

# WAD Hacker

Version 1.0

By Rowdical Software Concepts



Welcome to WAD Hacker, this program allows you to view many of the Doom WAD file resources. You can also create PWAD files from any level within the WAD file. This Program will work with the Shareware as well as the Registered version. This program has only been tested under Windows 3.1. I can not Garrentee that the program will run properly under any earlier versions of Windows. Also, this program has only been tested with the Shareware WAD file and some PWAD files.

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## File Menu

The File Menu is used to handle all file manipulation in the WAD Hacker program.

Open WAD

Make PWAD

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Exit

## View Menu

The View Menu is used to view resources within the open WAD file.

Directory Item

Level Items

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## Help Menu

The Help Menu is used to activate the Help file for the program and the About Information

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About

## Rowdical Software Concepts

**Rowdical Software Concepts is :** Roger D. Hayes

This is my first Shareware program and my first program using Visual Basic. I love the game DOOM, and when I saw the SPECS on the internet I figured I could learn Visual Basic by writing a WAD file Viewer. The current program is only a resource viewing utility, but I'm going to try and add in some editing features into the next release.

I would like to know how you like the program. Any comments would be appreciated.

You can contact me at :

**Address :** Roger D. Hayes  
5010 Tennyson  
Denver Colorado 80212

**Internet :** [roger\\_hayes@stortek.com](mailto:roger_hayes@stortek.com)

## Registration

If you like the program, please register. Make checks payable to Roger D. Hayes.

Send \$5.00 to :

Rowdical Software Concepts  
5010 Tennyson  
Denver Colorado 80212

This brings up the Windows Help System with the WAD Hacker Help Contents.

This brings up the WAD Hacker About dialog box which provides company information and system information. There is also a short Movie which can be re-activated by Clicking on the Movie screen.



This brings up the Open WAD dialog box. The dialog allows you to search through your directory structure to find a WAD file to view. To select the file, double click the file name and the Load File label will be updated with the file name and path. Click the Load button to load the file. Only one WAD file can be loaded at any time. To load a new WAD file, close the current WAD file and open a new one.

This brings up the Make PWAD dialog box. Select the level that you wish to make a PWAD file of from the list box. Input the desired file name into the file name text box and hit ENTER. The **.wad** extension will be automatically added. Click the Save button to save the file. The File Status indicator shows the status of creating the PWAD file. Click the Done button when finished or to exit without making a PWAD file.

This closes the current open WAD file.

This Exits the WAD Hacker program and closes the current open WAD file.

This brings up the Directory Item dialog box. The WAD file directory items are shown in the list box. Select an item from the list box to show its resource length and pointer value into the WAD file.

This brings up the Level Items dialog box. The map levels are shown in the list box. Select a level to view. Use the spin control to get information on all of the items within the map level.

This brings up the Graphics dialog box. This dialog box allows the user to view all of the graphic resources which are contained in the WAD file. The list box contains all of the graphical resources for the given resource type. There are five types of graphical resources.

Pictures : Things like Barrels, Monsters, Medkits and Armor. These are things found within the game maps.

Panels : These are the panels which are on the walls of the game maps. Such as, Computer Screens, Signs and Switches.

Floors/Ceilings : These are the floor and ceiling textures used on the game maps.

Misc. Graphics : These are graphics which are not part of the game maps. These are Text graphics, Status Bar graphics, and the Introduction screens.

Palettes : These are the 14 game palettes used to draw the graphics during game play.

Once a picture is shown in the drawing area, a Windows bitmap file can be created by clicking the Create BMP button.

The Zoom In and Zoom Out buttons resize the current picture in the drawing area

