

WRDv2 Editor Help

Editor usage (from left to right):

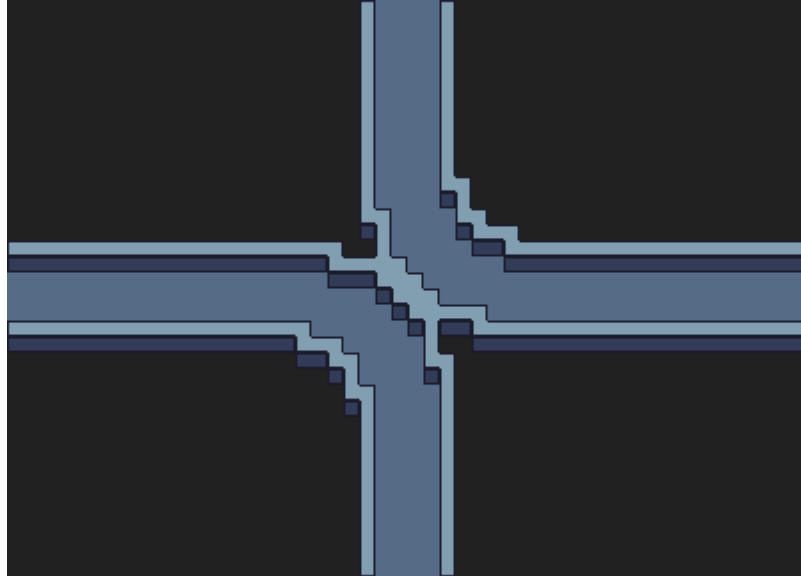


- Paint tool: draws a stroke.
- Line tool: draws a line through two tiles you clicked.
- Rectangle tool: draws a rectangle through two tiles you clicked.
- Fill tool: fills (please avoid using with large/small surfaces, it is very slow).
- Swap mode: Swaps from wall to floor mode (default: wall).
- New file: clears the canvas.
- Open file: loads a *.wrdv2 file.
- Save file: downloads your creation as a *.wrdv2 format file.
- Undo/Redo: Self-explanatory (the Fill tool can break this, so be careful).
- Visualize: opens a grid-less image with your room.
- Help: opens this document.

Biome selector: Used to select biome exclusiveness for that room. Select “Any” for usage in all biomes.

Guidelines:

- Rooms must not contain split paths, if there's a connection that has no pathway leading to all the rest, it can cause problems with isolated areas, and thus unplayable maps. Room with split paths:



- You may not leave any path opened; the only openings allowed are those corresponding to paths.
- Don't put blank holes in the middle of walkable paths; they are only allowed if they are surrounded by walls.
- Please keep in mind this tool is not for creating jokes, so don't post any room files if you wouldn't put them in your own game for everyone to see.