

WA Editor v3.00 – Manual

Reference – Command 10/11 Values

Commands 10 and 11 allow you to play a sound from the game's sound files. Command 11 plays the sound from a tile.

Here are valid values

- 0: Star collected.
- 1: TollGate opening (slow "cha-ching").
- 10: Spring bounce.
- 11: Gem collected (pitch change included).
- 12: Coin or token collected (fast "cha-ching").
- 13: Rainbow Crystal tone.
- 14: Wakka.
- 15: Monster killed.
- 16: Electric zap.
- 20: Sliding across ice.
- 21: Normal button pressed.
- 22: Rotator button pressed.
- 23: Timer button pressed.
- 24: Color changer button pressed.
- 28: Ghost ambience.
- 29: Wraith becoming visible.
- 30: Fire trap begin.
- 31: Fire trap loop.
- 32: Cage fall.
- 33: Bridge raising out of water.
- 34: Bridge sinking back into water.
- 35: Mecha bridge sinking.
- 36: Mecha bridge raising.
- 37: Wooden door open (Dungeon Door).
- 38: Metal door open (AutoDoor).
- 39: Metal door close (AutoDoor).
- 40: Transporter loop.
- 41: Transporter stop.
- 42: Teleporter used.
- 43: Suction tube used 2.
- 44: Suction tube used 1.
- 45: Player character hitting obstacle after being airborne: "Oof!"
- 50: Wee Stinker dialogue: "Hi there!"
- 51: Wee Stinker dialogue: "Hi!"

52: Wee Stinker dialogue: "Morning!"(?)
53: Wee Stinker dialogue: "Hello!"
54: Wee Stinker dialogue: "Yoo-hoo!"
55: Wee Stinker dialogue: "Yeah?"
56: Wee Stinker dialogue: "Hmm?"
57: Wee Stinker dialogue: "What?"
58: Wee Stinker dialogue: "Uh-huh?"
59: Wee Stinker snoring.
60: Wee Stinker dialogue: "Okay!"
61: Wee Stinker dialogue: "Sounds good!"
62: Wee Stinker dialogue: "Okee-dokey!"
63: Wee Stinker dialogue: "Here I go!"
64: Wee Stinker dialogue: "Yee!"(?)
65: Wee Stinker death.
66: Wee Stinker dialogue: "Oh no!"
67: Stinker drowning.
68: Wee Stinker dialogue: "I'm bored. When are we gonna do something around here?" [unused]
69: Wee Stinker dialogue: "I'm tired."
70: Wee Stinker dialogue: "Woo!"
71: Wee Stinker dialogue: "Thank you!"
72: Wee Stinker dialogue: "Bye-bye!"
73: Wee Stinker dialogue: "Yay!"
74: Baby Boomer dialogue: "Kaboom?"
75: Baby Boomer dialogue: "Kaboom."
76: Baby Boomer dialogue: "Kaboom."
77: Baby Boomer explosion preparation: "Ka..."
78: Baby Boomer exploding: "Kaboom!"
79: Baby Boomer dialogue: "Kaboom!" (frightened)
80: Magic collected.
81: Blinked.
82: Spellball created.
83: Brr slab created.
84: Ice cube destroyed.
85: Stinker frozen: "Whoa!"
86: Chomper frozen: "Nyak?"
87: Thwart frozen.
88: Spellball bouncing off ice wall.
90: Teleporter activated.
91: Teleporter deactivated.
92: Growflower created.
93: Floing bubble deployed.
95: Mothership loop.
96: Mothership destroyed.
97: Lurker chomp.

98: Moobot moving/alarm.
99: Moobot hitting obstacle.
100: Scritter moving.
101: Chomper moving: "Nyak."
102: Fireflower activated.
103: Fireflower shooting spellball.
104: Fireflower damaged.
105: Fireflower killed.
106: Thwart footstep.
107: Thwart collecting item.
108: Turtle entering water.
109: Spikeyball loop.
110: Cuboid destroyed.
111: Tentacle raise.
112: Tentacle retract.
113: Ice Troll grunt.
114: Ice Troll frozen.
115: Crab moving.
116: Crab awakening.
117: Crab getting hit by Pow.
118: Coily bounce.
119: Mecha Chomper moving.
120: Waterfall loop 1.
121: Duck quack.
122: Earthquake.
123: Void loop.
124: Water droplet.
125: Waterfall loop 2.
126: Ocean 1.
127: Ocean 2.
128: Seagulls 1.
129: Seagulls 2.
130: Menu item selected.
131: Dialogue box opened.
132: Dialogue box closed.
133: "Load game."
134: "Save game."
135: "Are you sure?"
136: Response selected in dialogue box.
137: "Please wait. We're loading your game."
138: Deep wind? [unused]
139: Harp.
140: Z-Bot dialogue: "Eliminate!"
141: Z-Bot dialogue: "I am a Z-Bot."

142: Z-Bot dialogue: "We are the Z-Bots."
143: Z-Bot dialogue: "Intruder alert."
144: Z-Bot dialogue: "I am error."
145: Z-Bot dialogue: "Does not compute."
146: Z-Bot dialogue: "End of line."
147: Z-Bot dialogue: "Chicken! Fight like a Z-Bot."
148: Z-Bot dialogue: "All your base are belong to us."
149: Z-Bot dialogue: "Resistance is futile."
150: Stinker death: "Aaaah!"
151: Stinker death: "Ow!"
152: Stinker drowning (duplicate of 67).
153: "Uh-oh, it's getting hot."
154: "Ow, hot hot hot hot hot!"
155: Thunder 1.
156: Thunder 2.
157: Thunder 3.
158: Z-Bot dialogue: "Stinker eliminated."
159: Z-Bot dialogue: "Eliminate the Stinkers."
160: Player dead: "Aww!"
161: Player dead: "Hm. I guess that was too hard."
162: Player dead: "Uh-oh! That didn't go so well."
163: Player dead: "Whoopsedee! Gonna have to try that again."
164: Adventure start: "Woohoo! Here we go!"
165: Adventure start: "Geeeeeeet ready!"
166: Adventure start: "Alrighty! Here we go!"
167: Adventure start: "Are you ready?"
168: Adventure start: "3, 2, 1, go!"
169: Stinker dialogue: "Yooloo!"(?)
170: Stinker on ice: "Woohoo!"
171: Stinker on ice: "Woo!"
172: Stinker on ice: "Hehehehe!"
173: CustomItem collected.
174: CustomItem collected (duplicate of 173).
175: Key doesn't fit in gate: "Aww."
176: Use Spy-Eye: "Aha!"
177: Stinker dialogue: "Hello. Nice to see you."
180: Stinker on ice: "Yoof!"
181: Stinker on ice: "Woo!"
182: Stinker on ice: "Woo!"
187: Stinker dialogue: "Hi, whatcha doin' there?"
188: Stinker dialogue: "Hi, it's nice to see you."
189: Stinker dialogue: "Hi, how are thee, are thee good?"
190: Stinker dialogue: "Hello!"
191: Stinker dialogue: "Hi, how are ya?"

- 192: Stinker dialogue: "Yooloo!"(?) (duplicate of 169)
- 193: Stinker dialogue: "Hello, nice to see you."
- 194: Stinker dialogue: "Hello!" (feminine)
- 195: Stinker dialogue: "What's cooking, good-looking?"
- 196: Stinker dialogue: "Hello."
- 197: Stinker dialogue: "Yup."
- 198: Stinker dialogue: "Whatcha doing?"
- 199: Stinker dialogue: "Nice to see you!"