noyesnonoyesyesSteps Tutorialdetutste

Table of Contents

Steps Tutorial

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.

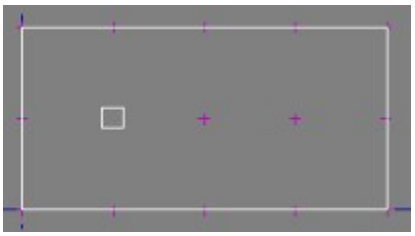
Steps Tutorial

Steps are now very easy to create. In fact, it is so easy that you may start building your levels with bank after bank of staircases. Please try to avoid this temptation...

To begin with, this is sort of a preliminary version of steps. I will attempt to make an easier user interface for the next version, but for now it is very straightforward.

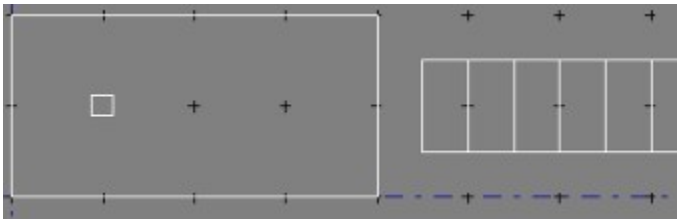
First, you cannot make steps within a sector. If you want to do so, then you must add vertexes to the existing sector to connect it to the steps. See the end of this help topic for an example.

For now, we will start with a new map:

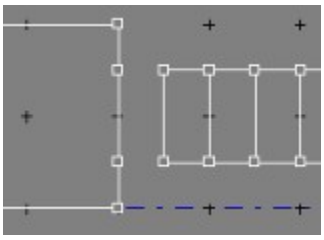


Now, select the Sec tool, and move the cursor to where you wish the CENTER of the first step to be. Click the right mouse button. Before actually clicking the Steps button, you may select the Style for the new walls. Now, click the Steps button to specify parameters:

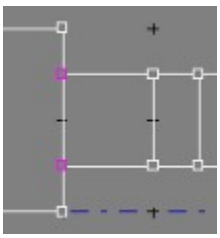
As you select a new low height, high height, step height, or number of steps, the other related data will be automatically updated, showing you how many steps will be created or how high they will be. The Texture for Runners is a texture that will be applied to the vertical rise of the steps. The ceiling height of the stairwell will be as high as the current Sector style setting, unless this is not high enough to pass through. In this case, the ceiling will be raised one step at a time.
Lets continue with the addition and see the steps created:



Now, we need to connect these steps to the existing sector. Use the Lin tool and the right mouse button to break the rightmost line of the existing sector so that there are two new vertexes on it:

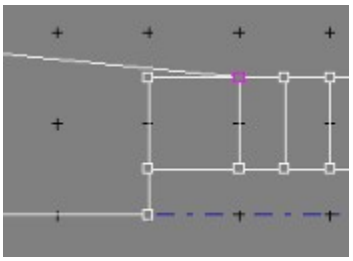


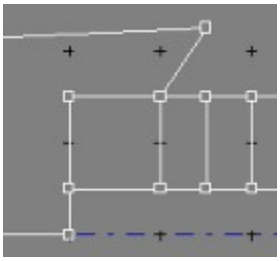
Finally, connect them by dragging the vertexes (also see Building a Map):

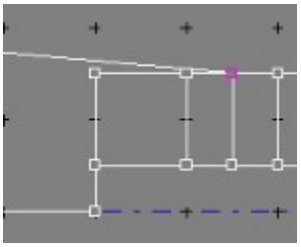


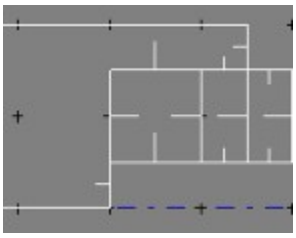
You now have a stairwell rising from the floor to a height of 1 step short of your target height. If you save this and load Doom, you will notice that all along the stairwell, the wall textures have been stitched together, so they are one continuous texture. This is another feature of DoomEd that makes it easier to make professional looking maps.

What about steps that rise within a sector? Well, you have to wrap the existing (or new) sector onto the steps. Here are some pictures showing this:









Now do the other side, and the steps will start their rise within the larger sector.

Thats it! One final note: you can create steps to the East, North, West, and South. Next version will allow NE, NW, SE, and SW, and possibly even curved or spiral staircases. Also, next version will allow easier adjustment of the position of the steps.

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.