

# 5. Map Editing

This chapter describes the Map Window and the tools and menu commands available for editing the floors of your scenario.

## The Map Window

The map window is divided into three parts. The largest area is the map area, where you do your editing. Above that is the item palette, which contains all of the items that you can place on the map. On the left is the tool palette, which contains a selection of tools for operating on the map.

## The Map Area

This area consists of a 64 by 64 grid of squares, which is the maximum size of a Wolfenstein floor. Each square can contain one item, which may be a wall block, door, object or guard.

A new level starts out filled up with stone blocks. This is because, for various reasons, it is best not to have any unused empty spaces in a Wolfenstein level. So, remember that to create a room you need to clear out an empty space as well as surrounding it by the type of wall you want.

At the top left of a new map you will notice a small group of items: a starting position, a secret door, a guard and a piece of treasure. These constitute the smallest possible valid Wolfenstein level. Each level must have a starting position, and at least one guard, one treasure and one secret door, otherwise Wolfenstein may crash. It is recommended that you leave these items there until you have placed one of each elsewhere on your map; that way, you will always have a level that works.

## The Item Palette

The item palette is used to select items to be placed on the map. Clicking on an item makes it the current item to be used by the editing tools described below. You can also select items in the palette by using the Walls 1, Walls 2, Doors, Furniture, Items, Treasures and Enemies menus.

## The Tool Palette

Selection Tool

This tool is used to select a rectangular region of the map for further operations. You can move a selected region by clicking inside it and dragging. You can move a copy of the selected region by holding the Option key down while you click and drag.

#### Pencil Tool

The Pencil places or erases items on the map. If you click on a square containing some item other than the current item, the current item is placed there and anywhere you drag to before releasing the mouse. If you click on a square which already contains the current item, the pencil will erase squares until you release the mouse.

#### Eraser Tool

The Eraser simply erases whatever it touches on the map.

#### Eyedropper Tool

The Eyedropper “sucks up” the item you click on in the map, and makes it the current item. You can also temporarily select the Eyedropper while using the Pencil, Paint Pot or Rectangle tools by holding down the Option key.

#### Paint Pot Tool

The Paint Pot is used to fill in areas of the map. The square you click on and all adjacent areas containing the same item are filled with the current item.

#### Rectangle Tool

The Rectangle Tool creates a rectangular empty space bordered with the current item.

#### Sound Tool

The Sound Tool is used to control the way sound propagates between rooms. See the section below on Sound Areas for more information.

## Map Editing Commands

The following commands in the Edit menu are available for map editing:

**Undo** can be used to undo most map editing operations.

**Cut, Copy, Paste** and **Clear** can be used on selected regions of the map, both within a floor and between different floors.

**Flip Horizontal, Flip Vertical, Rotate Left and Rotate Right** perform the indicated operation on the selected map region.

**Level Status** displays a dialogue reporting the current number of rooms, doors, objects, guards, treasures and secret doors in the map, together with the limits on these imposed by Wolfenstein 3D.