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# DOOM Ed

Version 2.20

Written by Geoff Allan



## **BACKUP YOUR WAD FILE! REGISTER THIS PROGRAM!**

Welcome to DoomEd, the worlds FIRST Doom editor that actually lets you edit! Beginning with version 2.2, you can now edit the POSITIONS of walls, and all subsidiary data structures are automatically updated. Finally, you can do more than just edit the things that lie around the Doom world. For more information on a topic, just click on it.

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Help file produced by **HELLP!**, a product of Guy Software, on 2/18/94 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.

This is still to be considered a preliminary version, and has a few minor rough edges.

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## Why Windows?

I know, I know, what a pain. Load Windows, run DoomEd, Save changes, exit Windows, Run Doom, Exit Doom, Load Windows, etc.



Simple, really. Only Windows lets me store the huge data constructs (Doom.Wad is over 10Mb), display graphics nicely, handle palette issues, create list-boxes and dialogs, and generally keep it all together smoothly. I dont apologize for this, since the end result is everything you need to edit your Doom world easily, efficiently, and accurately.

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## Editing Things

To **edit things**, for example, to turn that stupid blue bottle into a pink demon, do this: Select MAP, DISPLAY/EDIT, choose a map, click OK. Click on any of the little squares, they are the things. Modify the information. If you select any of the other buttons on the control bar, you will need to click T for things.

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## Moving Walls

To **move walls**, click the V button on the control bar. Vertexes will be show in green. Using the mouse, move the vertex around to its new position. If you notice a vertex which doesnt move with the wall, you should move it to be approximately where it was before (on the same wall), since this is needed for the 3d engine to work properly.

Editing maps is even better yet since previous versions. If you have any older version, turf it. This one works. This is relatively simple editing, but will allow you to edit the maps to make rather different levels. In future, you will be allowed to add your own walls and nodes... register now and you will get the new version when it is ready.

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## Viewing Nodes

To **view nodes**, click the N button on the control bar. Nodes will appear as red squares. When you click on a node, you will be shown the control rectangles for this node, as well as the controlled SEGS shown as dashed lines.

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## Editing Wall Textures

To **change walls**, for example, to change the startup room into a nice green marble:  
Choose a map to work with. Select MAP, Edit SideDefs.

This will give you a dialog box showing several things. I believe that the purpose of everything should be clear, and you can always experiment. If you want to preview the wall types that you will be using, select RESOURCES, VIEWER, click on TEXTURES, and click on a texture name. These take a second or two to come up. (Dont blame me, Doom always does this at startup and you know how long THAT takes...) If you look carefully, you will see that the wall you are editing is purple. Dont change the sector number, you may be surprised if you do...

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## Editing Sectors

To **change sectors**, which includes height of floor and ceiling, along with the floor and ceiling textures:

Choose a map to display, Click the **Se** button. Now you get a dialog box with the sector information. In a future version, you will be able to actually see the choices for floor and ceiling tiles, for now you are stuck with the titles (but you can view them in the viewer...)

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## Viewing Graphics

To **View Graphics**, select Viewer from the Resource menu.



Bitmaps (also called Sprites, Panels, Tiles, and Textures) usually have a set of X,Y coordinates that specify the lock point. You can toggle the bitmap's use of this lock point with the Lock button. Some graphics, such as the weapons, are way off of the display if lock is on.

The four types of bitmaps are:

**Sprites:** objects, things, people, plants, etc.



**Panels:** wall panels, doors, stuff like that.



**Tiles:** floor and ceiling tiles.



**Textures** are panels connected together and attached to walls.





As an example of textures, the POISON sign is a panel, and the wall is two panels. The texture is the connection of these pieces into a single wall mapping bitmap. The computer displays are actually 6 different panels, pasted onto a background. This texture appears in the second major room in level 1 (look up).

Play with the Viewer to see all of the graphics available.

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## Editing Sounds

To work with **Sounds**, select Sounds from the Resource menu. This will allow you to play sounds, extract the sounds to a .WAV file, or put your own sounds into Doom. There is no limit to the replacement, DoomEd will rebuild the Wad file to allow larger .WAV files to be inserted. Any sounds that you REPLACE with must be **11025Hz, 8bit, mono**. Anything else will just give you silence. I have also extracted all of the Wolfenstein sounds into WAV files. Look around, its called WolfWav.Zip (Try requesting from Excess BBS, Fidonet 1:134/17). Stuff these into DOOM (it's quite humorous, really, picture a spiked brown Imp yelling "HALT, DOG!").

You can also extract WAV files from DOOM and use them as your Windows sounds. From control panel, select Sounds. The rest should be obvious.

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## Problems

***EXPERIMENT!*** This program does a LOT, and has all kinds of little extras in odd places while its under construction. Also, **it may crash**, and I apologize. The final version will have all those debugging quirks removed. There are a lot of little details which will be cleaned up after the major functions are all in place and working.



(Sprites)



**FULL EDITING ABILITIES**, including the ability to create maps from scratch, will be in version 3.0 (All data constructs are now decoded). If you register, you will get it when it is released.

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## Plea for Assistance

A PLEA! DOOM uses the MUS file format. I want to convert this to MIDI to allow editing, but am unable to find any programming references to this format. I know there is such a thing, since the Shareware program CDJukeBox uses it. HELP! Send to Geoff Allan, c/o Excess BBS, Calgary, Fidonet 1:134/17

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## Reference Information



The last version had the file formats in this help file, but I am discontinuing that. From now on, if you want full details of ALL of the data structures in DOOM, register with the source code option. This way, all programmer types can get right into it, and see how everything ties together.

This is still to be considered a preliminary version, and has a few minor rough edges.

Register by sending \$10, or \$15 for source code, to:

Geoff Allan  
7232 Kananaskis Drive SW  
Calgary, Alberta  
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Be sure you include your full name and a mailing address.

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## 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.

