noyesnonononoyesBuilding a Mapgerb

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Help file produced by **HELLLP!**, a product of Guy Software, on 4/19/94 for Unregistered User.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles.   You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar.   This page will not be displayed as a topic.   It is given a context string of _._ and a HelpContextID property of 32517, but these are not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point.   If you do this remember to move the whole line, not part.   As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Building a Map

This is easy, but you must first understand some simple concepts.

Everything here is SECTOR oriented. When you specify New Map, you start with a single sector and a Start point. Note that this map will not save until a second sector is added.

Click on the Sec button to select SECTORS. Click on the RIGHT mouse button to ADD a sector. (The right mouse button is used extensively in DoomEd to add objects). You will get a dialog box with some nifty choices:
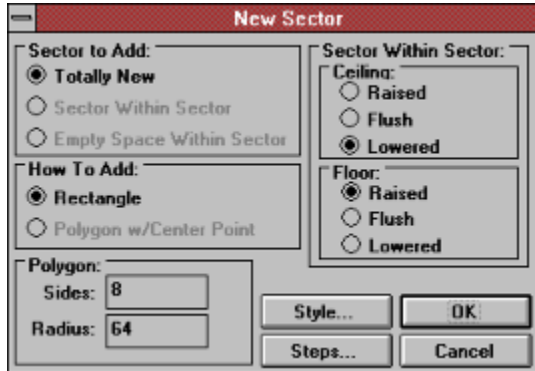

Make your choices. If you had right clicked inside of an existing sector, then there would be other selections active. DoomEd automatically adds linedefs, sidedefs, textures, etc. So you dont have all the extra work to do. In fact, if you click on Style... you will be able to set the default textures for this and future sectors.

Once you click on OK, the new sector will be placed. It is always 64x64, centered at your mouse position. (64 x 64 is exactly the size of a teleporter pad, or 1 floor / ceiling tile)

Now, you break the walls on the right side of that first sector, so that there are two new vertexes to connect your new sector to. Select the Lin tool the signify that you are working with lines, then click the RIGHT mouse button to split the linedef. Before you release the mouse button, you can jostle the new vertexes around to exactly where you want them.
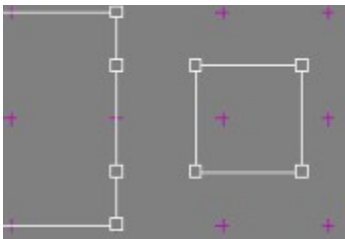
We now have the first sector ready to accept the new sector as an attached object. Move the vertexes so that they join. When two vertexes are moved to the exact location, they join into one.
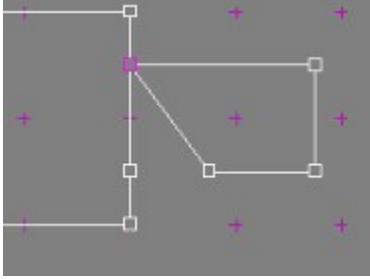
Whenever you join two lines together by attaching their endpoints, the lines automatically become joined. A single line exists, and the two sectors are melded. The player can pass between the two sectors. If there is a height difference between them, the required mapping is performed for above and below textures. For this reason, you should set up the floor and ceiling heights of your new sectors prior to joining them together.
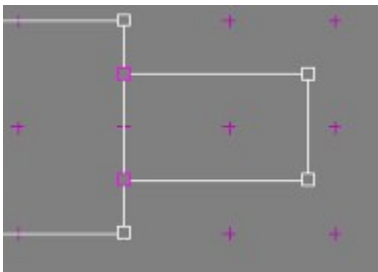
These sectors are now joined, and the player can move between them.

In case of error, select the Vtx tool and RIGHT CLICK to separate all vertexes at a location. Then, move the vertexes around, and drag one onto another to rejoin them. It is extremely important that you preserve the integrity of sectors when you do this: ie. dont reconnect the wrong lines.

To delete a line, simply drag the vertex at one end on top of the other end. DoomEd automatically removes the line, even if it is two-sided.

To create a door, make sure that you have a sector in between two other sectors. Then, select the Sec tool, and select the sector which will become a door.

        (Picture lost during compile)

Click on the Door button in the Sector dialog. You will be asked to verify the operation, then the door will be created. All aspects of creating a door will be adjusted... the side rails, the linedef actions, etc, everything. The only thing you need to do is check that the correct texture is in place. A few tips: the textures called DOOR1 and DOOR3 are 64 wide by 72 high. If you are connecting two rooms which are higher than 72, then put two sectors of height 72 as a sandwich to the door. (See the above diagram) This will give a door header effect, and eliminate a graphics glitch which Doom suffers from. The textures called BIGDOOR are all 128 wide, and some are 128 high. You should not use DOOR textures for doors larger than this.

To delete a sector, select the sector, and click on the Delete button (as in the above dialog). You will be asked to confirm this choice, and the sector will be deleted.

As easy as this looks, it is ***ALL YOU NEED*** to create maps of great complexity! Any sector can be stretched out and extra vertexes added to create additional complexity.

Unregistered Message

This Help file was produced by an unregistered demonstration copy of the **HELLLP!** file authoring system.

HELLLP! is a user-friendly system to aid in the production of Windows help files. It requires Microsoft Word for Windows version 2.0 or higher.

HELLLP! is available as shareware from the Microsoft Word for Windows forum on Compuserve as the file HELLLP.EXE.   The author and copyright owner may be contacted at Compuserve ID 71750,1036.