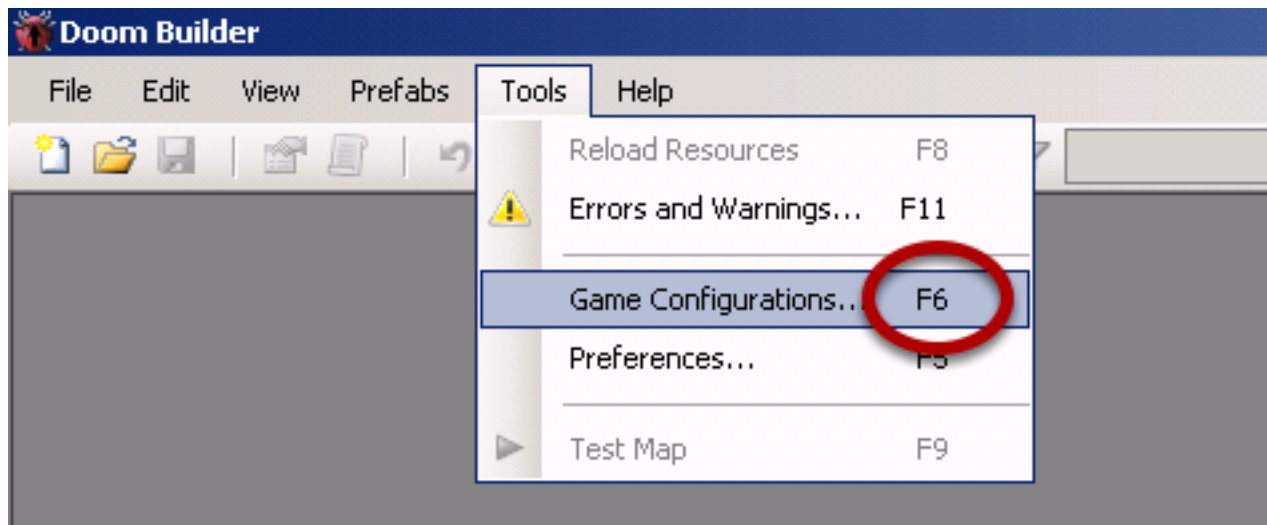
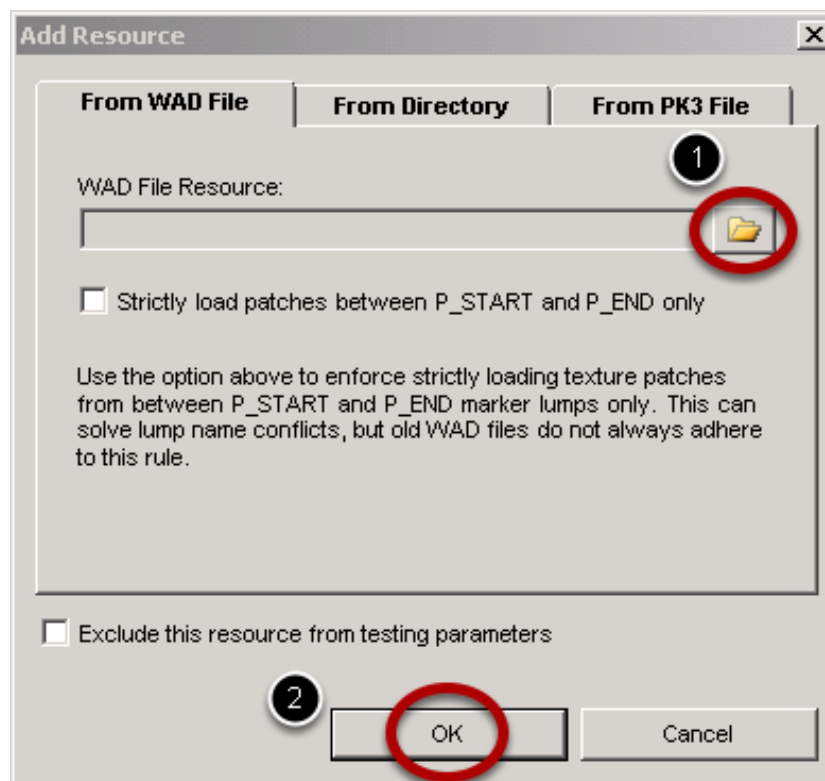


Getting started

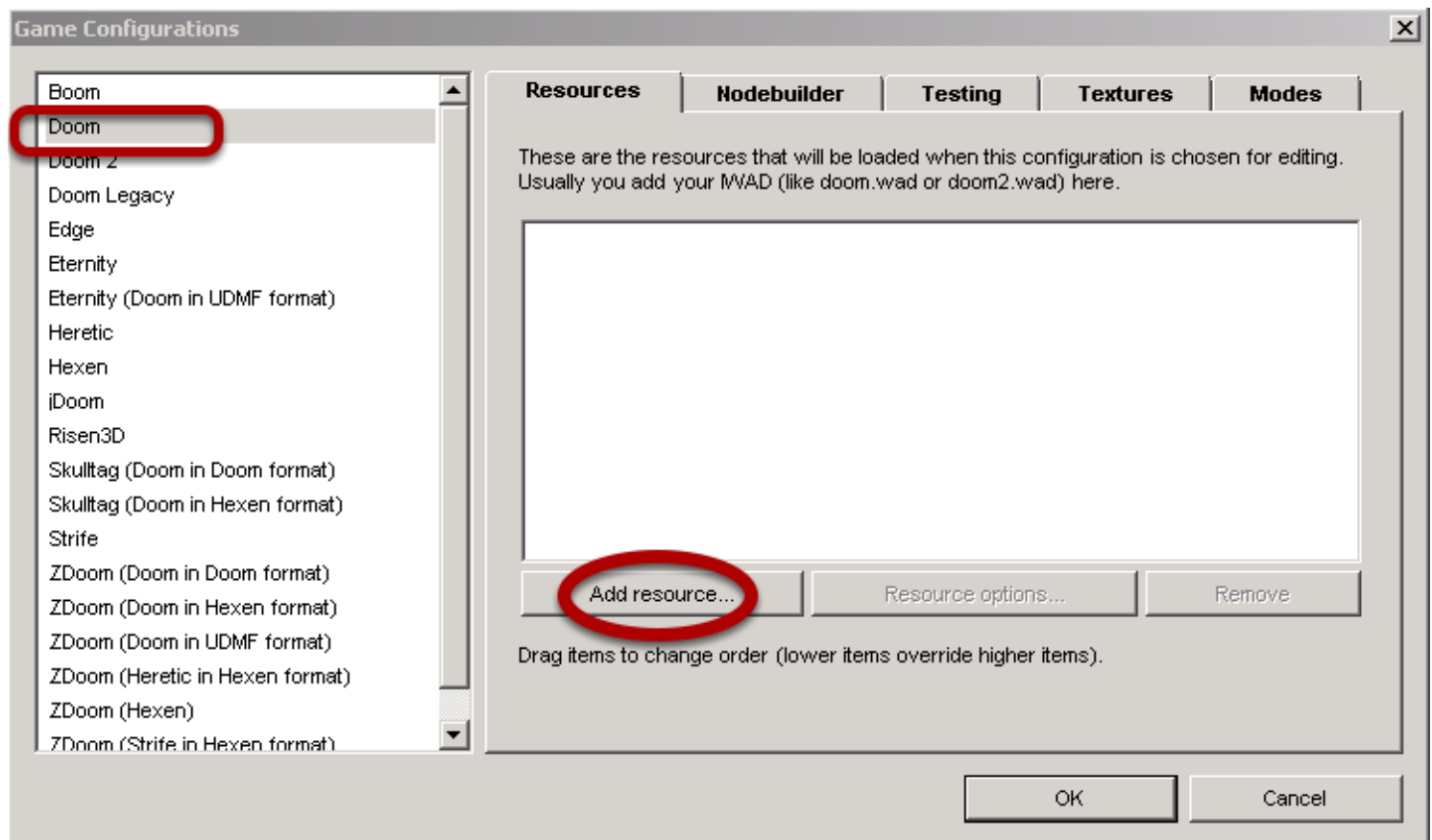
Having downloaded all the programs you need and making the necessary folders the next thing to do is set up Doom Builder.



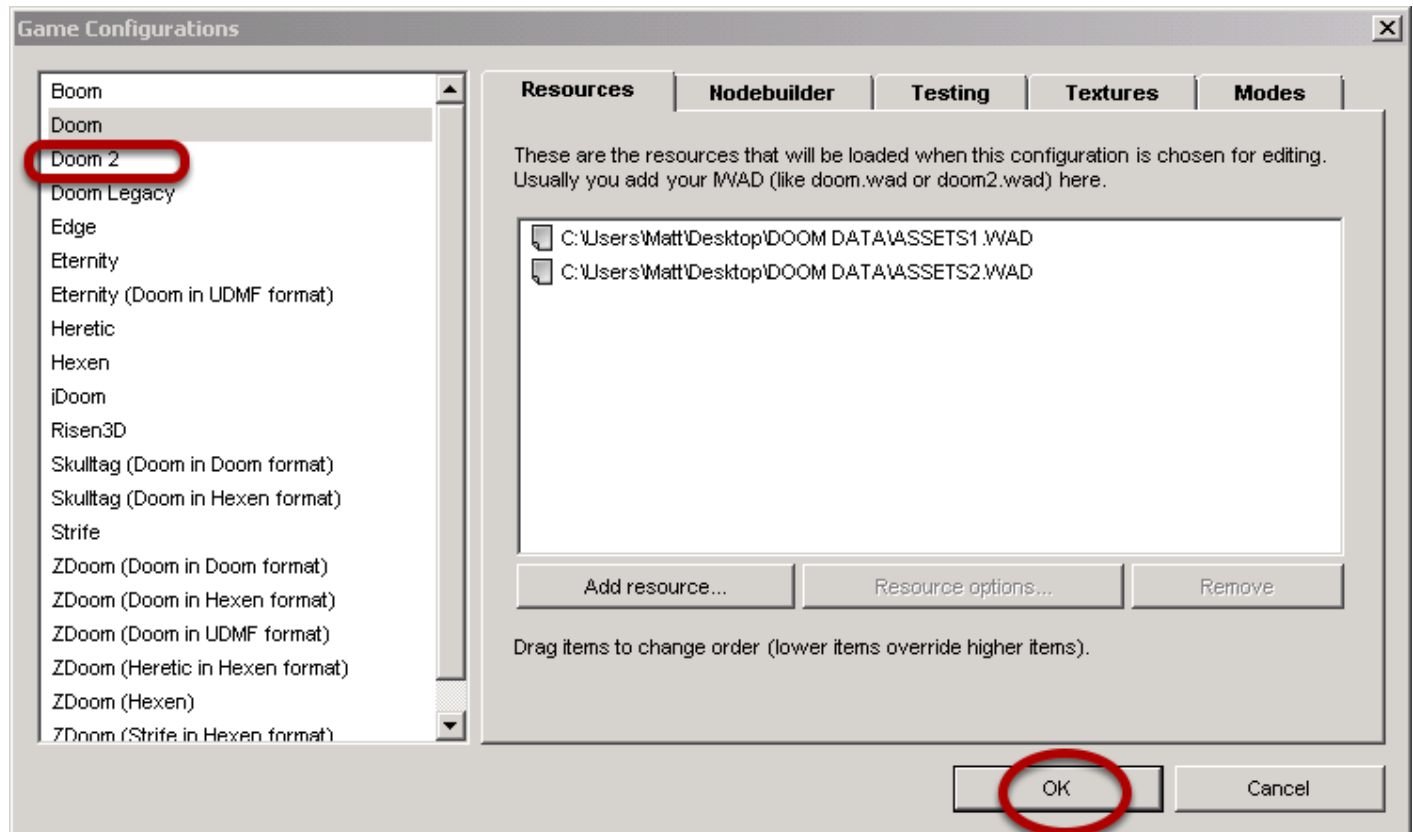
Go into Tools / Game configurations



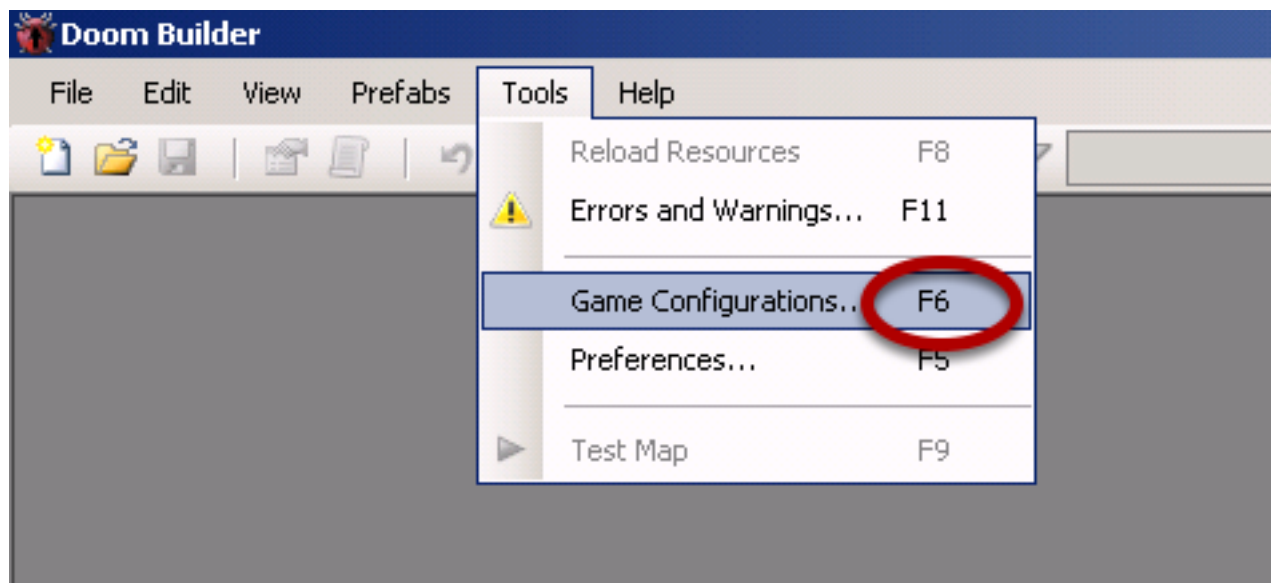
Locate the **DOOM DATA** folder and add the **ASSETS1.WAD**, click OK, then repeat the process for **ASSETS2.WAD**



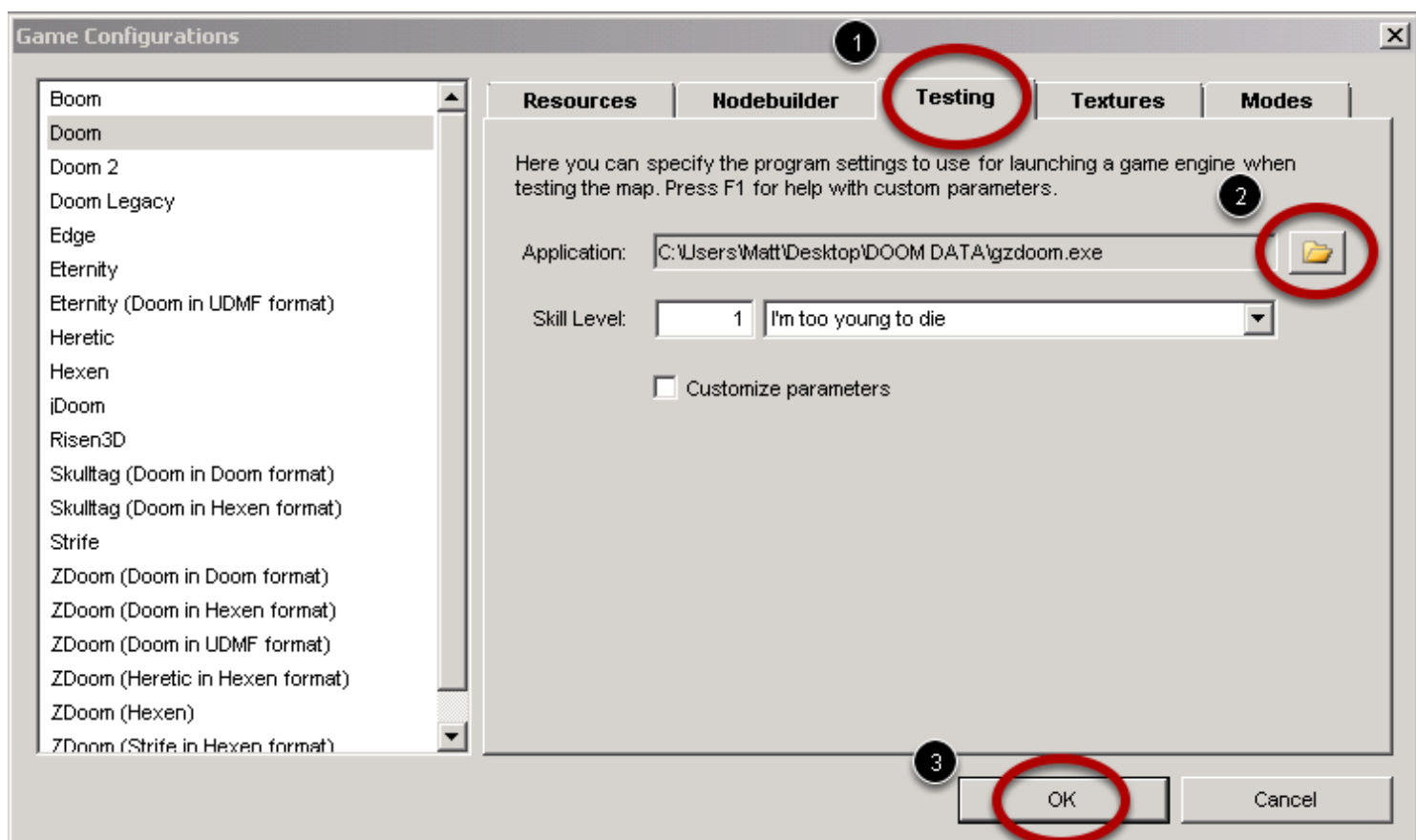
Select **Doom**, click Add resources



Then select **Doom 2** and repeat the process of selecting the same assets for Doom 2.



Go back into Tools / Game Configurations



Select the **Testing** tab and browse for the **gzdoom.exe** in the **DOOM DATA** folder. Repeat this process for both Doom and Doom 2. Doom Builder is set up and now ready to go.

It would be a good idea to get yourself familiar with Doom Builder, there are tutorials for it on Youtube and also the Doom Builder web site. We will be using the Doom 2 level naming in our level hacking. Make some test levels and get used to what key does what action.