Renegade Graphics DOOM Editor

Version 1.1

For help in using the Help utility, press F1 or select "Using Help" from the Help menu above.

Renegade Graphics Support BBS (615)337-9198

Registration

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This utility is <u>Shareware</u>

The Level Editor

When the Level Editor is first opened it will be in Object Editing mode and the map will be displayed at the 50% zoom level.   The scroll bars can be used to move about the level when it is zoomed larger than the display window.

When in the Level Editor you have a choice of three editing modes: Object, Wall Texture & Zone Attributes, and Structure.   (The Structure mode is not 100% complete in this release).

The three modes allow you to:
    Add, delete, move and change monsters, weapons and other objects.
    Change the height of the ceiling and floor, appearances, switches and special things like crushing ceilings.
    Modify the walls of existing levels and create new levels. (Requires a future utility)

There is a tool bar below the menu.   This makes commonly used features quickly accessible.

Each of the three map modes has it's own tool window.   This window contains tools that are only used for that one type of level editing.

The Tool Bar
Object Mode
Wall Texture & Zone Mode
Structure Mode

The Toolbar

The toolbar is displayed at all times with the text menu.

The Tools are:

Exit	Exit the editor completely
Open Map	Load a level from a PWAD file
Open Folder	Load a different level
Red Disk	Save current level to a PWAD file
Printer	Print the current level to the WAD file (objects only!)
Percent	Shows current level of map zoom (10-200%)
Scroll Bar	Allows simple selection of new zoom level
MiniMap	Calls up Map Display Tool (zoom/pan)
Pink Grid	Turns on and off snap to grid for **objects**
Grid	Turns on and off grid lines
First Map	Object Edit Mode
Second Map	Wall Texture & Zone Attribute Edit Mode
Third Map	Structure Edit Mode
Potion	Load BitMap Fiddler
Doom	Launches Doom with file TESTLEV.WAD
?	Get Help

Object Mode
Wall Texture & Zone Mode
Structure Mode

The Object Editor

In Item editing mode the entire display can be used to view the map.   The tools needed to alter or insert objects are activated with the second mouse button.

There are three operational modes when editing objects.   These are **View**, **Insert** and **Delete**.   They are activated by pressing Control+V, Control+I or Control+D respectively.   When the editor is first run it will be in View mode.   If you change to another *map* mode (line/zone or structural) and switch back to Object editing mode, the editor will be in the View mode regardless of what mode the object editor was in when you left it.

View Mode:

To **view** an object click on it.   A small map key will appear next to the object for 1.5 seconds with the name.

To **change** an object select it with the **second** mouse button.   Press the **Choose** button.   A menu of object categories will appear, choose the one you want.   Next select the new item type from the list.   The object will change instantly and the new object time will be reflected by the map key.

To **change** the **facing** of an object select it with the second mouse button and then click on the arrow. The arrow will face toward your mouse click (click toward the edges of the arrow, clicking on the center will have no effect since it cannot determine the direction you want from that).   Only the facing of player and monster objects is important, other objects are not affected by facing.   There are 8 possible facings.

To **move** an object, press and hold the **first** mouse button while over the object.   Now drag the button to the new desired location and release the button.   Occasionally the map display will get messy from moving lots of objects, or if an object was overlapping a map line.   To clean up the map display select Display/Refresh from the menu or press Control+F.

Insert Mode:

To **insert** an object press Control+I or choose Mode/Object/Insert from the menu.   Set the attributes desired for the new object and then select the desired object type from the list.   Then click on the map where you want to place it.   As many objects as you like can be inserted at one time simply by clicking.

IMPORTANT: The attributes of the objects to be inserted are set by not only the type in the list, but also the check boxes and the direction arrow.   If you insert object with no level attributes checked they will not appear in the game!   Also objects with the **DM** attribute (Death Match/Network Play) will not appear in single-player games.

Delete Mode:

Delete mode is now rather useless.   It is still held over from the previous versions of the editor.

To **delete** an object select the object you want to delete, it will be removed instantly.   As many objects as you like can be deleted in succession.

Objects can also be deleted with the Del key when in view mode.   The currently hilighted object(s) will be deleted.

OPTIONS

The option box has five different check boxes, any or all may be selected.

The first three determine what difficulty levels the object is present on.   Note that the same monsters and objects are present on levels 1 and 2, just the amount of damage done is different in the game.   **Levels** 4 and 5 (Nightmare) are also the same,   just the monster behavior is different. (Not to mention the random teleporting!).

The next checkbox is **'Def'**.   This sets the **DEAF** attribute for monsters.   If a monster has this attribute set, it will not react to your presence and will not come running when it hears you shoot.   It will only wake up and chase you if it sees you or sees your bullets impact on a wall in it's field of view.   Of course if you shoot at it...

The last checkbox is **'DM'**.   This sets the **DeathMatch** attribute.   If this is set the object will appear in DeathMatch games only.   This is very useful for scattering extra weapons and first aid around the level.

Important Note: Make sure you have at least FOUR DeathMatch start objects on the level.   More is even better.

Object List

Object List
Renegade Graphics DOOM Editor

Obj#	Description	Color on Map Display
1	Player1 Start	Bright Green
2	Player2 Start	Bright Green
3	Player3 Start	Bright Green
4	Player4 Start	Bright Green
5	Blue Keycard	Bright Blue
6	Yellow Keycard	Bright Yellow
7	!!!SPIDER DEMON!!!	Bright Orange
8	BackPack	Blue
9	FORMER HUMAN SGT	Orange
10	Dead Body	Dk. Gray
11	Deathmatch Start Position	Lt. Green
12	Dead Mess(Blech!)	Dk. Gray
13	Red Keycard	Bright Red
14	Teleporter end location	Lt. Gray
15	Dead Player	Dk. Gray
16	!!!CYBER LORD!!!	Bright Orange
17	Energy Cell Pack	Green
18	Dead Trooper	Dk. Gray
19	Bloody Corpse	Dk. Gray
20	Dead IMP	Dk. Gray
21	Dead Demon	Dk. Gray
22	Dead Cacodemon	Dk. Gray
24	Pool of Blood	Dk. Gray
25	Impaled Trooper	Dk. Gray
26	Spike w/Body	Dk. Gray
27	Spike w/Skull	Dk. Gray
28	Spike of Skulls	Dk. Gray
29	Festive Skull Decoration	Dk. Gray
30	Tall Marble Column	Dk. Gray
31	Short Marble Column	Dk. Gray
32	Tall Red Column	Dk. Gray
33	Short Red Column	Dk. Gray
34	Candle	Dk. Gray
35	Candle Stand	Dk. Gray
36	Marble Pillar w/Beating Heart	Dk. Gray
37	Red Column w/Skull	Dk. Gray
38	RED SKULL Key	Bright Red
39	YELLOW SKULL Key	Bright Yellow
40	BLUE SKULL Key	Bright Blue
41	Weird Eye Thing	Dk. Gray
42	Floating/Glowing Rock w/2 Skulls	Dk. Gray
43	Tree	Dk. Gray
44	Blue Torch Stand	Dk. Gray
45	Green Torch Stand	Dk. Gray
46	Normal Torch Stand	Dk. Gray
47	Spikey Stump	Dk. Gray
48	Column	Dk. Gray
49	Corpse Hanging from Neck	Dk. Gray
50	Corpse Hanging from Feet #1	Dk. Gray
51	Corpse Hanging from Feet #2	Dk. Gray

52	Corpse Portion Hanging #1	Dk. Gray
53	Corpse Leg Hanging	Dk. Gray
54	Big Ugly Tree	Dk. Gray
55	Blue Torch	Dk. Gray
56	Green Torch	Dk. Gray
57	Red Torch	Dk. Gray
58	SPECTER	Orange
59	Corpse Hanging from Feet #3	Dk. Gray
60	Corpse Portion Hanging #1	Dk. Gray
61	Corpse Hanging from Feet #4	Dk. Gray
62	Leg Hanging From Ceiling	Dk. Gray
2001	Shotgun	Green
2002	Chaingun	Green
2003	Rocket Launcher	Green
2004	Plasma gun	Green
2005	Chainsaw	Green
2006	BFG9000	Green
2007	Ammo Clip	Dk. Green
2008	Shotgun Shells	Dk. Green
2010	1 Rocket	Dk. Green
2011	Stimpack	Dk. Green
2012	MedKit	Lt. Red
2013	SoulSphere(+100% Health)	Bright Blue
2014	Potion	Light Blue
2015	Helmet	Light Green
2018	Green Armor	Bright Green
2019	Blue Armor	Bright Blue
2022	Sphere of Invulnerability	Dk. Green
2023	Berserk Pak	Dk. Green
2024	BlurSphere	Blue
2025	Radiation Suit	Dk. Green
2026	Computer Map	Dk. Green
2028	Floor Lamp	Dk. Gray
2035	Barrel	Dk. Green
2045	Light-Amp Goggles	Dk. Green
2046	Box of Rockets	Green
2047	Cell	Green
2048	Ammo Box	Green
2049	Box of Shells	Green
3001	IMP	Orange
3002	DEMON	Orange
3003	HELL BARON	Orange
3004	FORMER HUMAN TROOPER	Orange
3005	CACODEMON	Orange
3006	LOST SOUL	Orange

PWAD Files

The data file used by Doom is called a WAD file.   The main data file is some 10mb.   Thanks to the foresight of id Software, and this editor, you can use secondary data files called PWAD files.

A PWAD file has a .WAD extension, but contains only one level.   When you start Doom you must specify on the command line what file(s) you want to load.   Any levels contained in the PWAD files you specify will be overlaid on top of the levels in the main data file.

For example, to use a PWAD file called MYLEVEL.WAD enter:

    DOOM -FILE MYLEVEL.WAD

That is all there is to it.

Multiple PWAD files may be used:

    DOOM -FILE E1M1.WAD E1M2.WAD E1M3.WAD...

PWAD files are created by saving your edited level with the PWAD save icon on the toolbar.

The PWAD file contains an Episode and Level number that it replaces.   When you save a PWAD file you are given the choice of what level to save it as.   If you plan to load multiple PWAD files it is important that they have different internal level numbers (set the level number with the scroll bars on the Level Info box when you load or save a PWAD file).

Printing Level Maps

When you choose the PRINT button a dialog box will show you a preview of the printed page.   Check boxes allow you to select which items you want to appear on the printed map.   Items are indicated on the printed map as such:

Monsters
Small circle with a small letter:
T	Trooper
F	Former Human Sergeant
C	Cacodemon
I	Imp
D	Demon
S	Specter
L	Lost Soul
H	Hell Baron
!	Spider Demon/Cyber Lord

Key Cards/Skulls
Large **Sold** Circle with Large Letter
R	Red Card/Skull
B	Blue Card/Skull
Y	Yellow Card/Skull

Rad Suits/Goggles/Maps
Large **Hollow** Circle with Large Letter
R	Rad Suit
L	Light Amplification Goggles
C	Computer Map

Weapons/Ammo Boxes/Armor
Large Shaded Circle
Ammo
Small Shaded Circle
Start Locations
Small Hollow Circle
First Aid/Spheres etc.
Large Shaded Box
Potions/Helmets
Small Shaded Box
Bodies and Junk
Very small shaded circle

The Level number, name and author may be optionally printed at the top.   The radio buttons may be used to print all or none of the objects, with normal allowing the individual checkboxes to be used.

Known Bug: While the print dialog does allow you to print either portrait or landscape maps, it will only allow you to print to the orientation the printer was in when you entered the editor.

The Bitmap Fiddler

This screen will allow you to view any of the graphics contained in DOOM.

Extract

This will extract just the currently viewed picture to a BMP file.

EXTRACT ALL

This option will cause all of the pictures in the currently selected group to be generated as BMP files in a directory called BMPS under the directory DOOMED is in.

In order to use the Wall Texture pallette preview ability you must extract all of the Wall Patch graphics.

KNOWN BUG: Not all bitmaps in the first and last groups extract properly with the current algorithm.   These bitmaps will not be displayed.

Wall Texture & Zone Mode

This mode allows you to alter the attributes of Lines and Zones.   This is the heart of Doom level editing and creation.   Things that can be modified and created in this mode include:

  Lighting (including blinking, etc.)
  Damage effects like acid pools
  Texture of floor and ceiling
  Appearance of walls
  Special effects like crushing ceilings, stairs that come out of the floor, teleporters etc.
  Switches for exiting the level

The controls for this mode are simple, but the results are complex.   After you switch to this mode you will see only the map lines.   Each of these lines has a white control point located in it's center, this is used to select it.   When you select a line it is highlighted in red, and the zone that it is part of is highlighted in yellow.

Some line segments border two zones.   To select the second zone bordered by that segment click the second mouse button.

The floor and ceiling textures, heights, lighting level and special effects like blinking lights and damage are controlled by zone attributes.   All other special effects, such as switches, teleporters, crushing ceilings and so on are controlled by line attributes.

The Wall/Zone Tools Window

There are four regions in this tool window.   The top two are used to modify Zones, the bottom two modify Lines.

Sector Definition

To select a zone click on any line that is surrounding that zone.   Always click on the center of a line segment.   Some lines are between two zones.   Use the second mouse button to select the zone that is on the 'back' side of the line.

Once you have selected a line/zone, a great deal of information will be displayed in the tool window. Values in the yellow boxes are altered by editing directly.   Click on the value that is present and then type the new value.

Floor and Ceiling height may be anywhere between -264 and 264.   The maximum difference in floor height that can be crossed by the player is 30, if the difference in floor heights between two zones is greater than this the player will not be able to get up to the higher zone.

The minimum difference between floor and ceiling height for a player to be able to pass is 16.   The total height of the zone will be displayed between the Ceiling and Floor heights.

The brightness of the zone is a number between 0 and 255.   0 is complete darkness and 255 is the brightest possible.   Light effects like flickering are achieved with zone specials.

To assign a new texture, first select it from the top list, then drag the texture name onto the box that represents the floor or ceiling texture.

Line Definition

The checkboxes and Special and Tag values correspond to the line, the textures apply to a single side of

the line.   The 'front' side of the line faces the sector that is highlighted when selecting the line with the first mouse button, the 'back' side faces the other sector.   Most line segments are on a wall that has nothing behind it, i.e. no sector is defined there.   These line segments only have one side.

To alter a line attribute simply click the checkbox.   The special and Tag values can be changed by clicking on the contents of the box and typing a new value.   Pressing the 'list' button will bring up a help file which contains a listing of all the known special values.

Use the 'Block Monster' attribute to keep monsters from behaving stupidly, like walking off the edge of staircases etc.   The 'Block Player' attribute is used to make walls solid.   By changing this attribute you can change existing levels to have very different paths through them.   Watch out for areas where no Zone is defined, such as the inside of a column.   If you allow a player to get into there the display will be screwed up.

For each side of a line segment there are five things defined:
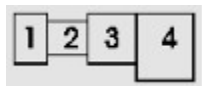
X offset,Y offset
These are an offset for the mapping of the texture onto the surface.   These are used to center or otherwise shift bitmaps around on the wall surface.

Top   Texture mapped onto an 'overhang' if any
Wall   Texture mapped onto the main part of the wall
Step   Texture mapped onto the front of 'step' if any

Assigning Wall Textures

Consider the situation illustrated above.   This is a side view of an area with five lines crossing it, breaking it into four zones:

Walls A and E each border only a single zone, so they would only have one 'side' defined.   Each of the other lines has borders two zones and so has a front and back.

The Red arrows indicate portions of the wall texture that would be in the 'top' part of the texture description for the line side.   The Green arrows indicate the 'wall' portions and the Blue arrows indicate the 'step'.

A texture of 'nothing' is indicated by a - in the texture name box.   This is used where no texture would need to be displayed, such as above and below the wall sections, or where you want the wall to be transparent, like a window or corridor.

Consider the side of Line B that faces Zone 1.   From this side all you see at the point of the line is the ceiling and floor.   There is no change in ceiling height between the zones and the floor gets lower from one so an observer on that side would not be able to see the 'step'.   So the texture defined for B1 would

be: -, -, -.

If you were standing in Zone 2 looking at Line B, you would see the step.   From this side the texture for the step would need to be defined.   The texture defined for B2 could be: -, -, STEP6.

Other sample textures:

C2   -, -, -
C3   STARTAN3, -, TEKWALL1
D3   -, -, TEKWALL1
D4   STARTAN3, -, -
E   -, STARTAN3, -

Note that the line and sector designations used in the example are only to explain which line is being referred to and have nothing to do with the editing.

....

Structure Mode

Doom levels area composed entirely of Zones.   A room is a zone, a teleporter pad is a zone, a door is a zone.   Everyplace that you can see is within a zone.   Zones are defined by the lines that border them.

Doom level creation is accomplished by building up a structure of zones which will be made into the level. Everything needed can be accomplished using the three tools provided in the Structure editing mode. These three tools are the Vertice tool, the Zone tool and the Automatic Structure tool.   The AutoStruct tool is really just a more powerful version of the Zone tool.

Vertice Tool

The Vertice tool has two functions: inserting new vertices on existing lines, and moving vertices.   To move a vertice simply click on it and drag it to its new location.   If you drop a vertice on top of another vertice it will be merged.   (At present the left over vertice will still be there as well, it will be stripped off the next time the level is run through a BSP, you can safely ignore these extra vertices, and just move them to the side if they bother you).

Inserting a new vertice is really breaking a line in half.   This is done by clicking on a line **in the center** with the second mouse button.   The inserted vertice will be aligned to the grid snap, and may not be directly on the line if it is at a digonal.   (Refresh the display with Control+F if this is the case).

If by moving vertices you cause two lines to take up the exact same space, they will be merged and the sectors on either side will become adjacent to each other.

Zone Tool

There are two kinds of zones, those that stand alone and those that are inside other zones.   A stand alone zone has nothing outside it, though it may have other zones attached to it.   A zone within a zone is surrounded on most or all sides by the inside of another zone.

To insert a stand alone zone simply draw it out.   The zone will be created.   The new zone can then have its lines broken and moved with the vertice tool if desired.

To insert a zone within a zone, select the zone that will contain the new zone by holding the shift key and clicking on the center of one of the zones lines (just as you would in line/zone mode).   The zone will be highlighted in green.   Now draw the new zone within it.

Zones can also contain voids, empty spaces surrounded by walls but containing no zone.   These are created in the same manner as zones within zones.   Follow the same procedure but use the second mouse button to draw the void.

While it is perfectly acceptable to join zones by drawing them next to each other and then moving the vertices together so they meet, it is not the best or fastest way.   The fast way to do it is to break the line on the side of the zone(s) that will be joined to the new zones, align the vertices to   where the corners of the new zone will meet that line, then draw the new zone in being careful to hit the vertices with the corners.

To **cancel** the drawing of a new zone or void, return the mouse pointer close to the start point of the box so that it is zero in one dimension (it appears as a line).   When you release the mouse button nothing will be added.

It is important to note that at present there is no tool provided for removing lines or zones.   Everything you put in stays, so make sure the box is exactly right before releasing the button, if the start point is wrong, abort it by making it zero width.

If you do create a zone that you don't want, there are two procedures to follow for this release:
If it is a stand alone zone, drag it off to one side, make it very small, and ignore it.   If it is a zone within a zone, make it small and blend it into the surrounding zone by keeping the textures and heights of the floor and ceiling the same.   The next release of the editor will provide a clean method for removing things. (it's also wise to keep revision copies of your level).

AutoStruct Tool

The AutoStruct tool will create the desired structure zones automatically.   The available structures are pools, doors and stairs.

The location of an AS is drawn in the same manner as a zone.   Vertices are inserted where zones will be adjacent to each other, a box is drawn that will contain the zone, and it is inserted.

The AS's can be inserted as stand alone zones or within a zone.   Select the container zone with the shift key just as you would for a zone within a zone.

AS Attributes are set by selecting the AS tool button with the second mouse button.

Pools are inserted at a depth of 16 below the current zone's floor.   Pools **must** be inserted as a zone within a zone.

Doors should be drawn with a width of 64 or 128.   Other widths will be accepted by the results will look strange.   The 'frame' zones on either side of the door can be any length, and in many cases will in fact be hallways.   The frame zones are useful in placing a door in a room with a high ceiling, as the zones on either side of the door should generally be between 72 and 128 in height.

Stairs are fairly simple and can be either within a zone or stand alone.

Level Design Guide:

Monsters

There is more to Doom than carnage.   Though it's certainly important.   What is exciting about Doom is not just the mayhem, but the feel of being there, the adrenaline rush when you get surprised.

In designing a level, monster placement can be very important.   Monsters can serve several purposes:
    Nuisance
    Clue
    Hazard
    Obstacle

Nuisance monsters are the ones that don't have to be killed, are not a surprise, and don't serve any other purpose but to bother the player.   Try to avoid creating nuisance monsters.

Clue monsters are monsters that cause a player to realize something; "If there are monsters in there, there must be some way to get there."

Hazard monsters are the ones that make it tough to make it through the day.   Remember when you pushed the switch you thought would raise the walkway to the exit and instead a Cacodaemon came out? That's a Hazard.

Obstacle monsters are pretty obvious.   They are monsters that you have to kill to get to the next part of the level.

Try to surprise people with your placement of monsters.   Let them feel that adrenaline rush when they are casually walking through an area they think they have 'cleared' and a demon gets in their face!

The DEAF attribute plays a big factor in getting monsters to surprise players.   When this attribute is set the monster will sit still until they can see the player or their bullets.   This is handy for putting monsters around the corners where they will sit through the chaos happening just on the other side.   If you do not set this attribute the monster will come investigate the noise.

Tricks

Take a good long look at the Specials Reference help file.   There are literally a hundred different effects available.   There is a huge amount of potential in these, and by combining them you can make some truly devious traps and levels.

About the Shareware Concept
Read it, learn it, live it!

What is "Shareware"?

"Shareware is a term that describes a unique marketing approach for software.   Shareware, unlike its commercial counterparts, may be freely copied and passed around.   It may be distributed by electronic bulletin boards (BBS's), computer clubs, and disk libraries.   The authors of the programs, however, retain all legal rights to the software (a copyright).   They also request or require that people who try their software and decide to use it send a "registration fee"   (which is equivalent to purchasing the software).

Isn't it "Public Domain"?

NO!   Public domain software has been released completely to the public, and the author retains no legal rights.   Shareware authors, on the other hand, hold copyright on their programs.   Just as for commercial software, the Shareware programmer's software is protected by U.S. and international copyright law.

What do I get if I register?

Many Shareware companies offer printed documentation, disks, and telephone support as incentives for users to register their Shareware.   Some companies also offer free updates and commissions.   But the most important benefit of registration is that you receive a legal license to continue using the software.

Aren't registration payments voluntary?

No.   While some authors indicate that payment is voluntary, their willingness to give their software away does not modify the rights of other authors.   If a Shareware program's documentation clearly states that a registration payment is required for regular use, then you are bound by law to register or stop using the program.

Does this idea actually work?

Yes.   But it depends on you, the user.   If you as a user find a program you like, it is imperative that you register it.   Only through receiving registrations can Shareware Authors receive the **monetary** and more importantly, **moral** support to keep working on **new and better software**.

How to Register this Program.   v1.1

Choose one option:

__1. **$10.00 registration**.   Send $10.00 and we will send you the registered version of the program. This includes lots of enhancements.   Future upgrades from BBS.

__2. **$20.00 registration**.   Send $20.00 and we will send you the registered version now, as well as the next update and <u>DOOMDISK</u> when available.

<u>**International**</u> orders add $5 and send payment in US Funds only!   Sorry no COD or Credit Cards.   Click on International for a list of distributors!

CompuServe registration: GO SWREG.   Registration ID 2250.   Fee $25 (same as $20 above).

Print this page by selecting "Print Topic" from the "File" menu in Help.

Renegade Graphics
608 McCaslin Ave.
Sweetwater TN   37874   USA

Name:_____   Email:_____

Address:_____

_____

_____

Where did you get Doom Editor?_____

3.5" HD Disks will be used unless another format is specifically requested.

<div align="center">
Thank You!
-Joe Pantuso
</div>

And if you would please tell us(optional):
Type/Speed of CPU:_____
System RAM:_____
Amount of Graphics RAM:_____
Can you use 16.7 million colors in Windows?_____

Comments?:

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International Orders include Mexico and Canada, sorry.   If your address may be difficult to understand please include a copy of it exactly as it should appear on the envelope so we can cut it out and glue it on if we have to.

Please make certain you send payment that is in **US Funds drawn on a US Bank,** otherwise it will cost us more to process the check than you paid!   In that case we just have to mail your payment back. Sending cash through the US Mail is not safe.

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CRT Inc. Computer Services
Geb. 809   A-3
66877 Ramstein-Flugplatz
Germany
Attn: Ken Flynn

Option #1: Equivalent of $25 US in DM, Pounds or Francs
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JAPAN

Renegade Graphics Japan
c/o Hiroko Narita
2-5 Fukagawa Nakamura-ku
Nagoya   453
Japan

Option #1: ¥3800
Option #2: ¥7600
Cheque or money order only please in Yen payable to Hiroko Narita.

We're always looking for more distributors.

DOOMDISK

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