

# Flo's Wolfenstein-Editor

-beta-page-

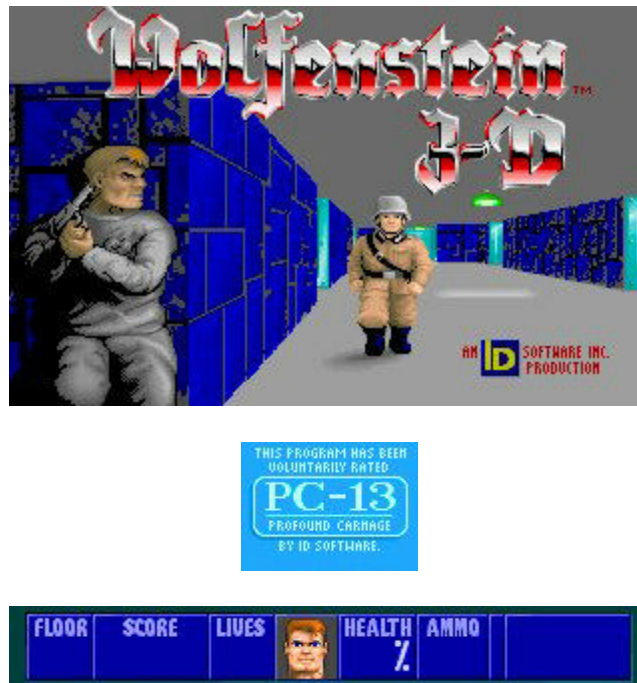
40

[Click here to download newest screenshot \(05.08.99\)](#)

*Here are today's news from the editor (updatet 04.08.99):*

- I MADE IT !!!! Now, you can extract (and soon CHANGE) any VGAGRAPH-Bitmaps! Look at some nice images I extracted from VGAGRAPH.WL1:

\*\* I updated the screenshot... Have a look at it... \*\*



So, now there are only a few hundred lines of FLOEDIT-sourcecode between me and a WL1-Version where my picture appears on the status bar instead of BJ's picture...

But there is still a problem:

The TITLESCREEN (amount of free memory, sound blaster detected, ...) which contains the ID-Logo is placed in file SIGNON.OBJ in the \OBJ directory of the sourcecode. It's no problem for me to write a little bit of code that can change this image to allow you to create full-customizeable wolf-versions, but if I'd do it this way, you're forced to recompile wolfenstein to insert the new title screen into the game. I think this is not linked to the WOLF3D.EXE, but to some other file in a wolf-directory. As soon as I found it (VSWAP???), I'll write the code that gives you the possibility to change the title screen without recompiling the project... I Hope this will work...

### **Features of the editor:**

- Supports WL1/WL6/SOD, Version 1.1 or higher (SOD v1.0); WL3, SDM and gameversion 1.0 are NOT supported directly, but you can import user-defined types containing as much levels as you like (and your engine supports), so you can also import WL3 and SDM!

- Export and import (replace) any VSWAP graphics and sounds
  - Unlimited undo/redo support
  - Unlimited multi-clipboard support
  - Savegame editor wizard
  - Import/export levels
- Manage all your editing projects from one single copy of the editor
  - Use different symbols for every editing project
- Professional mode gives those EXE-hackers full access to the database - useful for adding new walls/objects/monsters
- Auto-floor-inserter: Don't worry about those floor commands - when you've finished your level, click on the "Auto fill" toolbar button, and the editor automatically inserts another floor command in every room you've created!

Well, now you all know how the editor looks like. And if you look at the screenshot, you'll ask: "What is an 'Objecttype' ?". So I'll explain. Whenever you connect to a wolf/spear directory, the 'Objecttypes' page will be activated automatically. Then you can chose to take the standard-type "Wolfenstein Shareware", "Wolfenstein full version" or "Spear Of Destiny". Or you can select a user-defined Objecttype or create a new one. If you only modify maps, you won't need to create any own Objecttypes. Objecttypes manage the symbols that are used by the editor to represent map/object items. So when you modify a version of Wolfenstein where you want YOUR picture instead of the standard picture of Adolf Hitler appearing on the grey brick, you do it like this:

- Define a new objecttype
  - Name it to "Wolfenstein full with me"
- Replace the grey symbol with the yellow point in it with a blue symbol with a purple point in it (or any other symbol)
  - Change the symbol description to "Grey brick / me"

- Replace the graphics

That's all. When you reconnect to any wolf/spear folder then, you can decide if you are editing the normal version with the normal symbol, or if you're editing the new version with the new symbol.

When you copy clipboard objects from one wolf-version to another, the clipboard object previews will be rerendered automatically to represent the new symbol table.

There's also a professional mode in the editor: If you're one of those guys who not only change maps/sounds/grafx but also recompile the exe-file to insert new wall/objects/guards, you can use the professional mode to insert new IDs to the databases (the editor supports 500 walls and 500 objects)...

(Since "int" is a 32-bit signed value in Borland C++ Builder 4, you can create more than 2,000,000,000 different Objecttypes. I think that's enough for everybody...)

This won't be the final page where end-users can download WOLFEDIT,  
just for beta-phase...

Flo:)

[EMail: webmaster@wolfenstein.iwarp.com](mailto:webmaster@wolfenstein.iwarp.com)