2. Quick Start

Here's a lightning-fast tutorial to get you started with WolfEdit.

1) Launch WolfEdit.

A new scenario will be automatically created, and a new level added to it and opened. The new level starts out filled up with stone blocks (except for a few things in the top left corner, which you should ignore for now). To create a room, we need to clear out some empty space. We'll use the Rectangle tool, which is handy for creating rectangular rooms.

2) Click on the blue stone wall:

t's near the right hand end of the third row of the item palette at the top of the window.

3) Select the Rectangle tool:

t's in the tool palette on the left.

4) Click and drag in the middle of the map to select a rectangle. When you let go, you'll get an empty area surrounded by the wall type you chose:

ow we'll set the starting position:

5) Select Start Facing East:

t's near the top left of the item palette.

6) Select the Pencil tool:

) Click inside your room, near the west wall.

And finally, we'll set the ending position:

8) Select the Lift Control Panel:

t's about a third of the way along the fourth row of the item palette.

9) Click on one of the blue stone blocks on the east wall of your room. You should now have something looking like this:

0) Choose Save As... from the File menu. At the bottom of the dialogue, set the File Type to Wolfenstein. Enter a name for your scenario, and save it.

To find out how to play the scenario you've just created, see the next chapter, Playing your Scenarios.