

The Menu Resources

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Disclaimer:

We are not responsible for any damage this guide could have caused in any way. Use at your own risk.

Info:

This guide is about the menu resources found in the **Level0_Final.dat** data file. There are three different kinds of menu resources (excluding **WMCL**: Window Manager Cursor list) that contain data for the window manager which is the system that takes care of dialog boxes and similar entities such as the main menu.

WMMD: Window Manager Dialog Description

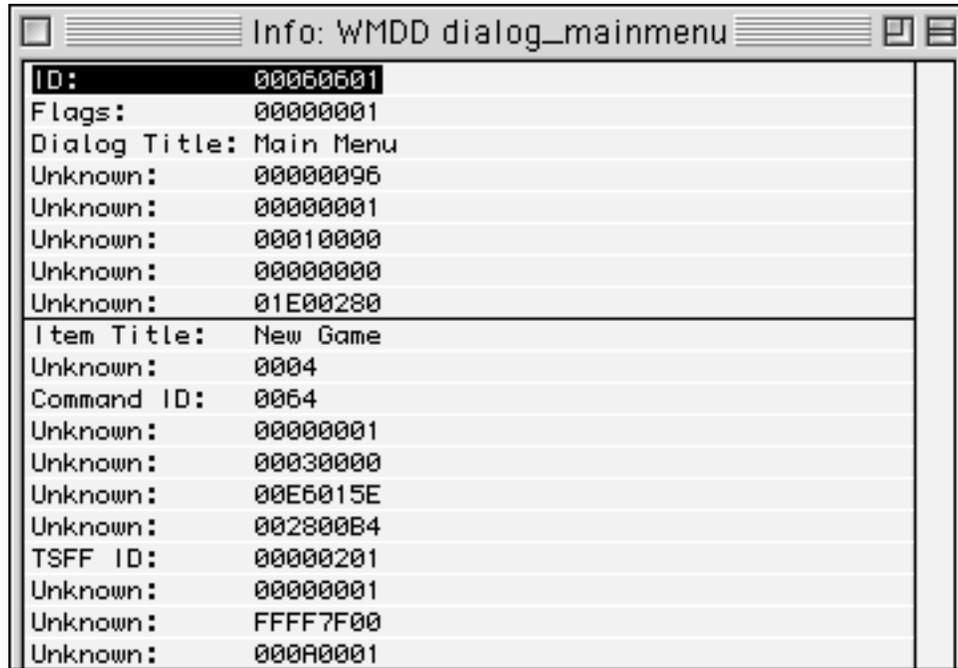
WMMB: Window Manager Menu Bar

WMM_: Window Manager Menu

This editorial explains how **WMDD**, **WMMB** and **WMM_** work.

WMDD: Window Manager Dialog Description

For instance, take the main menu WMDD:



Fragment of screenshot from Oni Tools v1.5.1.

This contains the background picture the dialog must have, where the buttons must be placed, what font to use and so on.

WMMD Description

| | |
|-------------|---|
| Item Title: | Name of the item |
| Unknown: | Button type |
| Command ID: | The command that the item must perform. |
| Unknown: | ??? |
| Unknown: | Position |
| Unknown: | ??? |
| TSFF ID: | What kind of the font the dialog must use |
| Unknown: | ??? |
| Unknown: | Colour/Transparency (not completely sure) |
| Unknown: | ??? |

Button Types

| | |
|-------|--------------|
| 0004: | Push button |
| 0005: | Check button |
| 0014: | Normal Text |
| 0011: | Slider |
| 000C: | Menu |

WMMB: Window Manager Menubar

WMMB is one of a kind resource (called menubar_oniwindow). This resource is a list of **WMM_s**. In the final version of the game, you cannot access this resource. This **WMMB** contains references to the debug **WMM_s**. These **WMM_s**'s have items such as AI controls, particles and objects. It's possible to access these **WMM_s** by replacing some values in the pause screen to the ones of those **WMM_s**. However, you can only view the items since selecting and clicking on them does nothing.

WMM_: Window Manager Menu

There is nothing special regarding **WMM_** resources that I must mention. Everything important is pretty self-explanatory. For example, by altering these resources you can change the names of difficulties.