Page contents

- Separate the four locations
- First launch and project creation
- Open a world and load its content
- Editor playtest modes
- Failure isolation and preservation

Offline copy of Editor, depot and world workflow .

Editor, depot and world workflow

This chapter follows CD PROJEKT RED's Starting the Editor, Load an existing world and Start the game from the editor. It is a source-reviewed procedure, not a claim of a local REDkit run.

Separate the four locations

The **game installation** supplies the versioned original data. The **depot** holds uncooked resources generated from that installation. The project **workspace** holds mod assets you author or change. The **publish** path holds final output. Assign distinct writable paths. Record each exact path and the game/REDkit versions in project notes. Avoid copying the whole depot into source control or shipping it with a mod: the depot is generated source material from the installed game, not an authored release.

First launch and project creation

Install The Witcher 3 and REDkit for PC from a supported storefront and start REDkit through that storefront. If launch fails, the official guide identifies `bin\x64_RedKit\editor.exe` inside the editor installation as a fallback; troubleshoot storefront setup before relying on it. At the first-run dialog, select the game directory, choose a separate depot directory and press **Generate**. Allow uncooking to finish and confirm **Depot is valid** before creating a project. If generation fails, keep the first error

and check that the game path is the real installed game, the target depot is writable and storage is sufficient. Do not solve a failed generation by overwriting the game directory.

Create a uniquely named project with separate workspace and publish directories. Put the project under version control or make dated backups before major edits. Record the original asset virtual path, the project asset path and why it is being changed. That map matters when later inspecting an exported package or diagnosing a conflict with another mod.

Open a world and load its content

Use **File > Open World** or the Asset Browser, navigate under `virtaldepot > levels`, and select a `.w2w` world file. The official world-loading instructions also describe using the `CWorld` class filter when browsing. An opened world may initially show landscape and vegetation while other layers are unloaded. In Scene Explorer, select the relevant top-level group and use **Load all in group** before editing or concluding that placed objects are missing. Save after one controlled change and record the layer/group name. A world file and its loaded layers are different things; reproducing a visual result requires both.

Editor playtest modes

The official editor launch procedure uses a selected `.redgame` definition. In the Asset Browser, select the intended definition; the documentation names `witcher3.redgame` as the default and describes **Use selected game definition** followed by **Play game from definition**. The editor's two red-gamepad launches differ: one starts Geralt at world coordinates `0,0,0` with streaming, while the other starts at the editor camera and uses loaded layers without streaming. A camera left high above the world can produce a misleading test position. Note the definition, launch mode, camera position and loaded groups in the test record.

Run a small repeatable check: load the target world/group, confirm the intended object or interaction appears, perform the action, save/reload if applicable, and repeat it. For quests or scenes, test entry and exit conditions separately. An editor pass only validates that editor state; cook and install the mod separately before claiming the release works.

Failure isolation and preservation

If the world appears empty, verify loaded groups first. If gameplay starts in an unexpected place, check streaming mode and camera position. If an asset cannot be found, confirm the depot completed successfully, the virtual path and resource class filter. If a change vanishes after reopening, inspect which project and asset were saved before recooking. Keep original saves and source assets untouched; use a disposable test save and a project backup for experiments. The official Working with the Editor index is the source hierarchy for further editor controls.