



Hello! In this part of the documentation you will find informations about the WapWorld editor.

version: final, author: Pejti

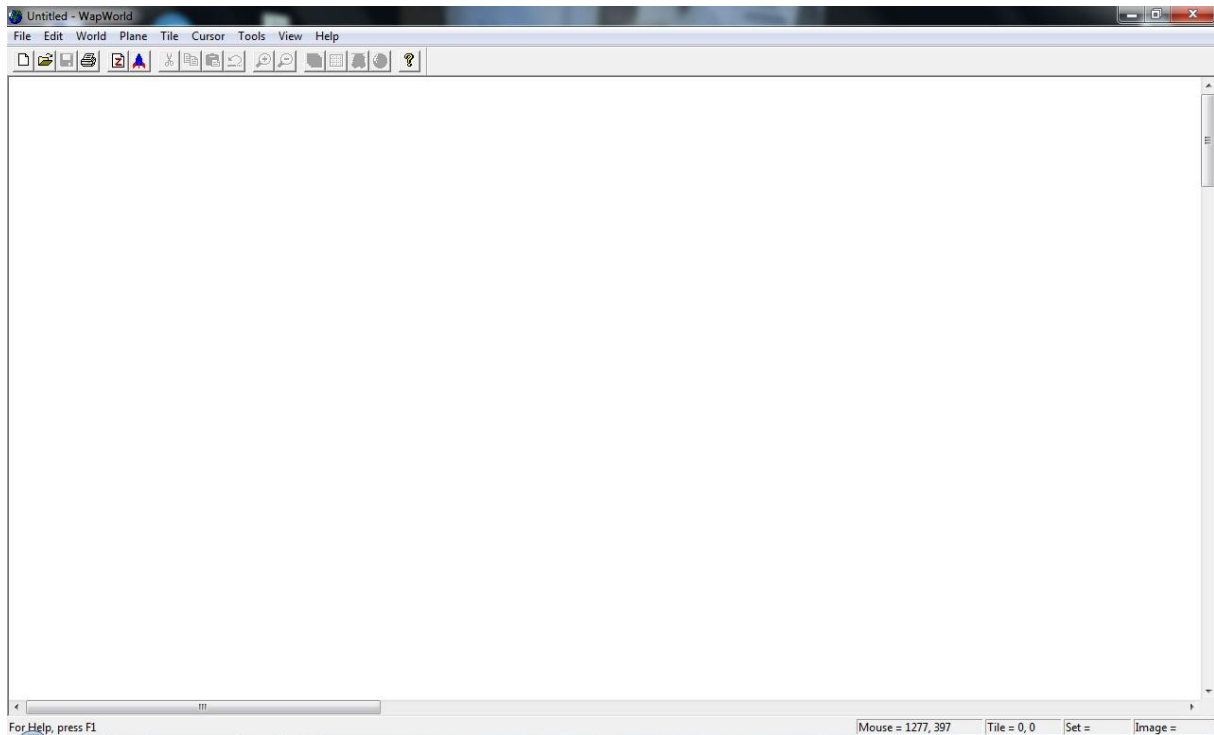
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Colour ■ means objects mode, colour ■ means tile mode.

## Main window of editor

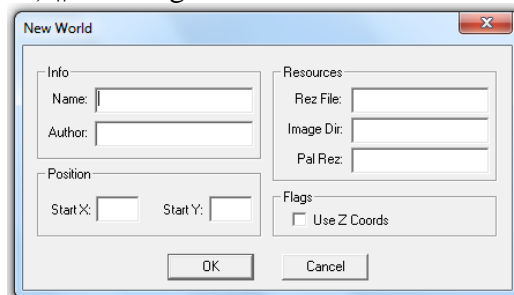
Open WapWorld and wait until it runs (it takes few seconds). You should see editor window as in the screenshot below:



At the top there is name of level (Untitled) and you can see available options below.

### a) Bookmark - File

- File – **New...**(Ctrl+N) || Creating new level:



-**Name**: name of level [type default name of level e.g. "Claw - Level 1" or "name of level (1)"] - just save your level as "name of level.WWD" and everything will be alright

-**Author**: author of the level

-**Start X** and **Start Y** – starting coordinates e.g.: Start X: 100, Start Y: 100 – after level loading Claw will appear in this place

-**Rez File**: CLAW.REZ file directory (this file is in the main directory of the game, only in Claw's versions <= 1.3) e.g.: C:\MY GAMES\CLAW\CLAW.REZ

-**Image Dir**: shortened path for objects/tiles which we will use in our level:

E.g. **\LEVEL1\TILES** – means that our base level is "La Roca". Instead 1 we can type number from 1 to 14, according to Claw's levels:

1	La Roca	2	The Battlements	3	The Footpath	4	The Dark Woods	5	The Townships
6	El Puerto del Lobo	7	The Docks	8	The Shipyards	9	Pirates Cove	10	The Cliffs
11	The Caverns	12	The Undersea Caves	13	Tiger Island	14	The Temple		

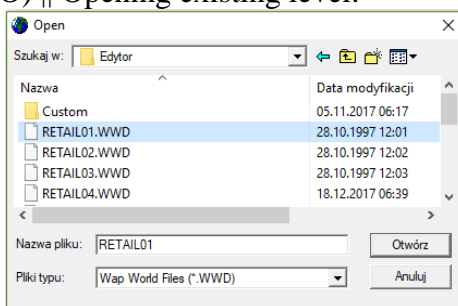
-Pal Rez: path for level's palette:  
e.g.: \LEVEL1\PALETTES\MAIN.PAL

### ATTENTION!

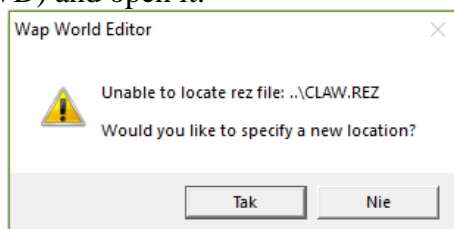
In Image Dir field and Pal Rez field the numbers have to be the same: e.g. if you want to create The Footpath level, both fields MUST HAVE "LEVEL3".

-Use Z Coords – usage Z coordinators

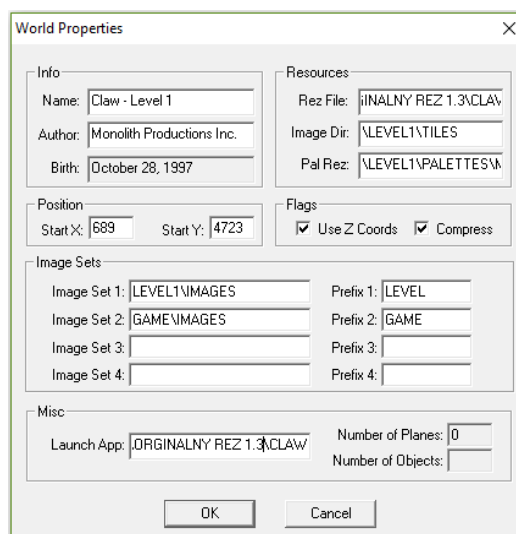
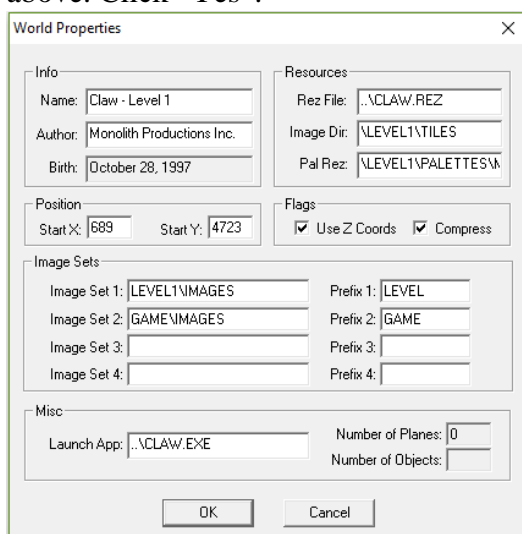
- File - Open...(Ctrl+O) || Opening existing level:



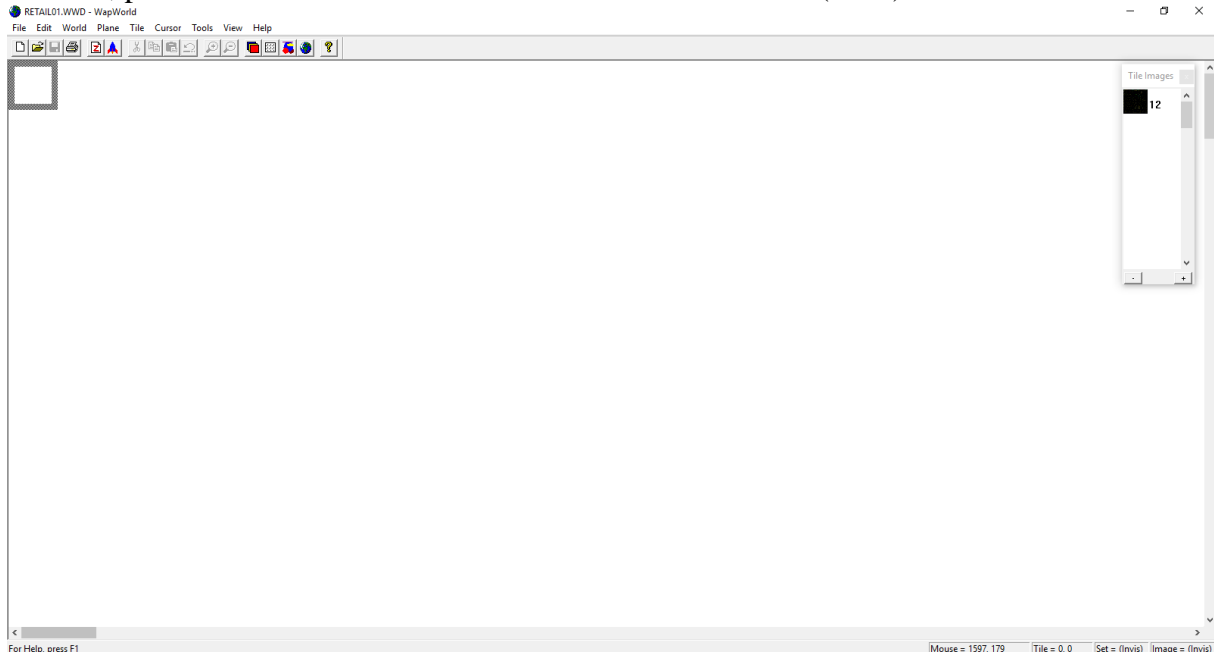
Choose level (extension .WWD) and open it.



If we did not choose path for CLAW.REZ file it will appear window as in the screenshot above. Click "Yes".

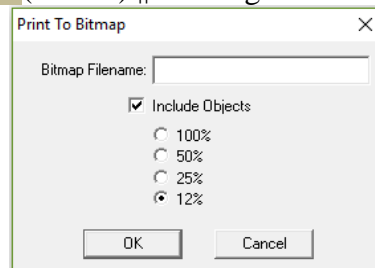


In new window (left screenshot, previous site) we have to change "3 dots" in **Rez File** field and in **Launch App** field. We type path for CLAW.REZ file instead dots (right screenshot, previous site). In this window we can find informations about level (Info), resources (Resources), starting position (Position), additional options (Flags): level compress (Compress) and (Use Z Coords), **Image Sets** - images for levels objects and other, next fields: Prefixes, path for CLAW.EXE file and additional informations (Misc). Click "OK".



If we made everything okay, editor will load the level. You should see in the upper left corner "flashing" square.

- File - **Save** (Ctrl+S) || Saving level
- File - **Save As** || Saving level in specified location
- File - **Print To Bitmap...** (Ctrl+P) || Printing level to image (.BMP)



In this window we type name for image (Bitmap Filename: ), we check or uncheck are we want objects (Include Objects), at the end we choose scale for image:

- 100% - image in original width and height
- 50% - width and height of image will divided by 2
- 25% - width and height of image will divided by 4
- 12% - width and height of image will divided by 8

Image with smaller dimensions will be saved faster but it will be less detailed. More % cause longer saving to .BMP file. Image will be saved exactly where .WWD file is.

### Example

Original width and height of La Roca level is 384 tiles out of 96 tiles (384x86). Every tile has 64 width and 64 height (in pixels) what means:

- 100% - 384\*64x96\*64 gives 24756x6144 (in pixels), file size ~144MB
- 50% - 12288x3076 (in pixels), file size ~36MB
- 25% - 6144x1536 (in pixels), file size ~9MB
- 12% - 3072x768 (in pixels), file size ~2,25MB

With some scales can appear a little differences with dimensions (after save). Difference is from several to dozens pixels.

- File - **Print Setup...** || Simple printing options

Below in **File** we can find last opened levels.

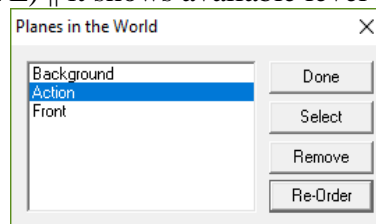
- File - **Exit** || exit the editor

## b) Bookmark - Edit

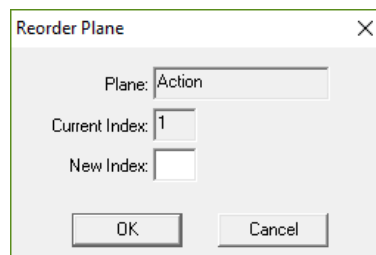
- Edit - **Undo** (Ctrl+Z) || simple undo (it works only in Tile Mode)
- Edit - **Cut** (Ctrl+X) || simple cut (it works only in Object Mode)
- Edit - **Copy** (Ctrl+C) || simple copy (it works only in Object Mode)
- Edit - **Paste** (Ctrl+V) || simple paste (it works only in Object Mode)
- Edit - **Object Mode/Tile Mode** (Ctrl+M) || switch to Object Mode/Tile Mode

## c) Bookmark - World\*

- World - **Planes...** (Ctrl+L) || it shows available level layers



In this window we can see what layers we have, their names, we can select one of them (Select), remove (Remove) or change their display order (Re-Order). The screenshot below shows Re-Order window:



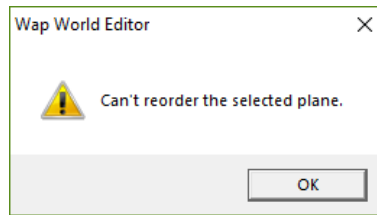
First field is a layer name (Plane: ), current layer number (Current Index: ) and last field (New Index: ), where we can type new value for this layer.

### ATTENTION!

We number layers from 0 (zero) upwards. If you will type negative value for layer, editor will crash.

### Example:

We have 3 layers. We can use numbers for layers:  $X - 1$ , where  $X$  - number of layers. Available numbers for this layers: 0, 1, 2. If we change value for Action layer to 2, then value for Front layer will automatically change to 1. If we change value for Action layer to 0, then value for rest of layers will automatically change to old value+1. If we change to number higher than 2 will appear window that number is wrong.

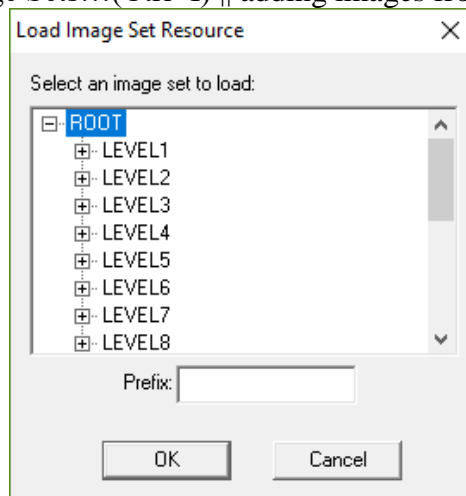


- World - **Properties** || informations of level (look page 3)

Field (Birth: ) means date when we finished creating level. If we want a specified date of our level we must save level in that day and never change anything again.

Informations (Misc) about number of layers (3) and number of objects in level (1479) will be available only if we opened created level.

- **World\*** - Add Image Sets...(Ctrl+I) || adding images from other base levels



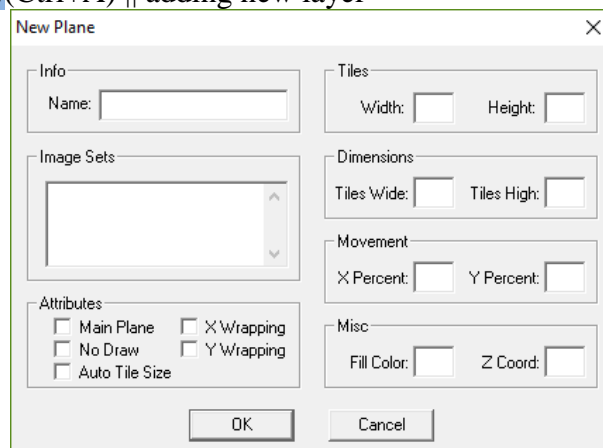
We choose image set other than our base level e.g. LEVEL3. It is good to type LEVEL3 in (Prefix: ) field. It will be easier for us to find graphics from added image set.

### ATTENTION!

Adding other image set we should treat as a curiosity because other image set use different colour palette.

## d) Bookmark - Plane

- Plane - **Add...**(Ctrl+A) || adding new layer



- Name: name of new layer (you can type what you want)
- Image Sets (only ACTION, BACKGROUND, FRONT are available)

In (Attributes: ) we can change main options for current layer:

- Main Plane - main layer, the action takes place here, here we can add objects. In every level only one layer can has Main Plane.
- No Draw - layer will be invisible, off
- Auto Tile Size - automatic tile size
- X Wrapping - looping layer in horizontal
- Y Wrapping - looping layer in vertical

If you want static background do not check wrapping.

-Tiles tiles dimensions, default size of tile is 64 width (Width: ) and 64 height (Height: ), dimensions are in pixels, do not change their for safety

In (Dimensions ) we can set size of level but not in pixels, we use tiles e.g. width: 200 tiles, height: 50 tiles (200x50). Properly (Tiles Wide: ), (Tiles High: ).

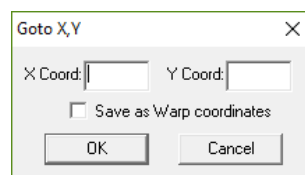
In (Movement ) we can set speed for new layer. Default speed (100%) is equal to CLAW's speed. Less speed is equal to less %, the same with more speed. 0% is equal to zero speed. X Percent - horizontal speed. Y Percent - vertical speed.

In (Misc ) we have 2 fields. First (Fill Colour: ) allows to fill layer with colour from level's palette (only if we did not add any tiles), second (Z Coord: ) allows to set depth of layer. Layer with higher Z value will cover layer with smaller Z value.

### ATTENTION!

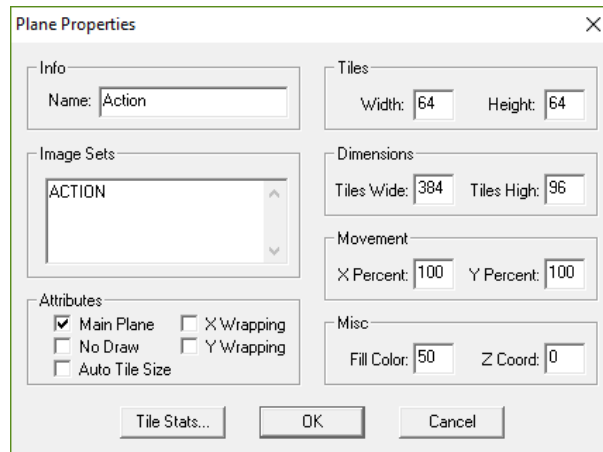
Adding new layer or editing existing layer demanding more knowledge. If you do not feel good with creating layer skip this step.

- Plane - Delete || Deleting layer. This option is available only if level has more than 3 layers.
- Plane - Goto X,Y Position...(Ctrl+Alt+P) || We move to position X,Y in current layer

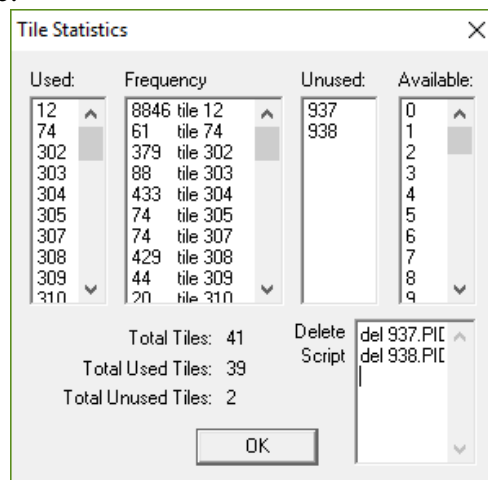


We choose X (X Coord: ) and Y (Y Coord: ), also we can save X, Y for WARP - Save as Warp coordinates.

- Plane - Goto Start Position (Ctrl+Alt+S) || we move to the starting position which was determined in World - Properties. Useful for layer with checked Main Plane.
- Plane - Goto Warp Position (Ctrl+Alt+W) || we move to the WARP position. This option works only if we checked "Save as Warp coordinates" (Goto X,Y Position option).
- Plane - Properties (Alt+Enter) || layer properties



In created layer we can see additional option (Tile Stats...), which is used to check how many times we used a specific tile.

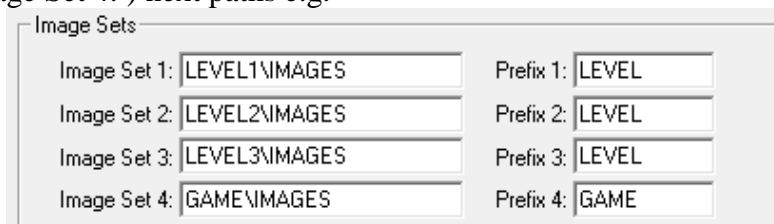


In screenshot above we can see what tiles were used (Used: ), how many times (Frequency), which were not used (Unused: ) and what tiles are available (Available: ). There is number below of available tiles in this layer (Action has 41 tiles), number of used tiles and number of unused tiles. Next to in window we can see what scripts were deleted in this layer. These scripts match to unused tiles.

### e) Bookmark - Tile

- Tile - **Next Tile** (Plus/+) || next tile
- Tile - **Previous Tile** (Minus/-) || previous tile
- Tile - **Next Image Set** (Ctrl+Plus) || we choose next image set
- Tile - **Previous Image Set** (Ctrl+Minus) || we choose previous image set

Last two options will be available in theory if we type in (**World - Properties**) in fields (Image Set 3: ) and (Image Set 4: ) next paths e.g.



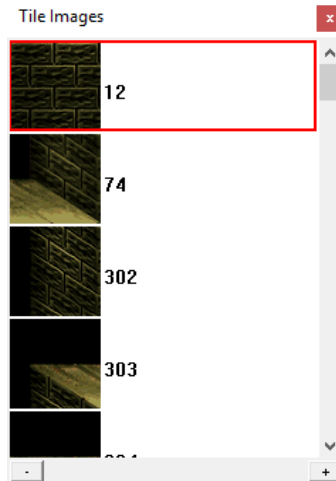
However in practise images from other base levels will not look "normal". In the other hand this option is NOT available in editor.



- Tile - **Make Invisible** (Ctrl+I) || removes the tile
- Tile - **Make Filled** (Ctrl+F) || fill tile (removes existing tile and inserts new tile) using colour from level's palette which we selected in (**Plane - Properties**) in field (Fill Colour:)
- Tile - **Set at Cursor** (Space) || inserts tile in place where is flashing grey square

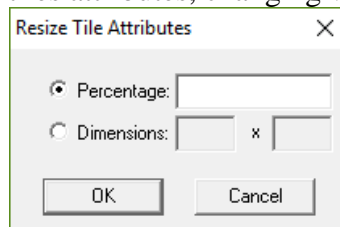


- Tile - **Selection Window** (Ctrl+T) || opens window with available tiles



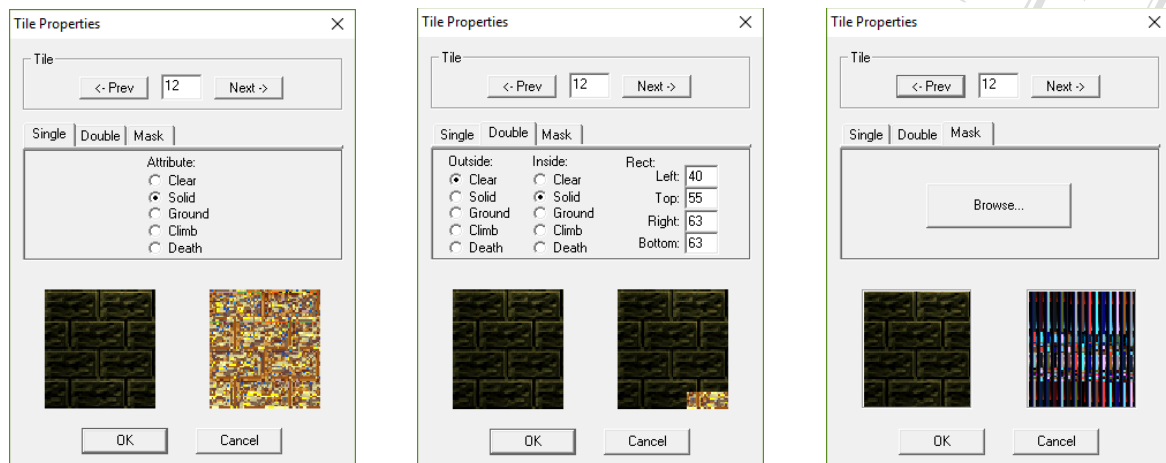
Red border means that we selected tile 012. We can choose other tiles by using ↓/↑ on keyboard, using mouse wheel or using scroll bar. Also we can choose dimensions for images using plus or minus: 64x64, 32x32 and 16x16. I recommend to use the largest images.

- Tile - **Resize Attribs...** || tiles attributes, changing width and height



This option (Percentage: ) allows to change tile dimensions using percentages. Second option (Dimensions) allows to change dimensions using width value and height value. We cannot see changes by sight, we can only "feel" it in gameplay. I recommend do not use Resize Attribs.

- Tile - **Validate...** || this option checks all tiles in level
- Tile - **Properties...** || tiles options



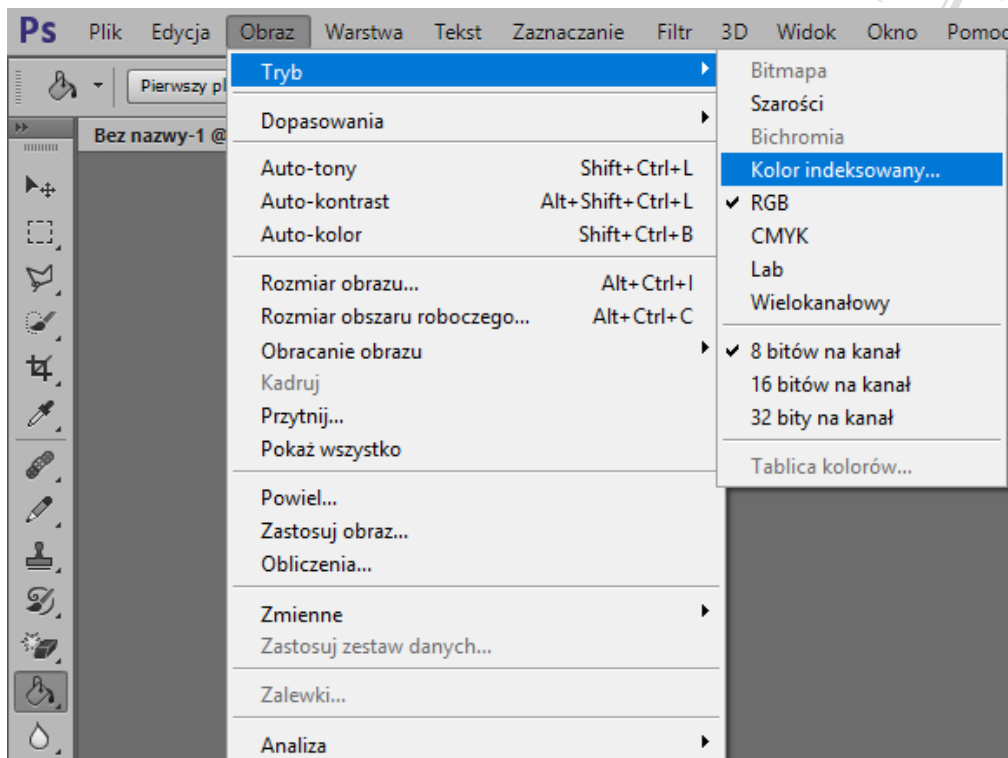
At the beginning we choose tile for edit (Tile), <-Prev or Next-> allows to change tile. There are 3 options below:

- Single - allows to set one attribute for tile (entire tile has this attribute)

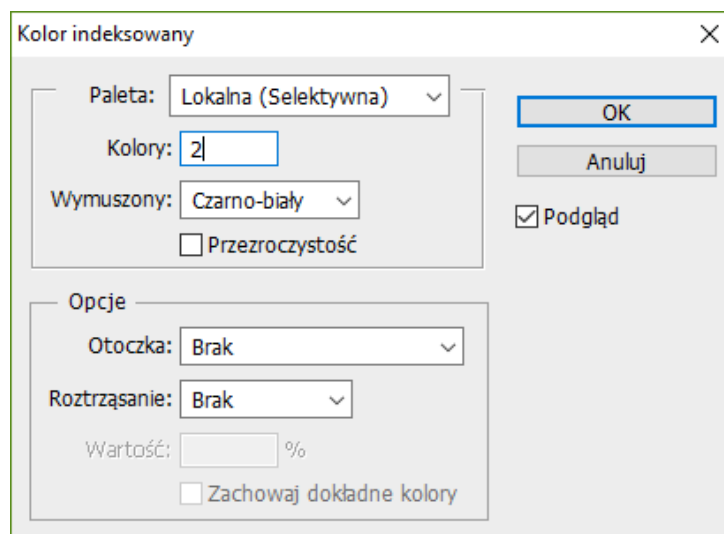
We can choose one of five attributes:

- Clear - works like decoration
- Solid - we cannot pass through the tile from any side
- Ground - we can stand on tile but also we can pass through the tile from left side, right side and we can jump onto tile from below. Only upper edge is a border.
- Climb - works like ladder
- Death - death tile
- Double - allows for more complex tile editing. Attribute (Outside: ) allows to set tile behaviour outside. It works where we see normal colours. Attribute (Inside: ) works inside the tile. We set how tile will work using (Rect: ) and set edge offset from starting position to ending position.
  - Left - left edge offset to the right by X pixels, max 64 pixels
  - Top - upper edge offset down by X pixels, max 64 pixels
  - Right - right edge offset to the left by X pixels, max 64 pixels
  - Bottom - lower edge offset up by X pixels, max 64 pixels
- Mask - allows to set borders in tile using .BMP, .PCX, .RID or .PID file. Just click (Browse...) and choose image in this file format. Image has to be saved in two colours (black and white) as 8 Bits image. You can see how to create good image in Photoshop. The example shows step by step how to make it. You cannot use Paint.

We create image which has 64 width and 64 height. Then we choose **Image** bookmark, then Mode, and then - Indexed Color... In the screenshot below (this page - polish PS) you can see where is indexed color option.



In window which will appear you have to set 2 in Colors: field. You do not need to change others options.



Next step, image for mask.



If image is ready, save image as..:

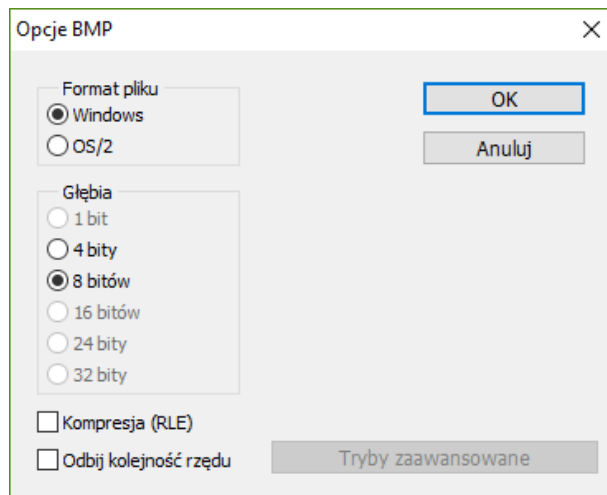
Zapisz jako...

Shift+Ctrl+S

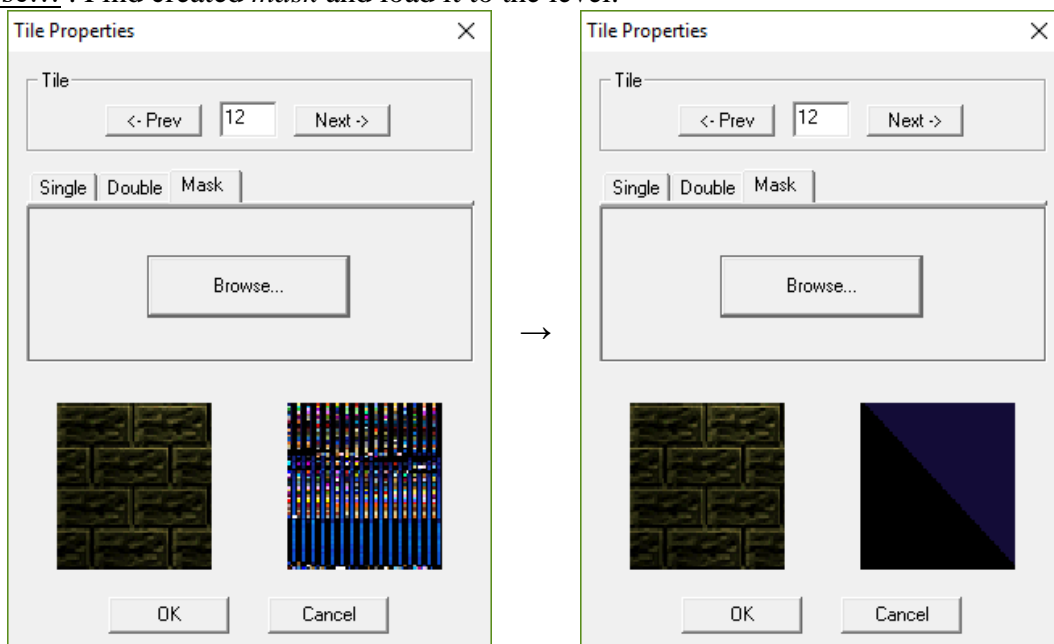
Choose saving to .BMP file.:

BMP (\*.BMP;\*.RLE;\*.DIB)

Last window: file format - Windows, depth - 8 bits and click OK:



Excellent. So, in opened level in editor choose Tile - **Properties...**, then **Mask** and click **Browse...**. Find created *mask* and load it to the level.



Black colour is considered as Solid attribute, navy blue colour is considered as Clear attribute. *Mask* (image) was converted automatically under level's palette. Beside conversion, *mask* is



horizontally reflected (mirror effect). It will work like this in game: . Treat this option in editor as curiosity because you would have to add new image for *mask* and change CLAW.REZ file to enjoy created *mask*.

#### f) Bookmark - Cursor

- Cursor - **Move Left** (←) || moves flashing square to the left by 1 tile
- Cursor - **Move Right** (→) || moves flashing square to the right by 1 tile
- Cursor - **Move Up** (↑) || moves flashing square up by 1 tile
- Cursor - **Move Down** (↓) || moves flashing square down by 1 tile
- Cursor - **Upper Left Corner** (Ctrl+Home) || moves square to the upper left corner
- Cursor - **Upper Right Corner** (Ctrl+PgUp) || moves square to the upper right corner
- Cursor - **Lower Right Corner** (Ctrl+PgDn) || moves square to the lower right corner

- Cursor - **Lower Left Corner** (Ctrl+End) || moves square to the lower left corner

Last 4 options moves flashing square to the border of level.

- Cursor - **Row Start** (Shift+Home) || moves square to the first row
- Cursor - **Row End** (Shift+End) || moves square to the last row
- Cursor - **Column Start** (Shift+PgUp) || moves square to the first column
- Cursor - **Column End** (Shift+PgDn) || moves square to the last column

Also these 4 options moves flashing square to the border of level.

- Cursor - **Auto Move** || on/off automatic cursor move. If this option is on, cursor will move by 1 tile to the right after tile added.

### ATTENTION!

**Tile** and **Cursor** options are available only in Tile Mode.

### g) Bookmark - **Objects**

- Objects - **Edit...** (Ctrl+E) || allows to edit objects

Sample window of the edited object

At the top we can see (Edit Objects) and number: how many objects are in level.

**Identification** part, main informations about object: -**ID**: object number

-**Name**: name of object, it can be useful for "CrazyHook" logics

-**Logic**: logic of object, -**Image Set**: image of object

-**Animation**: animation of object (only some objects have animation) or sound

On the right side there are available (*Paste*), simple paste, (*Copy*), simple copy and (*Delete*) simple delete. Unfortunately only Delete function works.

**Location** part, coordinates of object:

X: horizontal coordinate, Y: vertical coordinate

Z: depth, object with higher Z value will cover object with smaller Z value

I: frame of object, if you want to have object with animation just type -1 (default value)

Attributes part, setting more options for object (some work, some do not work):

-Score: ?? -Points: ??

-Smarts: value in milliseconds for Powerups, 1000ms = 1s

-Powerup: value for treasure etc.

-Damage: value for object which can hit Claw, sound value for some object e.g. waterfall (LEV 11)

-Health: 2 hits to destroy crate, if you set 2 -Speed X: and Speed Y: coordinates for WARP, horizontal speed (X) and vertical speed (Y) for Elevators

-Face Dir: ?? -X Min: and X Max: horizontal path for Elevator, X Min value has to be smaller than X Max value

-Direction: setting direction for OneWayElevator

-Y Min: and Y Max: vertical path for Elevator, Y Min value has to be smaller than Y Max value

-Speed speed value for PathElevator

Other part, setting more functions for object:

▪ Rects...:

-Move Rect and Hit Rect setting own path for PathElevator

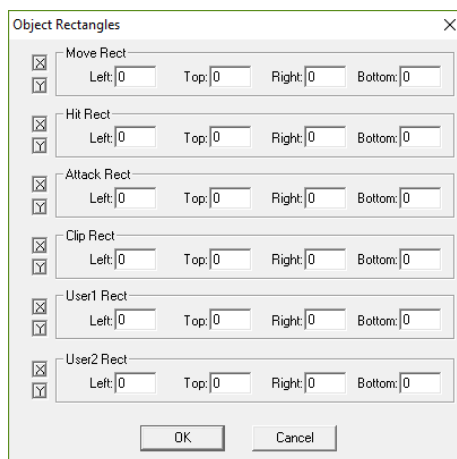
Move Rect allows to set physics for object, Hit Rect allows to set place, where to hit to call logic (only v1.4+)

-Attack Rect allows to set place where Claw has to enter to call new logic (only v1.4+) or allows to set place where Claw has to enter to call default logic, e.g. Stalactite (LEV 12)

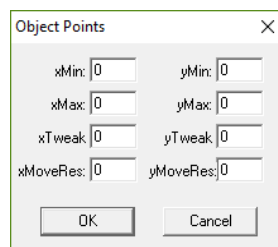
-Clip Rect other paths for PathElevator

-User1 Rect and User2 Rect allow to set more treasures/powerups for opponents, all values you can find in treasures list

Rects... window:



▪ Points...:

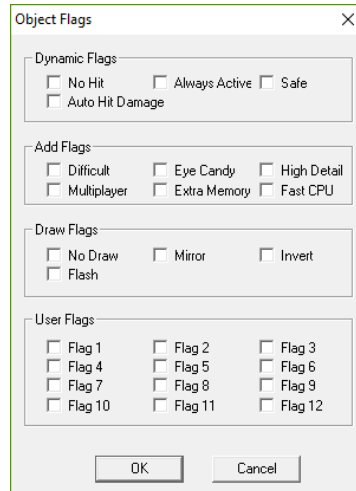


-xMin: xMax: yMin: yMax: described on previous page

-xTweak: yTweak: can work with other logic or do not work at all

-xMoveRes: yMoveRes: can work with other logic or do not work at all

▪ Flags....:



**Dynamic Flags** part:

- No Hit opponent is resists of hit, weapon but still we can pick up opponent and toss him to deal damage, then he will be normal opponent
- Always Active object will be always active
- Safe opponent will be inviolable
- Auto Hit Damage ??

**Add Flags** part:

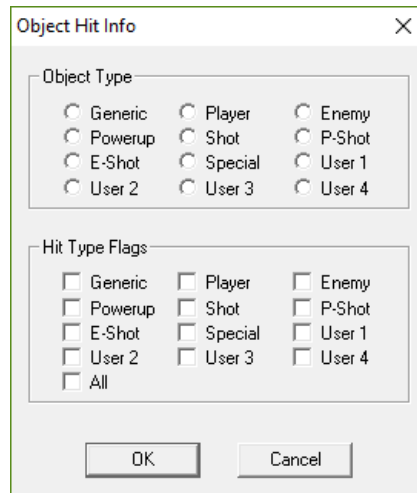
- Difficult ???
- Eye Candy ???
- High Detail ???
- Multiplayer ???
- Extra Memory ???
- Fast CPU ???

**Draw Flags** part:

- No Draw object will be invisible
- Mirror object will be reflected horizontally (mirror effect)
- Invert object will be reflected vertically (upside down)
- Flash object will be flashing

**User Flags** part, own attributes (Flag 1 - Flag 12).

▪ Hits....:



Object Hit Info

Object Type

☐ Generic   ☐ Player   ☐ Enemy  
☐ Powerup   ☐ Shot   ☐ P-Shot  
☐ E-Shot   ☐ Special   ☐ User 1  
☐ User 2   ☐ User 3   ☐ User 4

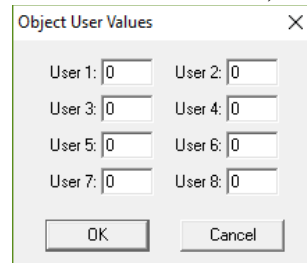
Hit Type Flags

☐ Generic   ☐ Player   ☐ Enemy  
☐ Powerup   ☐ Shot   ☐ P-Shot  
☐ E-Shot   ☐ Special   ☐ User 1  
☐ User 2   ☐ User 3   ☐ User 4  
☐ All

OK Cancel

Attributes may work or not.

- User...: User1: 1 - HermitCrab with bombs, CrabNest (value for crabs)

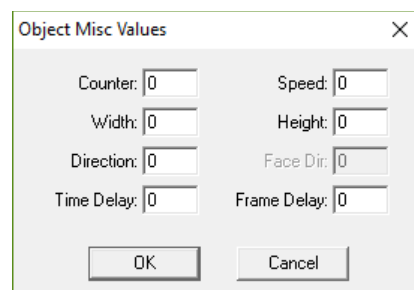


Object User Values

User 1:  User 2:   
 User 3:  User 4:   
 User 5:  User 6:   
 User 7:  User 8:

OK Cancel

- Misc...:



Object Misc Values

Counter:  Speed:   
 Width:  Height:   
 Direction:  Face Dir:   
 Time Delay:  Frame Delay:

OK Cancel

-Counter: time in milliseconds, 1000ms = 1s, used by laser LEV 11

-Speed: speed for PathElevator

-Width: object width e.g. BreakPlank in level 11

-Height: object height

-Direction: direction for Start/Trigger/OneWayElevator

-Face Dir: ??

-Time Delay: ??

-Frame Delay: ??

There are 3 buttons below. Button << Prev moves to the next object, button Next >> moves to the previous object. Button OK approves changes.

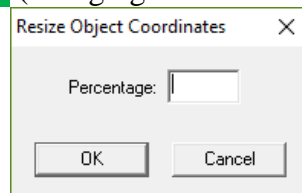
- Objects - **Insert** (Ins) || adding new object
- Objects - **Delete** (Del) || deleting object (object must be selected)
- Objects - **Delete All** || deleting all objects in level



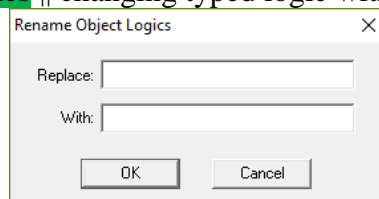
- Objects - **Delete Invalids** || deleting all invalid objects in level
- Objects - **Select Next** (Tab) || moves to the next object
- Objects - **Select Previous** (Shift+Tab) || moves to the previous object
- Objects - **Nudge Up** (Ctrl+↑) || moves object up by 1 pixel
- Objects - **Nudge Left** (Ctrl+←) || moves object to the left by 1 pixel
- Objects - **Nudge Right** (Ctrl+→) || moves object to the right by 1 pixel
- Objects - **Nudge Down** (Ctrl+↓) || moves object down by 1 pixel
- Objects - **Shove Up** (Shift+↑) || moves object up by 10 pixels
- Objects - **Shove Left** (Shift+←) || moves object to the left by 10 pixels
- Objects - **Shove Right** (Shift+→) || moves object to the right by 10 pixels
- Objects - **Shove Down** (Shift+↓) moves object down by 10 pixels

Last 8 options will be available if you select object.

- Objects - **Resize Coords...** (changing size of coordinates ???)

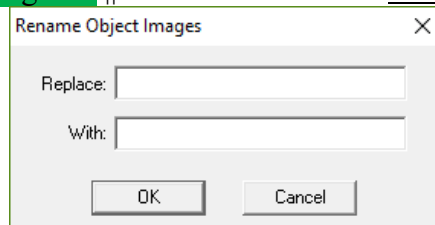


- Objects - **Rename Logics** || changing typed logic with other

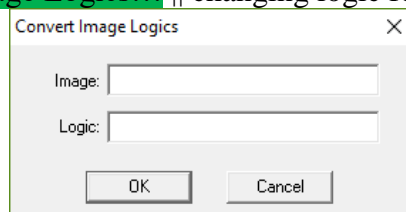


In (Replace: ) field we type logic which we want to change, in (With: ) field we type new logic.

- Objects - **Rename Images...** || works the same like Rename Logics

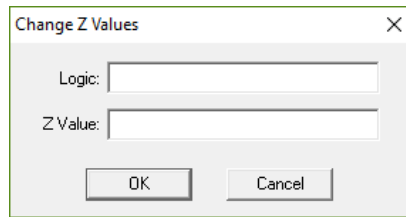


- Objects - **Convert Image Logics...** || changing logic for object with selected image



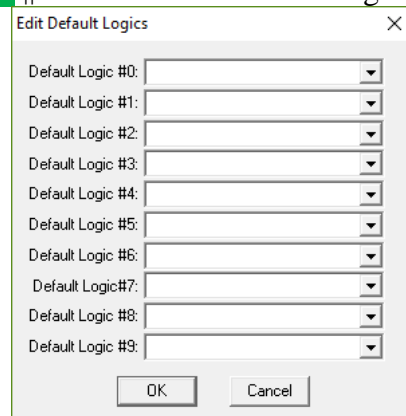
In (Image: ) field we type name of image e.g. GAME\_TREASURE\_COINS, in (Logic: ) field we type logic which will be assigned to typed image. Logic will be assigned to all objects with image, in (Image: ) field.

- Objects - **Change Z Values...** || changing Z value for all objects with typed logic

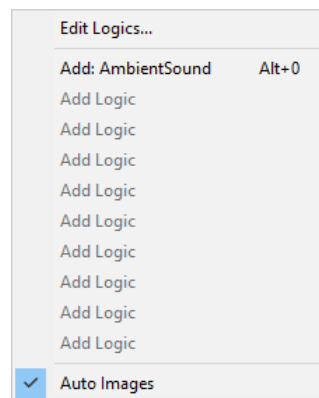


In (Logic: ) field we type logic, in (Z Value: ) Z value. It means, that all objects with typed logic will have Z value typed in second field.

- Objects - **Properties** (Enter) || Edit object option
- Logics - **Edit Logics...** || allows to set fast selecting for logics



We can choose logics from the list which were used in level. If we did not use any logic in level, list will be empty. We can choose max 10 logics. They will be available under ALT+X (X=0, 1,...,9) shortcut.



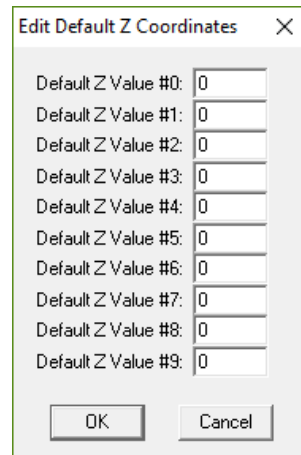
If we choose logics in (Edit Logics...), they will be available in Logics option. To insert logic move cursor to some place in level and use ALT+0(1-9) shortcut. In this place you will add new object.

## h) Bookmark - **Logics**

- Logics - **Auto Images** || automatically sets images for logics (it may not work)

## i) Bookmark - **Z-Coords**

- Z-Coords - **Edit Values...** || it works the same like Edit Logics

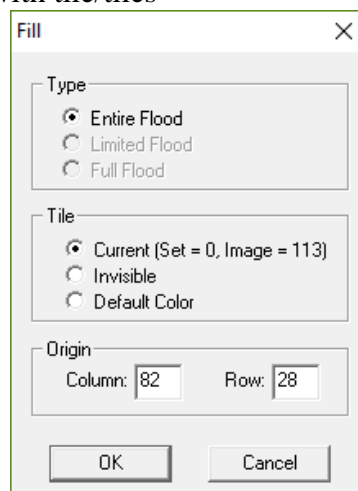


We type Z values in fields e.g. (Default Z Value #0: ). We can type max 10 values, which will be available under CTRL+X (X=0, 1,...,9) shortcut.

- Z-Coords - **Auto Z-Coords** || automatically sets Z values

## j) Bookmark - **Tools/Tools**

- Tools - **Fill...** || filling with tile/tiles



Type part:

- Entire Flood fills entire area with the selected tile
- *Limited Flood* fills limited area with the selected tile (unavailable)
- *Full Flood* fills all level with the selected tile ??? (unavailable)

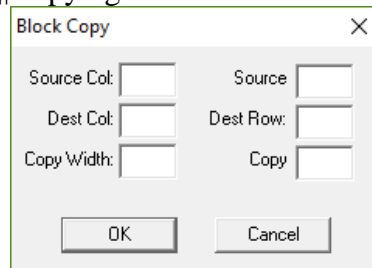
### Tile part:

- Current (Set = X, Image = Y) fills area with the tile Y from X image set
- Invisible deletes all tiles
- Default Color fills area with the colour which was selected in (Plane - **Properties**)

### Origin part:

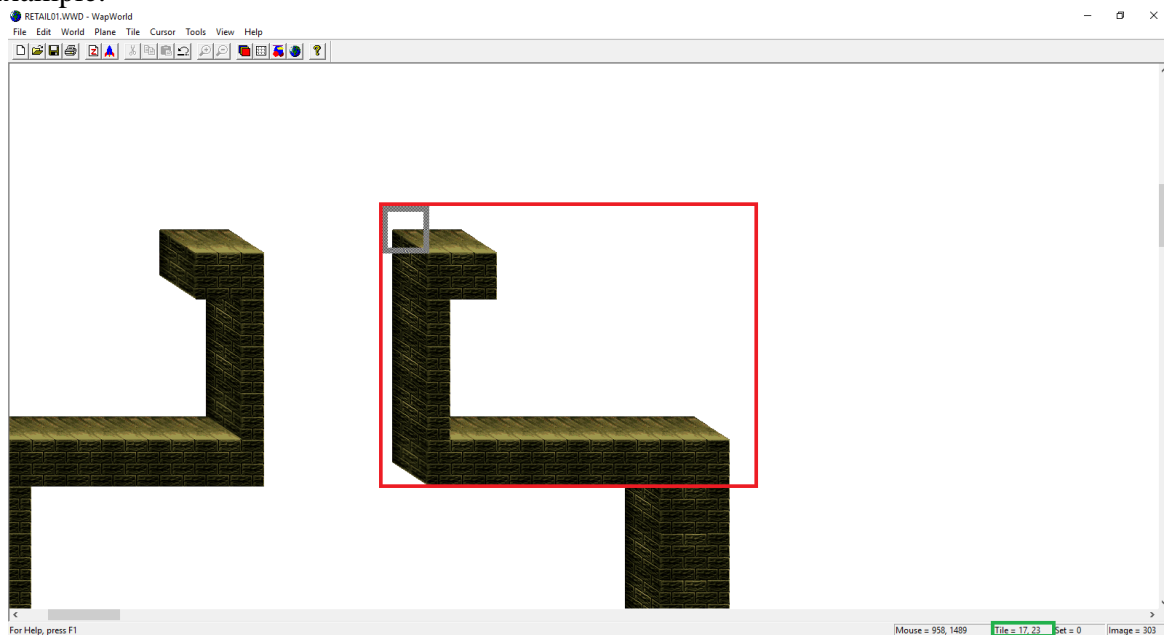
- Column area will be filled from selected column
- Row area will be filled from selected row

- Tools - **Block Copy...** || copying selected area



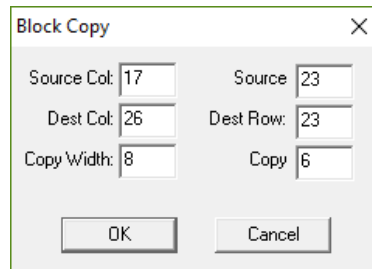
- Source Col: column from which we will copy
- Dest Col: column to which we will copy
- Copy Width: amount of columns
- Source: row from which we will copy
- Dest Row: row to which we will copy
- Copy: amount of rows

### Example:

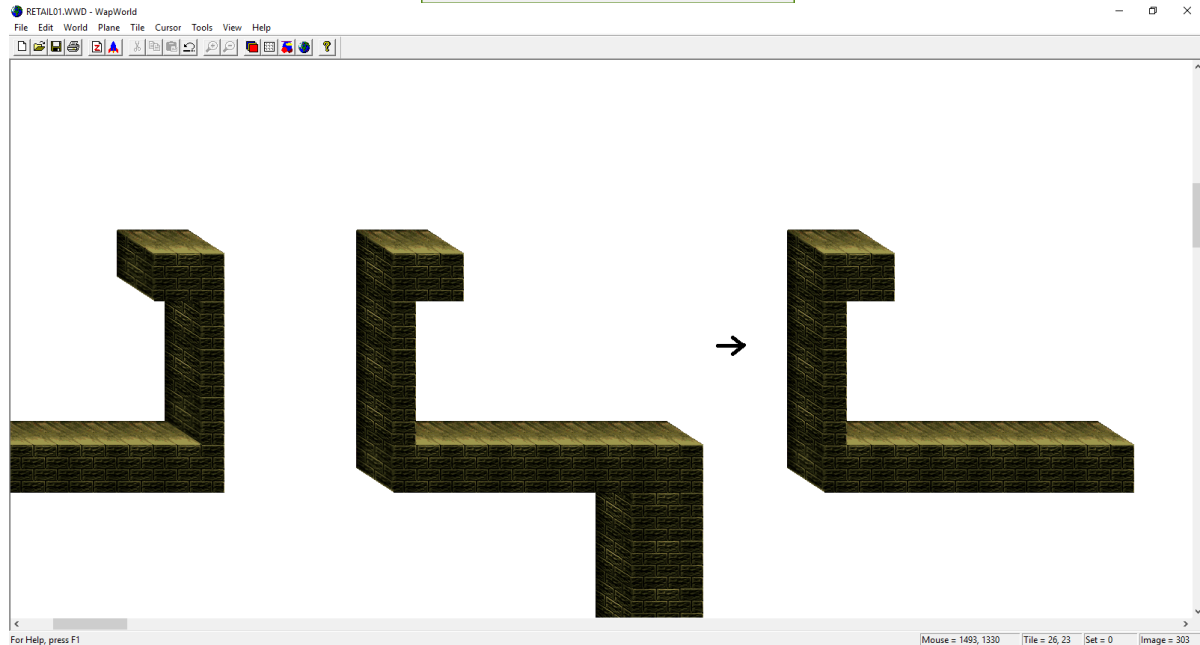


We want to copy area (red border in screenshot). We check upper left corner of border and we see 17th column, 23rd row (green rectangle in screenshot, lower right corner in editor → Tile = 17,23). This is source. Next step, we move to the lower right corner in red border. We check width and height selected area (red border, Tile = 24,28). We subtract columns:  $24 - 17 = 7$  and

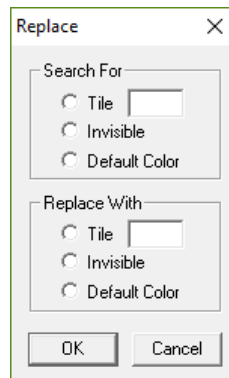
rows  $28-23=5$ . Finally we add 1 to columns and 1 to rows:  $7+1=8$  i  $5+1=6$ . This is what we need. We choose place where we want to paste selected area e.g. Tile = 26,23). Last step, we type values to fields and we click OK.



A dialog box titled "Block Copy" with a close button (X). It contains two columns of input fields. The first column has "Source Col:" with value 17, "Dest Col:" with value 26, and "Copy Width:" with value 8. The second column has "Source" with value 23, "Dest Row:" with value 23, and "Copy" with value 6. At the bottom are "OK" and "Cancel" buttons.



- Tools - **Replace...** || replaces tiles



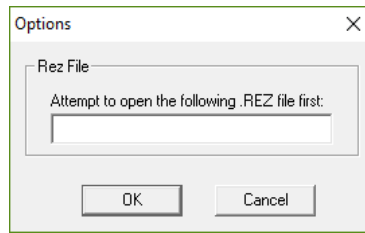
A dialog box titled "Replace" with a close button (X). It has two sections: "Search For" and "Replace With". Each section has three radio button options: "Tile" (with an input field), "Invisible", and "Default Color". At the bottom are "OK" and "Cancel" buttons.

**Search For** part, here we choose tile which we want to replace:

- Tile we choose tile number
- Invisible it means, we choose invisible tile
- Default Color we choose "colour" tile from level's palette

**Replace With** part, this tile will be inserted:

- Tile we choose tile number which will be inserted
- Invisible tile from *Search For* will be invisible
- Default Color tile from *Search For* will be "colour" tile from level's palette
- Tools - Freshen Rez File || refresh CLAW.REZ file
- Tools - Launch App || option which allows to launch game
- Tools - Options... || we choose CLAW.REZ file location



## k) Bookmark - View/View

- View - Toolbar || shows toolbar, icons description below



- New World creating new level
- Open opening existing level
- Save saving level
- Print printing level
- Freshen Rez File refresh CLAW.REZ file
- Launch App launch game
- Cut cutting the object
- Copy copying the object
- Paste pasting the object
- Undo simple undo
- Zoom In this option is unavailable
- Zoom Out this option is unavailable
- Display Planes/Edit Objects
- Grid Lines shows grid
- Object Mode/Tile Mode
- World View this option does not work
- Help Topics
- View - Grid (Ctrl+G) || shows grid
- View - World (Ctrl+W) || this option does not work
- View - Move Up (↑) || moves screen up by 1 tile (64 pixels)
- View - Move Left (←) || moves screen to the left by 1 tile (64 pixels)
- View - Move Right (→) || moves screen to the right by 1 tile (64 pixels)
- View - Move Down (↓) || moves screen down by 1 tile (64 pixels)
- View - Custom Move Up (Alt+↑) || moves screen up by custom amount of pixels
- View - Custom Move Left (Alt+←) || moves screen to the left by custom amount of pixels
- View - Custom Move Right (Alt+→) || moves screen to the right by custom amount of pixels
- View - Custom Move Down (Alt+↓) || moves screen down by custom amount of pixels
- View - Zoom In || this option is unavailable
- View - Zoom Out || this option is unavailable
- View - No Draw || command - no draw
- View - Refresh || command - refresh

## l) Bookmark - Help

- Help - Help Topics ||

- [Help - About Wap World Editor](#) ||

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