

noyesnonoyesyesyesnoDoomEd 2.60 Helpdoomed

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Help file produced by **HELLP!**, 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.

Doom is an incredible 3D game from Id software. In it, you walk in real time through an entire world, where everyone is against you. Using weapons or fists, you create a gore-fest fit to throw weak stomached people in fits.

Acknowledgements

This is a prominent location, so please scan these acknowledgements:

- Most doom data structures decoded by me, Geoff Allan, contact via `pringler@cuug.ab.ca` Take note that pringler is not my account, but a friends. Please dont leave him rude or obnoxious messages.
- Specific actions of line triggers and sector flash parameters by Matt Fell, along with a few of the **things**, contact via `matt.burnet@acebbs.com`
- Nodes, Ssectors, and Segs rebuilding from Id Software. Thank you very much, Id, for making this available to us third party developers! (DoomBSP.Zip - April 6, 1994) DEU 5.0 nodes builder is in this BETA version... thanks to Raphael Quinet
- Beta testers (and registered users...) Dave Nixon, Dan Mitenko.
- Id Software, for designing and releasing Doom in the first place.

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Editing Things

To **edit things**, for example, to turn that stupid blue bottle into a pink demon, do this:
Get a map displayed. Check that the far right word on the control bar is Things. If not, click on the Thg button. Click on any of the little black squares, they are the things. The currently selected thing will change color to indicate that it is selected. Modify the information in the dialog box. If you select any of the other buttons on the control bar, you will need to click Thg to return to editing things.

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

To **add things**, click the right mouse button. You can adjust the position of the new thing before you release the mouse button. The new thing will be a copy of whatever the last thing was that you viewed or edited. If you havent yet viewed or edited anything, then it will be a barrel, visible on all levels.

To **delete things**, select a thing and click on the Delete button in the things dialog.

Editing Walls

To **move walls**, click the Vtx button on the control bar. Vertexes will be shown at all line intersections. Using the mouse, move a vertex around to its new position.

To **split a wall** in two, which allows stretching it out, click the right mouse button on the line. It will be magically split in two. You can move the position of the new vertex before releasing the mouse button. See Building and Editing a Map

To **delete a line**, select one of the ends, and move it on top of the other end. The line will be deleted.

To **change walls**, for example, to change the startup room into a nice green marble:
Choose a map to work with. Click on the Lin 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. While the dialog is expanded, you can shrink it again by clicking the **SideDefs <<** button. The textures and their placement are shown here. For fine tuning the location of a texture on the wall, use the texture offset values. Note that a positive Y value raises the texture, a positive X value moves it to the left.

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...). This can be done while the texture dialog is showing, since the texture dialog is modeless.

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 Sec button. Now click inside any sector to have its information appear. You may edit this information at will.

To **delete a sector**, and all of the associated data: click the Delete button on the sectors dialog box. DoomEd will correctly detach all connected lines and keep everything else stable.

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 co-ordinates 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 behind it is two panels. The texture is the connection of these three 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 E1M1 (look up).

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

Graphics editing abilities will be in version 2.8 of this program.

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.

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.

There is currently no way of extracting or replacing the Music (songs), since I still have not found the format for the MUS data. As soon as I have this information, I will include this ability.

Registration

1) **Why Register?** Simple, really. This program has consumed the better part of several months, during which time I have had little or no income. If I get enough money from users, then I can afford to spend even more time improving and adding functions. If not, then I might be forced to stop working on this project.

2) **What do I get?** If you register, you will get the next version when it is done. Optionally, you can order the source code to make your own modifications and additions (for your own use), as well as understanding the data structure used in Doom. You also get a warm feeling inside.

3) **I never register Shareware.** Well, you should. Personally, I rarely ever did until I started this project. Now that I understand just how much work goes into a large project like this, I am running around registering the shareware that I use. Really!

Register this version AND subsequent versions with a ONE TIME fee of **\$10**, or **\$15** for source code. I sincerely hope that you find the price that I am asking to be reasonable. (This is a blatant **plea** for money). Just mail a check or international money order to:

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

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

DoomEd - The Real Thing



Map Builder and Editor

Version 2.60

Welcome to DoomEd - The Real Thing. This help file will take you on a tour of the basic steps needed to create a great Doom map level. Several new features make their debut in this version, so hold on!

New in this beta version:

- Automatic STEPS generation
- Automatic stitching of wall textures
- Automatic generation of .ini file
- Ability to DELETE objects
- More solidity, better code
- Optimization change
- User defineable color scheme
- User Interface improvements
- Simple Wireframe 3-d display
- Keyboard Zoom support (use Alt-Z, Alt-X)

Code written but not in this beta version:

(ie. Will be in release version next week)

- Better 3-d display
- Sector texture changing and stitching
- Ability to drag sectors with mouse
- Ability to design your own sector styles

This editor was written by Geoff Allan. I will not list all of the users who have sent suggestions and comments, suffice to say that I thank you all. Almost all of your suggestions have been incorporated in this version. Some of the more difficult things are left for the next version. I truly desire that this editor be the BEST Doom editor / map builder that is available.

Geoff Allan is in no way associated with ID Software. You will receive NO support from ID for this program or its associated data files (you can get support from Geoff Allan - see [Registration](#)). If you create a Doom map using this editor, you MUST NOT create a map which can be used with the Shareware version of Doom. You may distribute maps created from this editor, but you may not charge money for them without consulting ID Software. Please read the license.txt document which ships with Doom for more information about your rights and restrictions. The name Doom, and the Doom logo, are used with permission from Id Software.

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.

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