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CHAPTER [13]: What add-on software allows me to alter DOOM?

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- [13-1]: BSP v1.2x

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- DESCRIPTION:

A 100% working nodes builder which builds the correct BSP nodes and blockmap data for any WAD file.

- CREATED BY:

Colin Reed (colin@argonaut.com)

- AVAILABLE AT:

Site (1): wad_edit/node-build/bsp12x.zip

- *13-2*: DEHACKED v2.1

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- DESCRIPTION:

DEHACKED allows modification of the DOOM.EXE file. This makes it possible to create new weapons, new monsters, many special-effects, and much more. Works with all versions of DOOM and DOOM II.

- CREATED BY:

Greg Lewis (gregory.lewis@umich.edu)

- AVAILABLE AT:

Site (1): wad_edit/doomhack/dhe21.zip

- (13-3) Deframed v1.0

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- DESCRIPTION:

Deframed v1.0 is a utility used to extract the frame table from the registered version of the DOOM.EXE. Patch files can be created in text or binary format, edited and written back to DOOM.EXE.

- CREATED BY:

Chris Gillespie (gilles2@hubcap.clemson.edu)

- AVAILABLE AT:

Site (1): wad_edit/doomhack/dfram10.zip

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13-4: DEU v5.3

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DESCRIPTION:

A map editor to create brand new levels for DOOM or edit existing ones. Includes manual, tutorial, and complete source code. Widely considered THE DOOM level editor.

Note: v5.3 of DEU was not available at time of writing, but should be available very soon after.

CREATED BY:

Raphael Quinet (quinet@montefiore.ulg.ac.be)

AVAILABLE AT:

Site (1): wad_edit/editors/deu53.zip

Site (2): deu53.zip

13-5: DMapEdit v3.01

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DESCRIPTION:

A full DOOM map editor which allows editing of DOOM level components.

CREATED BY:

Jason Hofoss (hoffo002@gold.tc.umn.edu)

AVAILABLE AT:

Site (1): wad_edit/editors/dme301.zip

Site (2): dmaped30.zip

[13-6]: DMAUD v1.1

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DESCRIPTION:

DMAUD will store sounds into or extract sounds from DOOM.WAD files distributed with DOOM versions 1.0, 1.1, and 1.2. In addition, DMAUD will play the sound if a SoundBlaster compatible sound card is present. DMAUD v1.1 also has the ability to create PWAD files.

Input files can be any format (.AU, .VOC, .WAV, .SND, etc) and any sample rate; they will be converted as necessary.

CREATED BY:

Bill Neisius (bill@solaria.hac.com)

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AVAILABLE AT:

Site (1): wad_edit/misc/dmaud11.zip

Site (2): dmaud11.zip

[13-6-1]: DMFE v0.0.1

DESCRIPTION:

DMFE provides a simple front-end to Bill Neisius' excellent utility, DMAUD, which allows you to alter the sound files used in DOOM.

CREATED BY:

Douglas Reedy (welch@zaphod.mps.ohio-state.edu)

AVAILABLE AT:

Site (1): misc/dmfe001.zip

[13-7]: DMGRAPH v1.1

DESCRIPTION:

Allows importing and exporting of graphics for DOOM. v1.0 allows usage of PPM or GIF graphic files in 320x200x256 format.

CREATED BY:

Bill Neisius (bill@solaria.hac.com)

AVAILABLE AT:

Site (1): wad_edit/misc/dmgrap11.zip

Site (2): dmgrap11.zip

[13-8]: DMMUSIC v1.0a

DESCRIPTION:

DMMUSIC allows importing and exporting of MUS files with IWAD and PWAD files.

CREATED BY:

Bill Neisius (bill@solaria.hac.com)

AVAILABLE AT:

Site (1): wad_edit/misc/dmmus10a.zip

13-9: DOOMCAD v4.3 and v5.0

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- DESCRIPTION:

- DOOMCAD is a "state-of-the-art" DOOM map editor for Windows. Allows creations of levels from scratch, three dimensional previewing, drag-and-drop editing, and fairly good handling of nodes.

- Note: v4.3 works only on DOOM I while v5.0 works only on DOOM II.

- CREATED BY:

Matt Tagliaferri (matt.tagliaferri@pcoho.com)

- AVAILABLE AT:

Site (1): wad_edit/editors/dmccad43.zip and dmccad50.zip

Site (2): dmccad43.zip and dmccad50.zip

- [13-10]: DOOM Color Changer

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- DESCRIPTION:

This program modifies the DOOM.WAD files' player pictures. This allows you to change the way other players are viewed in a multi-player game. If you are playing a cooperative game, you can make the players white so they stand out and you can avoid hitting them by accident. Or, you can make the players dark colors so that a deathmatch game can be more difficult. This program will only work on the registered DOOM v1.2 or above.

- CREATED BY:

Douglas Leininger (72773.245@compuserve.com)

- AVAILABLE AT:

Site (1): misc/doomcc.zip

- *13-11*: DOOM Construction Kit v1.1a

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- DESCRIPTION:

An easy to use DOOM map editor. Many functions allow the automating of texture placement.

- CREATED BY:

Bill Morris (bmorris@amtsgi.bc.ca)

- AVAILABLE AT:

Site (1): wad_edit/editors/dck11a.zip

[13-12]: DOOMDump v0.9

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DESCRIPTION:

Dumps out all structures contained in a WAD file to a text file.

CREATED BY:

Steve Simpson (ssimpson@world.std.com)

AVAILABLE AT:

Site (1): wad_edit/misc/dmdump09.zip

[13-13]: DOOM Editor - The Real Thing v2.60b4

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DESCRIPTION:

A DOOM map editor which allows map changes, bitmap viewing, and sound importing and exporting. Very little knowledge of DOOM WAD structure needed. Requires Windows v3.1.

CREATED BY:

Unknown name (pringler@cuug.ab.ca)

AVAILABLE AT:

Site (1): wad_edit/editors/de_260b4.zip

Site (2): de_260b4.zip

13-14: DOOMLaunch v1.00

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DESCRIPTION:

Menu-driven access to ALL DOOM options.

- Fully supports multi-player games
- Handles up to 750 external WAD files
- WADs are compressed with PKZIP until they are needed
- Allows 6 separate saved games for each WAD
- Allows assignment of rating and description to WADs
- WADs can be separated in up to 250 groups
- Keeps track of date/time/elapsed time WAD was played
- WAD statistics (number of monsters, ammo, weapons)
- Built in map viewer

CREATED BY:

Keith Cohen (viper@mercury.interpath.net)

- AVAILABLE AT:

Site (1): multi_player/dl100.zip

- [13-15]: DOOMTOOL

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- DESCRIPTION:

A collection of two utilities: SND.EXE allows a sound to be put into a PWAD file. CAT.EXE allows two PWAD files to be merged into a third.

- CREATED BY:

Unknown Name (jdooley@ugcs.caltech.edu)

- AVAILABLE AT:

Site (1): wad_edit/misc/doomtool.zip

Site (2): doomtool.zip

- [13-16]: DOPE v1.2

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- DESCRIPTION:

DOPE is a DOOM Object Placement Editor. This program will allow you to completely edit object placement in all levels.

- CREATED BY:

Chris Carollo (ccarollo@magnus.acs.ohio-state.edu)

- AVAILABLE AT:

Site (2): dope12.zip

- *13-17*: EdMap v1.23

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- DESCRIPTION:

Popular and powerful DOOM map editor. This is one of the few current map editors that works on both DOOM and DOOM II.

- CREATED BY:

Jeff Rabenhorst (araya@wam.umd.edu)

- AVAILABLE AT:

Site (1): wad_edit/editors/edmap123.zip

- [13-18]: IDBSP v1.0

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- DESCRIPTION:

id Software's BSP node builder ported to DOS.

- CREATED BY:

Ron Rossbach (ej070@cleveland.freenet.edu)

- AVAILABLE AT:

Site (1): wad_edit/node-build/idbsp10.zip

- [13-19]: Jumble v3.0

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- DESCRIPTION:

JUMBLE is a DOOM item randomizer; it randomly places, objects, enemies, and powerups in new locations.

Some useful features include savable configuration files, object weighting, removal of items, retention of items, and netDOOM compatibility. Also reads RanDOOM v1.x .W files.

The optional add-on archive includes many different already created .JBL files for immediate playability.

- CREATED BY:

<Empty> Productions (joakim.erdfelt@swsbbs.com)

- AVAILABLE AT:

Site (1): random/jumble30.zip and random/jumble3s.zip

Site (2): jumble30.zip and jumble3s.zip

Site (3): jumble30.zip and jumble3s.zip

- [13-20]: MDE: My DOOM Editor v0.90b

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- DESCRIPTION:

Allows modification of DOOM levels, including object placement, light levels, floor and ceiling heights, secret areas, acid damage, blinking lights, crushing ceilings, moving platforms, teleports, and more. Not a complete level structure editor.

- CREATED BY:

Patrick Steele (Unknown address)

- AVAILABLE AT:

Site (1): wad_edit/editors/mde90b1.zip

Site (2): mde90b1.zip

- [13-21]: Move Level v2.0

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- DESCRIPTION:

Move Level allows modification of the episode and mission number in a DOOM PWAD file.

- CREATED BY:

Steve Stimpson (ssimpson@world.std.com)

- AVAILABLE AT:

Site (1): wad_edit/misc/movelev2.zip

- [13-22]: MUS2PWAD v1.0

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- DESCRIPTION:

Places MUS files into PWAD files.

- CREATED BY:

Wirta Wiriyana (kosasih@cae.wisc.edu)

- AVAILABLE AT:

Site (1): music/mus2pwad.zip

- [13-23]: NodeNav v0.8

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- DESCRIPTION:

Allows observation of the geometry of the nodes structure for a particular DOOM level.

- CREATED BY:

Frank Palazzolo (palazzol@msen.com)

- AVAILABLE AT:

Site (1): wad_edit/node-build/nodenav.zip

Site (2): nodenav.zip

- [13-24]: RanDOOM v1.65

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- DESCRIPTION:

RanDOOM is a utility which will randomize the placement of objects in the DOOM playfield. Additionally, RanDOOM has some smarts

and

fixes major problems that other randomizers have. RanDOOM allows you to tailor its randomizing to your personal taste. RanDOOM has the capability to randomize and create PWAD files as well.

- CREATED BY:

Scott Coleman: ASRE Software (tmkk@uiuc.edu)

- AVAILABLE AT:

Site (1): random/rdoom165.zip

Site (2): rdoom165.zip

- [13-25]: REJECT v1.0

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- DESCRIPTION:

REJECT.EXE is a command line based utility used for building the REJECT resource in a DOOM PWAD file. It post-processes a PWAD which has been created using a level editor such as DEU. Its main purpose is to speed up slow PWAD files by reducing the number of line-of-sight calculations performed by the DOOM engine.

- CREATED BY:

L. M. Witek (lee@trousers.demon.co.uk)

- AVAILABLE AT:

Site (1): wad_edit/misc/reject10.zip

- [13-26]: Renegade Graphics DOOMED v1.1c/e

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- DESCRIPTION:

Allows advanced DOOM map editing and has been used by many PWAD creators. Allows modification and creation of PWAD files. Includes detailed documentation. A v2.0 upgrade is expected soon which should add many new features.

Note: The newest registered version is v1.1e. Registration is \$25 US.

- CREATED BY:

Joe Pantuso (73633.2517@compuserve.com)

- AVAILABLE AT:

Site (1): wad_edit/editors/rgdel1cs.zip

Renegade Graphics BBS: (615)-337-9198

[13-27]: RENWAD

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DESCRIPTION:

Allows modification of the episode and mission number in a DOOM PWAD file.

CREATED BY:

ASRE Software (tmkk@uiuc.edu)

AVAILABLE AT:

Site (1): wad_edit/misc/renwad.zip

13-28: UltEd v1.00b

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DESCRIPTION:

A DOOM map editor similar to DEU v5.2. This editor is unique because it runs under OS/2.

CREATED BY:

Peter Ott (pott@cate.ryerson.ca)

AVAILABLE AT:

Site (1): wad_edit/editors/ulted.zip

[13-29]: VERDA v0.20

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DESCRIPTION:

With VERDA, you can move THINGS around the map and change them to other things. You can change LINE triggers, SIDE image selection, SECTOR image selection, floor heights, ceiling heights, sector actions (raising/lowering, etc.), and properties (acid/blinking lights, etc.) You can graphically see which lines trigger which sectors, and change this. You can display the NODE information graphically, but it cannot currently be edited.

CREATED BY:

Mike Carter (verda@swri.edu)

Robert Fenske

Bob Robinson

AVAILABLE AT:

Site (1): [wad_edit/old_edit/verda020.zip](#)

[13-30]: [VERDA Node Builder v1.05](#)

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DESCRIPTION:

Builds nodes in a PWAD file.

CREATED BY:

Robert Fenske (rfenske@swri.edu)

AVAILABLE AT:

Site (1): [wad_edit/node-build/vbsp1050.zip](#)

13-31: [WADEd v1.42](#)

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DESCRIPTION:

WADEd was designed to be an easy and decent DOOM map editor. It is completely mouse controlled, and run from DOS. The obvious goal was to write a good editor, so people would be able to create some good new DOOM levels from scratch that could be distributed in small patch .WAD (PWAD) files.

CREATED BY:

Matthew Ayres (ayres@cdrom.com)

AVAILABLE AT:

Site (1): [wad_edit/editors/waded142.zip](#)

[13-32]: [WAD Extended Tools v1.0](#)

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DESCRIPTION:

Allows viewing and hex editing of WAD resources such as pictures, textures, color maps, and more.

CREATED BY:

Unknown Name (vels@aldan.cs.biu.ac.il)

AVAILABLE AT:

Site (1): [wad_edit/misc/ewt.zip](#)

[13-33]: [WAD Hacker v2.0](#)

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DESCRIPTION:

WAD Hacker is a DOOM WAD file resource viewer. Allows viewing of all graphical resources. BMPs can be generated from any graphic and PWAD files can be produced from any level.

CREATED BY:

Roger Hayes (roger_hayes@stortek.com)

AVAILABLE AT:

Site (1): wad_edit/misc/wadhak.zip

[13-34]: WADMASTER v0.5

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DESCRIPTION:

Allows adding and removing of THINGS in DOOM levels. Also displays NODES, SSECTORS, and SEGS.

CREATED BY:

Unknown

AVAILABLE AT:

Site (1): wad_edit/old_edit/wdmstr05.zip

Site (2): wdmstr05.zip

[13-35]: WADNAME

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DESCRIPTION:

WADNAME is a utility which will display the episode and mission number of all replacement levels contained in a given WAD file.

CREATED BY:

ASRE Software (tmkk@uiuc.edu)

AVAILABLE AT:

Site (1): wad_edit/misc/wadname.zip

[13-36]: Wads_Up v1.1

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DESCRIPTION:

Wads_Up is basically a THING editor. It allows you to move objects, graphics, enemies, around a level.

- CREATED BY:

Gary Whitehead (gary@stek.demon.co.uk)

- AVAILABLE AT:

Site (1): wad_edit/editors/wadsup11.zip

- [13-37]: WAD Tools v1.0

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- DESCRIPTION:

WAD Tools is a freeware program to be used with id Software's phenomenal action game, DOOM. It is designed to let any curious individual peruse the contents of the DOOM WAD file. Anyway, WAD Tools will let you do any number of operations on the resources in the WAD file. You can view it in hex mode, or if it's a graphic resource, you can view it in 320x200x256 VGA mode. You can also export it to a file (an LBM if it's a graphic resource), or replace it by importing a file. And, if you're really brave, you can export all the resources in the WAD file to individual files.

- CREATED BY:

Jeff Miller (atomicus@indirect.com)

- AVAILABLE AT:

Site (1): wad_edit/misc/wt100.zip

Site (2): wt100.zip