

**EasyDoom**

**COLLABORATORS**

	<i>TITLE :</i> EasyDoom		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# EasyDoom

### 1.1 The easiest Doom interface yet!

Welcome to EasyDoom V1.1

Legal and warranty stuff.

Overview on usage.

Installing.

How to run.

The tooltypes.

CLI parameters.

Contact me.

### 1.2 Legal mumbo jumbo

This software is provided under the giftware scheme. This means you have every right to distribute the software where ever you see fit. The archive must remain intact, and credits given only to Creative Software and Simon Archer. No alterations may be made to the archive, it's program code or documentation.

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Every effort has been made to ensure safe and reliable operation from this software. No responsibility is accepted by the author or Creative Software for any loss of data, hardware failures, save game losses, death of relative or world wars.

It is inevitable that there may be undocumented features in any software, hopefully most of these have been found. Bug reports are always welcome, but "Why doesn't it run?" type queries are better posted to Gypsy Rose Lee and her crystal ball.

No warranty is impressed or applied to this included software.

'Doom' is a registered trademark of ID Software.

### 1.3 And so what is it?

Hopefully you will find EasyDoom to be a valuable asset in playing your Doom ↔

EasyDoom can be used with any of the Amiga Doom ports that are currently doing the rounds.

The purpose it serves is simple. It allows you to run the game with the minimum fuss. EasyDoom can be configured to look at your directory of wads and make the selection as painless as possible.

It also allows you to play network Doom across a TCP link. This can mean hours of endless fun engaged in deathmatch situations with your friends.

For a full explanation of  
tooltypes  
or  
Cli parameters  
check out the  
appropriate sections in this manual.

### 1.4 Where does it all go?

The installation of EasyDoom is fairly straight forward, ↔  
hence the reason  
there is no installer.

The EasyDoom executable can be dropped into the directory where your chosen Doom executable is to be found. This is so it can find the wad file in order to run the game.

It may be a good idea to keep this manual in the same place, but it won't matter if it is somewhere else.

And that's all there is to it. You will need to configure EasyDoom so that

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it knows where to find all your files. Have a look at the  
tooltypes  
or

Cli parameters  
sections.

## 1.5 What does what?

Once you have the program up and running (provided you set it all up),  
you are presented with a small window with a Doom icon in it. Clicking this will launch the program pointed to in the tooltypes.

You can specify a different wad file to play by clicking on the 'Select WAD' button. This adds the wad to the command line ready to play.

You also have the ability to set up a TCP game. Clicking on 'Net Game' will invoke this routine. You will see a requester asking you for your ID number. Each player must have a unique ID number and this can be defaulted in the tooltypes . Once cleared another requester appears to ask you for the IP address to connect to. This also can be defaulted and should be the IP address of the friend you want to play with.

Once you have made your selections, click the Doom icon and go kick some!

## 1.6 Setting it up

In this section we explain about each tooltype and what it's purpose is. These will need to be set up before the program can be run.

DOOMNAME This tells EasyDoom which version of Doom to play.  
eg: AmiDoom

DOOMPATH This gives the path to the doom executable.  
eg: Games:AmiDoom/

WADPATH This defaults where to look for wads.  
eg: Games:AmiDoom/wads/

SCRIPT Gives a dos path to a script to run on startup. This could be usefull if you want to run a specific set of instructions prior to running Doom. The script should be a standard AmigaDOS script.

DEFID Sets your default ID number. You can change this when the 'Net Game' button is clicked.

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DEFIP Sets the default IP address to connect to. This also can be changed when selecting 'Net Game'.

STACK Set the stack size, defaults to 100000. Doom requires a large stack size, but those on less memory can optimise this setting.

## 1.7 Running from Shell?

The CLI parameters to pass are exactly the same as the tooltypes. To save duplicating information, check out the section.

As a note, the parameter passing is in the form of:

```
EasyDoom DOOMNAME "AmiDoom" DOOMPATH "Games:AmiDoom/" STACK "50000" etc.
```

## 1.8 OK, you found me

If you want to contact me for any reason (bug's I shouldn't wonder) then the address is below:

```
Simon Archer  
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```

Many thanks to you for trying out EasyDoom, and I hope it allows you to ↔  
get  
more enjoyment from the excellent Doom ports that are around.