7. Rooms and Sound Areas

This chapter explains what a room is and lists the rules you need to follow when creating rooms. It also explains how to control the way sound propagates between rooms and wakes up enemies.

Rooms

A room is an area of empty space separated from other rooms by walls and doors. For example, the following piece of map contains three rooms:

<div style="text-align:center">

1   2

3

</div>

However, two otherwise separate rooms connected by a secret door count as one room, so this map has only two   rooms:

olfenstein 3D only allows a maximum of 64 distinct rooms on one floor. So, don't leave unused empty spaces in the map – they'll unnecessarily count against your room limit.

Wolfedit will automatically warn you if you try to close a floor containing too many rooms.

Never create a room whose interior reaches the edge of the map. If the player attempts to walk off the edge of the world, Wolfenstein 3D may crash.

Be careful of rooms which meet at a corner like this:

his counts as two separate rooms, but the walls don't completely block them off from each other. If there is an object in the corner of one room, and the player stands on the other side, he will be able to pick the object up, even though it's in a different room. For example, in this situation,

he player will be able to get the treasure. This is okay if it's what you want, but you should keep it in mind so that you don't accidentally allow solutions to your floor that you didn't intend.

Another consequence is that in this situation,

he guard can shoot the player through the wall!

Sound Areas

Normally, each room is a separate sound area.   This means that when you fire your gun, any guards in the same room will hear you and come after you (unless they're ambush guards) but guards in other rooms will not.

You can link two or more rooms together into a single sound area using the sound tool.   Any sounds you make in one of the rooms will then be heard in all the other rooms belonging to the same sound area.

Sound Tool

To link rooms together into one sound area, use the sound tool to place a sound marker   in each room, and give all the markers the same sound area number.

To place a sound marker in a room, click somewhere inside the room with the sound tool. You will get a dialogue asking you for a sound area number from 1 to 64. It doesn't matter what number you choose, as long as you give all markers that are to belong to the same sound area the same number.

Here is an example of a pair of rooms marked as belonging to the same sound area:

he rooms in this example happen to be adjacent, but that's not necessary. You can connect rooms on opposite sides of the map if you want, and sound will obligingly travel from one to the other without passing through any of the rooms in between!

To change the number of a sound marker, click on it with the sound tool to bring up the sound marker dialogue.

To delete a sound marker, click on it with the sound tool and press the Remove button in the dialogue.

Don't place a sound marker on top of a wall – it's meaningless to do so and might cause strange things to happen. (There's no problem with placing a sound marker on top of an object or guard, however, and sometimes you may have to do this.)

Don't place more than one sound marker in one room. It's never necessary, and it could lead to confusion if they have different numbers.