There are no adventures yet, so type in the filename of and adventure you wish to create (e.g. Test1). My test adventures will be visible to you - you can delete or edit them.
3. 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.
4. You are now in the 3D Editor section. Create a test level. Save and Exit when you're done. This takes you back to the Master screen.

5. 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 in into both your "UserData\Custom\Download Inbox" directory (to test in the Player) and your "UserData\Custom\Download Outbox" directory (to upload, if you're happy with it).

### How do I create hubs?

View part 7 of the manual.

### How do I get a complete pack of previously released custom content?

Very easy! A Wonderland Forum Community member 'Aryan' has collected all of the custom content (custom adventures, icons, textures, models, hubs and mods!) and has prepared the WA Editor Archives. These archives are available in several formats for convenience. You can get learn more about the archives and download them from these pages.

WA Editor Archive Topic (in The Wonderland Forums):

<http://www.pcpuzzle.com/forum/viewtopic.php?f=34&t=27658>

WA Editor Archives Page (in The Wonderland Archive Site):

<https://archive.zbots.space/WAE/archives.htm>

### How do I convert v0.80 editor files to the new version?

You will need to do two things.

One: Copy the entire Adventure directory from its v0.80 location to "User Data\Adventures\Editing\Current". You may wish to rename the directory (=the adventure's filename) to better suit your new adventure naming system, but use no more than 38 letters for the name.

Two: Load the new 3D Editor. In the Master Screen, select each level file and save it. Then press compile to finalize the conversion. (You don't need to make any changes to the levels, just load and save. Some additional information is added when you save the level in its new format. For example, without this conversion adventure names will not correctly appear on save game files. Note, however, that adventures with customtextures/icons might need some additional tweaking to run on the new system.)

### How do I convert v0.96 editor files to the new version?

This is pretty easy: just rename .wa2 into .wa3 and you're done! However, do note that the difficulty level of the old adventures will be affected, as the new editor already gives you three required items: gloves, glow gem and spy-eye.

### Where do I download new Adventures (\*.WA3 files) to?

Downloaded adventures should be placed into the "UserData\Custom\Downloads Inbox" directory. Each time the Player is started, this directory is searched and all new files automatically extracted into the correct location for play.

Upload adventures should be compiled (within the Editor). The \*.wa3 files will be placed into your "UserData\Custom\Downloads Outbox" directory, and should be uploaded from there (a copy is also placed into your Inbox, so that you can test the adventure by starting the player).

### How can I view/edit other users' downloaded adventures in the level editor?

First, copy the entire directory (e.g. "Midnight Synergy#Test Adventure") from "UserData\Custom\Adventures" to "UserData\Custom\Editing\Current".

Then, rename the copied directory to just "Test Adventure", i.e. remove the name of the creator and the hash symbol ("#"). This is important, as otherwise the naming structure of adventures will be messed up. In fact, if the "#" is still present in the directory name, the adventure will not appear in the editor list.

Note: Do not rename the level in the original directory.

### In RTW I could keep both Editor and Player open to quickly test changes. Is this possible?

Yes. In the Editor, press the Compile button after making your changes. In the Player, the list is automatically updated each time the "Select Custom Adventure" screen is started. If you are in the actual adventure, open the menu and select "Abort Adventure" (not "Restart"). If you are already in the "Select Custom Adventure" menu, you can also press F12 to refresh it.

### What Features Are NOT Available?

In the Editor: You cannot load individual levels or dialogs into a new adventure, only start a new adventure and edit from there. You also cannot delete individual level or dialog files once created. If you wish to do the above, you'll need to create directories and move .wlv and .dia files manually. (You may wish to keep a general "Ideas" adventure to just play around with levels etc).

In the Player: Currently custom hubs cannot be deleted using the player, you have to manually delete them from the UserData\Custom\Hubs folder.