f you haven't been to the new, improved MDR site, you're missing one of the frequent updates of the MDR News Feed. For months, this was the only MDR resource for getting MacDoom news and information on Mac-made WADs and tools.

The stuff that breaks between issues of MDR will be posted there:
http://www.wolfenet.com/~reeltime/mdr/mdrnewsfeed.html

While you're there, take a look at the revamped MDR home page, which now breaks out Web site resources, tools, and back issues in an easy-to-browse format:
http://www.wolfenet.com/~reeltime/mdr/

World Wide Web

MacQuake tools site. Even though MacQuake isn't due until around March 1997, Thomas Hart isn't wasting any time building a MacQuake tools page. He plans to track developments at:
http://www.primenet.com/~thart/macquake.html

3D Mac Games. MDR regular Jason Carter recently turned the reins of his legendary 3D Mac Games site over to Mark McWilliams, who in turn gave Carter server space to build a new site devoted to MacQuake. Both sites coexist, and -- thanks to a generous offer by McWilliams -- may be joined soon by MDR.
http://www.grayphics.com/3dmacgames/
http://www.grayphics.com/3dmacgames/macquake/

Doom Authors with Macs (DAM). MDR contributor Dave Sleath has a page devoted to making Mac WADs. CIO at:
http://www.localnet.com/~dsleath/

Nevermind Levels. This group of Mac WAD level designers teamed recently with The Testosterone Project. Look for interesting things to appear at:
http://www.geocities.com/siliconvalley/9596/

Sheri and Dan retire. One of the first MacDoom sites up is also one of the first to pack it in. Sheri and Dan's MacDoom Page was a staple of the community. If you get a chance, thank the Steffens for their myriad contributions:
mailto:beavis@dnaco.net

Hexen Walkthrough. Stuck in Hexen? Don't bother me about it. Instead, click on over to:
http://www.cco.net/~arne/levels/hexenwt.html

Presage Software. Yup, the folks who ported Hexen to Mac are on the Web now at:
http://www.presage.com/

N64 Doom. If you're interested in the dynamic update to Doom that's being developed on the N64 gaming platform, be sure to read this GamePro article:
http://www.gamepro.com/archives/Septem96/Doom64.htm

now of any cool new Web sites or other good places online for   MacDoom resources? Pass 'em on to reeltime@wolfenet.com.