Wonderland Adventures Editor – Manual

Reference – Other Stuff

MovementType Values

13: Coily.
30: Scritter range 0.
31: Scritter range 1.
32: Scritter range 2 (default for scritters).
33: Scritter range 3.
34: Scritter range 4.
41: Start moving north, turn left at walls.
42: Start moving north, turn right at walls.
43: Start moving east, turn left at walls.
44: Start moving east, turn right at walls.
45: Start moving south, turn left at walls.
46: Start moving south, turn right at walls.
47: Start moving west, turn left at walls.
48: Start moving west, turn right at walls.
71: Start moving north, bounce off walls.
72: Start moving northeast, bounce off walls.
73: Start moving east, bounce off walls.
74: Start moving southeast, bounce off walls.
75: Start moving south, bounce off walls.
76: Start moving southwest, bounce off walls.
77: Start moving west, bounce off walls.
78: Start moving northwest, bounce off walls.
81: Start moving north, turn left at walls (Moobot).
82: Start moving north, turn right at walls (Moobot).
83: Start moving east, turn left at walls (Moobot).
84: Start moving east, turn right at walls (Moobot).
85: Start moving south, turn left at walls (Moobot).
86: Start moving south, turn right at walls (Moobot).

87: Start moving west, turn left at walls (Moobot).
88: Start moving west, turn right at walls (Moobot).

ObjectTileTypeCollision (a.k.a. TrueMovement, parameter 46)

This parameter determines which tile logic values are accessible to an object. Certain objects convert the tile they are placed on to a different logic.

Example: deactivating a Teleporter converts its tile to another logic (floor or 09, needs to be tested), a Teleporter which starts as inactive has no effect on logic until activated. Upon activation its tile becomes logic 04.

To be tested: FlipBridges, as they are Flashable they may use Floor (logic 01) or logic 09; closed Cages as they show similarities to logic 06.

01 00 (0) - Floor
02 00 (1) - Wall
04 00 (2) - Water
08 00 (3) - Logic 03 (active Teleporter, see*)
10 00 (4) - Logic 04 (Bridges, Rainbow Floats, Conveyors)
20 00 (5) - Lava
40 00 (6) - Logic 06 (a.k.a. Metatile: diagonally passable, passing only directly cast spells, not Flashable nor Blinkable)
80 00 (7) - Logic 07 (works like 06)
00 01 (8) - Logic 08 (works like 06)
00 02 (9) - Logic 09 (Buttons, acts like Floor)
00 04 (10) - Logic 10 (works like 06)
00 08 (11) - Ice (Straight)
00 10 (12) - Ice (Curve)
00 20 (13) - Ice Wall
00 40 (14) - Logic 14 (Ice Float)
00 80 (15) - Logic 15 (works like 06)

*in PotZ there's a level on Barren in which a Chomper avoids teleporters. In MoFI it was possible to lure Chompers into a teleporter - Patrick may have used this parameter.

ObjectObjectTypeCollision (a.k.a. PhasePower, parameter 47)

Note:
- so far I can tell that this is also very important, because it is responsible for creating ghost entities and enables the use of transporters.

01 00 (0) - ???
02 00 (1) - Player
04 00 (2) - ???
08 00 (3) - ???
10 00 (4) - Items
20 00 (5) - ???
40 00 (6) - Sunken Turtles
80 00 (7) - ???
00 01 (8) - ???
00 02 (9) - Barrels, Cuboids
00 04 (10) - ???
00 08 (11) - ???
00 10 (12) - ???
00 20 (13) - ???
00 40 (14) - ???
00 80 (15) - ???

Valid adjusters for use in editor

ModelName
TextureName
XScale
YScale
ZScale
XAdjust
YAdjust
ZAdjust
PitchAdjust
YawAdjust
RollAdjust

ID
Type
SubType
Active
ActivationType
ActivationSpeed
Timer
TimerMax1
TimerMax2
WaterReact
Datas
ObjectTextData0
Talkable
MovementSpeed
Exclamation
ScaleAdjust

DefensePower (doubles as the "Greeting" adjuster)
ObjectTextData0

The decimal-based adjusters use the IEEE-754 single precision floating-point format.

VALID MODELS

!Autodoor
!BabyBoomer
!Barrel1
!Barrel2
!Bowler
!BurstFlower
!Busterfly
!Button
!Cage
!Chomper
!Coin

!ColourGate
!Conveyor
!Crab
!Crystal
!Cuboid
!CustomItem
!CustomModel
!Door
!Fence1
!Fencepost
!FireFlower
!FlipBridge
!FloingBubble
!Fountain
!Gem
!Ghost
!GlowWorm
!GrowFlower
!Hat
!IceBlock
!IceFloat
!Item
!Kaboom
!Key
!KeyCard
!Lurker
!Mothership
!None
!NPC
!Obstacle01 (Rock1)
!Obstacle02 (Rock2)
!Obstacle03 (Volcano)
!Obstacle04 (Acid Pool)
!Obstacle05 (Flower1)
!Obstacle06 (Flower2)

!Obstacle07 (Water Vine)
!Obstacle08 (Fern 1)
!Obstacle09 (Fern 2)
!Obstacle10 (Mushroom)
!Obstacle11 (Fern 3)
!Obstacle12 (Plant 1)
!Obstacle13 (Plant 2)
!Obstacle15 (Bare Tree)
!Obstacle16 (Evergreen)
!Obstacle17 (EvergreenSnow)
!Obstacle18 (LeafTree1 Fall)
!Obstacle19 (LeafTree1 Green)
!Obstacle20 (LeafTree2 Pink)
!Obstacle21 (LeafTree2 Apple)
!Obstacle22 (Jungle Tree 1)
!Obstacle23 (Jungle Tree 2)
!Obstacle24 (Palm Tree)
!Obstacle25 (BridgeEnd)
!Obstacle26 (Canopy)
!Obstacle27 (Streetlight)
!Obstacle28 (Pillar)
!Obstacle29 (Ladder)
!Obstacle30 (Table)
!Obstacle31 (Chair)
!Obstacle32 (Bed)
!Obstacle33 (Bookshelf)
!Obstacle34 (Arcade Machine)
!Obstacle35 (Pyramid)
!Obstacle36 (Cottage)
!Obstacle37 (Townhouse 1a)
!Obstacle38 (Townhouse 1b)
!Obstacle39 (Townhouse 2a)
!Obstacle40 (Townhouse 2b)
!Obstacle41 (Windmill Main)
!Obstacle42 (Windmill Rotor)

!Obstacle43 (Hut)
!Obstacle44 (Ship)
!Obstacle45 (Waterwheel)
!Obstacle46 (Footbridge)
!Obstacle47 (Computer)
!Obstacle48 (Wysp Ship)
!Obstacle50 (Portal Frame)
!Obstacle51 (Cactus Multi)
!Obstacle55 (Plant Multi)
!Obstacle59 (Rock Multi)
!PlantFloat
!Player
!Portal Warp
!Pushbot
!RainbowBubble
!Retrobox
!Retrocoily
!Retrolasergate
!Retroscouge
!Retroufo
!Retrozbot
!Rubberducky
!Scritter
!Shadow
!Sign
!SkyMachineMap
!SpellBall
!Spring
!Square
!Suctube
!SuctubeX
!Sun Sphere1
!Sun Sphere2
!Star
!StarGate

!SteppingStone
!StinkerWee
!Teleport
!Tentacle
!Thwart
!Token
!Transporter
!Troll
!Turtle
!Void
!WaterFall
!Weebot
!Wisp
!Wraith
!Zapbot
!ZbotNPC
!Zipper

VALID TEXTURES

?Default
!Cottage
!Door
!Fence
!FireTrap
!GloveTex
!None
!Townhouse
!Windmill

WOP PARAMETERS

ModelName (string)
TextureName (string)
XScale

YScale
ZScale
XAdjust
YAdjust
ZAdjust
PitchAdjust
YawAdjust
RollAdjust
X offset in editor
Y offset in editor
Z offset in editor
OldX
OldY
OldZ
DX
DY
DZ
Pitch
Yaw
Roll
Pitch2
Yaw2
Roll2
XGoal
YGoal
ZGoal
MovementType
MovementTypeData
Speed
Radius
RadiusType
CollisionPower
PushDX
PushDY
AttackPower

DefensePower
DestructionType
ID
Type
SubType
Active (flag (0 (true) vs 1001 (E9 03 00 00) (false))
LastActive
ActivationType
ActivationSpeed
Status
Timer
TimerMax1
TimerMax2
Teleportable
ButtonPush (interact with buttons (01 00 00 00 = yes, 00 00 00 00 = no))
WaterReact (does nothing)
Telekinesisable
Freezable
Reactive
Child
Parent
Data0
Data1
Data2
Data3
Data4
Data5
Data6
Data7
Data8
Data9
ObjectTextData0 (string)
ObjectTextData1 (string)
ObjectTextData3 (string)
ObjectTextData4 (string)

Talkable
CurrentAnim
StandardAnim
TileX
TileY
TileX2
TileY2
MovementTimer
MovementSpeed
MoveXGoal
MoveYGoal
TileTypeCollision (a.k.a TrueMovement)
ObjectTypeCollision (a.k.a PhasePower)
Caged
Dead
DeadTimer
Exclamation
Shadow
Linked
LinkedBack
Flying
Frozen
Indigo
FutureInt24
FutureInt25
ScaleAdjust
ScaleXAdjust
ScaleYAdjust
ScaleZAdjust
FutureFloat5
FutureFloat6
FutureFloat7
FutureFloat8
FutureFloat9
FutureFloat10

FutureString1 (string)
FutureString2 (string)