

WA Editor v3.00 – Manual

Reference – Object Logics

Using Command 4 Data2 values 9 and 10, you can modify object type and subtype respectively, thus changing object logic. Valid values are given below.

ObjectType and ObjectSubType Valid Values

-=-KEY=-=

Type,SubType: Result.

0,0: Static and not solid.

1,0: Player.

10,0: Gate.

10,1: Cottage Door.

10,2: Dungeon Door.

10,9: Auto-Door (POTZ).

11,0: Tollgate.

20,0: Fire.

30,0: Teleporter.

40,0: Bridge.

45,0: Trail Lead (POTZ).

46,0: Trail Tail (POTZ).

50,0: Floing Spellball.

50,1: Pow Spellball.

50,2: Pop Spellball.

50,3: Grow Spellball.

50,4: Brr Spellball.

50,5: Flash Spellball.

50,6: Blink Spellball.

50,7: Null Spellball.

51,0: Magic Shooter (MOFI).

52,0: Meteor (MOFI).

54,0: Magic Mirror [Blank] (MOFI).

54,1: Magic Mirror [Fire Glyph] (MOFI).

54,2: Magic Mirror [Ice Glyph] (MOFI).

54,3: Magic Mirror [Time Glyph] (MOFI).

54,4: Magic Mirror [Friend Glyph] (MOFI).

54,5: Magic Mirror [Home Glyph] (MOFI).

60,0: Ice Block.

90,0: Colour Square.

90,1: Colour Round.

90,2: Colour DiamondOnce.
90,3: Colour Diamond.
90,4: Colour Star.
90,5: ColX2Y Square.
90,6: ColX2Y Round.
90,7: ColX2Y DiamondOnce.
90,8: ColX2Y Diamond.
90,9: ColX2Y Star.
90,10: LevelExit.
90,11: NPC Modifier.
90,12: Fake Stinker Exit.
90,13: Adventure Star.
90,14: Adventure Star (Used).
90,15: General Command.
90,16: Rotator.
90,32: InvColour Square.
90,33: InvColour Round.
90,34: InvColour DiamondOnce.
90,35: InvColour Diamond.
90,36: InvColour Star.
90,37: InvColX2Y Square.
90,38: InvColX2Y Round.
90,39: InvColX2Y DiamondOnce.
90,40: InvColX2Y Diamond.
90,41: InvColX2Y Star.
90,42: Rotator Inv.
100,0: Hat.
101,0: Shadow.
110,0: Stinker NPC.
120,0: Wee Stinker (Asleep).
120,1: Wee Stinker (Following Player).
120,2: Wee Stinker (Stationary).
120,3: Wee Stinker (Falling Asleep).
130,12: Stinker Exit.
140,0: Cage.
150,0: Scritter.
151,0: Rainbow Bubble (POTZ).
160,0: Wall.
161,0: Waterfall.
162,0: Cottage.
163,0: Windmill Rotor.
164,0: Fountain.
165,0: Arcade.
166,0: Sky Machine Map.

170,0: Gold Star.
171,0: Coin.
172,0: Key/Keycard.
173,0: Gem.
174,0: Token.
179,0: Custom Item.
180,0: Sign.
190,0: Splish.
190,1: Steam.
190,3: Spray.
190,4: Sparks (POTZ).
190,5: Blink Effect (POTZ).
190,6: CircleBurst (POTZ).
190,7: Spiral (POTZ).
200,0: Normal Magic Charger.
200,1: Faint Magic Charger (POTZ).
210,0: Transporter.
220,0: Dragon Turtle.
230,0: FireFlower/IceFlower (stationary).
230,1: FireFlower/IceFlower (faces player).
230,2: FireFlower/IceFlower (turns clockwise).
230,3: FireFlower/IceFlower (turns counter-clockwise).
240,0: Barrel Reg.
241,0: Barrel TNT.
242,0: Cuboid.
250,0: Chomper.
250,1: Water Chomper (POTZ).
260,0: Spikeyball.
270,0: Busterfly/Glowworm.
280,0: Spring.
281,0: Suction Tube (POTZ).
290,0: Thwart.
300,0: Brr Float.
301,0: Rainbow Float (POTZ).
310,0: Rubber Ducky.
320,0: Void.
330,0: Wysp/Wisp.
340,0: Tentacle (MOFI).
350,0: GrowFlower (MOFI).
360,0: Floing Bubble (MOFI).
370,0: Green Crab (MOFI).
370,1: Red Crab (MOFI).
380,0: Ice Troll (MOFI).
390,0: Kaboom! (MOFI).

400,0: Baby Boomer (MOFI).
410,0: Flip Bridge (MOFI).
420,0: Coily (MOFI).
421,0: Scouge (MOFI).
422,0: UFO (MOFI).
423,0: Retro Z-Bot (MOFI).
424,0: Laser Gate (MOFI).
425,0: Rainbow Coin (MOFI).
430,0: ZipBot (POTZ).
431,0: ZapBot (POTZ).
432,0: MooBot (POTZ).
433,0: ZBot NPC (POTZ).
434,0: Mothership (POTZ).
441,0: Sunsphere (POTZ).
450,0: Lurker (POTZ).
460,0: BurstFlower (POTZ).
470,0: Ghost (POTZ).
471,0: Wraith (POTZ).