

# Wolfenstein Editor

## User guide



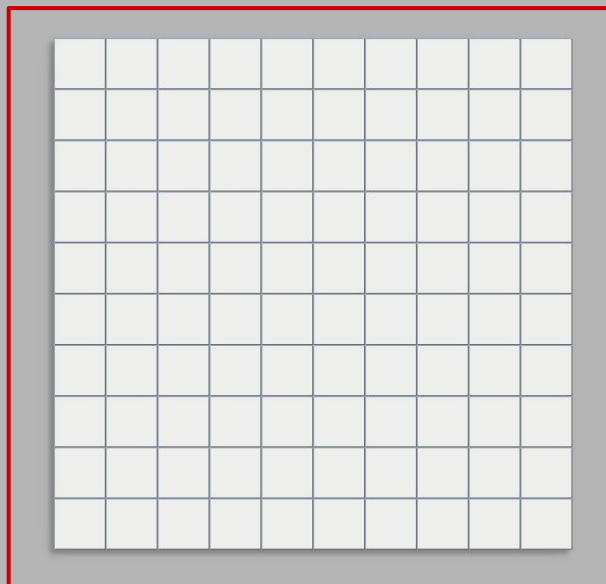
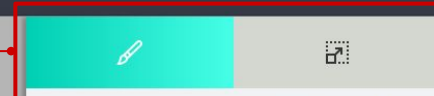
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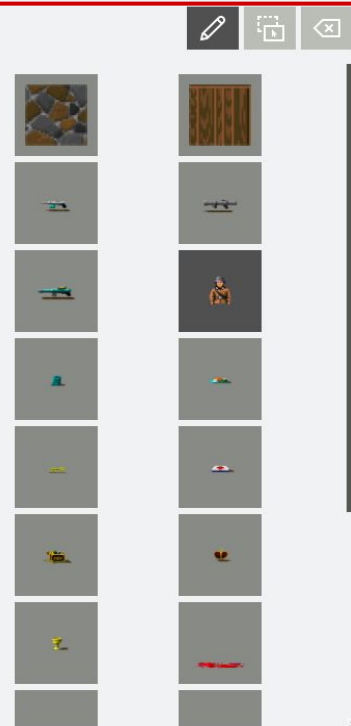


Menu Bar

Tool Section



Map Grid



Name: Guard

Id: 6

1.



## Edit Tool

In this section we will explain all the features that the edit tool offers to the user.

They will be shown below:



**Paint** is useful to draw and clear in the map.

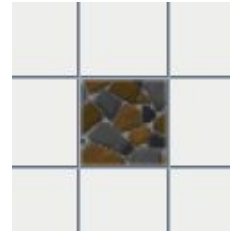
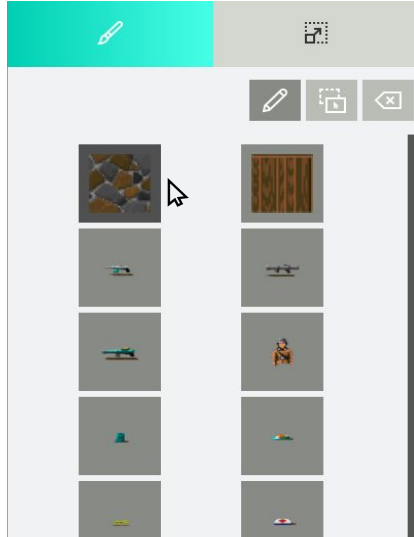


**Drag** is useful to move objects in the map.



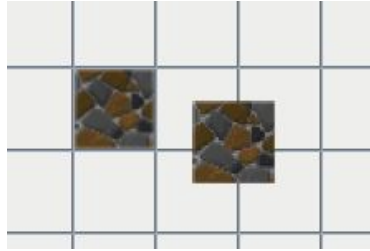
**Clear** is useful to clear all the objects in the map.

## 1.1. Paint



**Select** the object that you want to put in the map.

## 1.2. Drag



**Find** a non-empty cell  
to be dragged.



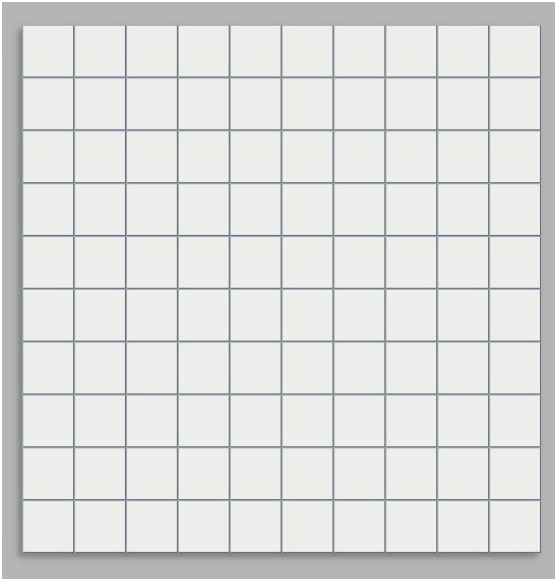
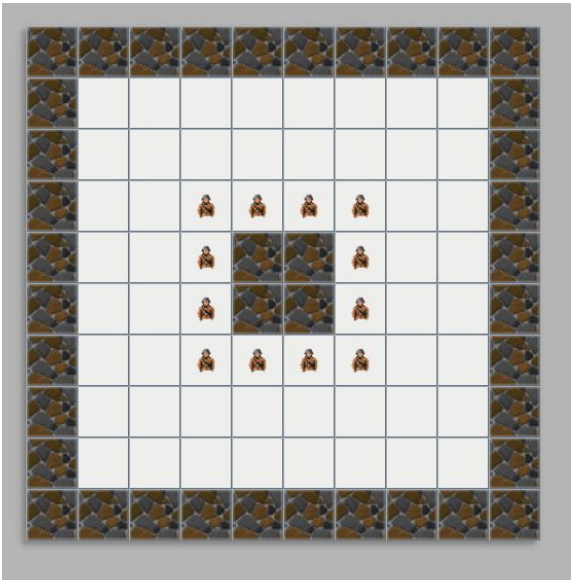
hold + move

**Find** a empty cell to drop.

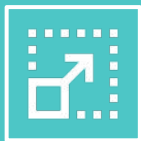


### 1.3. Clear

Clear button will automatically remove all the objects placed on the map.



2.



## Resize Tool

In this section we will explain how the user can resize the map.



In the app there are two ways to resize the map:

1. Custom Size
2. Adding/removing rows and columns wherever you want.



## 2.1. Custom Size maps

Adjusting the values will add or remove the necessary rows and columns in the bottom-right corner:

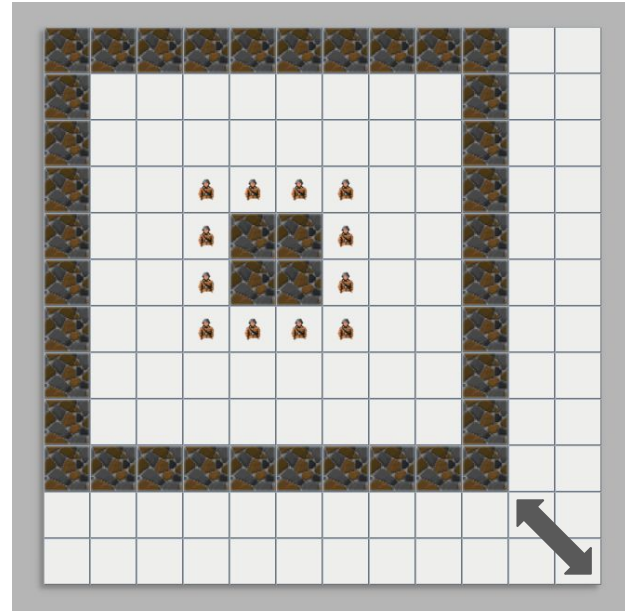
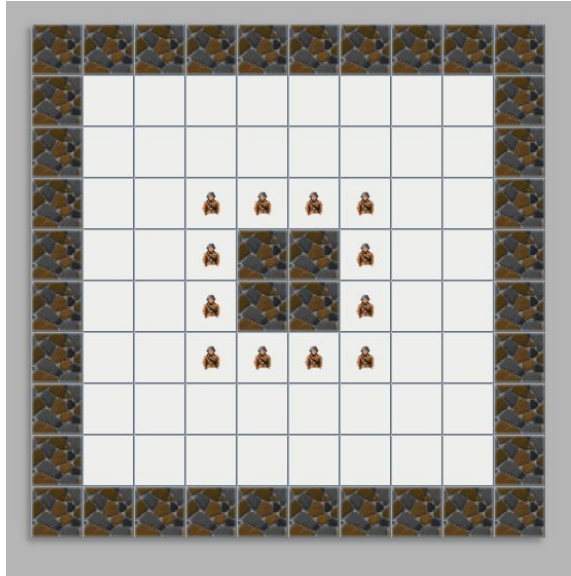
Resize map

Width  Height



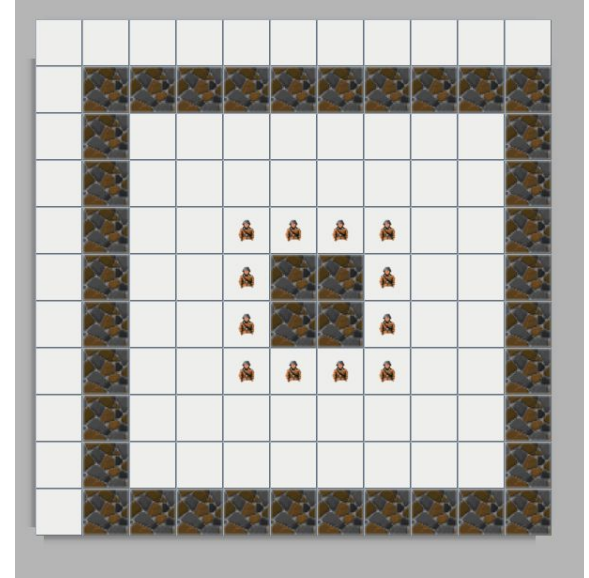
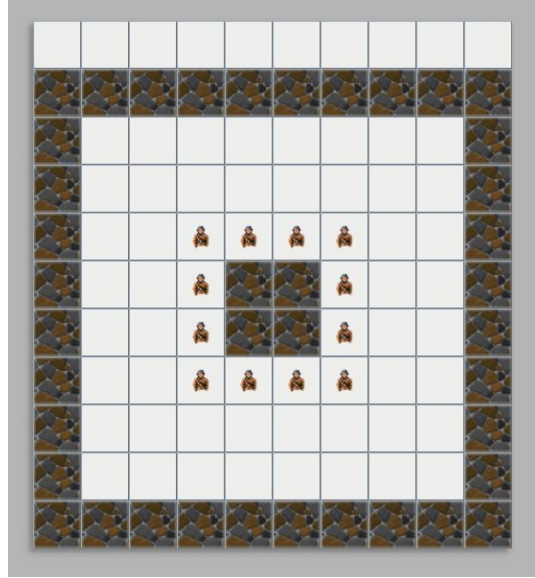
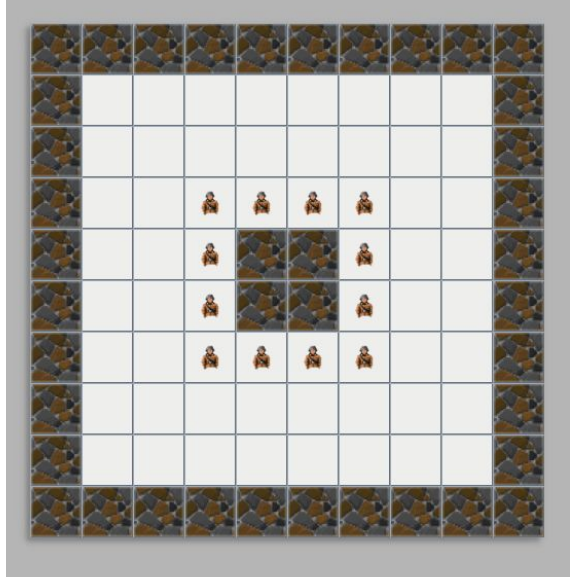
Resize map

Width  Height







## 2.2. Adding rows and columns

If you want to put a row/column wherever you want, use the other option that the app offers:



## 2.3. Considerations

- ❑ When you use  or  the content placed in that cells will be delete.
- ❑ Resize the map will delete all the history. So keep in mind for when you use  or 

# Taller de Programación I

## Grupo 16

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<https://github.com/JulianBiancardi/Wolfenstein-Taller1>