Wonderland Adventures Editor – Manual

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Reference - Commands

Commands are a very important part of level making, able to be executed both in a level and in a dialog. Commands can do pretty much anything to objects, and can be incredibly useful when used correctly.

Each command has four numerical values that go along with it, although not all of them have to be used. These values are known as Data1, Data2, Data3, and Data4.

Command 1: Activate

If an object is inactive, i.e. does not appear in the level currently, this will activate it and make it appear. It can also be used to close gates. Command 1 will not work on objects that have been destroyed, however.

Command: 1
Data1: ID of the object(s) you want activated
Data2: Not used
Data3: Not used
Data4: Not used

Command 2: Deactivate

The exact opposite of Activate, this command will deactivate objects with the intended ID.

Command: 2
Data1: ID of the object(s) you want deactivated
Data2: Not used
Data3: Not used
Data4: Not used

Command 3: Toggle

I use this command as a substitute for Commands 1 and 2, as it can serve both purposes. If the object is active, CMD 3 will deactivate it, and if it is inactive,

CMD 3 will activate it.

Command: 3
Data1: ID of the object(s) you want toggled
Data2: Not used
Data3: Not used
Data4: Not used

Command 4: Modify Object

This is the most powerful command in the game. It can be used to modify one of an object's attributes, such as Logic, ScaleAdjust, and Data0-Data9 while the adventure is already in progress! For further information, see Command 4 Referance.

Command: 4
Data1: Object ID
Data2: Object modifier you want changed
Data3: What you want the modifier changed to
Data4: Not used

Command 5: Destroy

After CMD 5 is used to destroy an object, it can't be retrieved. An object's destruction usually involves the object disappearing with a blast of little white stars. Of course, there are exceptions, such as the TNT barrel.

Command: 5
Data1: ID of the object(s) you want destroyed
Data2: Not used
Data3: Not used
Data4: Not used

Command 6: Set Lighting

Light is made up of three colors: red, green and blue. The lighting of a level is normally the maximum of all of them, but you can adjust these values to change it.

If the value for a specific color is between 0 and 255, the command will set the

level's directional light. If it's between 256 and 511, the command will set the level's ambient light to 256 less than the entered value.

Command: 6
Data1: Red lighting amount
Data2: Green lighting amount
Data3: Blue lighting amount
Data4: Not used

Command 7: Teleport

CMD 7 is similar to a LevelExit (see section 6.9.1). The fade-in-fade-out animation is the same, and it still brings you to one specific point in one specific level.

Command: 7
Data1: Destination level number
Data2: Destination X-coordinate number
Data3: Destination Y-coordinate number
Data4: Rotation (0 is facing south, 45 is southwest, 90 is west, etc.)

Command 8: Start Adventure

This command is used exclusively in Hubs. It acts similarly to an Adventure Star, except if you use it after completing the adventure it will still look at it as uncompleted- i.e. you can get two stars from the same Adventure.

This command normally crashes the game if you're playing individual adventures, but if Data1 is set to 0, then the current adventure will be restarted.

Command: 8
Data1: Adventure number
Data2: Not used
Data3: Not used
Data4: Not used

Command 9: Earthquake

When this command is used, it will shake the ground temporarily. Making the

ground shake longer does not make the sound last longer. I recommend you have the ground shake for about 250 frames, as it's roughly equal to the time of the sound. It should also be noted that earthquakes are not cumulative in frame time; if you execute a 4000000 frame earthquake and then execute a 1 frame one, the shaking will stop after the one-frame earthquake is done.

Command: 9
Data1: Number of frames the earthquake will last for
Data2: Not used
Data3: Not used
Data4: Not used

Command 10: Play Sound
Using this command, you can play one of the many sound effects in the game's files. Check out these references for a list.

Command: 10
Data1: The number of the sound to play
Data2: Not used
Data3: Not used
Data4: Not used

Command 11: Play Sound at Tile
Whereas Command 10 produces ambient sound, Command 11 produces sound originating from a specific tile. The closer the player is to this tile, the louder the sound will be.

Command: 11
Data1: The number of the sound to play
Data2: X coordinate
Data3: Y coordinate
Data4: Not used

Command 12: Modify Music
While it's not currently possible to change the music track that plays in the level, it is possible to change its volume and tempo.

Command: 12
Data1: Volume (default is 100)
Data2: Not used
Data3: Tempo (default is 44)
Data4: Not used

Command 13: Set Weather

This command will change the weather in the level from whatever its default value is to a specified type. 0 is Clear, 1 is Light Snow, 2 is Heavy Snow, and so in; the numbers correspond directly to the order that the weather effects come in in the editor.

Command: 13
Data1: Value of the weather to be set
Data2: Not used
Data3: Not used
Data4: Not used

Command 14: Change Music

This command will change the current level music to a new one. The values point to number of .ogg file in Data\Music folder.

Command: 14
Data1: Value of the .ogg to be set
Data2: Not used
Data3: Not used
Data4: Not used

Command 15: Give Magic

This command gives the magic specified in Data1 to the player. 0 is Floing, 1 is Pow, 2 is Pop and so on.

Command: 15
Data1: Value of the magic to give to player
Data2: Not used

Data3: Not used
Data4: Not used

Command 21: Dialog - Start Dialog
I use this command a lot. It starts a dialog in a manner akin to talking to an NPC or sign, but the camera doesn't zoom in.

Command: 21
Data1: Dialog number
Data2: Starting Interchange number (-1 for default)
Data3: Not used
Data4: Not used

Command 22: Dialog - Change Starting Interchange
Changes a dialog to have a different starting Interchange. Don't try to use this command while in a dialog; you'll go straight to the dialog and interchange you're trying to affect, messing everything up in the process.

Command: 22
Data1: Dialog number
Data2: New starting Interchange number
Data3: Not used
Data4: Not used

Commands 23-25: Dialog - Change AskAbout Activity
These three commands function like Commands 1, 2, and 3, but affect AskAbouts in dialogs instead of objects in levels. Command 23 is activate, Command 24 is deactivate, and Command 25 is toggle.

Command: 23/24/25
Data1: Dialog number
Data2: AskAbout number
Data3: Not used
Data4: Not used

Commands 26-27: Dialog - Change AskAbout Functions

These commands change the function of specific AskAbouts. CMD 26 changes an AskAbout's Active value, so it's pretty much like Commands 23, 24, and 25. CMD 27 changes the Interchange the AskAbout points to.

Command: 26/27
Data1: Dialog number
Data2: AskAbout number
Data3: New value for the AskAbout
Data4: Not used

Commands 28-30: Dialog - Global AskAbout Activity Change

These commands function like Commands 1, 2, and 3, but deal with AskAbouts in a very unusual way. Once this command is executed, it will affect *all* AskAbouts across *all* dialogs that have the required Active number. Command 28 is activate, Command 29 is deactivate, and Command 30 is toggle.

One possible use for these is if you have multiple shopkeeper NPCs with different dialogs that sell the same thing; if you purchase something from one shopkeeper, this command could disable purchasing the same thing from all the others.

Command: 28/29/30
Data1: Active value of target AskAbout(s)
Data2: Not used
Data3: Not used
Data4: Not used

Commands 41 and 42: Copy Object

This command makes an identical copy of an object at another position in the level. Command 41 simply copies the object without any special effects, whereas Command 42 copies it with an effect like that of a UFO Mothership.

Command: 41/42
Data1: X coordinate of the object to be copied
Data2: Y coordinate of the object to be copied
Data3: X coordinate of the destination tile
Data4: Y coordinate of the destination tile

Commands 51 and 52: Change Movement Type
This command is second only to CMD 4 in being really fun to mess around with. By using this command, you can get objects to move like other objects. MovementTypes 30-34 make the object move somewhat like a Scritter, 41-48 make it move somewhat like a DragonTurtle or Spikeyball, and 71-78 make it move in a straight line but do a 180 degree turn each time it hits a wall. There is also another variable called MovementTypeData mentioned by user 'cbloopy', but no one really knows what it does. If someone figures it out, please tell me and I'll include it in a future update of this guide.

Command: 51/52
Data1: Target ID
Data2: MovementType (CMD 52 only, not used with CMD 51)
Data3: MovementTypeData (CMD 52 only, not used with CMD 51)
Data4: MovementType (CMD 51 only, not used with CMD 52)

Command 61: NPC Move
This is the command version of the NPC Move button, being able to make any NPC (except Baby Boomers and Wee Stinkers) move to a certain location. I'd recommend that you only use this command in dialogs, as the actual NPC Move button is easier to work with but can only be used in levels.

Command: 61
Data1: NPC ID
Data2: Destination X Coordinate
Data3: Destination Y Coordinate
Data4: Not used

Command 62: NPC Change, Part 1
This is half of the NPC Change button's command version. Since the NPC Change button has so many variables, it had to be broken up into two commands. Like Command 61, it's a good idea to only use this in dialogs, as the button is easier to work with. If you don't want to change a variable, set the corresponding Data value to -1.

Command: 62
Data1: NPC ID
Data2: Dialog number (0 for no dialog)
Data3: Expression (0=happy, 1=surprised, 2=sad, 3=asleep, 4=angry)
Data4: Rotation (0-360, works by degrees)

Command 63: NPC Change, Part 2
The second half of the NPC Change function, although this part is used less often than the first one. Again, set a value to -1 if you don't want to change that part of the NPC.

Command: 63
Data1: NPC ID
Data2: Walking Animation (0=waddle, 1=walk, 2=run)
Data3: Basic Idle Behavior (between 0 and 29, corresponding directly to the behaviors on the adjustment board)
Data4: Basic Idle Animation (between 0 and 10, corresponding directly to the animations on the adjustment board)

Command 64: NPC Exclamation
The command version of the NPC Exclamation button. Again, it's a good idea to only use this in dialogs, as the level button is easier to use.

Command: 64
Data1: NPC ID
Data2: Particle ID (see section 6.4.5 on particles)
Data3: Number of particles
Data4: Not used

Commands 102-104: Run Cutscenes
These commands will run the pre-programmed cutscenes from the official games. There's not much point using them in custom adventures or hubs, because you can't alter the text in the cutscenes without hex-editing the main game wg.exe file.

Command: 102/103/104
Data1: Not used

Data2: Not used
Data3: Not used
Data4: Not used

Command 111: Refill Lamp

If you have a lamp item and it's running low on charge, this command will refill it to its full 99 charges.

Command: 111
Data1: Not used
Data2: Not used
Data3: Not used
Data4: Not used

Commands 112 and 113: Change Inventory Size

These commands will change how many items you can carry. CMD 112 will change the number to 16, while CMD 113 will change the number to 25. You can't change the size back to 9, and if you have size 25 then you can't go back to 16 either.

Command: 112/113
Data1: Not used
Data2: Not used
Data3: Not used
Data4: Not used

Command 114: Activate Shard Teleportation

After activating this command, you'll be able to use the Rainbow Shards to teleport to places in the Hub. Once shard teleportation is enabled, it's enabled forever. The only caveat is that the player can't use the Shards while they're in level 93, 94, or 95.

Command: 114
Data1: Not used
Data2: Not used
Data3: Not used

Data4: Not used

Command 115: Open Adventure Replay Menu

This command will open the Floing menu, like it does when Guggenheimer floings you back in time. It can only be used in Hubs.

Command: 115
Data1: Not used
Data2: Not used
Data3: Not used
Data4: Not used

Commands 116-117: Alter Player's Appearance

Command 116 will change the player's hat, while Command 117 will change the player's accessory (e.g. glasses, eyepatch, parrot).

Command: 116/117
Data1: Not used
Data2: Not used
Data3: Not used
Data4: Not used

Commands 118: Display Hub Complete Message

This command will display a small hub complete message.

Command: 118
Data1: Not used
Data2: Not used
Data3: Not used
Data4: Not used

Commands 119: Display Hub Complete Message

This command removes the current magic.

Command: 119
Data1: Not used
Data2: Not used

Data3: Not used
Data4: Not used