Please let me know what you think about this level! It is my first attempt at making a DOOM level. You can e-mail me at... **larosa0071@aol.com**

This Doom level was made with Geoff Allan's "DoomED - The Real Thing" level editor.
If anyone can tell me where I can download a newer version of this editor, I would appriciate it.

I used versions 260b and 260b2. It can be found on the Software Creations BBS under the file name dm_260b.zip or de_260b2.zip. The number for the BBS is 508-368-4137.

I started out using 260b, however, warp pads do not work and either do doors that must be shot to open using this editor. There are also a few other minor bugs in this version too, for example: Things marked for DeathMatch only will not appear in DeathMatch play. (Kinda makes things difficult, doesn't it??)

I would recommend using 260b2. It seems to have fixed these problems. Also note that for some reason, levels that you start building in 260b can be modified, but not saved using 260b2.
To get around this I would save the level to map (not for play) and run it through BSP 1.1x node builder. This worked just fine, and I believe BSP is a better node builder that the one currenlty in Geoff's editor. (BSP can also be download on Software Creations or America Online).

I like Geoff's editor. It is a little buggy, but not more than any other editor I have tried. It is definately the EASIEST editor to use, although after using the "Real Thing -DoomED" I found that Renegade Graphics's DoomEd is now easier to understand.

Have fun and please let me know what you think of my first attempt! Too hard, too easy, whatever. I welcome all comments and constuctive critisism.

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