

# WA Editor v3.00 – Manual

## Reference – Command 4

Command 4 is the most powerful command ever in the WA Editor! It allows you to change a property of an object, meaning you can make any object function differently in game.

Command: 4  
Data1: Object ID  
Data2: Object modifier you want changed  
Data3: What you want the modifier changed to  
Data4: Not used

However, this command is also bit more complex than any other command. Data1 and Data2 are obvious enough, but Data3 requires some more attention because you should know what values it will accept.

So, a separate list was created to guide you so you can make heads and tails of it.

### **Command 4 Data2 Values**

Let's know what the valid values are for Data2 in Command 4:

- 1: MovementTyp
- 2: MovementTypeData
- 3: RadiusType
- 4: Data10
- 5: AttackPower
- 6: DefensePower
- 7: DestructionType
- 8: ID
- 9: Type
- 10: SubType
- 11: Active
- 12: ActivationType
- 13: ActivationSpeed
- 14: Status
- 15: Timer
- 16: TimerMax1
- 17: TimerMax2
- 18: Teleportable
- 19: PushButton
- 20: WaterReact
- 21: Telekinesisable

22: Freezable  
23: Data0  
24: Data1  
25: Data2  
26: Data3  
27: Data4  
28: Data5  
29: Data6  
30: Data7  
31: Data8  
32: Data9 (23 to 32 are the main object modifiers)

## Comments

**MovementType:** How an object moves, i.e. bouncing around like a SpikeyBall, running away from the player like a Scritter, following them like a Chomper, etc.

**MovementTypeData:** cbloopy found this a long time ago, but to the best of my knowledge, no one knows what it actually does, if anything.

**RadiusType:** Probably an early development relic.

**Data10:** Same as above, though it seems to be used for an NPC's X destination.

**AttackPower/DefensePower:** Probably an early development relic, though DefensePower was retooled into the NPC Greeting variable for WA3.

**DestructionType:** Changes the "type" of destruction animation that occurs when an object is destroyed. I only tested a few values - 1 is the default "white stars explosion" animation, while other values removed the effect entirely (though the score pop-up still appeared on destroying a chomper).

**ID:** Self-explanatory.

**Type:** Object logic (i.e. key, coin, gate, NPC, etc.). Check out references for valid values.

**SubType:** Object "sub-logic". For objects with multiple behavioural styles (i.e. buttons - round buttons, square buttons, diamond buttons), this determines which "style" they use. Check out references for valid values.

**Active:** Self-explanatory.

**ActivationType:** How an object "activates" (i.e. gates raising out of the ground, growing, fading in/out). Values can be found in the above link.

**ActivationSpeed:** How quickly an object activates (i.e. a gate opening/closing). Odd numbers and 0 don't work.

**Status:** At the very least, this is used for FireTraps - Namely, to determine whether they're firing or not (0 = not firing, 1 = firing). However, it still abides by the Timer settings - Setting a FireTrap's Status to 1 during an "off" cycle will make it fire for one frame then turn off again.

**Frames remaining in current cycle/Timer:** Connected to 14. Determines how many frames are left before the object switches statuses (i.e. Setting 15 to 60 while a FireTrap is off will make it start firing again after 60 frames/1 second, while setting it to 5 while it's on will make it turn off after 5 frames). Not sure if these two are used outside of FireTraps, though they likely are.

**TimerMax1/TimerMax2:** The "reference" values for objects with different cycles (i.e. TimerMax1 is how long a FireTrap will remain off for).

**Teleportable/PushButton:** Self-explanatory. When the value is 1, the object can use teleporters/push

buttons. When the value is **anything but 1**, it can't.

**WaterReact:** Relic from early development. Has no apparent effect.

**Telekinesisable/Freezable:** Most likely early development relics. Probably controlled whether or not an object could be moved using the white Power glove or frozen using the blue Ice glove, in the pixel movement build. No apparent effect in the final game.

**Data0 - Data9:** These are used in almost every single object, besides most scenery. They rarely show up as such in-editor, though - for gates/keys/keycard, Data0 is Colour and Data1 is SubColour. For Stinker NPCs, Data0 is their eye/shoe colour, Data1 is their expression, Data2 is their hat model, Data3 is the hat colour, and so on. For Spikeyballs and Chompers, Data2 is their speed. Further experimenting might yield more results.