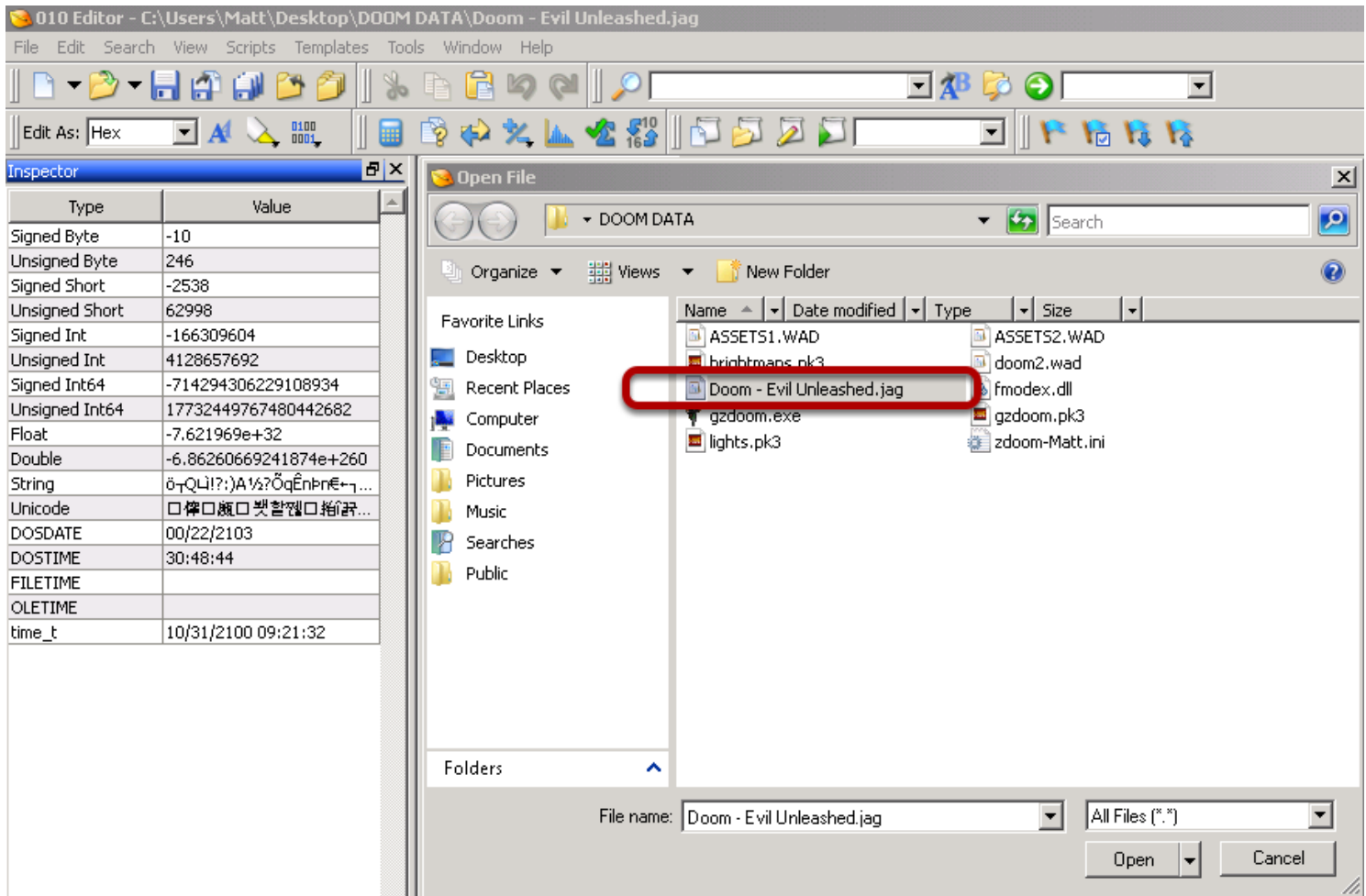
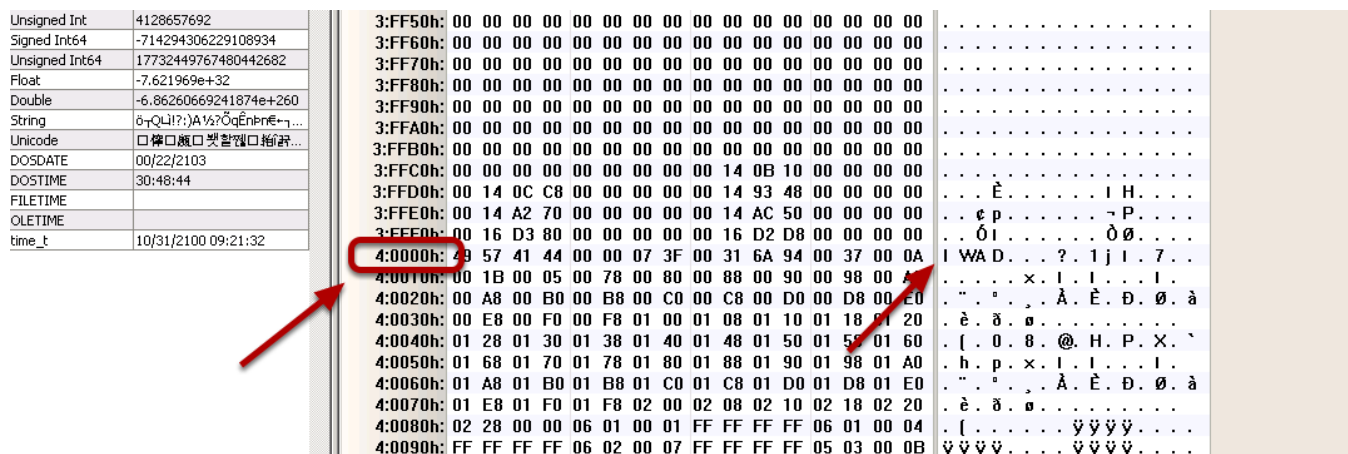


Hacking fun!

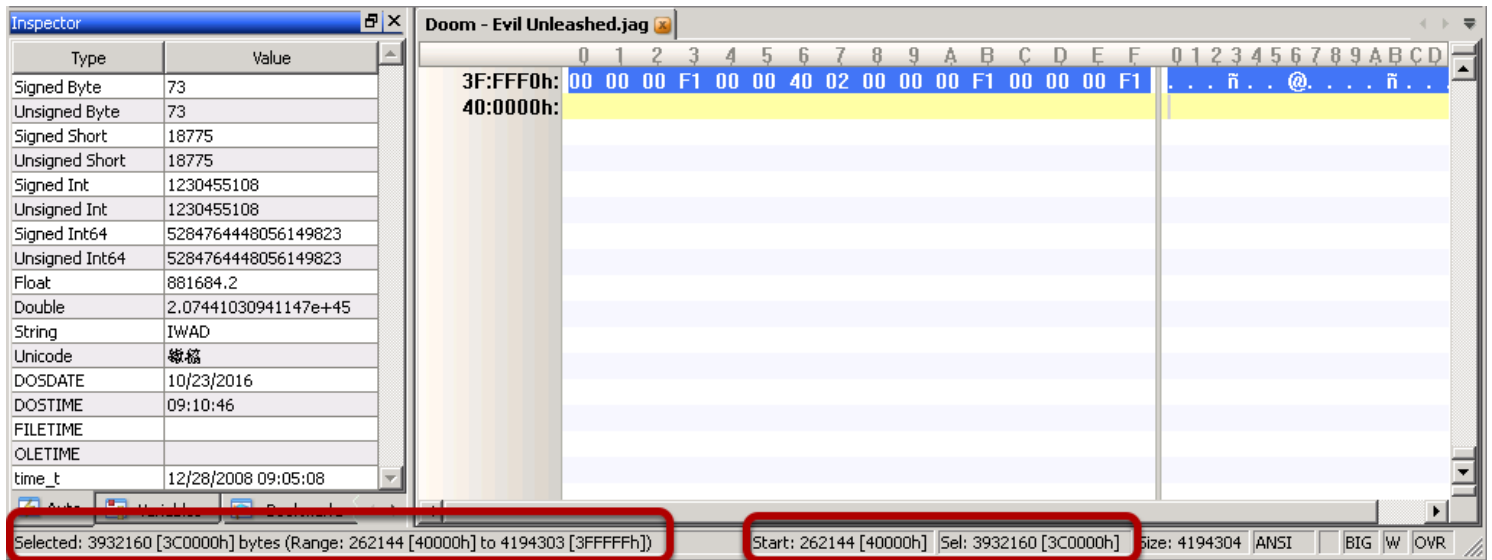
First things first, lets get the wad file from the Atari Jaguar Doom rom.



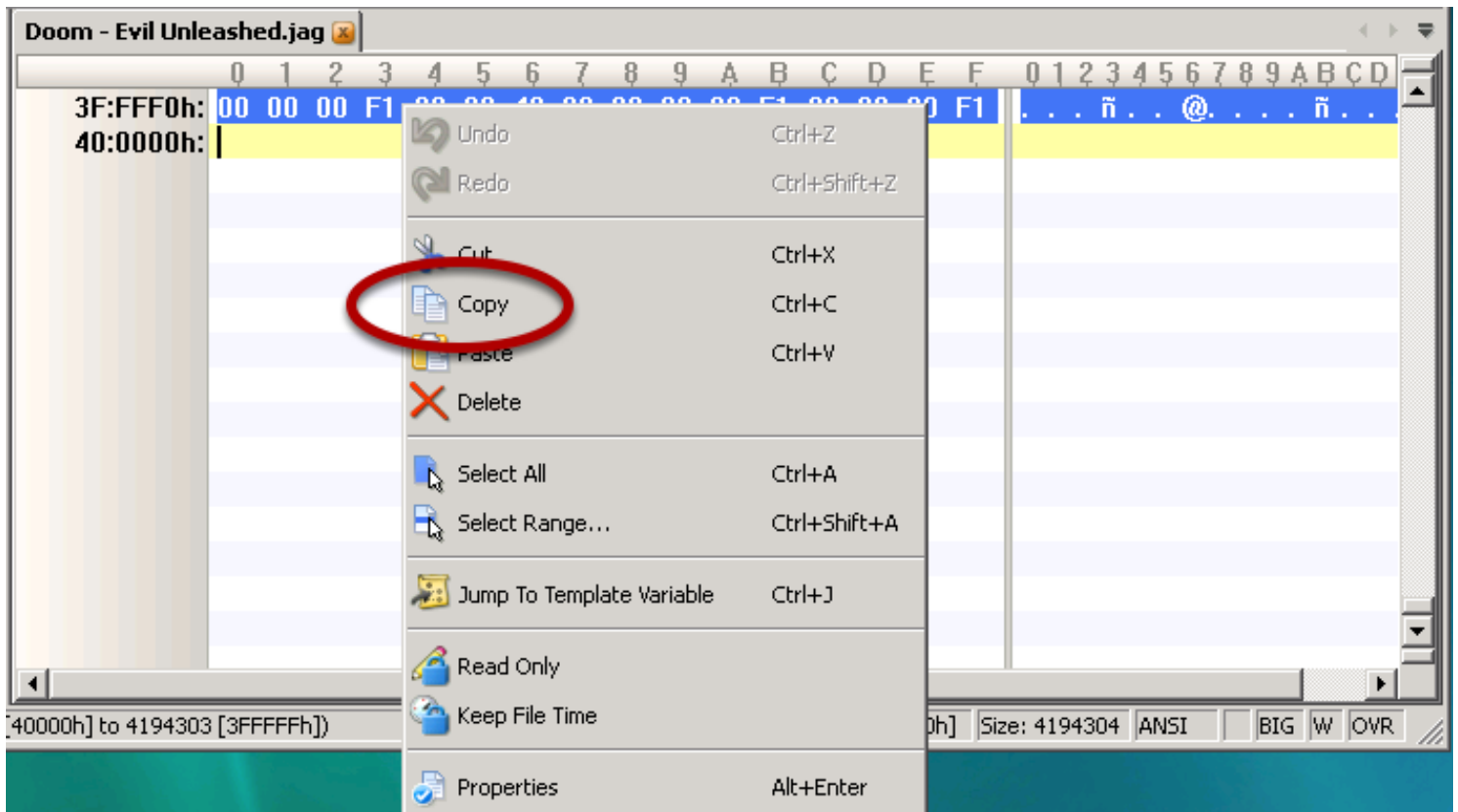
Start **010 Editor**. Use The File / open file menu and locate your Jaguar Doom rom, I put mine in the **DOOM DATA** folder, and load it in.



Using the side scroll bar, scroll down until you find this address, write it down **4:0000h**, its the start of the doom wad file. you can see it say **IWAD** over here.



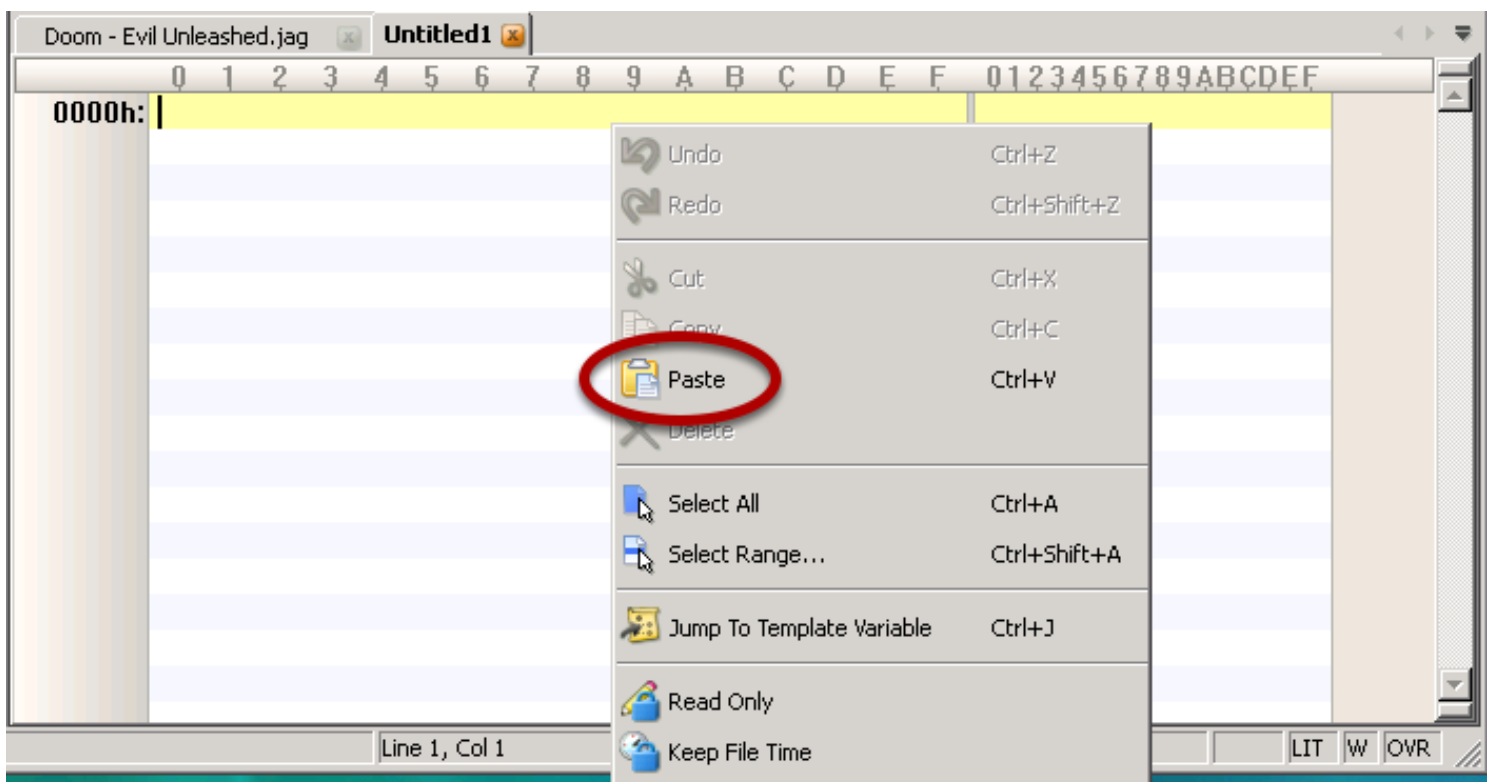
Starting at **4:0000h** do a left click and hold, move the mouse down to the bottom of the screen, after a bit it will come to the end of the file, release button. You have now selected the whole Jaguar Doom wad. Make a note of the numbers, they should be the same as here, if not try again.



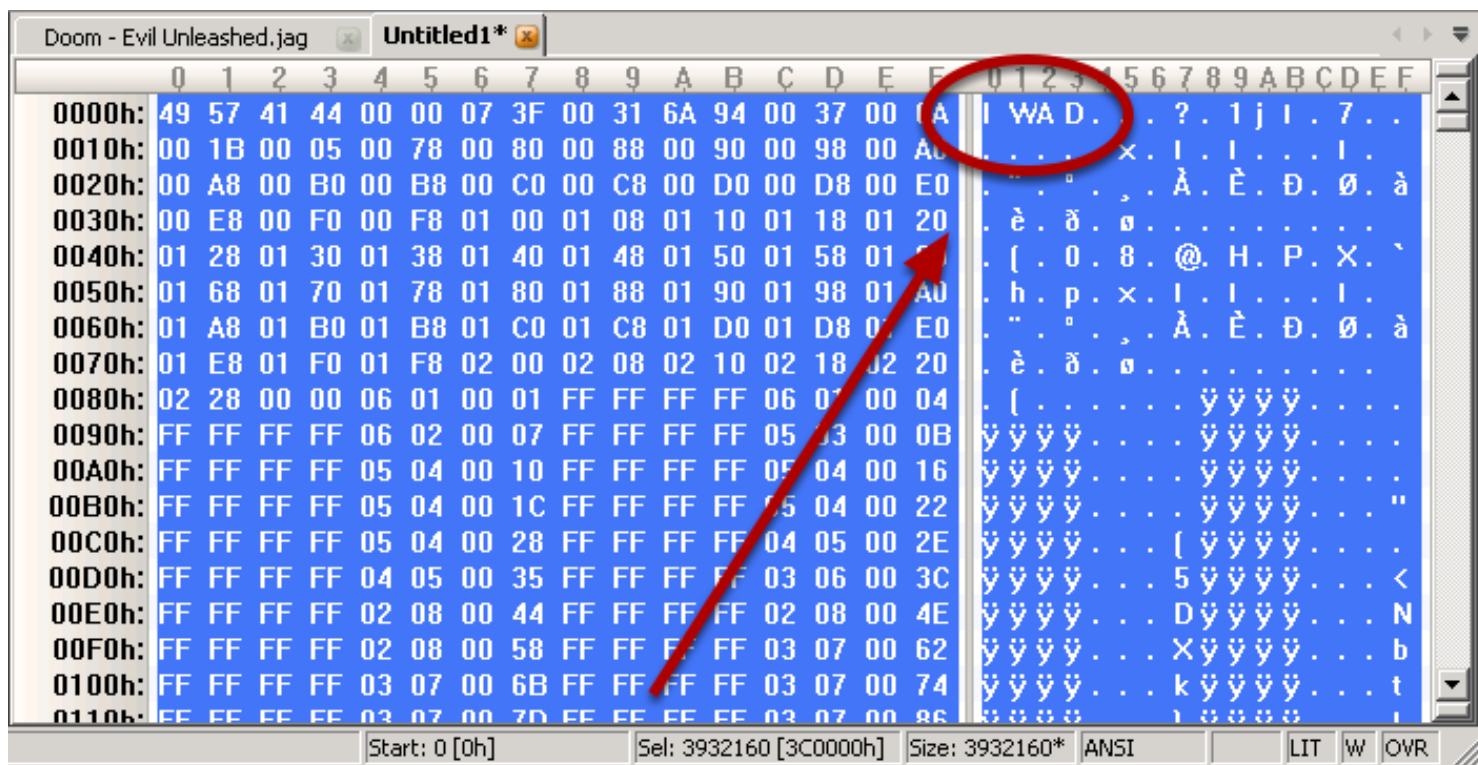
Right click the blue highlighted area, and this menu will appear. Click on copy.



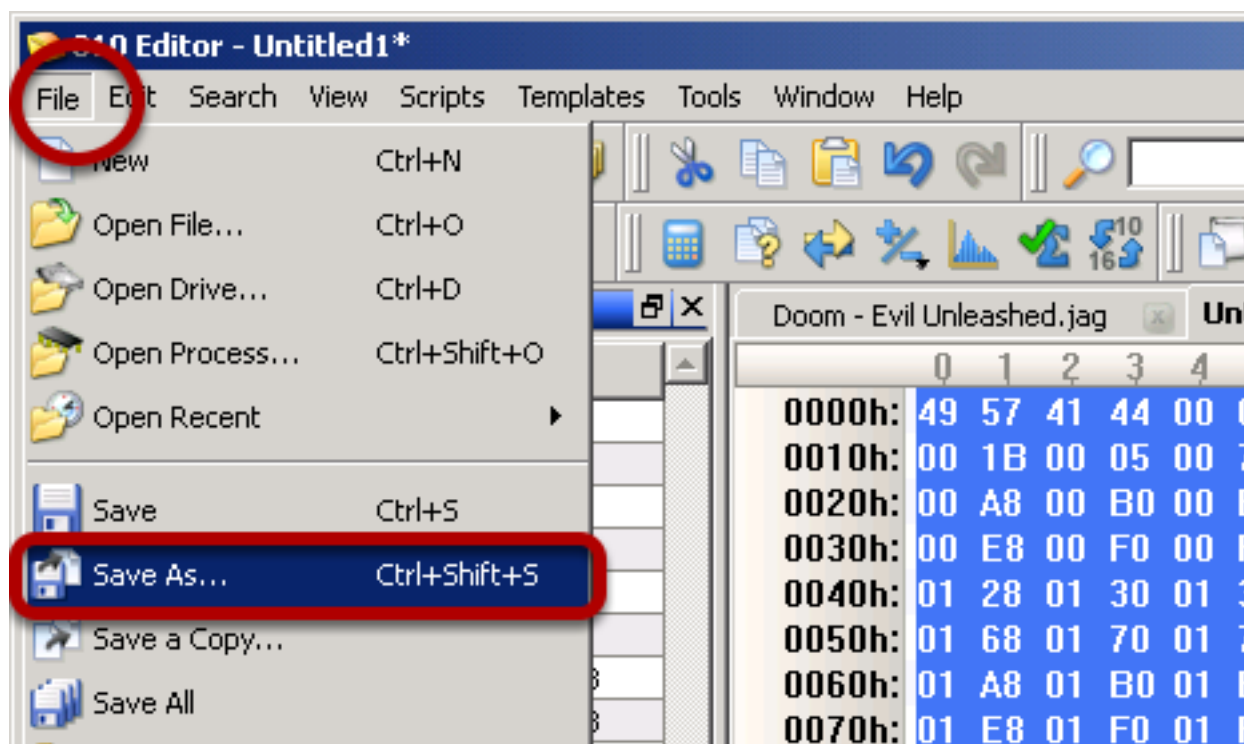
Click on the down arrow underneath Edit, and select **New Hex File**.



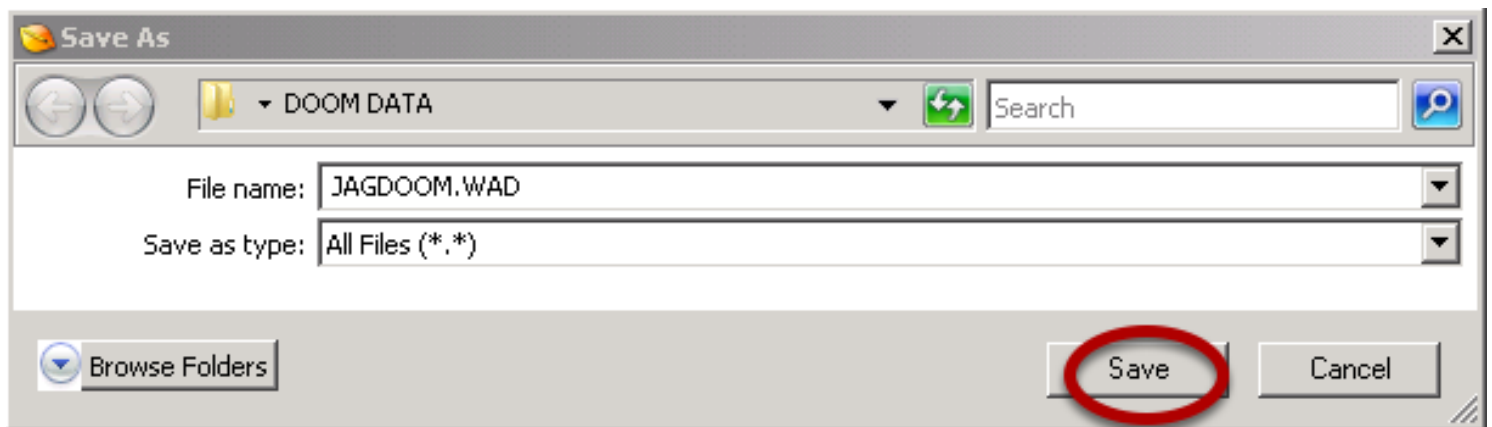
See we have an empty **Untitled1** file waiting for us. Do a right click and select Paste.



After scrolling up you can see we did indeed capture what we were after, there is the **IWAD** there.



Go to the file menu, and down to **Save As...**



Save it as **JAGDOOM.WAD** into the **DOOM DATA** folder.

O.K. First lesson completed. You can now quit the program, this file we have saved is the actual wad file that contains all the data that the Jaguar Doom uses. It's not compatible with any P.C. wad editors so don't bother trying, next lesson coming soon.