Wonderland Adventures Editor – Manual

Advanced Tutorial 1 – Creating Hubs

Here is an overview of how to create your own complete "game" (consisting of a Hub with multiple Adventures). Please note that this requires an understanding of both how to create individual adventures and how to use the Command structures.

1. Create the Hub

The Hub is created the same way as any regular adventure. The starting level is always level 01, and x/y "Starting Coord." are indicated the same way as for individual adventures. Put in any Adventure Title (can't be blank, although it is not actually used). You can ignore Introductory Text, Winning Conditions, Hub Commands. Build the Hub as usual, with various levels (and levelexits between them) and dialogs.

One new feature is Levelexits: AdventureStart. These point to the These point to the various in-game adventures. Data0 indicates the number of the Adventure.

2. Create Individual Adventures

Next, create the individual Adventures. These are self contained, and are created as if you were just creating a single adventure. Of course, you may already have several premade adventures that are now going to be placed into your Hub. One new thing that has to be added to each Adventure is how it connects to the Hub.

This is done via exit locations and Hub Commands:

The WonExit/LostExit points to hub levels and x/y coordinates in case the adventure is completed, or in case it is lost/aborted. Often these will point to the same coordinate, but they don't have to.

Up to three commands can be activated once an adventure is completed. Each command is given a Level (which hub level does this command take place one), the actual Command (C) and the four Data values (D). In the above example, upon winning the adventure the game activates the object with ID 557 in Level 1 of the hub.

Tip: If you need more than three things to happen, you can make your command open a door with e.g. a super-duper fast chomper behind it (in hidden walls) which then steps on buttons activating the other commands.

3. Create a Logo (optional)

This can be any 512x512 JPG logo, called "hublogo.jpg".

4. Copy Data

This has to be done manually. Go to the "UserData/Custom/Hubs" directory. Create a new directory for your hub. The name of the directory is the actual hub name, and can have two parts - title and subtitle - separated by a "#". For example, a directory named "Adventure Quest#The Search for the Magical Macguffin" will

display "Adventure Quest" in the Hub select screen, and the (optional) subtitle once the adventure is selected.

Create a subdirectory "Hub", as well as subdirectory for all adventures "Adventure1", "Adventure2", etc. The adventure numbers correspond to the Adventure Numbers chosen in the Hub AdventureStart-Data0 value. You can skip numbers (e.g. if you don't have an Adventure3, you can go to Adventure4, but you first adventure should always be Adventure1.

Now copy the contents of your save Hub/Adventures (i.e. the "master.dat" as well as all "wlv" and "dia" files) into the appropriate subdirectories. You may copy these either from the compiled form (e.g. from "UserData/Custom/Adventures/AdventureName") or from the editor form (e.g. from "UserData/Custom/Editing/Current/AdventureName").

Finally, copy the optional "hublogo.jpg" into your main Hub directory.

An example of directory contents:
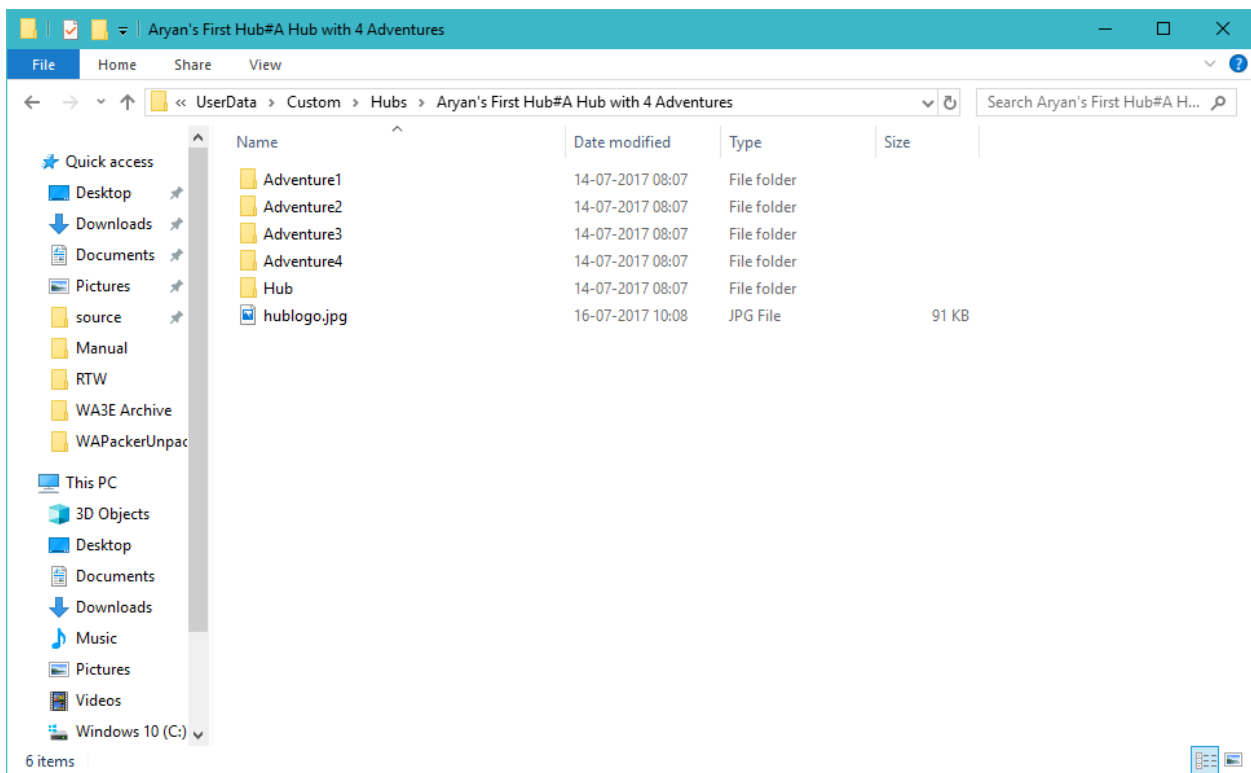
Tip: You can create your hub adventure by name "Hub" and other adventures by name "Adventure<number>". Just make sure it will not allow you to make dual-hubs.

5. Play!

You are now ready to play your hub. Start the Player and select "Play Custom Hub".

General Notes on Hubs:

1. Hubs can't contain any final end animations etc. You may just want to program a Stinker that congratulates you on reaching the end of the game, or come up with more elaborate visuals. After that, the game will continue (e.g. for players to complete other adventures).

2. If using Floinging to replay old levels (Command 115) you must ensure that at least one adventure has been completed prior to reaching this point, otherwise the game will crash looking for an adventure to replay that doesn't exist.

3. Global custom options (specifically custom icons, and the Gate/Key Version) are specified from the "Hub" adventure - any local settings for individual adventures are not used (although individual adventures can still use custom textures and models)

4. Keep the number of total adventures under 500. If this is a problem, your game is too big. ☺