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# DOOM Ed

Version 2.42a

Written by Geoff Allan



**BACKUP YOUR WAD FILE!**  
**REGISTER THIS PROGRAM!**  
**MAJOR IMPROVEMENTS SINCE LAST RELEASE!**  
**WEAR A CONDOM!**

(Well, not always)

Welcome to DoomEd, the worlds FIRST Doom editor that actually allowed you to edit! Beginning with version 2.3, you can now edit the POSITIONS of walls, and most of nodes and other 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 3/18/94 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. Starting with version 1.2, no editing changes for the Shareware version will be saved or allowed unless you register this software.

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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, quickly, 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, Choose Map, choose a map, click OK (or Double Click on the name of a map). Double check that the far right word on the control bar is Things. If not, click on the T button. Click on any of the little black squares, they are the things. The currently selected thing will become gray with a purple border. Modify the information in the dialog box. If you select any of the other buttons on the control bar, you will need to click T to return to editing things. (Next version, these control bar buttons will contain icons rather than letters.)

You can drag the location of any thing to a new location. Note that it will snap to position on an invisible grid. This grid can be changed with the Set Grid... selection under Maps.

To **add things**, click the right mouse button. The new thing will be a copy of whatever the last thing was that you viewed or edited. If you haven't yet viewed or edited anything, then it will be a barrel, visible on all levels.

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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 (temporarily - this will not be needed in version 3).

**NODES** are the most important, and hardest to understand, part of the Doom database structure. Click on the N button to show the location of the nodes, click anywhere on the map with the right mouse button to show what are called Nodelines. These Nodelines are the key to editing with this version, eventually their creation will be automated. Heres the info you **need**: Nodelines are the border between two different floor and/or ceiling heights. Nodelines continue to infinity UNLESS they are blocked by another Nodeline. Most importantly, incorrect placement of Nodelines causes the dreaded Graphics Glitch.

The next version will contain additional code to dynamically regenerate these structures, so you wont even need to be aware that they exist.

Editing maps is almost useable, and is certainly better than any previous versions. If you have an 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 version 3, you will be allowed to add your own walls and all other data (such as nodes...) will be created as required. Register **now** and you will get the new version when it is ready. See [Problems](#)

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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. Clicking on the map with the right mouse button will cause all Nodelines to appear.

This option will be removed in the next version, since it will not be required.

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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. Click on the L button. This puts you in LineDef editing mode.  
Select any line on the map by clicking with the mouse. The Line Definitions dialog box will appear.

Changing the textures involves expanding the dialog by clicking on the SideDefs >> button.  
When the dialog is expanded, you can shrink it again by clicking the SideDefs << button.

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...)

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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 click inside any sector to have its information appear. You may edit this information at will. In version 3, 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 (For sure theyre on Excess BBS, Fidonet 1:134/17, (403) 285-7338). Stuff these into DOOM (it's quite humorous, really, picture a spiked brown Imp yelling "HALT, DOG!"). Also, look for those libraries of Doom sounds - like DmPython (Monty Python sounds), DoomAsh, DmSilly, etc. Or, create your own (ultimately this may be the best).

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.



**FULL EDITING ABILITIES**, including the ability to create maps from scratch, will be in version 3.0 (All data constructs are now decoded). In addition, a completely reworked user interface will be employed using MFC 2.5 and Visual C 1.5. This will use 32 bit Windows and will run nicely on NT. I am working on this project NOW, and spending less time upgrading version 2. If you register, you will get version 3 when it is released. This is real, I am not making this up. All data structures in the Doom Wad file are successfully decoded, and have been recreated in tests. All that is required is the final assembly of this into the editor package. If you register, you will be among the first to be constructing your new Doom levels FROM SCRATCH!

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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 or via Internet send to: [pringler@cuug.ab.ca](mailto:pringler@cuug.ab.ca)

Incredibly, I have had no response on this plea yet - March 18, 1994!

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## Reference Information



Old versions 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. Alternately, you might want to get DmSpec12 by Matt Fell. Look around, likely it is more up to date by the time you read this.

After decoding most of the Doom database, I encountered DmSpec10 by Matt Fell. I discovered that I was pretty much equal to his progress - I knew some things that he didnt, and he had figured out a few that I hadnt. DmSpec11 was the kick to figure out the last pieces in the puzzle: Nodes and Reject. Thanks Matt!

This is still a preliminary beta version, and has a few minor rough edges. Starting with version 1.2, no editing changes for the Shareware version of Doom will be saved or allowed unless you register this software. Ie, registered Doom can always be edited by this, shareware Doom can only be edited by using the registered version of this.

Register this version AND subsequent versions with a ONE TIME fee of **\$10**, or **\$15** for source code. Mail to:

Geoff Allan  
7232 Kananaskis Drive SW  
Calgary, Alberta  
T2V 2N2

Be sure you include your full name and a mailing address, and any comments would be welcome.

(Starting with version 3.0, registration will be \$15, and no source code will be available. Everyone who registers before 3.0 is released will be registered at this lower rate. Source code for 3.0 will also be available only to persons registered before its release. Many thanks to beta testers and especially to those few who DID register.)

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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.

