

# 11. Before You Ask...

This chapter attempts to answer some questions that I anticipate many people will ask. You may be disappointed with the answers, because they concern features that WolfEdit 2 does not have, and will not have in the foreseeable future.

There are workarounds in some cases, but they are not for the faint-hearted. I will explain them briefly here, and assume you have enough knowledge of ResEdit and Macintosh internals to understand the explanations.

## How do I install my own sound effects?

The short answer is: you don't.

The medium-length answer is that it's not possible to replace the sounds built into Wolfenstein by installing resources in a scenario file. Wolfenstein loads the sounds before opening the scenario file, so any sounds in the scenario file are ignored. In the interests of causing the least amount of chaos, WolfEdit 2 has been designed to only produce scenario files that can be played on a standard, unmodified Wolfenstein. As a result, it can't install custom sounds.

Now for the long answer. If you're determined, you can change the sounds built into Wolfenstein using ResEdit. You will have to find the 'csnd' resource for the sound you want to change, delete it, and then insert an ordinary 'snd' resource with the same ID containing your new sound.

If you're really determined, you can put sounds in a scenario file, but you'll have to delete any corresponding 'csnd' or 'snd' resource from Wolfenstein, which means that this is probably not a useful thing to do. Just possibly, it might be workable to delete all the sounds from Wolfenstein, and then make sure that every scenario you create contains a full set of sounds, either new ones or copies of the originals.

However, if you do that, it will be awkward for other people to use your scenarios, since they'll have to modify their Wolfenstein first. Furthermore, distributing scenarios containing copies of any of the original Wolfenstein sounds would be a violation of copyright, as would distributing a copy of Wolfenstein with sounds installed.

You could possibly distribute a "patcher" with your scenario that installs your custom sounds into Wolfenstein. However, you should be aware that MacPlay, who created the Macintosh version of Wolfenstein 3D, may not approve of the distribution of patches which alter their application.

## Can I add new instruments?

Maybe. Each built-in instrument consists of an 'INST' resource and an associated 'snd ' or 'csnd' resource. The ID of the 'INST' resource corresponds to the MIDI Program Number used for selecting the instrument. The first word of the 'INST' resource contains the ID of the sound resource. I don't know the significance of the rest of the data in the 'INST' resource, however.

If you want to experiment, you can add 'INST' and 'snd ' resources to a WolfEdit scenario file using ResEdit, and WolfEdit will preserve them.

## Is there any way to add new walls? Doors? Objects? Guards?

No. The number and behaviour of these things are hard-coded into Wolfenstein 3D. It's not possible to add any more, only to replace existing ones.