Bug Reports - rbrennan@webt.com

- What this is, is a weapons patch for **HERETIC.** At this point, it's a beta 'cause I've only tried it on my 75mhz Pentium w/24 megs RAM. So far, it's successfully worked on **HERETIC v1.2.** It may work on other versions, but I don't have any others to test it on. : (

- I have plans to incorporate other weapons into the patch, in fact my original idea was to photograph weapons (down the line of sight) and copy the photos into **DooM** and/or **Heretic** (I hate **Heretics'** weapons).However, the photos looked so lousy when applied to **DooM**'s palette of 256 colors, and the icons for the individual weapons looked so distorted, that I've shelved that idea for the present. I'm just concentrating on weapons I can find that I think look cool. I am open to suggestions. If you've got the photos/files, I'll put them in!

- At this time, HHE v1.1 was the latest .exe hack I could find, and it won't work on v1.2. At least, not without the proper offsets. Greg Lewis was kind enough to send me the offsets for HHE v1.1 so that this patch would work. Thanks much, Greg!

- The two batch files, makeall.bat, and makeback.bat, are borrowed from M-16.wad by Bob @deltanet.com. I've touched up a couple of points and re-named them, but the credit goes to Bob.

- To use these patches, I suggest the following:

   (1) Create a new directory and install a copy of **Heretic** into it, preferably from your original CD-ROM. If you are playing single player mode, you only need the files **heretic.wad**, **heretic.exe**, and **setup.exe**. If you are planning to add the upgrade patch, install all the files in the directory. (A new install is recommended for the upgrade).

   (2) Install the upgrade patch. Do this _before_ installing the weapons patch.

   (3) Run setup and configure your system.

   (4) Run **makeall.bat**; it will launch the first game - check that the sounds, music, and sprites are changed (use the RAMBO cheat). This is as far as you need go to play online. Make sure all players are using the same **Heretic** and the same **weaponh.wad** patch.

   (5) Run **makeback.bat** to restore your original **heretic.exe**. Remember to use herehack to launch **weaponh.wad** instead of **heretic**. (Example - _C:\heretic\herehack -file weaponh.wad_). Herehack can not be used in modem play - you would have to re-name **heretic.exe** something else, then re-name **herehack.exe** to **heretic.exe**.

- If you are into demos, don't flip out if your old demo is now all screwed up. The demo takes its' data from the .exe file, which has changed, so the demo will change, unpredictably.

- To (semi-) permanently change your IWAD to allow the use of the Weaponh patch with other add-on PWADS, use the DeuSF -merge command. Type DeuSF -help at the prompt to get a list of additional DeuSF commands.

- The benefit of merging the IWAD with the PWAD is in running other PWADs with the **weaponh.wad** weapons - all my games are now set up this way. BTW, make sure that you merge **weaponh.wad** with a _copy_ of the IWAD _before_ running makeall.bat. Best to have copies of everything before running anything - then you can delete your mistakes and start over! When you're sure everything works, and you've finished hacking a perfectly good game, then you can

go ahead and delete/move the hacked game to your permanent game location.

- You also need to launch that merged IWAD with C:\heretic\herehack instead of just the usual C:\heretic\heretic.

- DHE patches can also be merged, if you run across another PWAD with a DHE patch - see the DHE texts.

- This hack keeps growing - now there is also a new "Endtext" credit page at the close of play, and new "Loading" screen.