

Welcome



If you are reading this then you have shown an interest in creating or porting levels for the Atari Jaguar. A lot of people claim its hard to do and you'll need special programs to rip out the needed assets, but as this simple tutorial will show you, that's just not the case.

I have already made some asset wads and these are available by e-mail only I'm afraid, seeing as the assets are still (c) I will only send them to you if you can send proof that you actually own a copy of Atari Jaguar Doom. If you want to pass them on or around to people afterwards then that's up to you. As I see it, you can't steal what you already own. Or you can rip your own assets from the rom using tools easily found on the internet and edit in the sprites from a doom wad using XWE.

First off you will need a few programs, I started with just a hex editor, a wad manipulation program and a level builder. To make things slightly easier for you I have also found a file appender. Here are the programs and stuff you will need.

GZDoom (nice Doom engine)

<http://grafzahl.drdteam.org/>

Free download

You will need this

The Doom 2 wad file

You will need this

The atari Jaguar Doom rom

You will need this

010 Editor (the daddy of all hex editors)

<http://www.sweetscape.com/010editor/>

You can download the 30 day trial version for free.

You will need this

Doom Builder (Doom map editor)

<http://www.doombuilder.com/>

Free download

You will need this

SLumpED (Doom wad manager)

<http://slumped.mancubus.net/>

Free download

You will need this

File Append and Split Tool (split/rebuild files)

<http://www.boxersoftware.com/file-append-split-tool.htm>

Trial download

You will need this

XWE (Doom wad editor)

<http://www.doomworld.com/xwe/>

Free download

Only needed to make your own asset wads

Project Tempest (Atari Jaguar emulator)

<http://pt.emuunlim.com/>

Free download

Only needed for testing, unless you have a Skunkboard

First off download **GZDoom** and copy all files into a folder on the desktop called "**DOOM DATA**". After obtaining the Doom 2 wad, copy that into the **DOOM DATA** folder too. Download and install the trial version of **010 Editor**, download and install **Doom Builder**, download **SLumpED** and copy the files into a desktop folder called "**SLumpED**". Download and install the trial version of **File Append and Split Tool**. You may also want **Project tempest**, the Atari Jaguar emulator for testing your hacked rom on unless you have a skunkboard. Having done all that we are ready to begin.