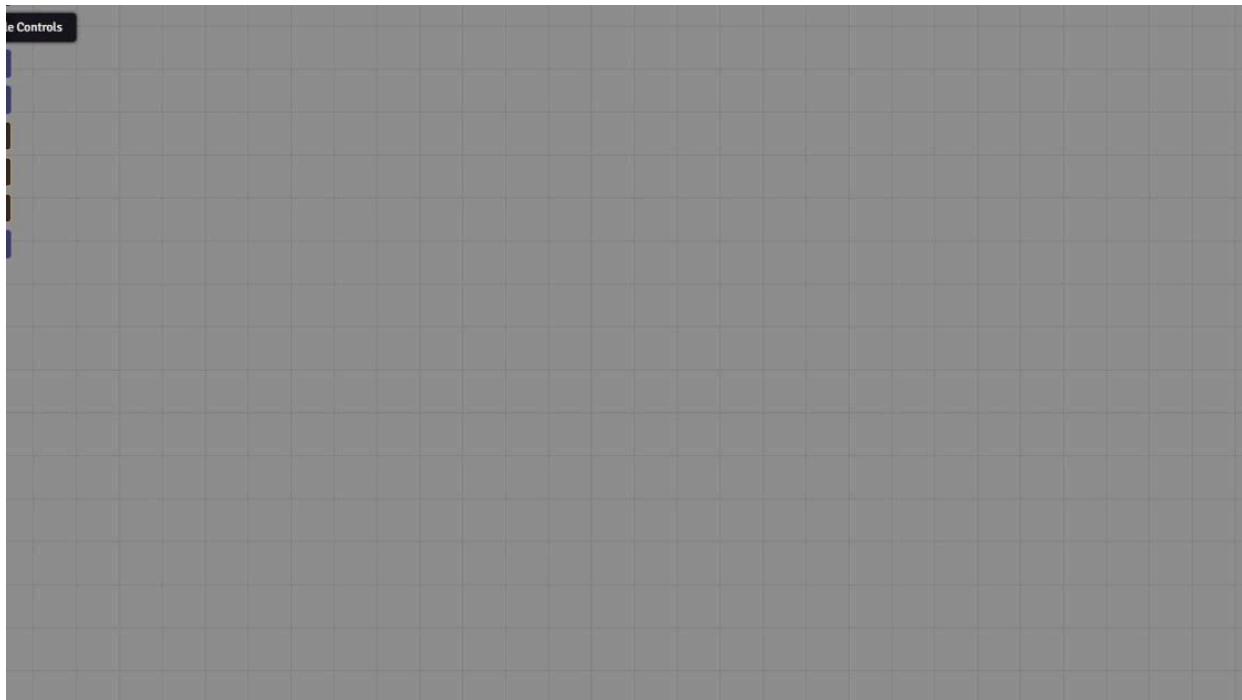


Create your first Prefab using Mass Edit

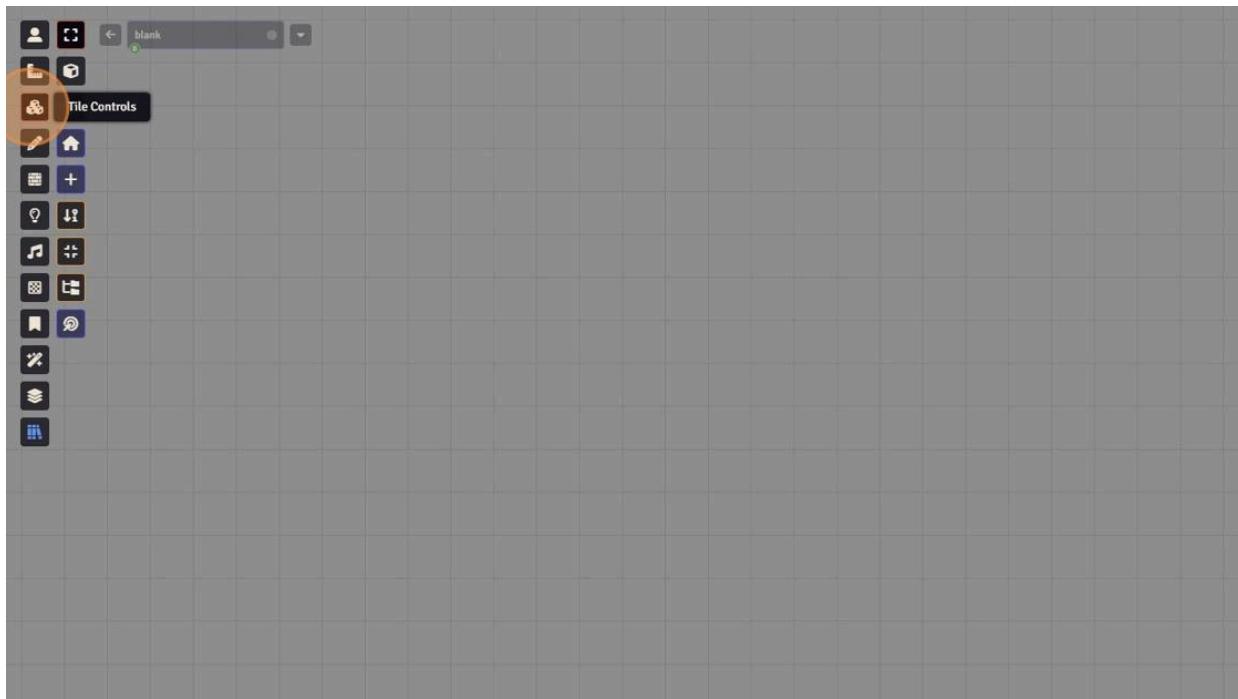
[Made by BW Baileywiki with Scribe](#)

This guide provides a step-by-step approach to creating your first prefab using Mass Edit in Foundry, making it an essential resource for users looking to enhance their scene-building skills. By following the instructions, you can efficiently design complex structures like buildings and props, streamline your workflow, and easily reuse your creations. Whether you're a beginner or looking to refine your techniques, this guide empowers you to bring your imaginative ideas to life in a user-friendly manner.

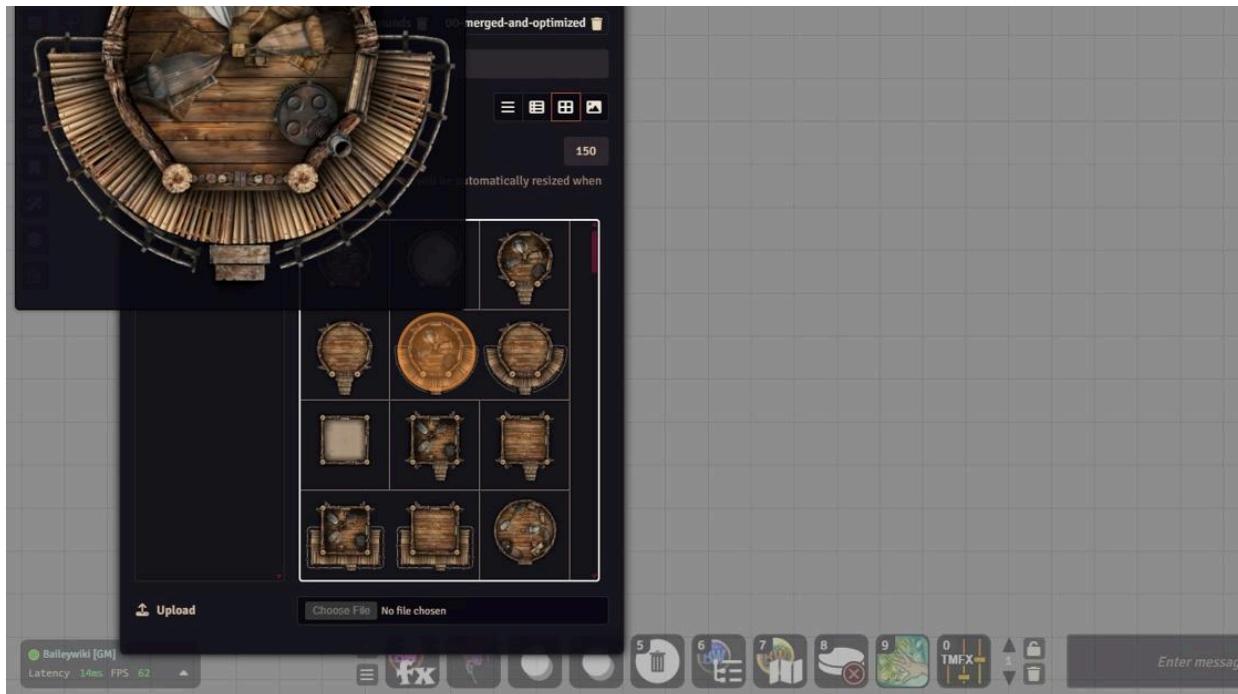
1. Open your Foundry world to a scene. Blank scenes work well for this.



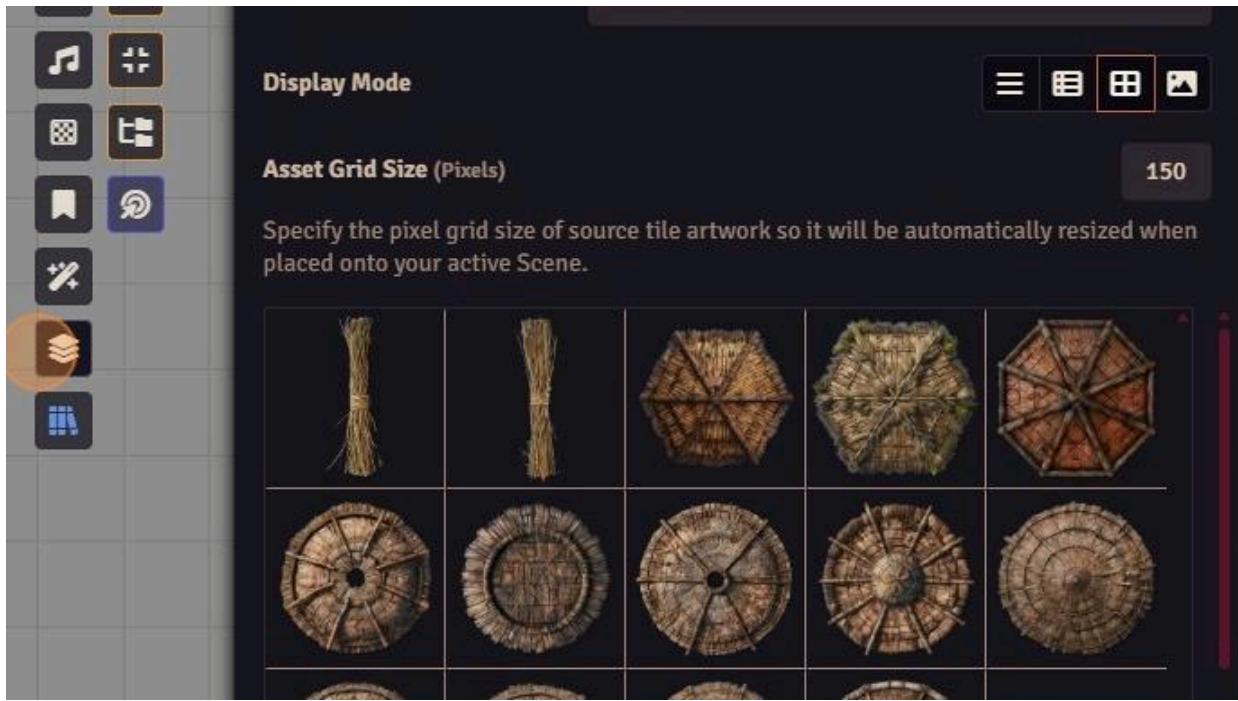
2. Click this button.



3. Drag out some tiles that you want to make into a prefab. Or just drag from your desktop to the scene, since Mass Edit supports drag-and-drop!



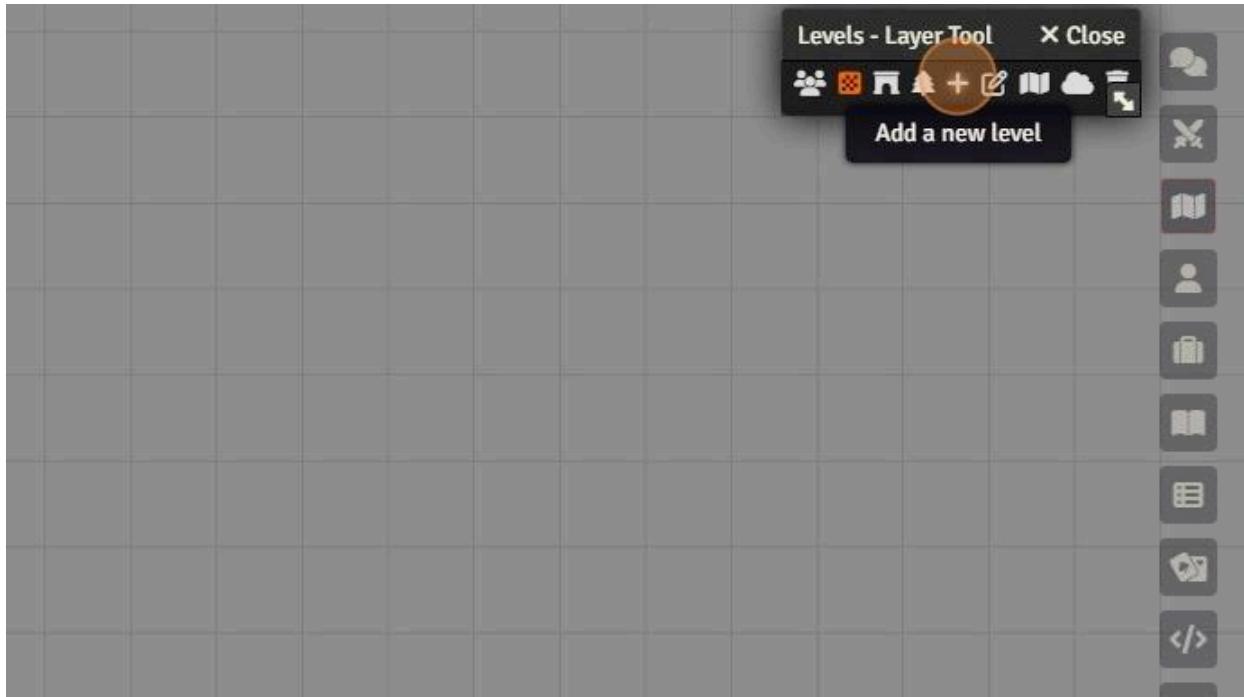
4. We want a roof, so Click the Levels button to open the Levels Hud.



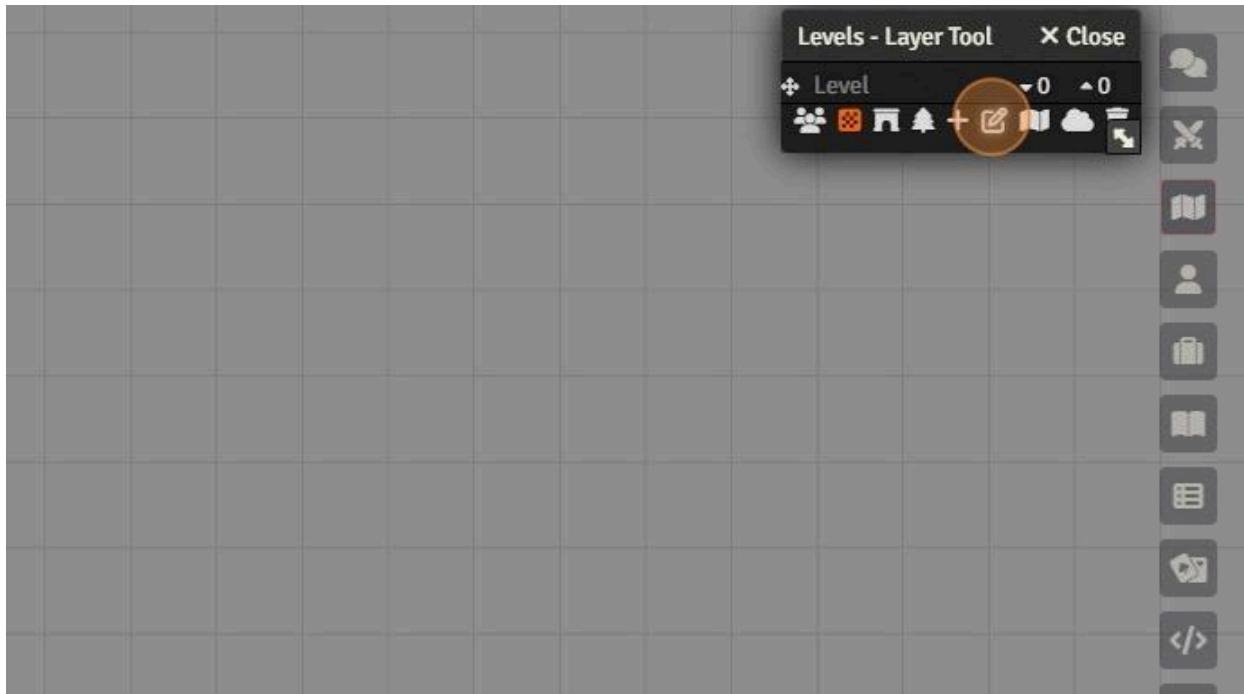
5. Click here to give Levels control of lighting.



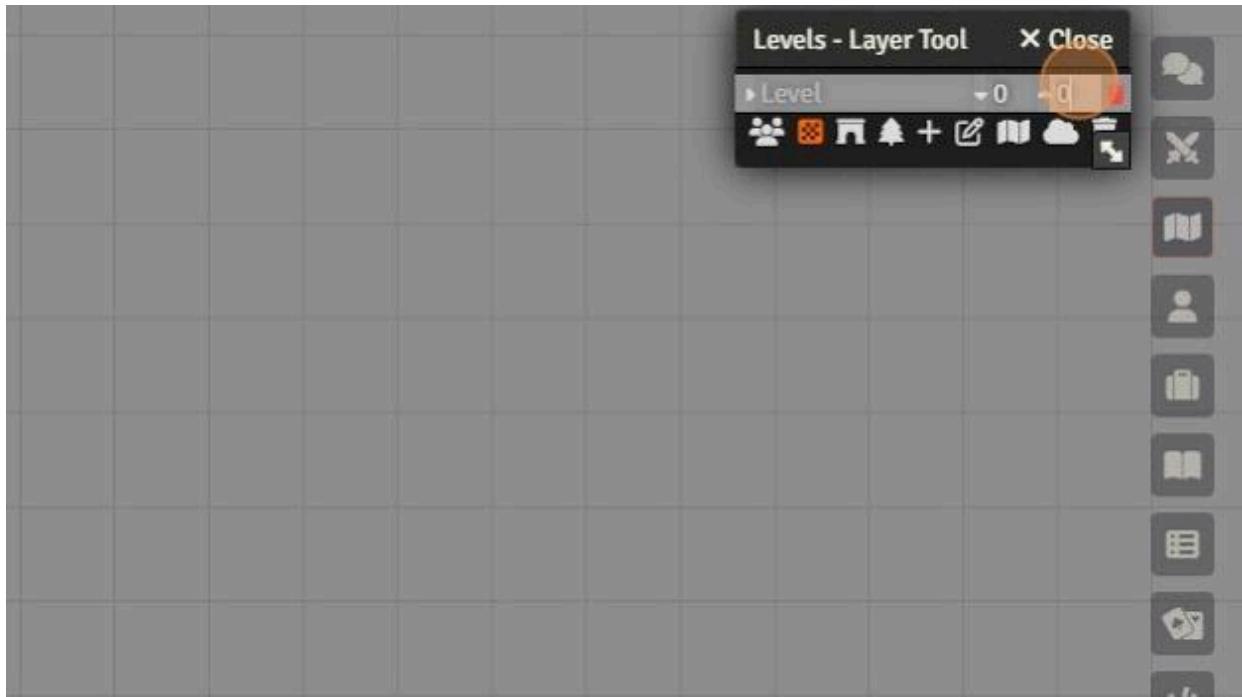
6. Click here to add a new level



7. Click here to edit the new level

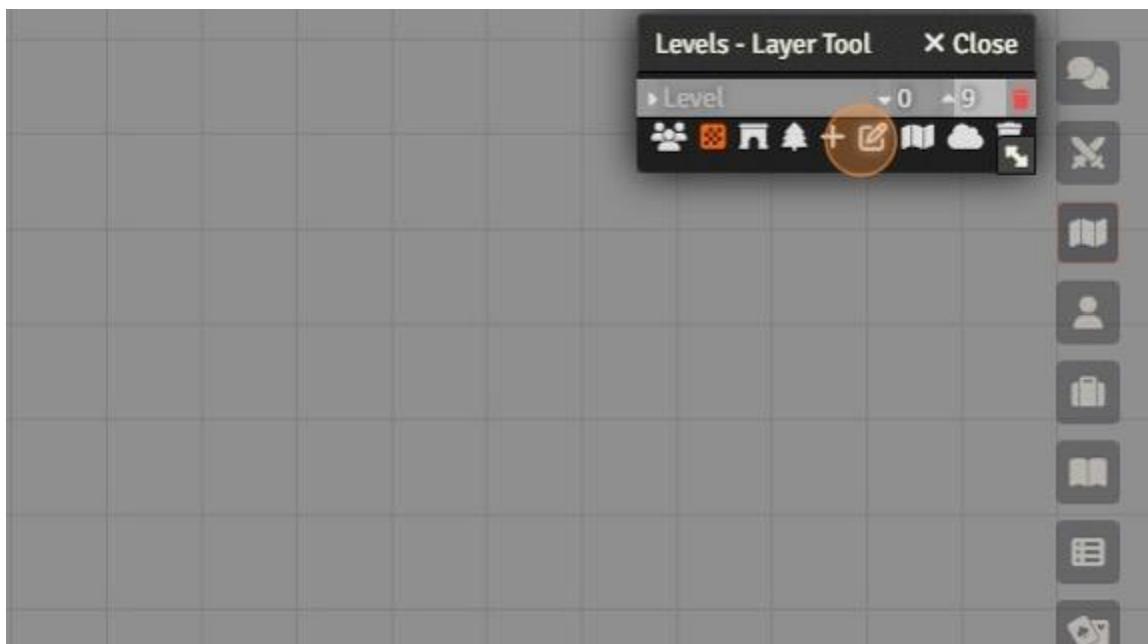


8. Set it to 0 ft bottom

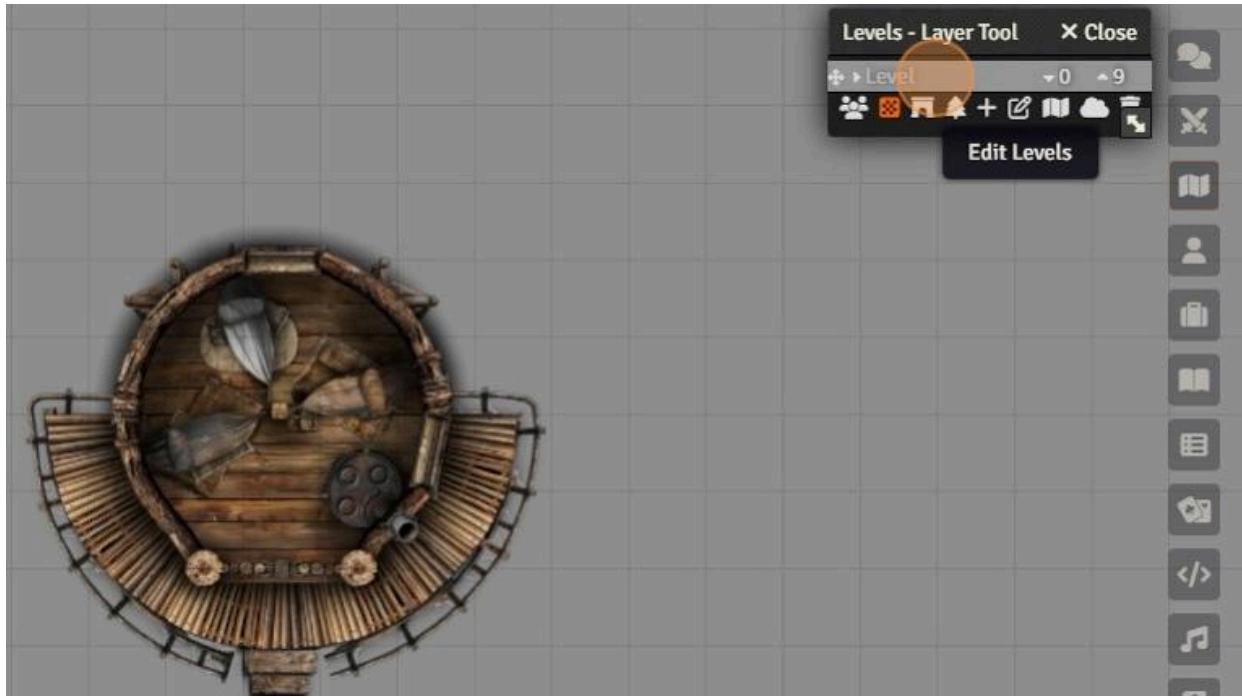


9. Type "9"

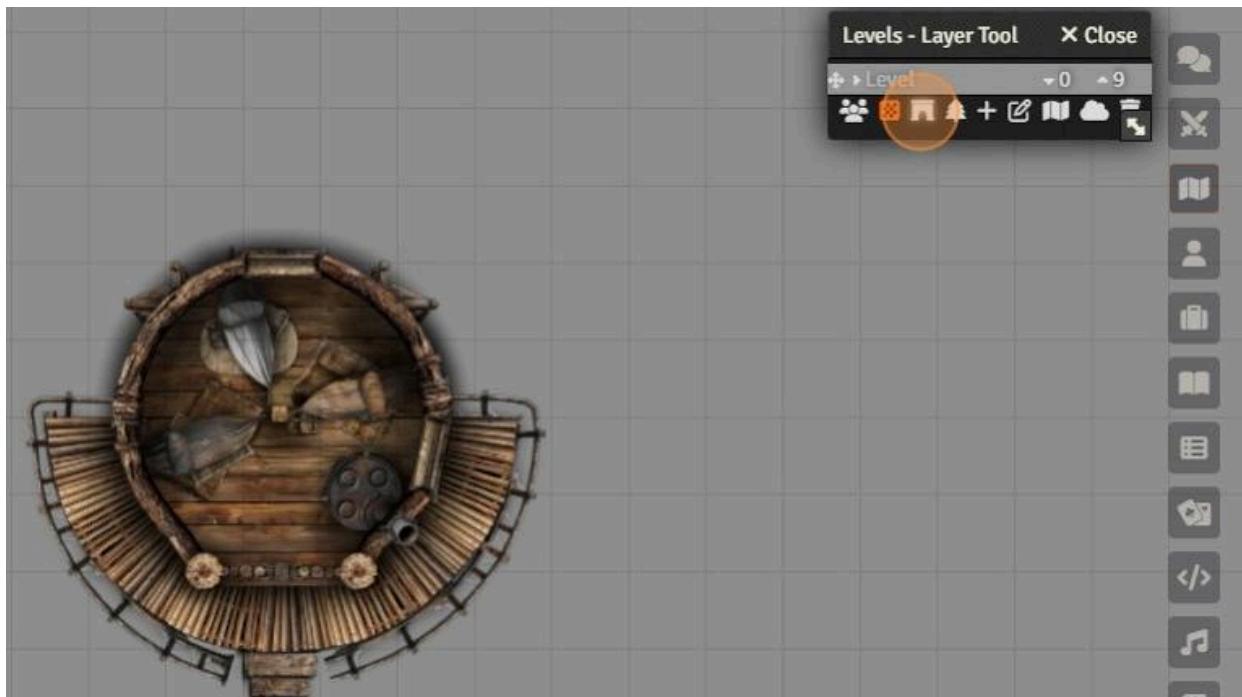
10. ... and 9 feet top



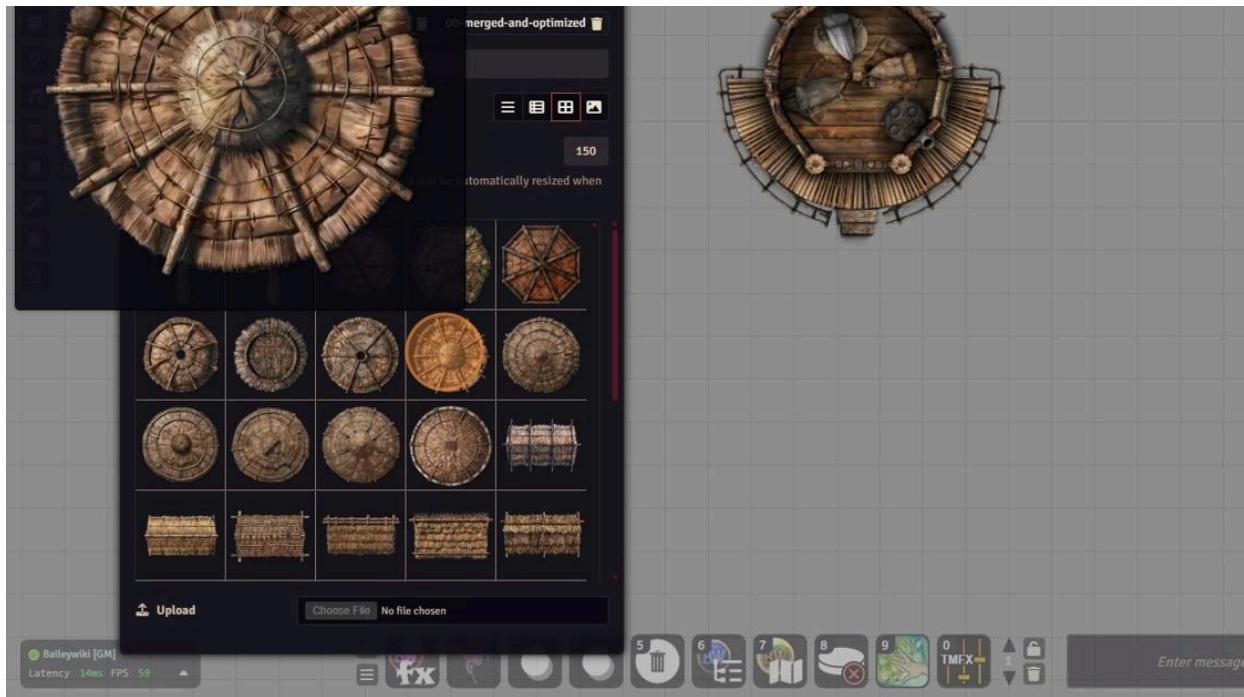
11. Select the new level



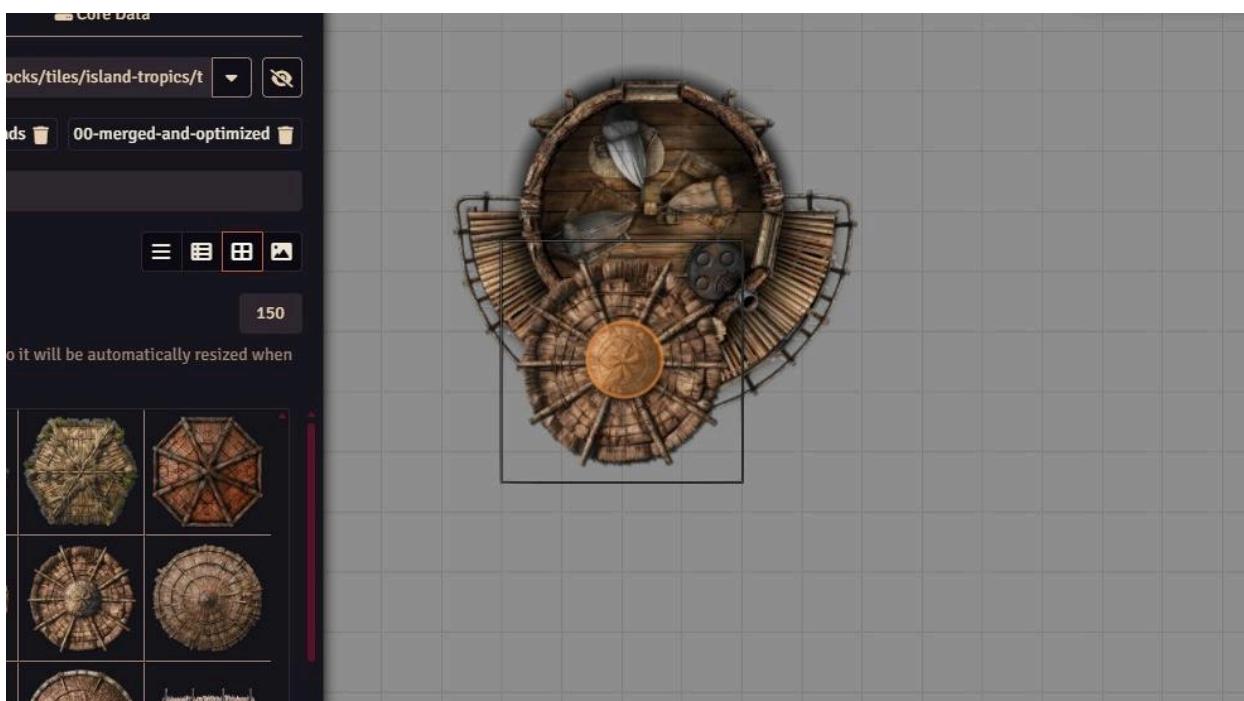
12. Turn on the Roof mode by clicking the archway



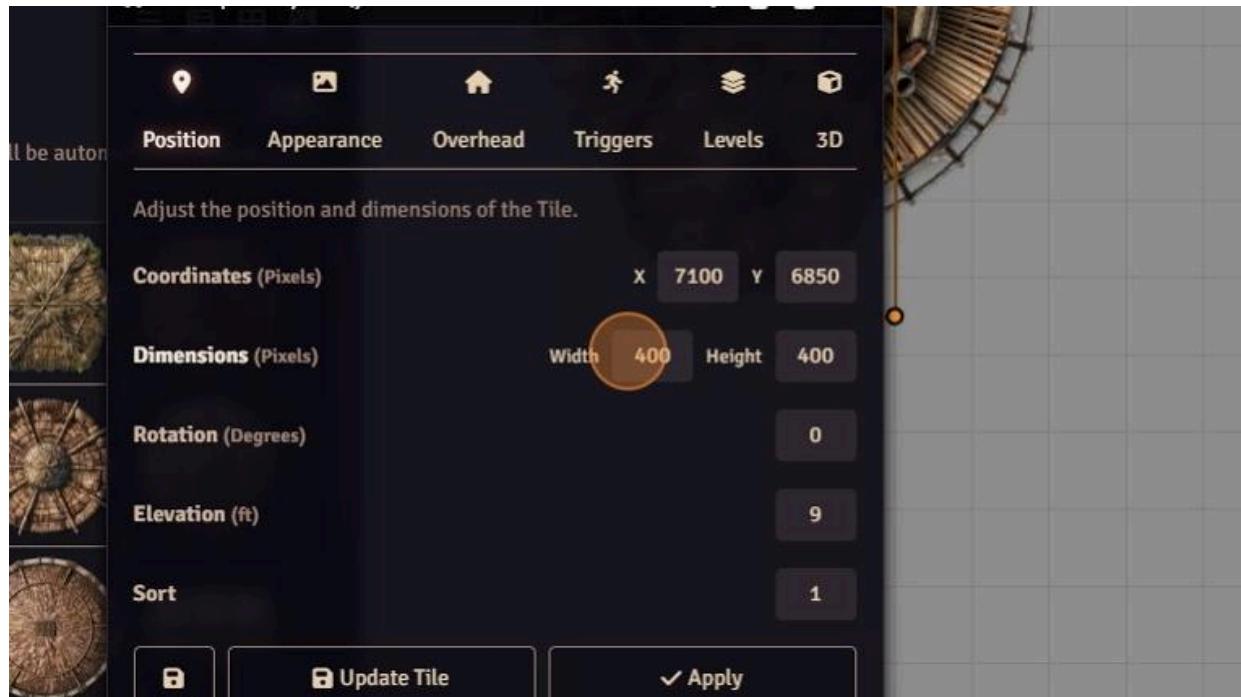
13. Select a roof for your hut and drag it onto the canvas



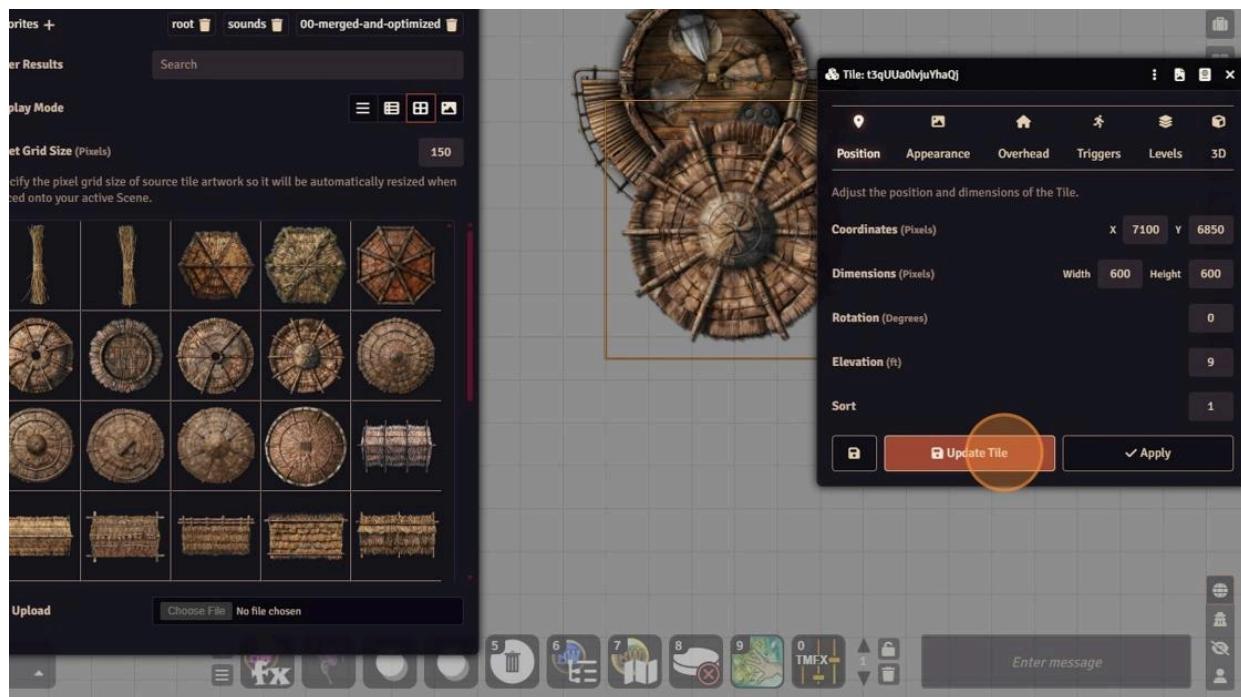
14. Double-click it to resize it



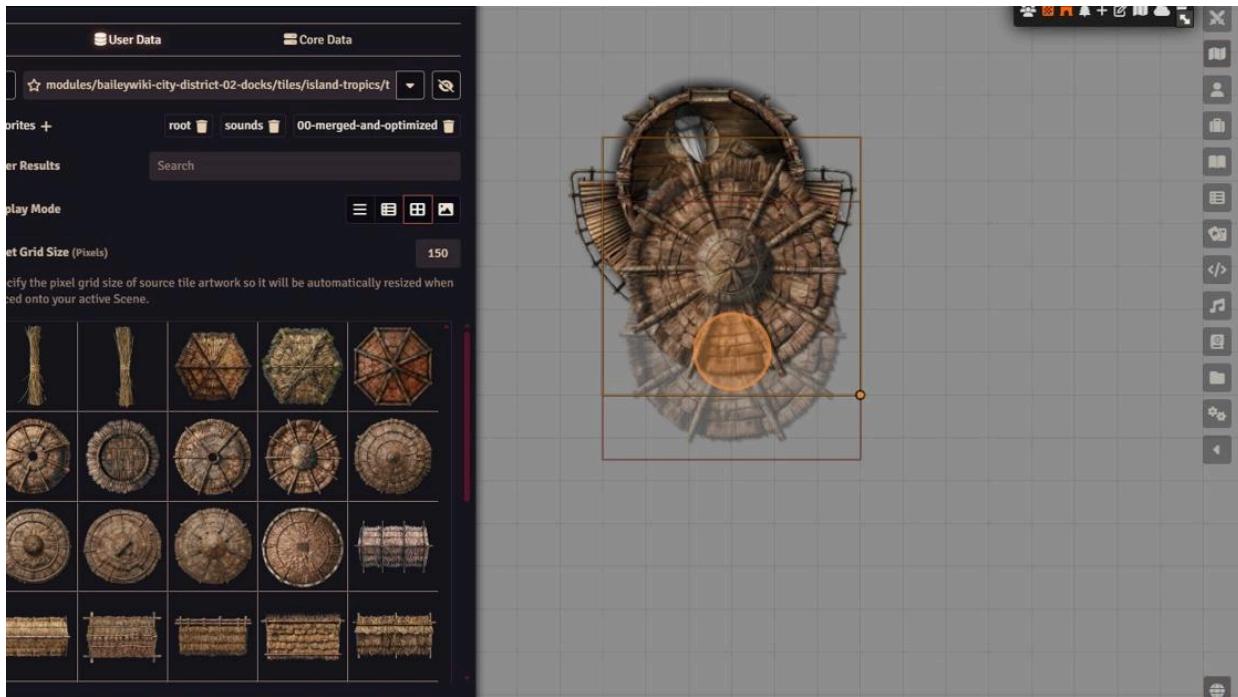
15. Set the height and width fields to 600 so it covers the hut.



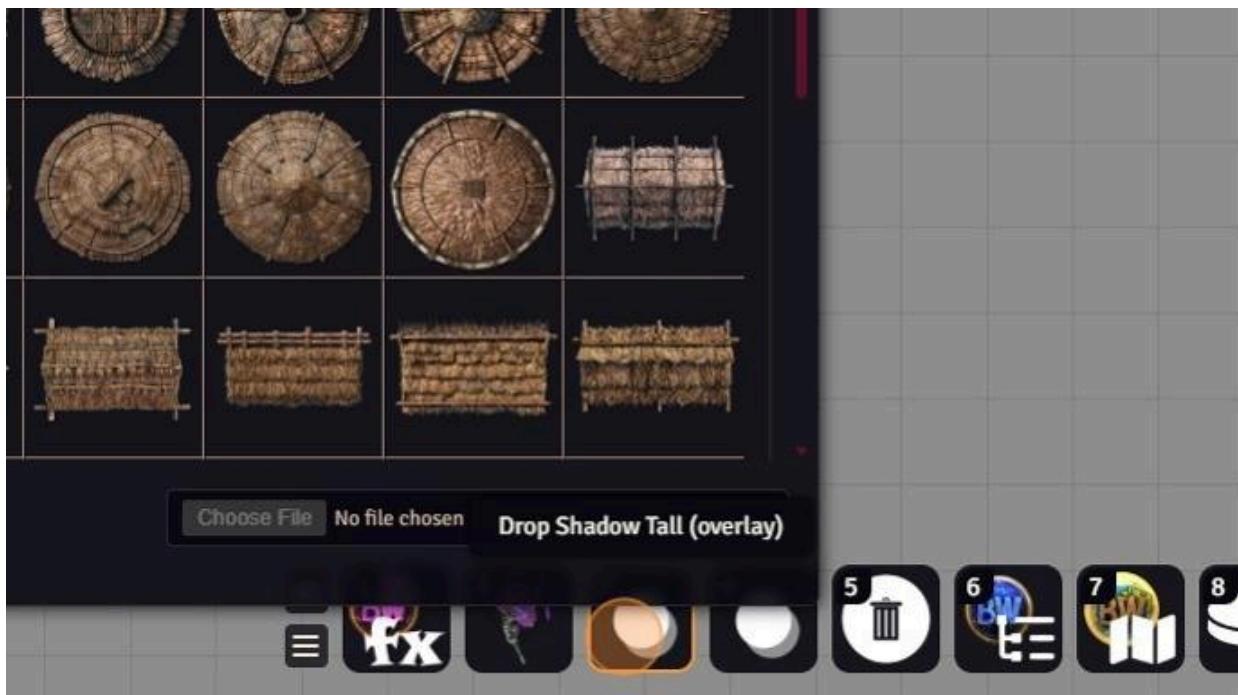
16. Click "Update Tile"



17. Move the tile into position



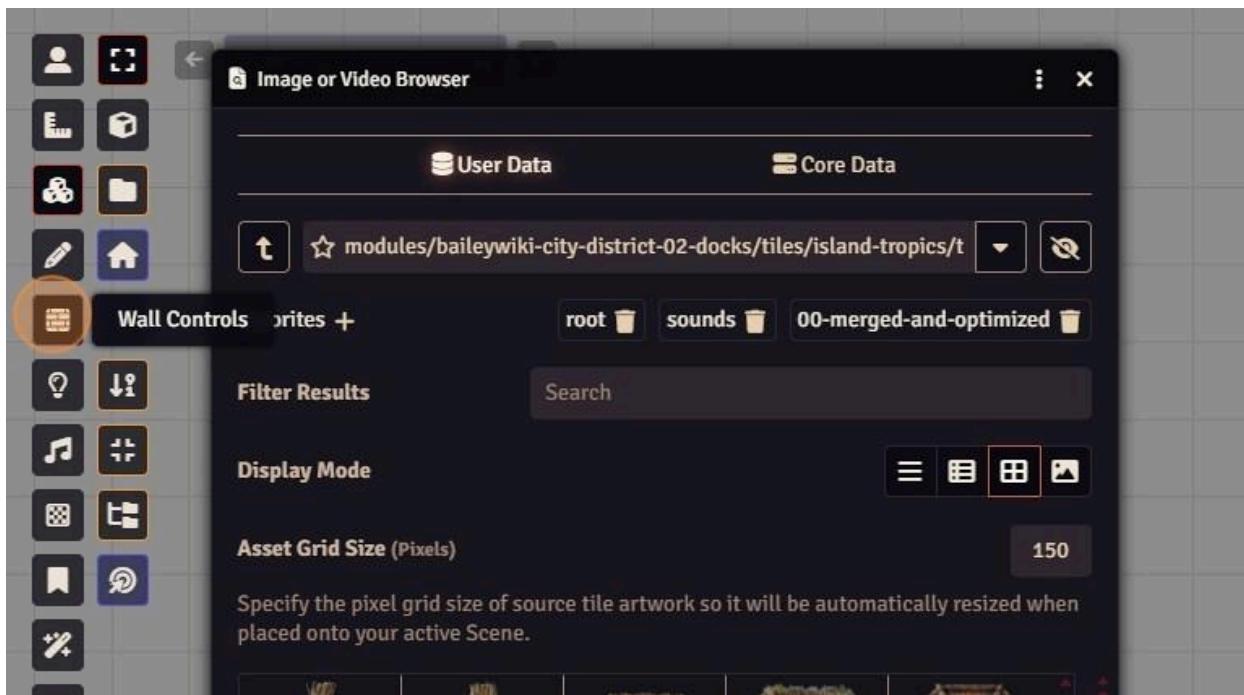
18. Optional, apply a drop shadow to the roof. You can find this macro in Nuts and Bolts macro compendium.



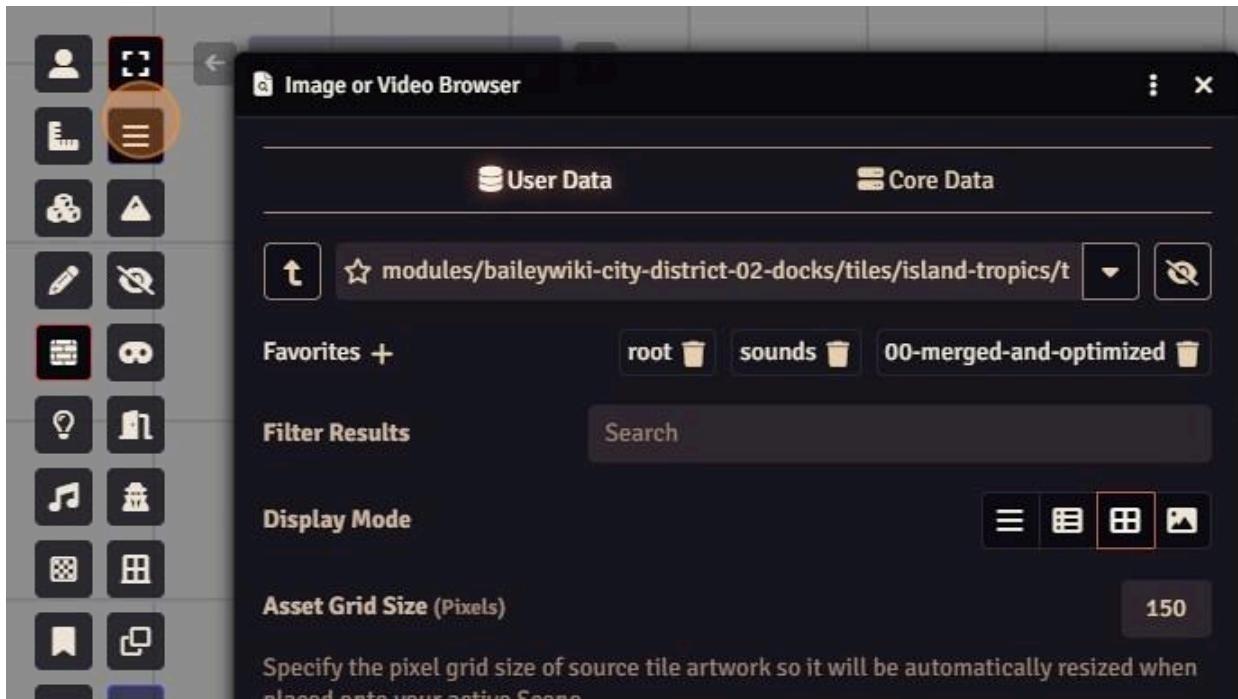
19. Turn off your roof mode



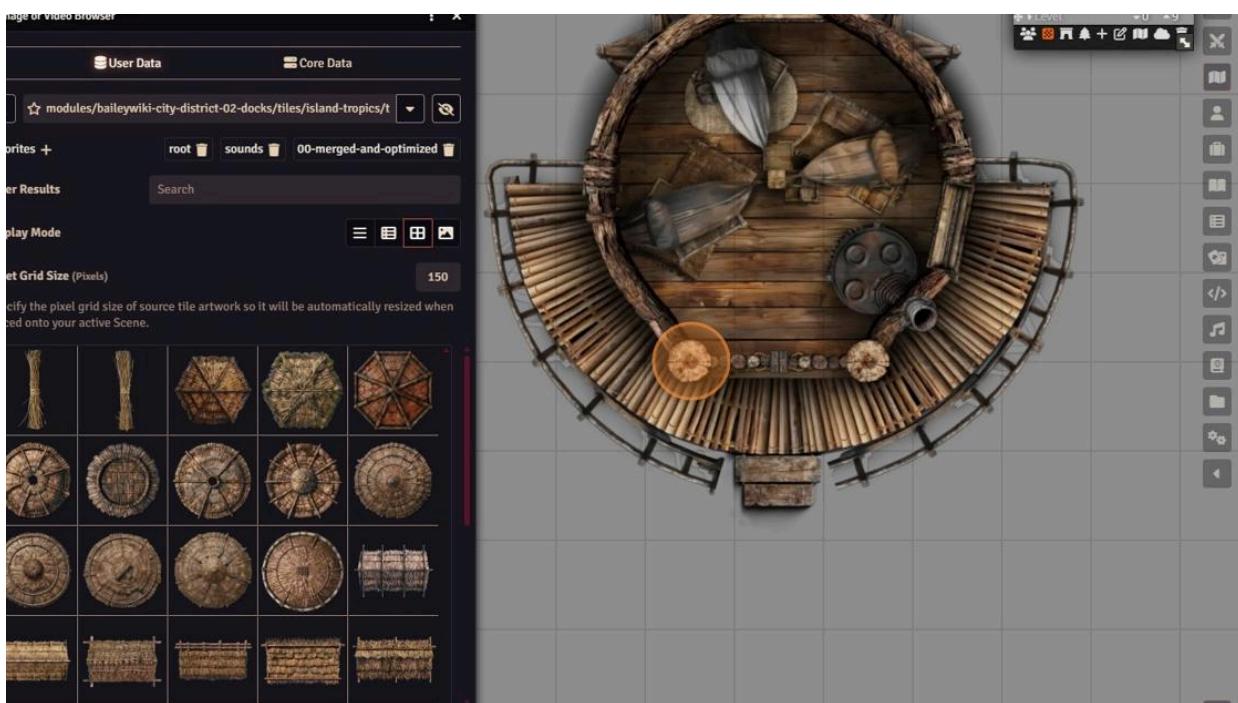
20. Click on your Wall layer



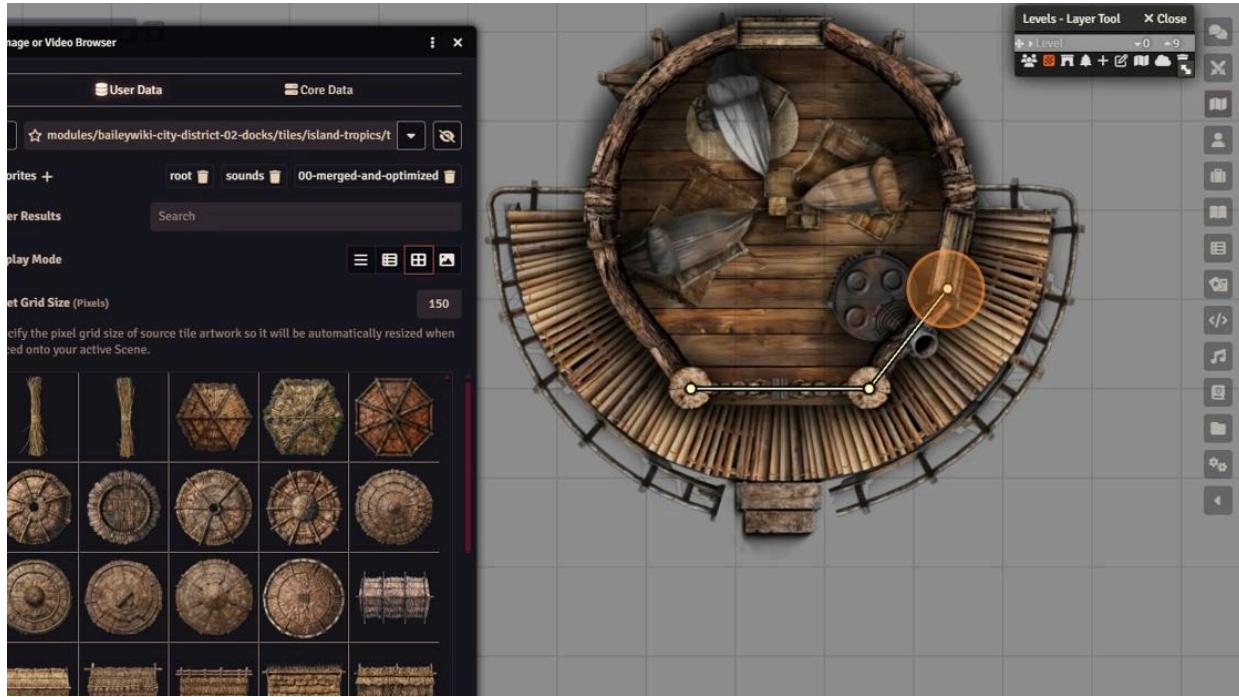
21. Click the Normal wall button



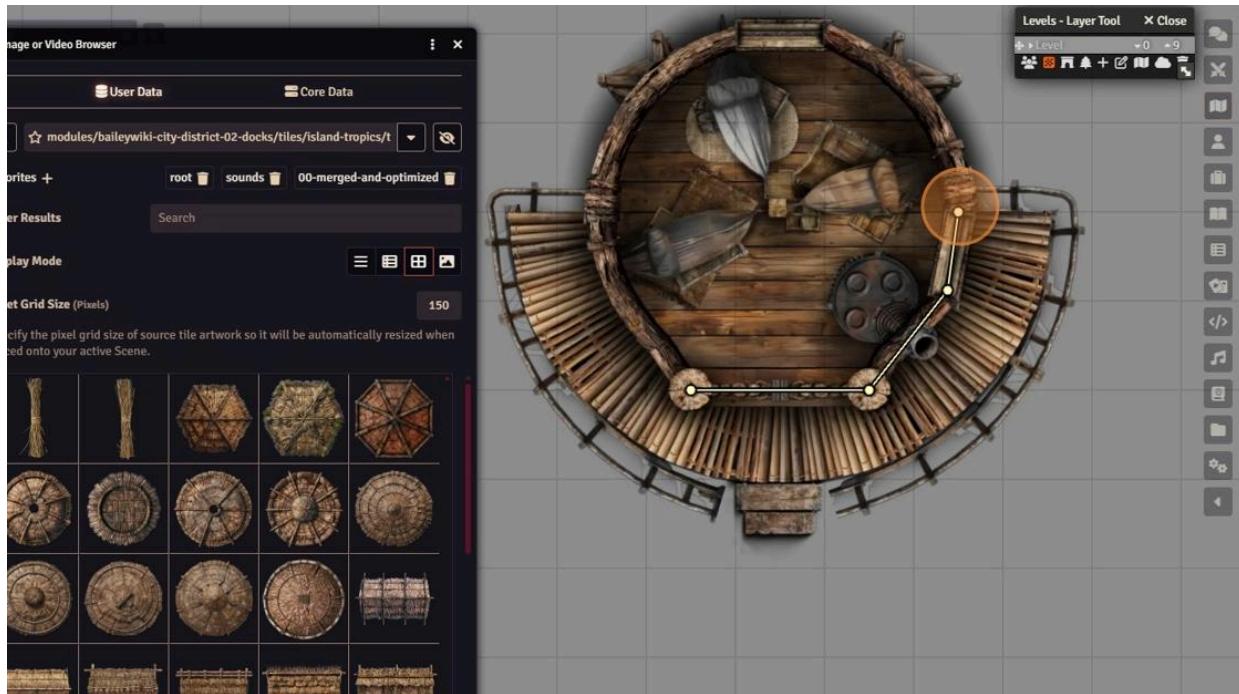
22. Start drawing your walls, make sure you're Levels UI is open so it automatically sets the bottom and top of your walls.



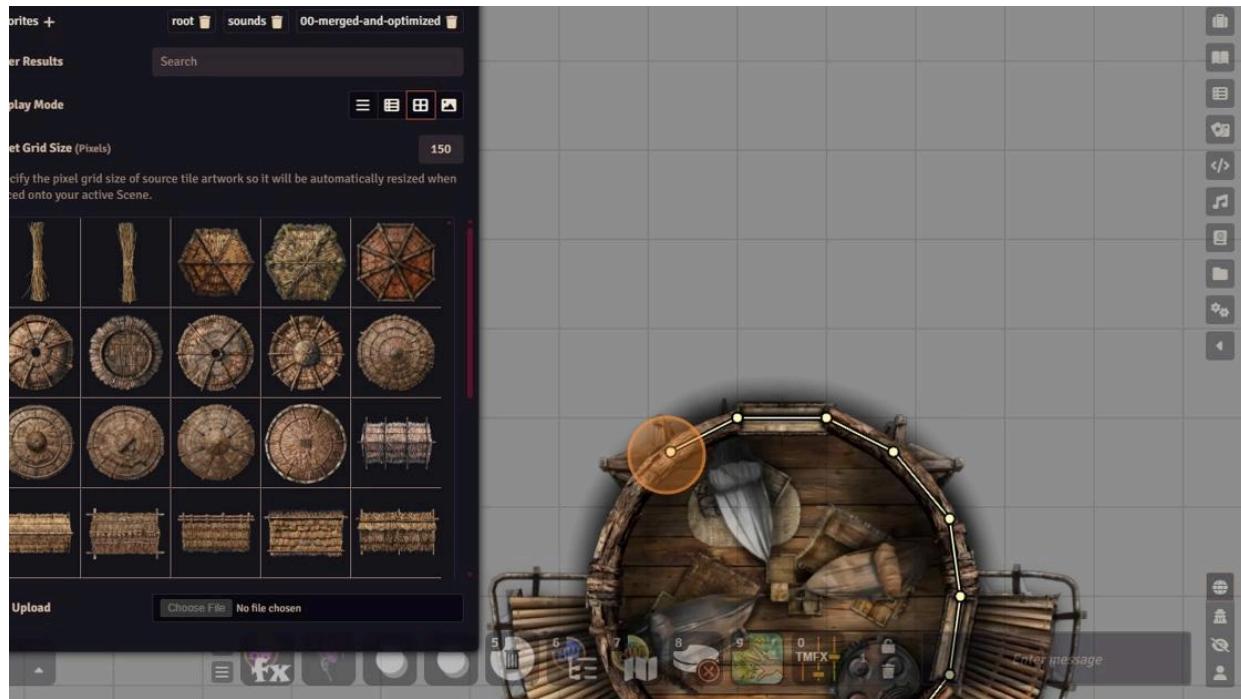
23. Continue drawing walls



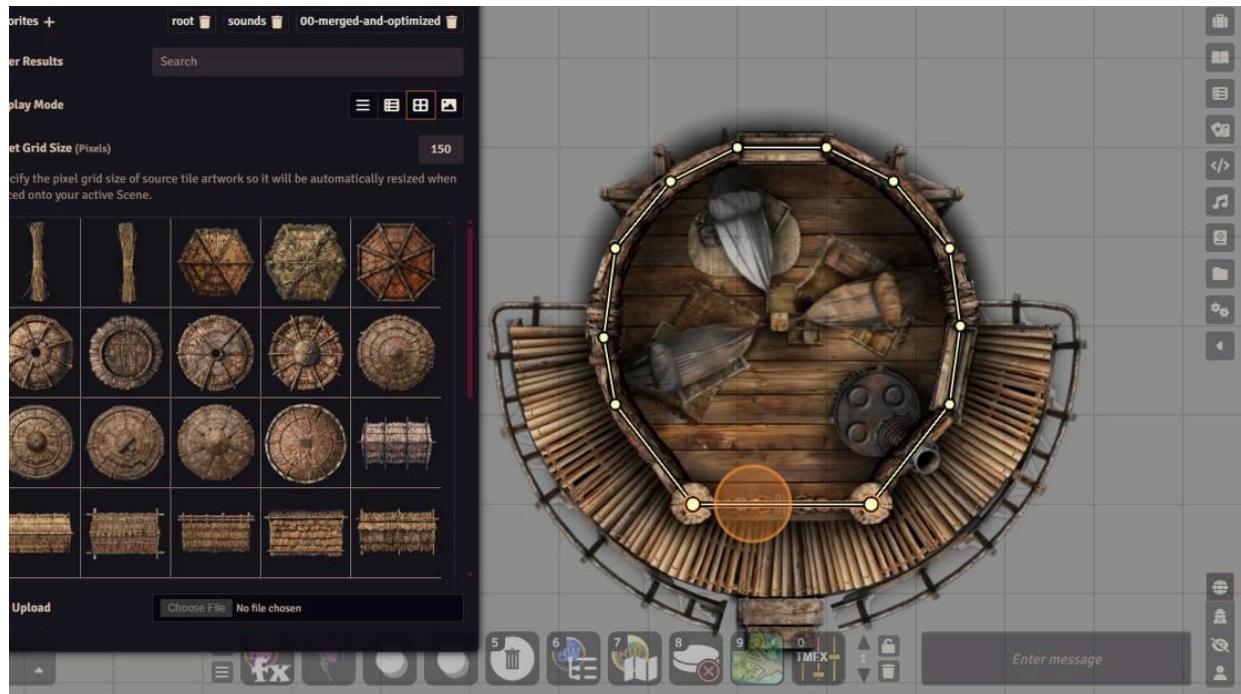
24. Click here.



25. Click here.



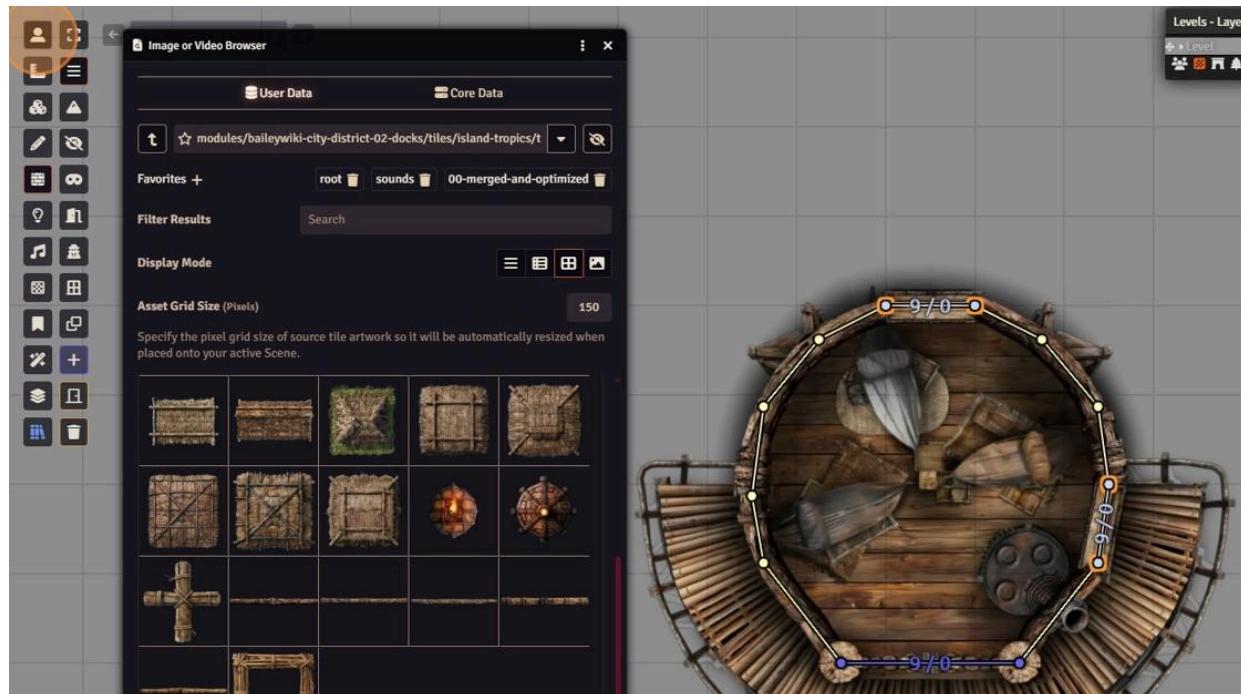
26. Double-click here.



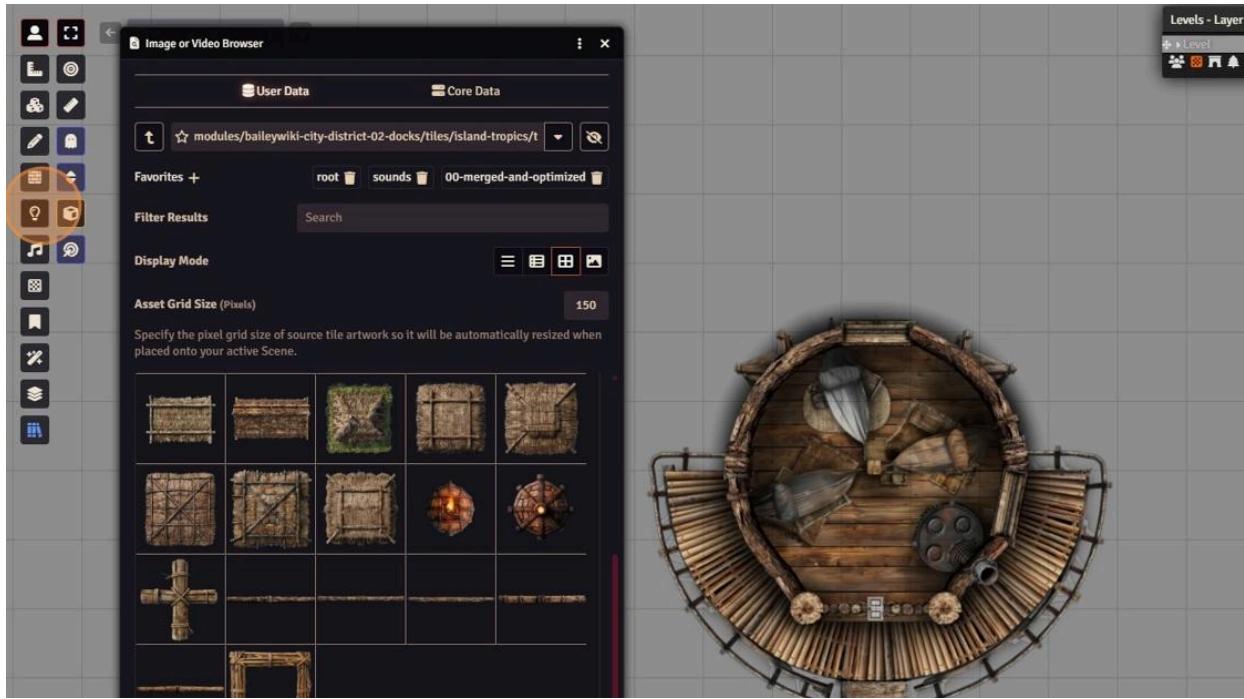
27. Configure your Doors and Windows



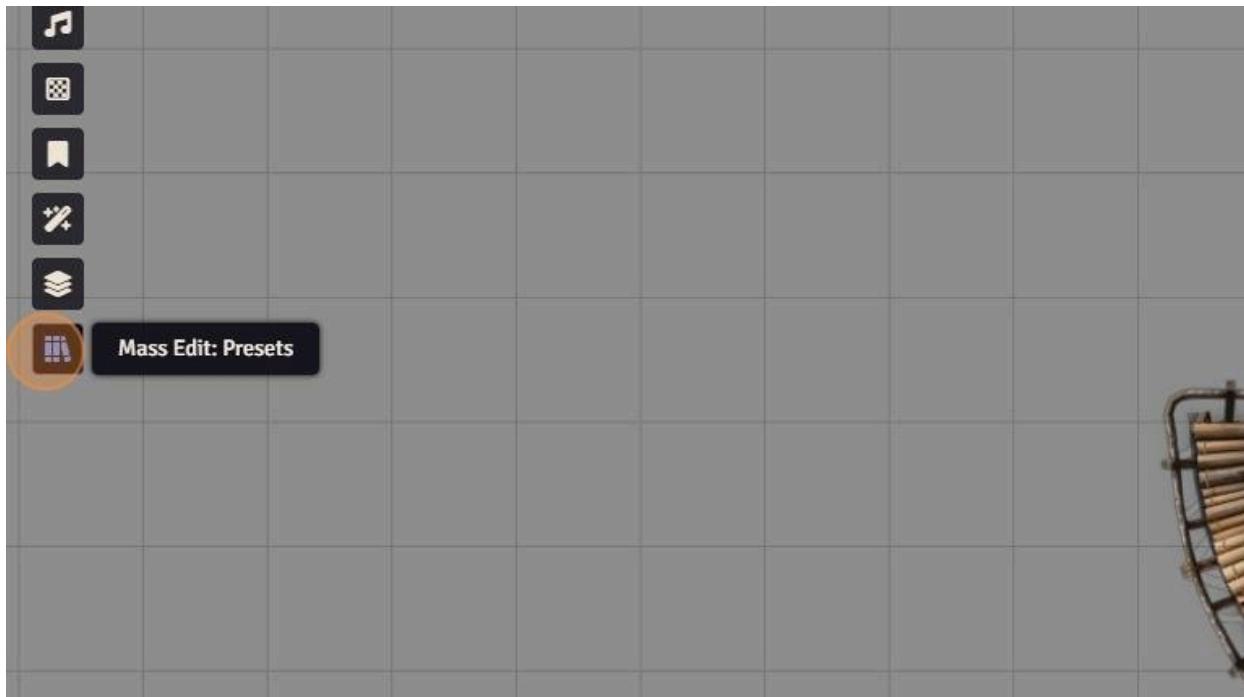
28. Test your creation with a token



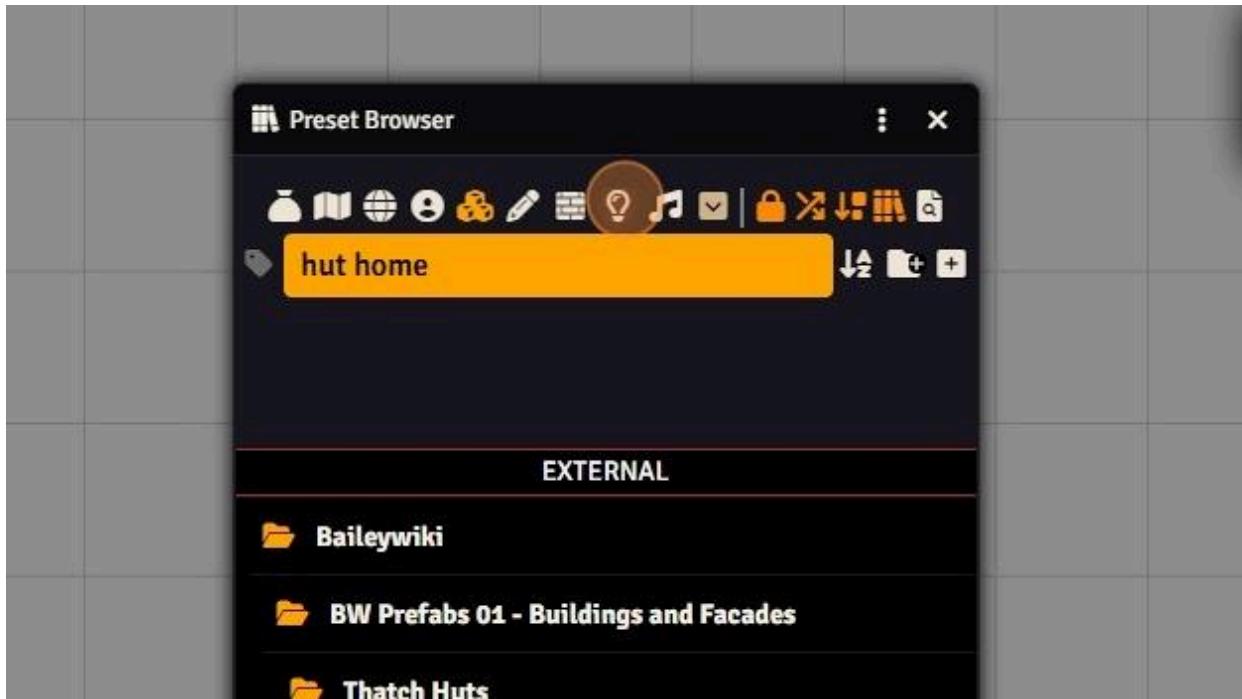
29. Go to your light layer. Remember to have your Levels HUD open again. Place and configure lights as you like.



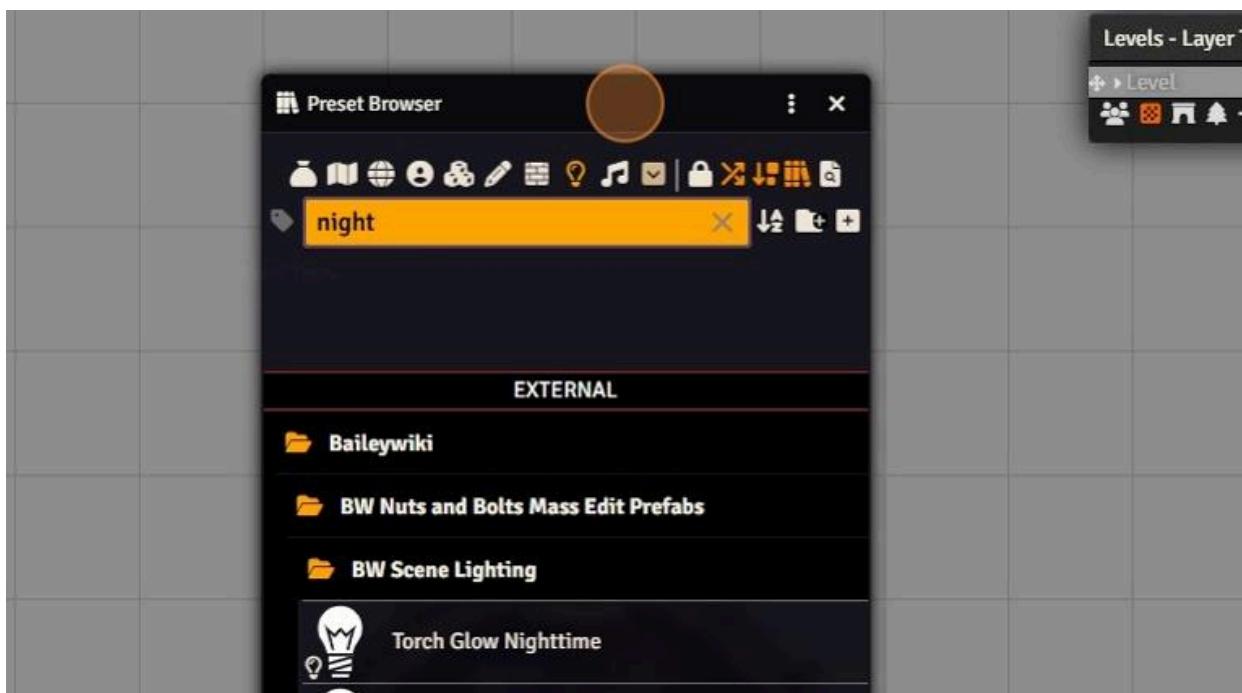
30. OPTIONAL: If you want to use a preset light, Open your Mass Edit asset browser



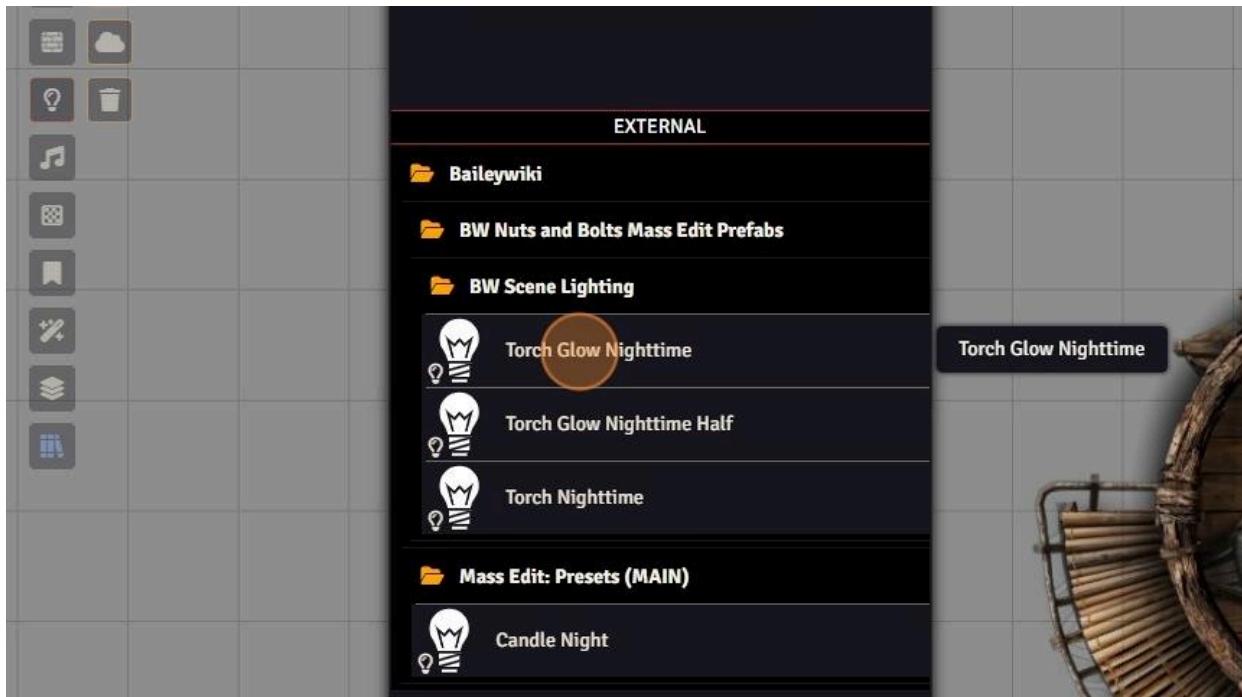
31. Click the Light tab



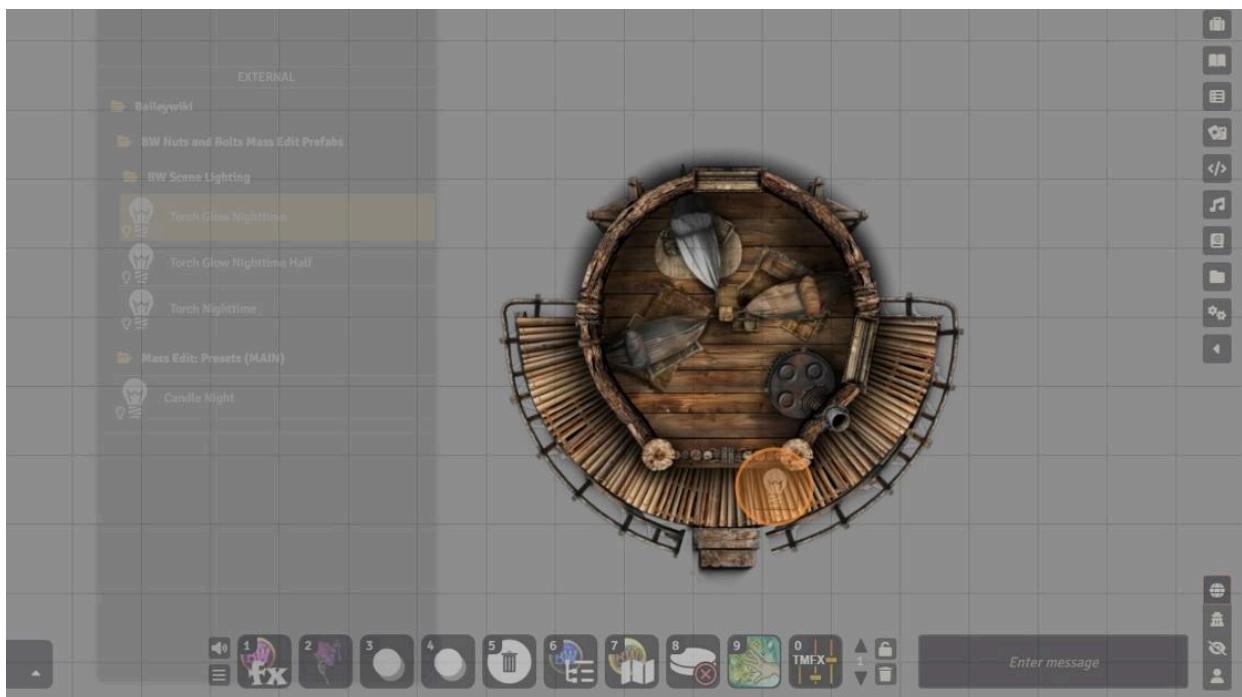
32. Type 'Night' in the search bar



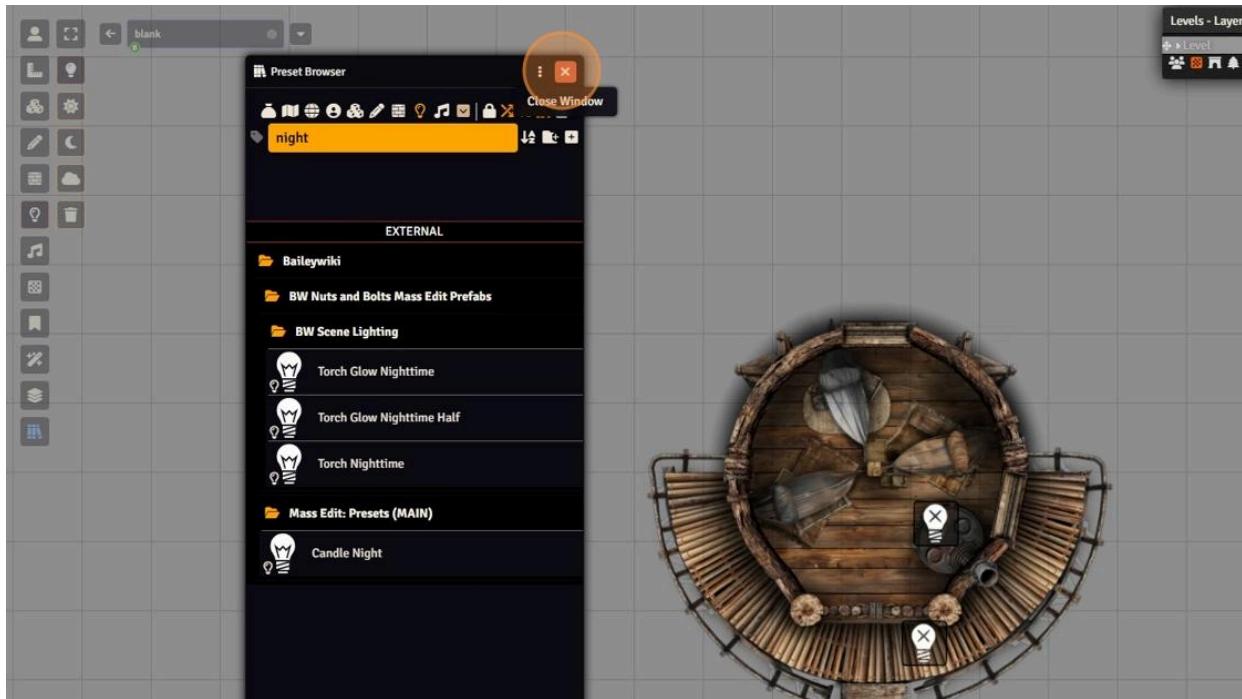
33. Double-click "Torch Glow Nighttime"



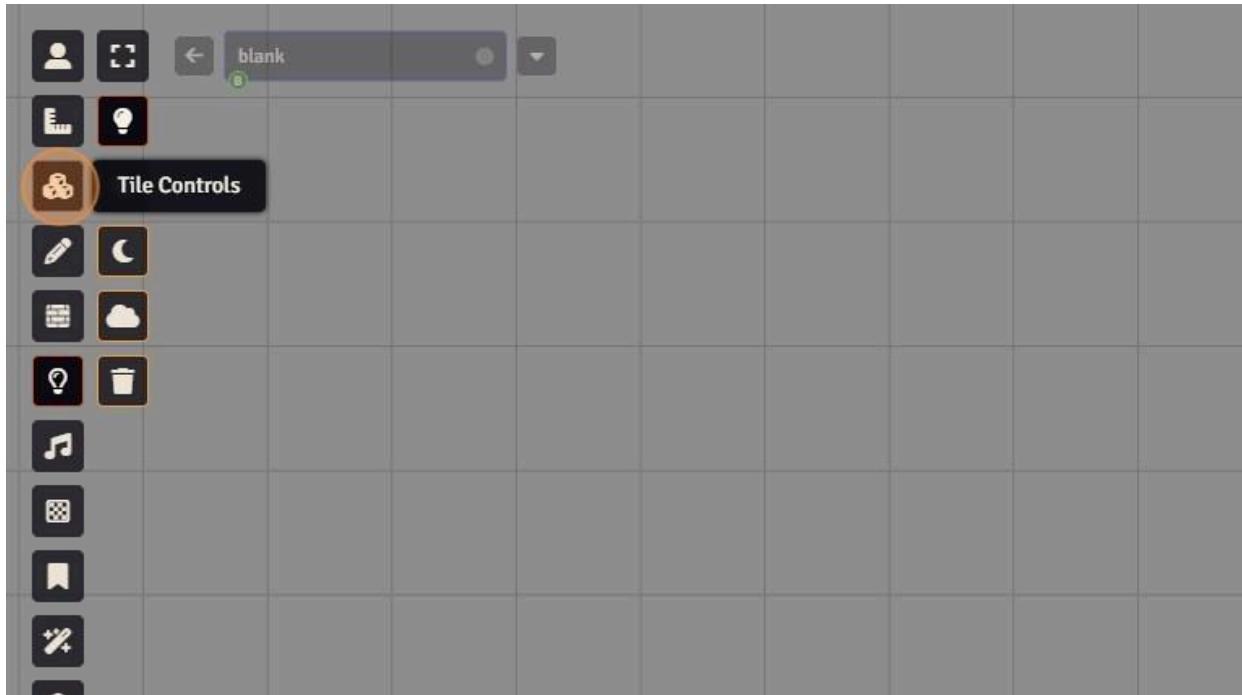
34. Place your lights



35. Close the Mass Edit browser



36. Go to your Tile layer

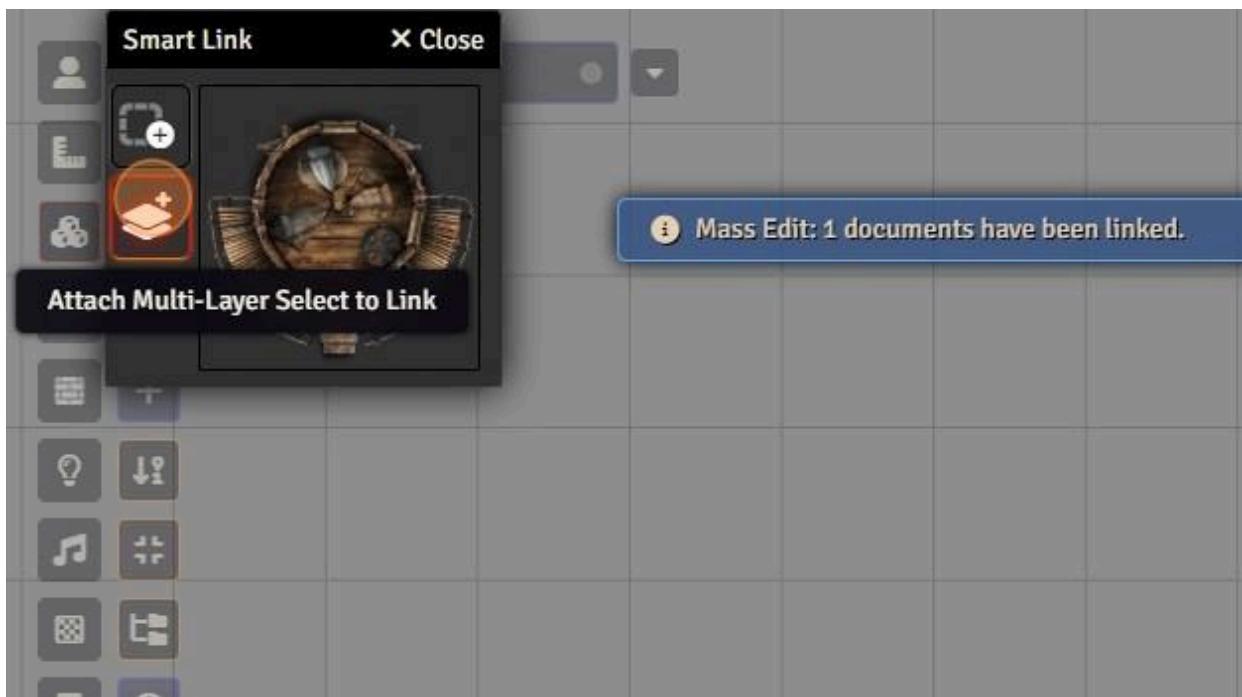


37. Select the main tile of the prefab. Pick a tile that will best represent it as a thumbnail.

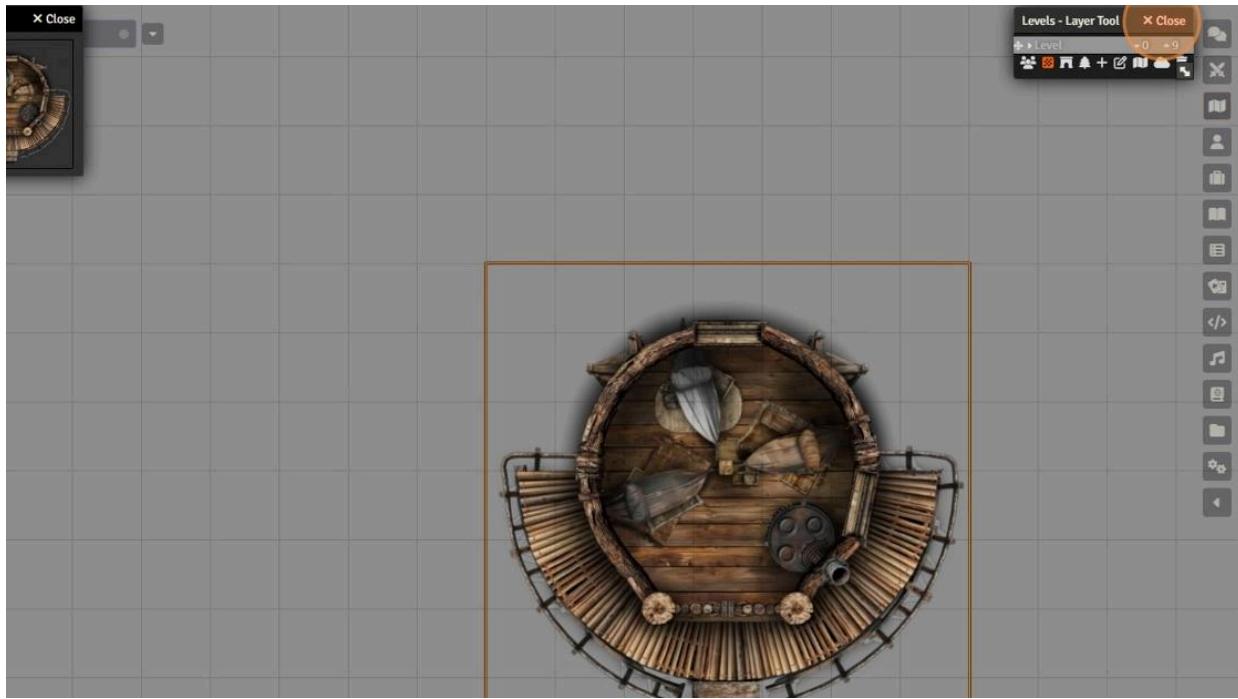


38. Press the "L" key

39. This will open the Linker menu, which is a Mass Edit feature. Click the Attach Multi-Layer Select to Link button. This will enable you to lasso all of the prefab elements in a single go.

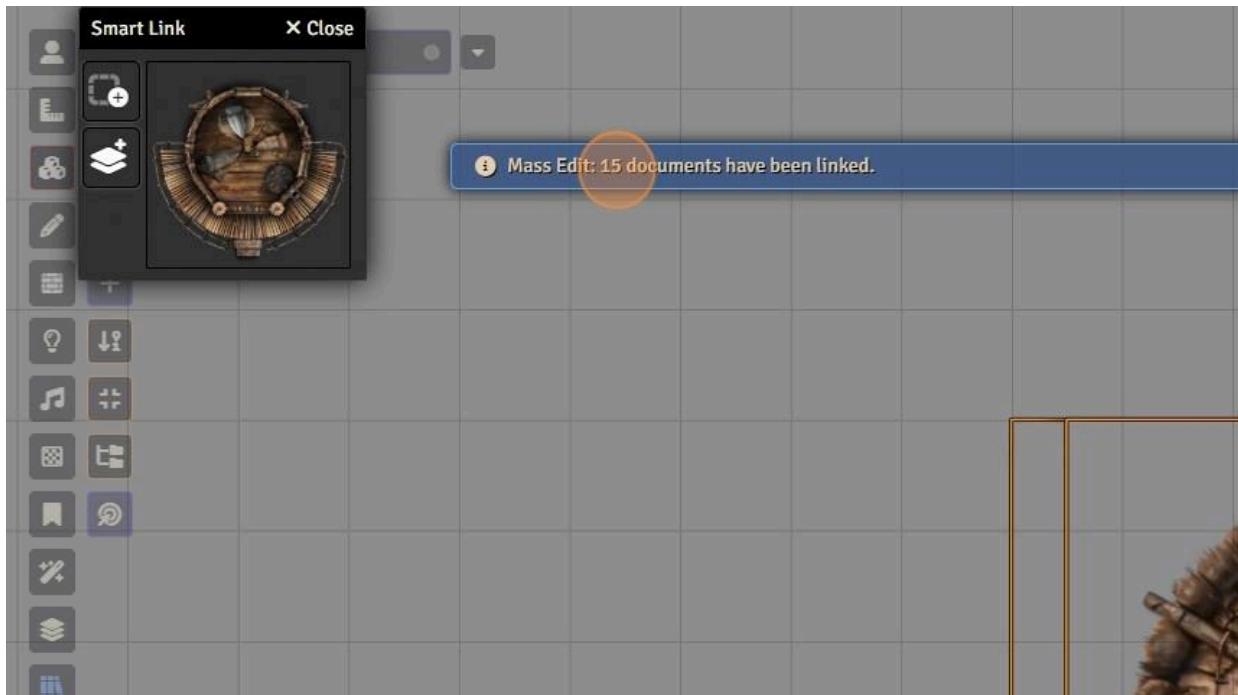


40. Close the Levels UI so you can see the entire prefab

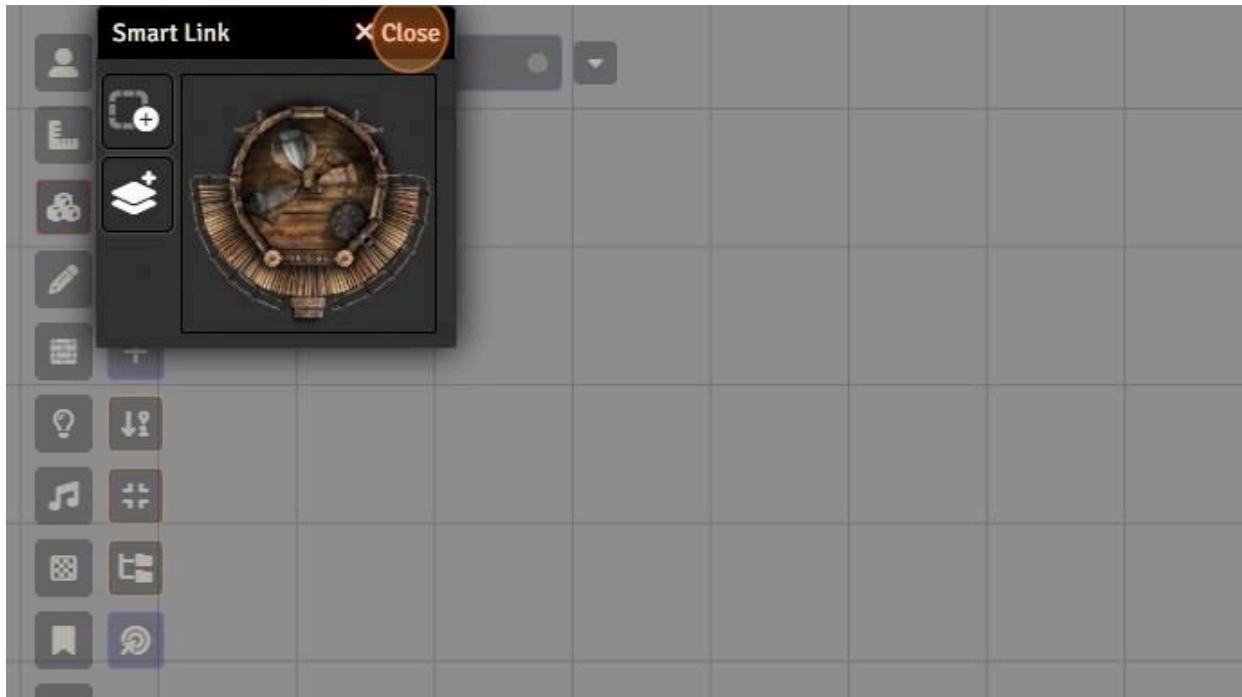


41. While you are still in lasso mode for Linker, drag a box around the whole prefab. You will get this confirmation toast if you did it correctly. In Foundry, a "document" is any entity type, like a tile, wall, or light.

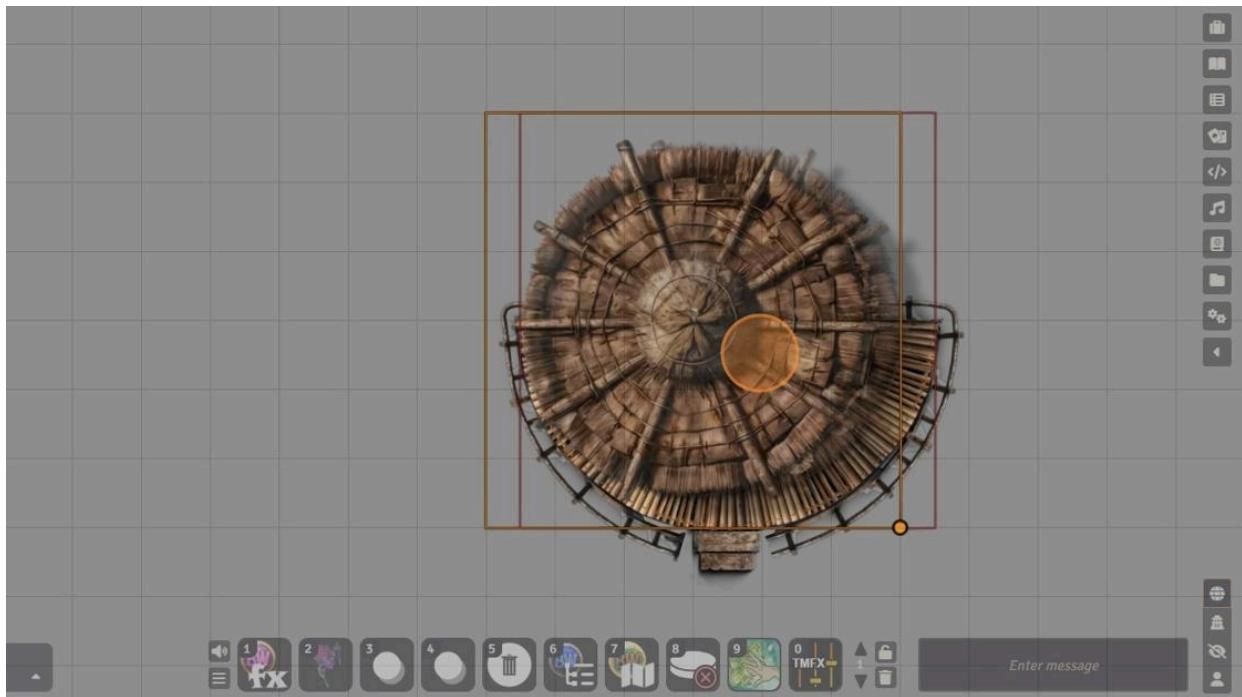
Your prefab is now all connected, and dragging one part of it will move all of its attachments.



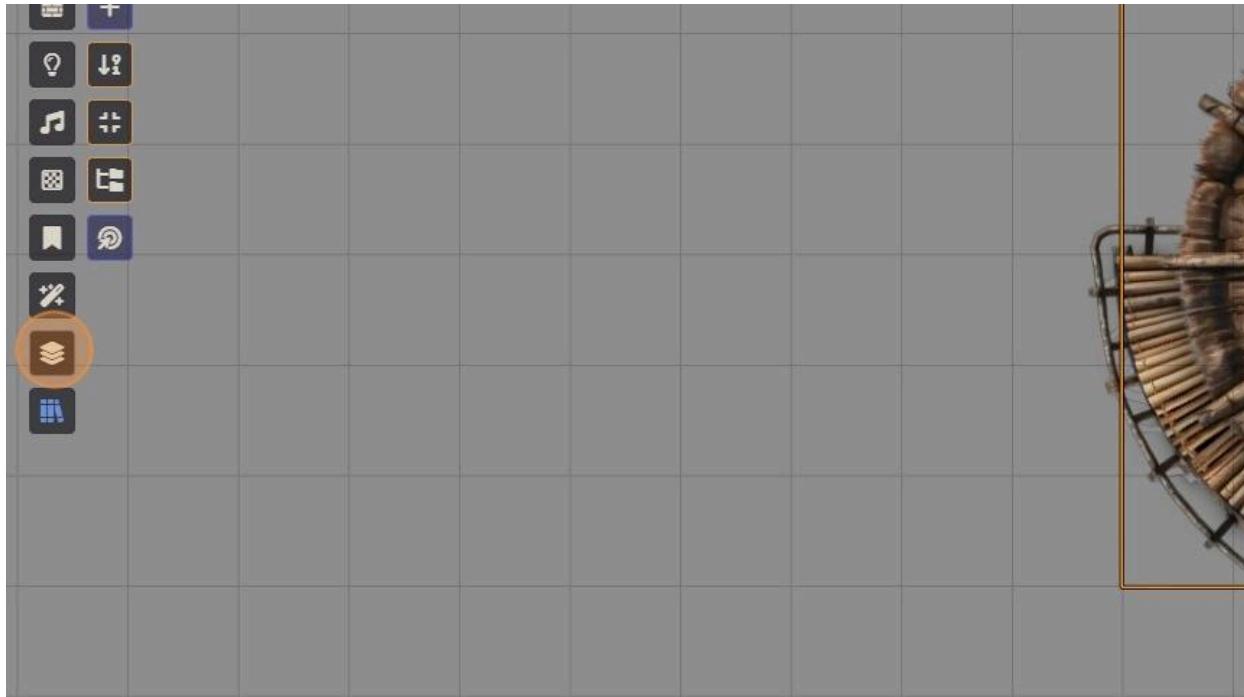
42. Close the Linker menu.



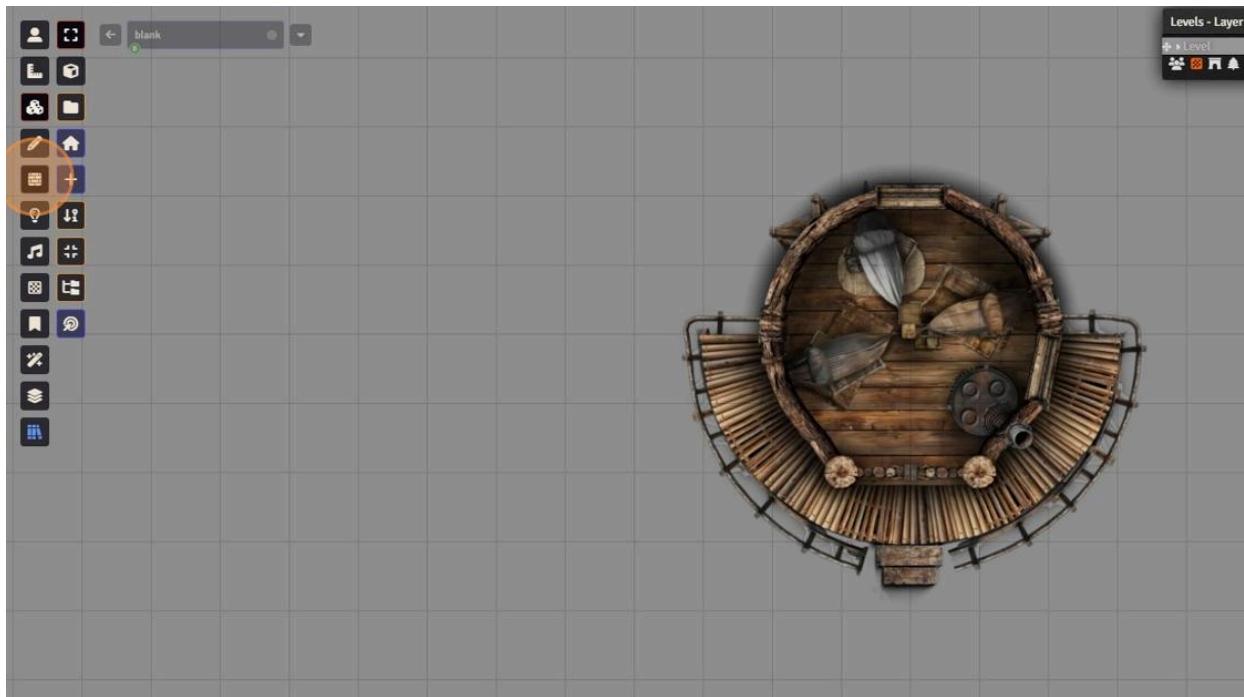
43. Select any part of the prefab and drag it around the scene to test it.



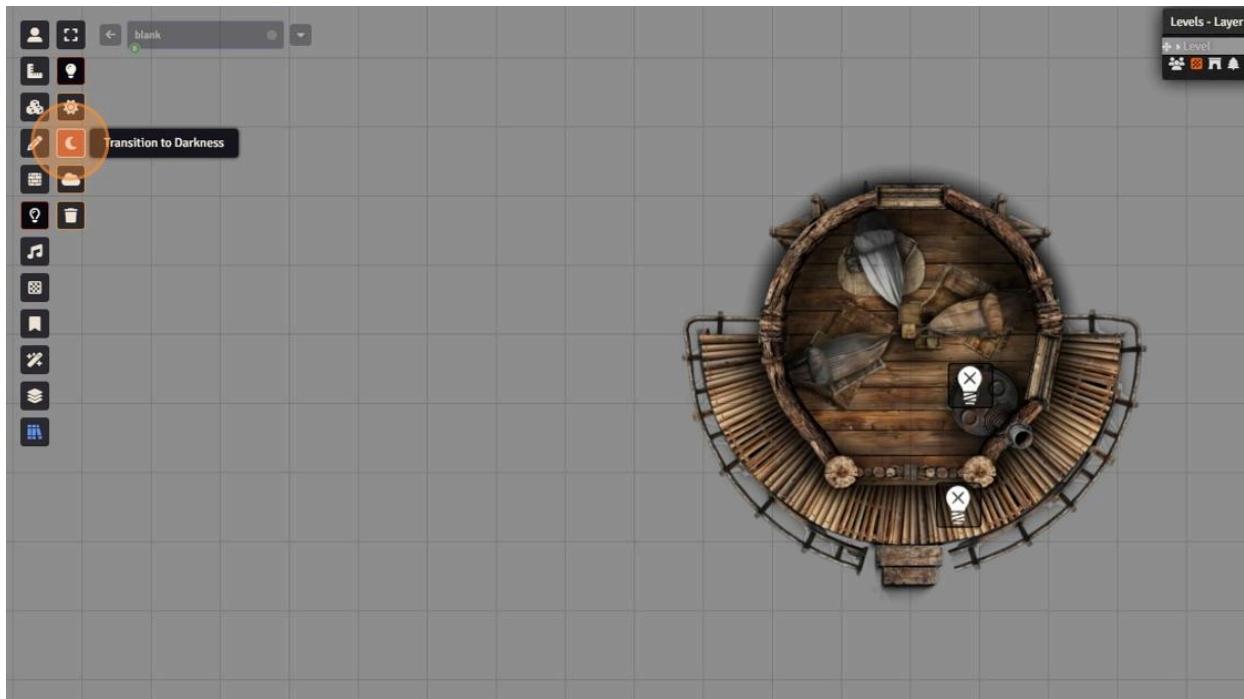
44. Open your Levels UI again



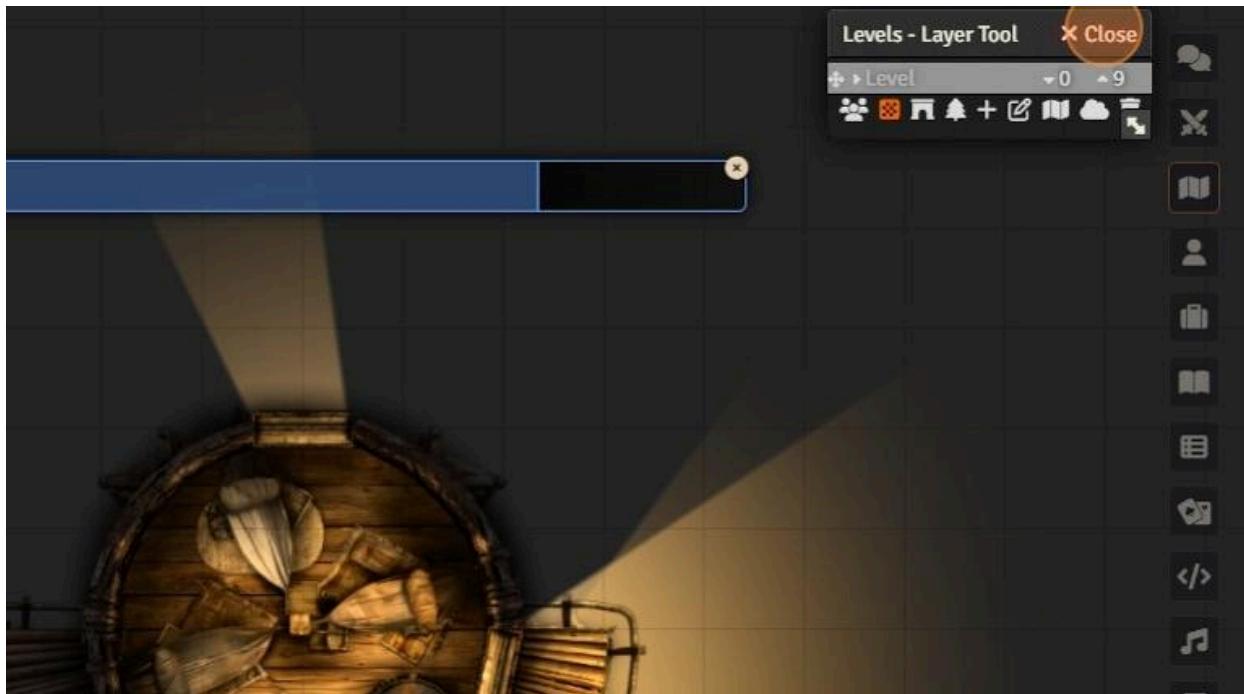
45. Check the Walls and Lights layers to make sure they moved with the rest of your prefab



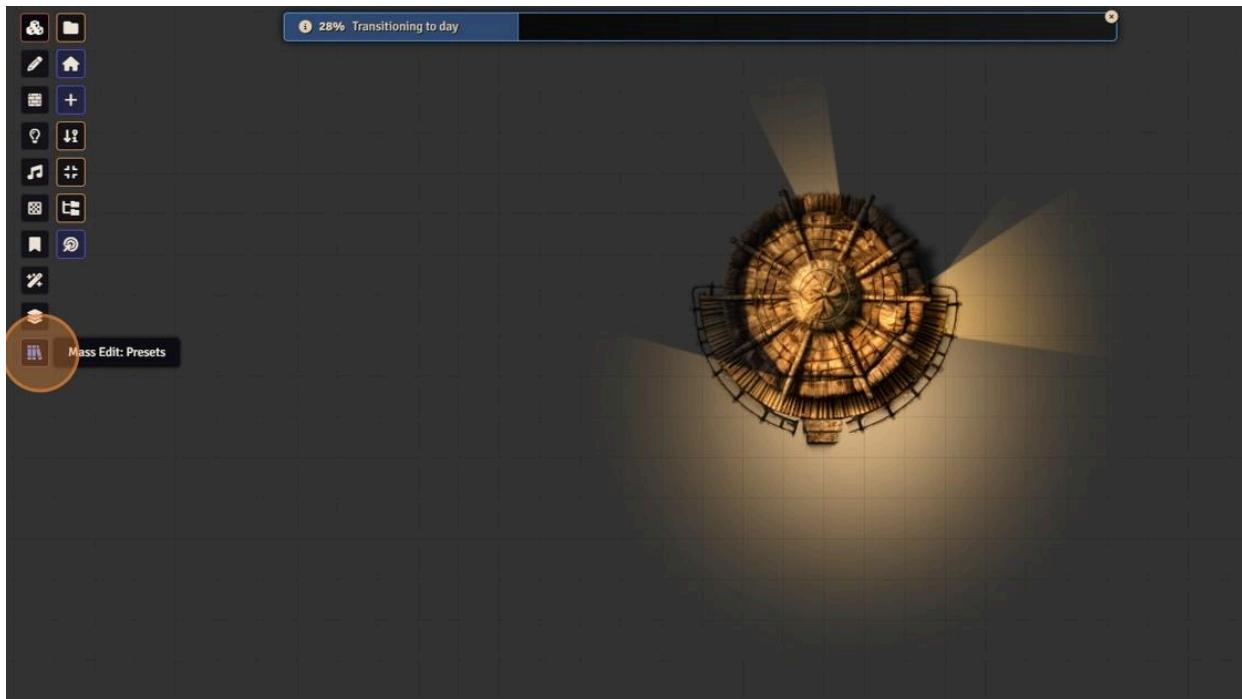
46. Lower the lights



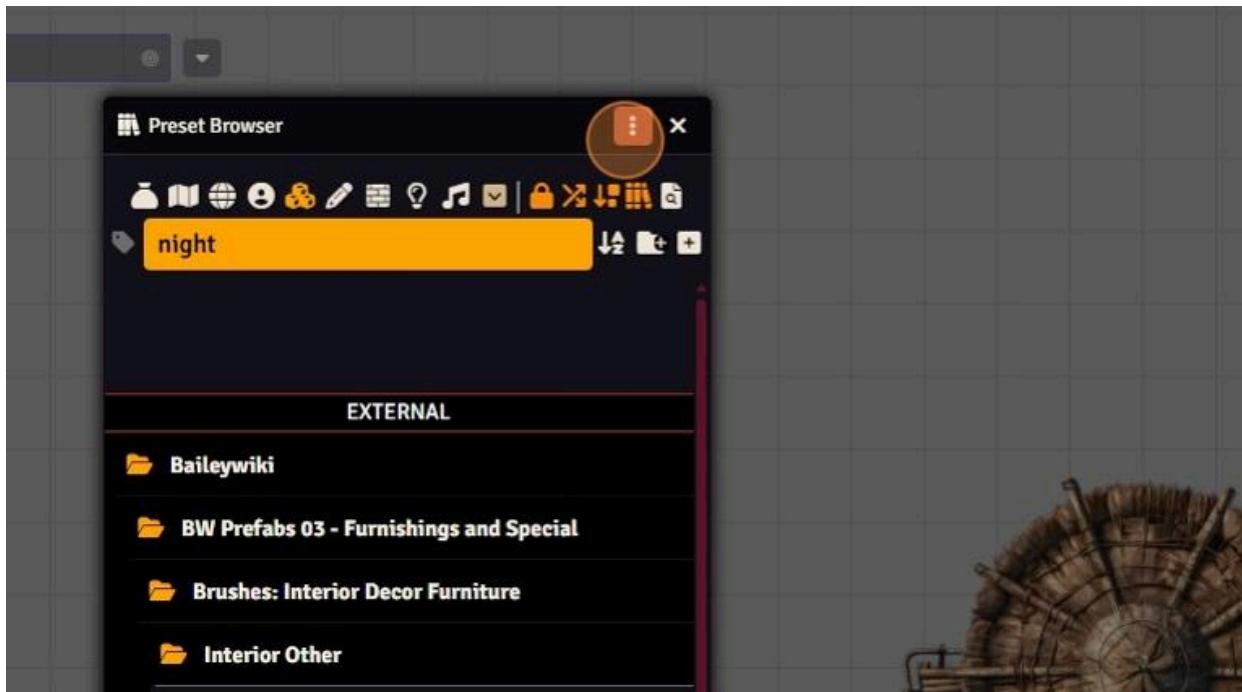
47. When you're satisfied that it's all working, close the Levels UI.



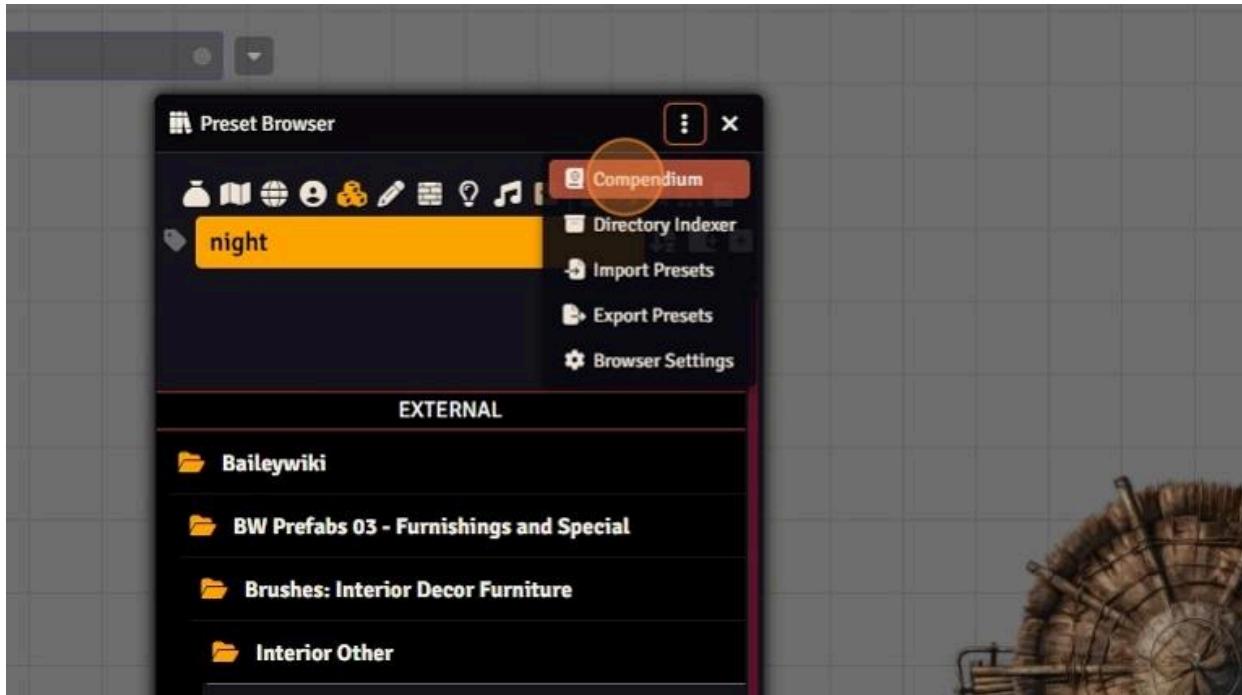
48. Open your Mass Edit asset browser



49. Click this button.



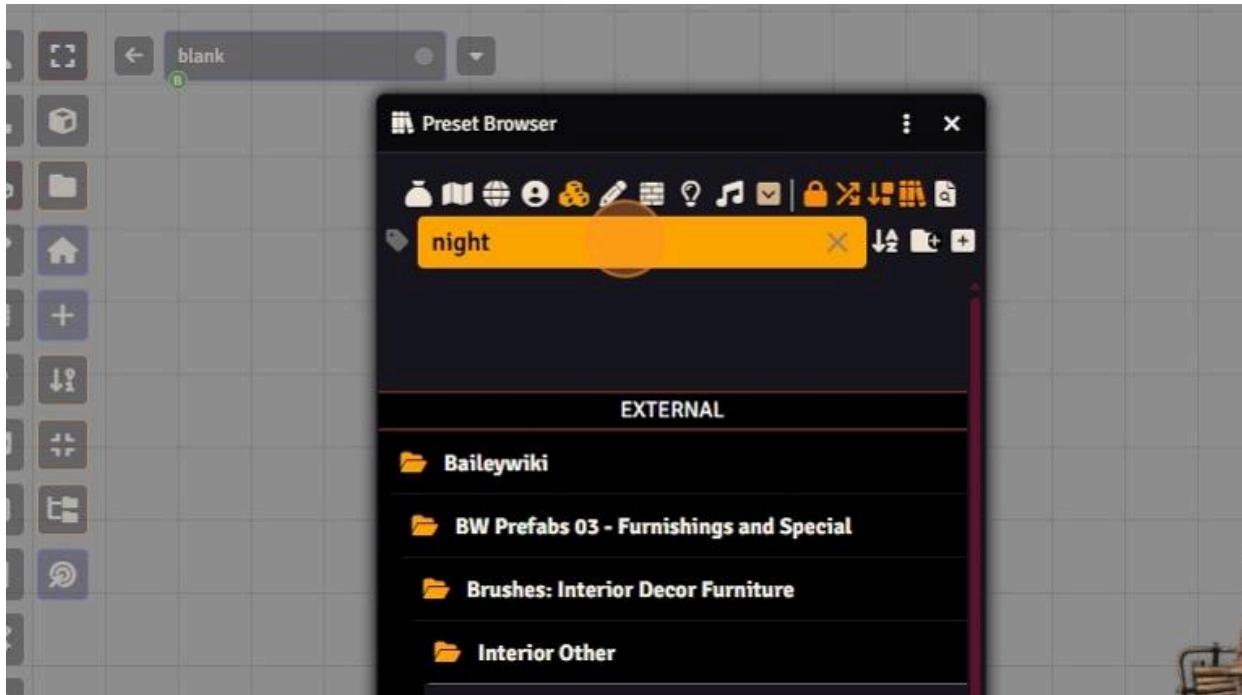
50. Click "Compendium"



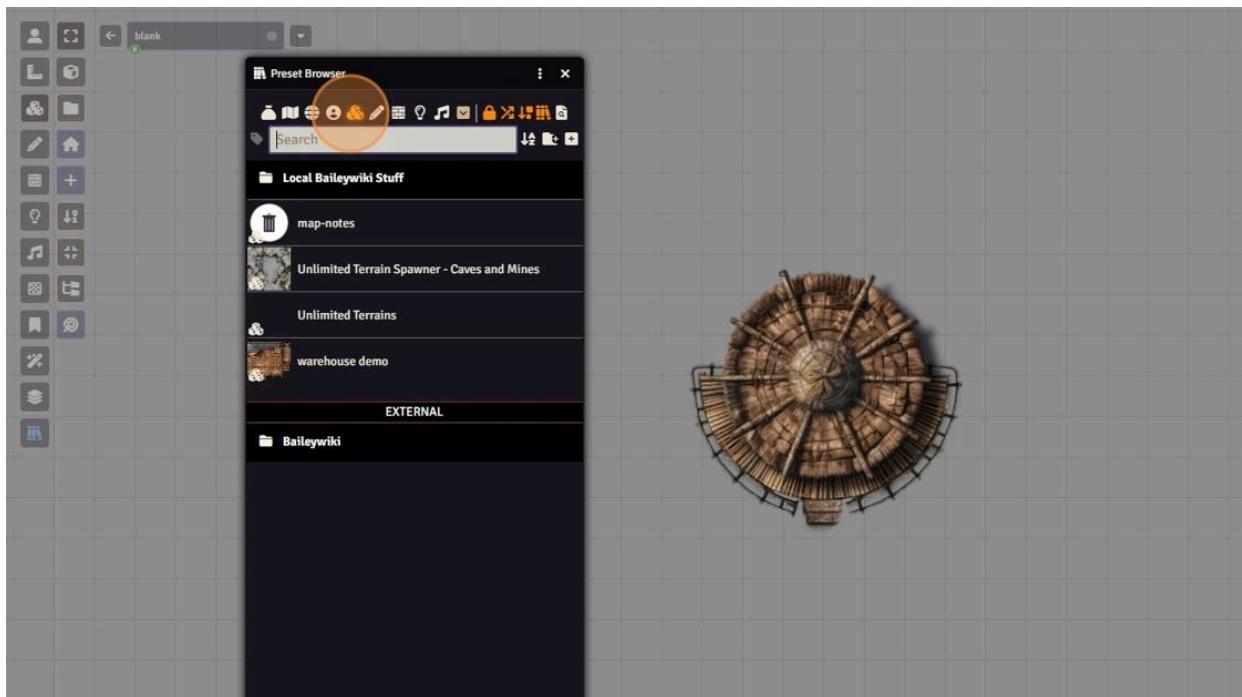
51. If it's not already selected, Select the "Mass Edit: Presets (MAIN)" option. This is your main sandbox for all your creations. It is created for you by default.



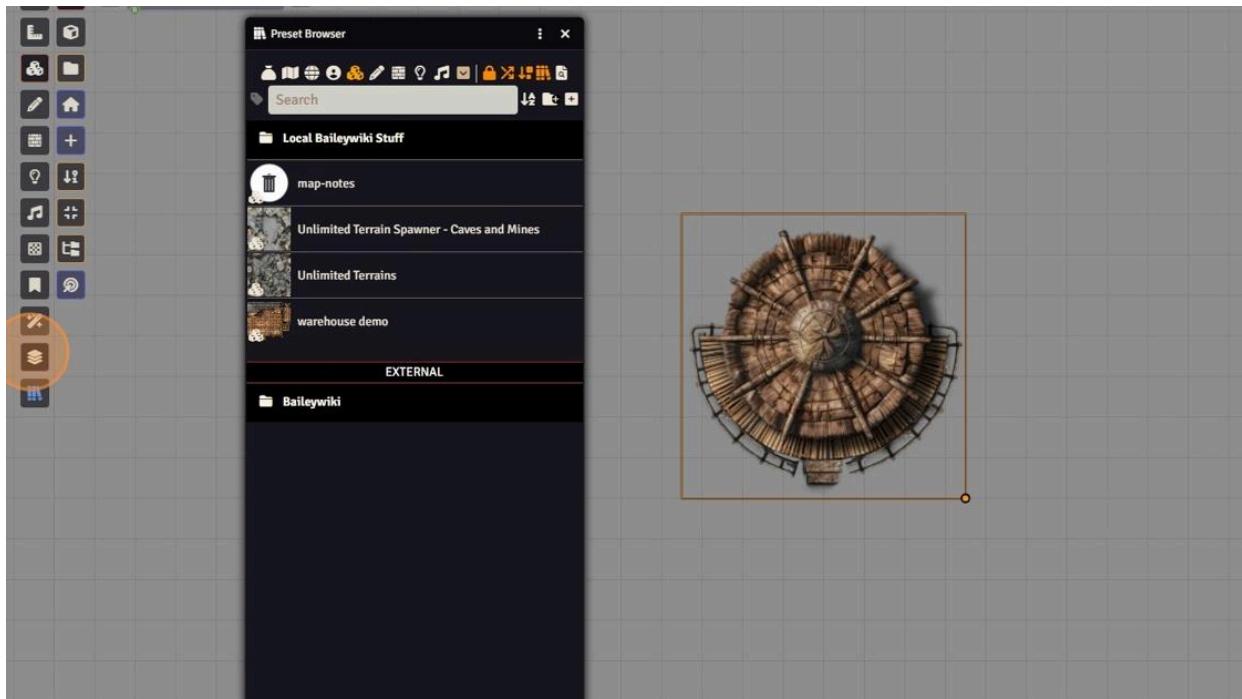
52. Click the "Search" field. Press delete or backspace to clear it.



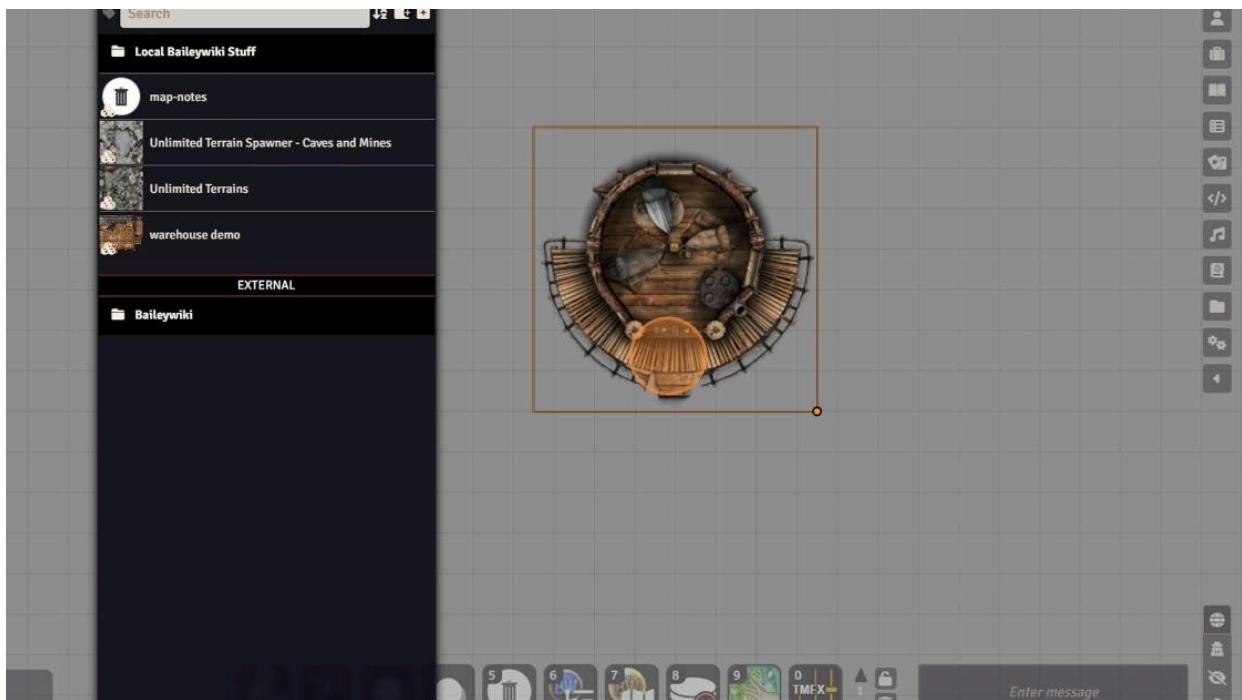
53. Select your Tile tab if this is a tile-based preset.



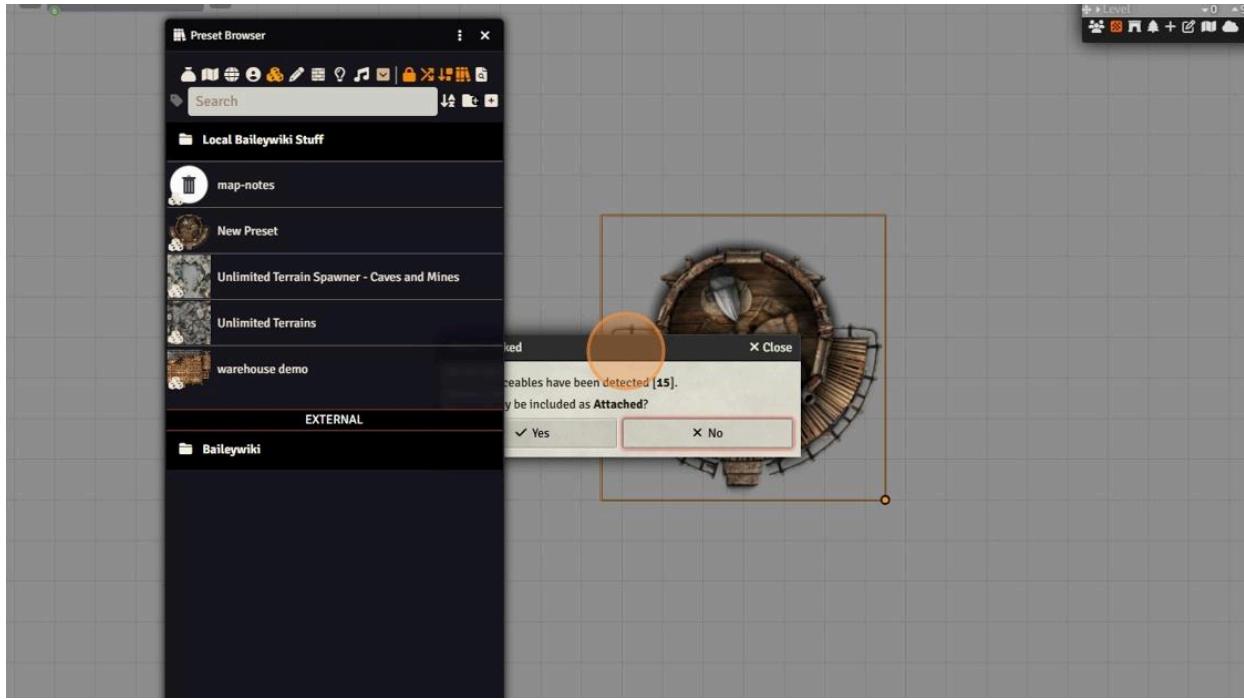
54. Turn on your Levels UI if you can't get to your 'floor' tile



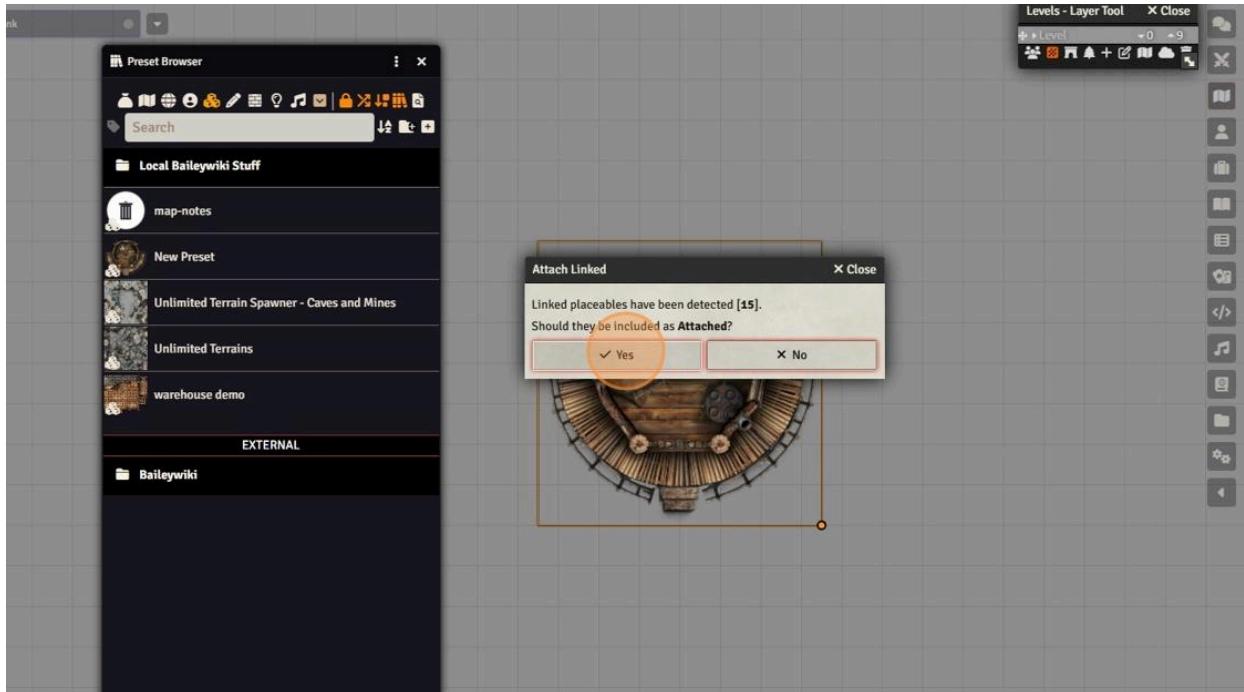
55. Select your tile and drag it into the Mass Edit window. Anywhere is fine.



56. If you did it properly, you'll get a prompt to add your prefab. You should see multiple documents, or entities, attached to it.



57. Click "Yes"



58. Give your creation a name in the next screen and save it. Now you can drag it out anytime from your Mass Edit browser. With this method, you can create buildings, ships, scene props, puzzles and traps, working levers, teleports, groups of monsters... you name it!

