he MDR mailbag contains letters received by MDR, as well as some of the more useful and interesting posts from the Mac-related newsgroups on Usenet.

Letters:

From: Patrick Carmack <casmock@texas.net>
To: MDR
Subject: Atari WAD Review

I read your review of the Atari WAD in MDR#1. It was a good review, but you said that a voice periodically says, "Do them in." They are actually saying "Do the math." This is Atari's catch phrase for their Jaguar (which you see painted all over the walls in the WAD).

Patrick Carmack

Hey, thanks! It was driving us crazy, because we could swear that half (most?) of the time, they were saying "Do the math" -- but it didn't make sense to us. The last Atari I had was a 2600, so I'm a bit behind the times on Atari lore. I appreciate the correction.--Ed.

From: Nathan Kugland <nkugland@mcn.org>
To: MDR
Subject: MDR subscriptions?

If one can subscribe to the MacDoom review, then please sign me up!

Nathan Kugland

Sorry, we don't currently support a mailing list, so we can't e-mail MacDoom Review directly to anyone. But MDR should be available on or around the 10th of each month from the official MDR Web site, http://www.voicenet.com/~reeltime/mdr.html, Info-Mac, America Online (Keyword: Mac Games), eWorld (Goto: Inside Games), and other MacDoom

Web sites. Also, look for a monthly announcement on
comp.sys.mac.games.action.--Ed.

From: David Andrew <djandrew@innovastudio.com>
To: MDR
Subject: PC WAD reviews

I'm taking a first look at your MacDoom Review (#1)... pretty cool.

A suggestion I have is for you to include a "Conversion Difficulty Level" in
your PC WAD reviews. Why? Well, I know a few MacDoom fanatics who are,
how should I say it, well, not engineers. Also, many, like myself, don't own a
copy of SoftWindows.

David Andrew

Hey, that's a good suggestion. All of the WADs reviewed in MDR #1 are
available in patched form somewhere on the 'Net (the URLs are given if you
click the screenshot preceding each review). But, patched WADs tend to be
pretty big files (2MB to 5MB), and they won't be around in that form forever.

Hopefully before too long, there will be a Mac WAD patching utility. But yours
is still a good suggestion, even then: We will need to let people know if they
require anything special to use them. Look for this feature starting with
MDR#3.--.Ed.

From: Arthur James Virgin <produce@magicnet.net>
To: MDR
Subject: Star Trek WAD error

Is the Star Trek WAD compatible with Mac's Doom II? I get the message
"Error: Demo is a different version of the game" Anyone else seen this?

Arthur James Virgin

Ah, yes. WADs that patch the demos can cause errors and crashes. To avoid
this, whenever you load a PC PWAD, be sure to start the game immediately,
before it tries to access the demo. Currently, the only remedy is to use a tool
like WinTex (on a PC or Mac with SoftWindows) to remove the demo. While
you're in there, you might want to yank out any music patches as well;
these, too, can cause problems with MacDoom.--Ed.

From: Thomas Hart <tomh@netzone.com>

To: MDR
Subject: Doom WAD specs

First, I read the premier issue of MacDoom Review and found it thoroughly enjoyable. Keep it up!

Second, let's say I was considering writing a Doom editor, where would I obtain technical info about the format of Doom II PWAD files? Do I email id for this or is there a FAQ somewhere?

Thomas Hart

The unofficial Doom WAD specification can be found at:
ftp://mirrors.aol.com/pub/pc_games/doom/docs/editing/.
The file is dmspec16.zip. Have at it, and let us know if you have any luck!--
Ed.

senet:

Note: Some Usenet posts are edited for space and clarity. Material quoted back in them from previous messages is in italics.

From: Kaz Ota <kazushi@ok.cow.melco.co.jp>
Newsgroup: comp.sys.mac.games.action
Subject: Doom WAD file compatibility

flodin@eskimo.com (evilsofa) wrote:
>I have seen a pc file that supposedly converts DOOM I wads to
>DOOM II wads.   I will see if that helps matters if I run across a
>wad that won't work (but so far I haven't). I'm sorry but I can't
>remember the name of that utility...

Wad1to2.exe, I think.

I had some wads that I converted with this program, so I tried them on MacDoomII and it worked beautifully. It was a wad called Abyss.wad, the first on the list at the cdrom.com ftp site. And it was very good. (Single player.)

Kaz Ota

From: John Alexander Chapman <nabob@owlnet.rice.edu>
Newsgroup: comp.sys.mac.games.action

Subject: Keyboard woes

Steve Linberg <slinberg@crocker.com> wrote:
>Yup. I almost broke my hand trying to use the IJKL keys. Who
>would imagine not using the keypad, or at least the arrow keys?
>
>Oh well. I probably would have bought it with keyboard config,
>but now it's shelfware while I wait for M2.

Okay.   I didn't want to do this, but apparently some people still don't know this. MacDOOM has some degree of keyboard config!   You can choose between (ooh, BIG choice!) IJKL, arrows, or keypad, and can choose between a few different action key configs. Just move the mouse up to the top of the screen once it's done loading, and you'll get a menu bar!   Dig through the menu, find the key settings dialog, and change it.

John Alexander Chapman

For more Usenet posts, see this month's MacDoom ModemPlay (click arrow):

ave a correction or comment for MacDoom Review? Send us a letter at reeltime@voicenet.com.