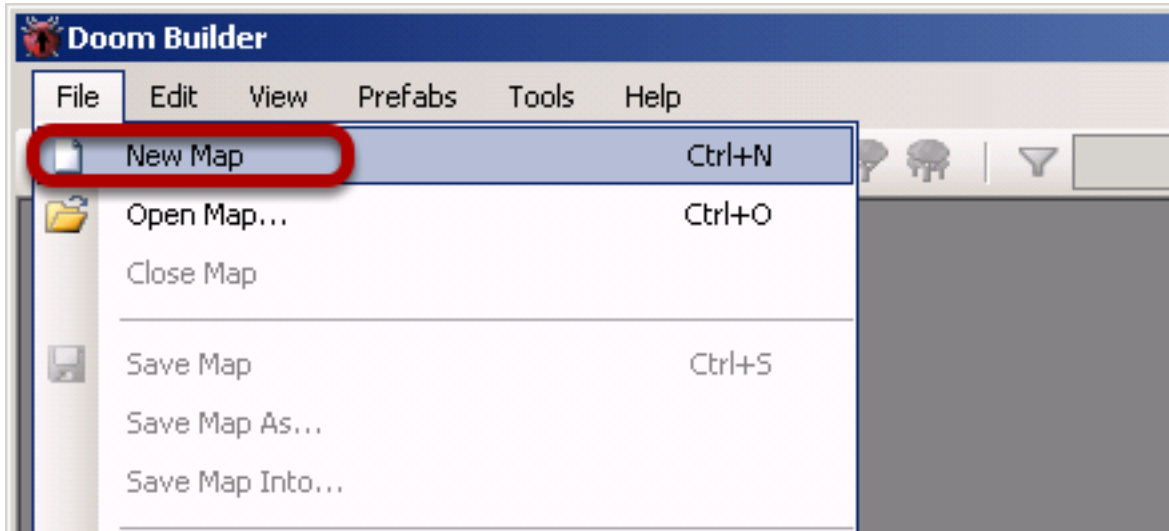
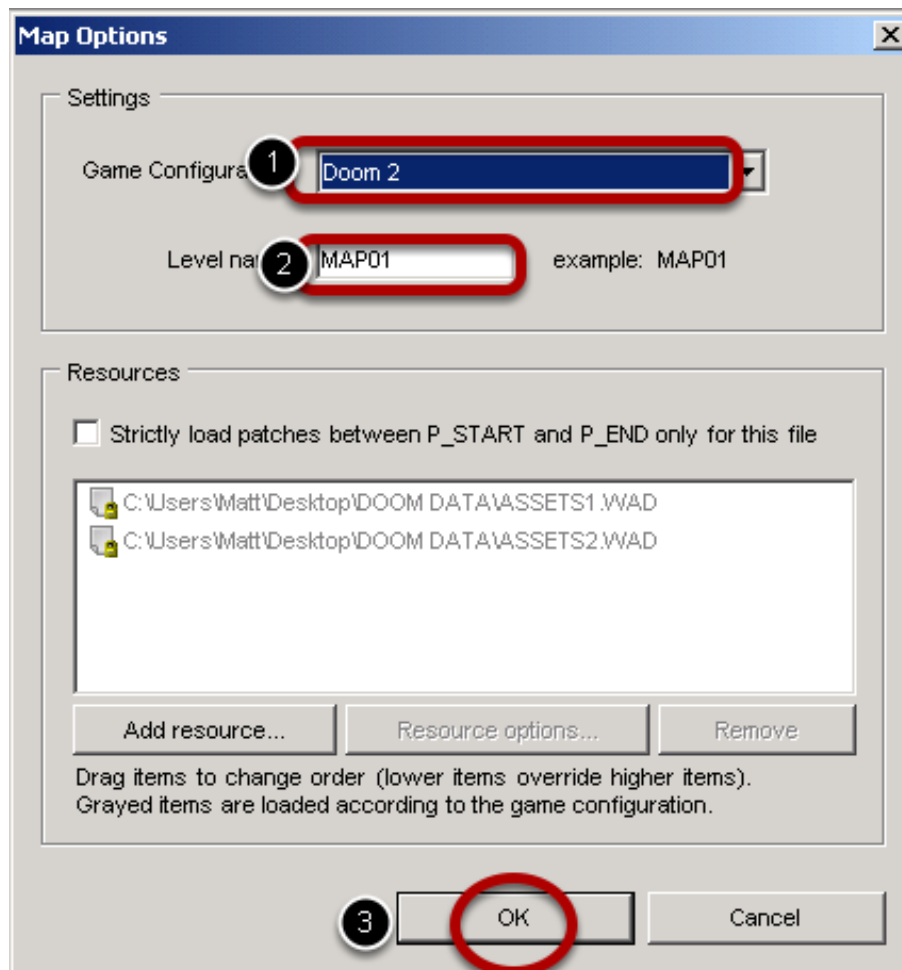


Mapping quirks - making your own maps

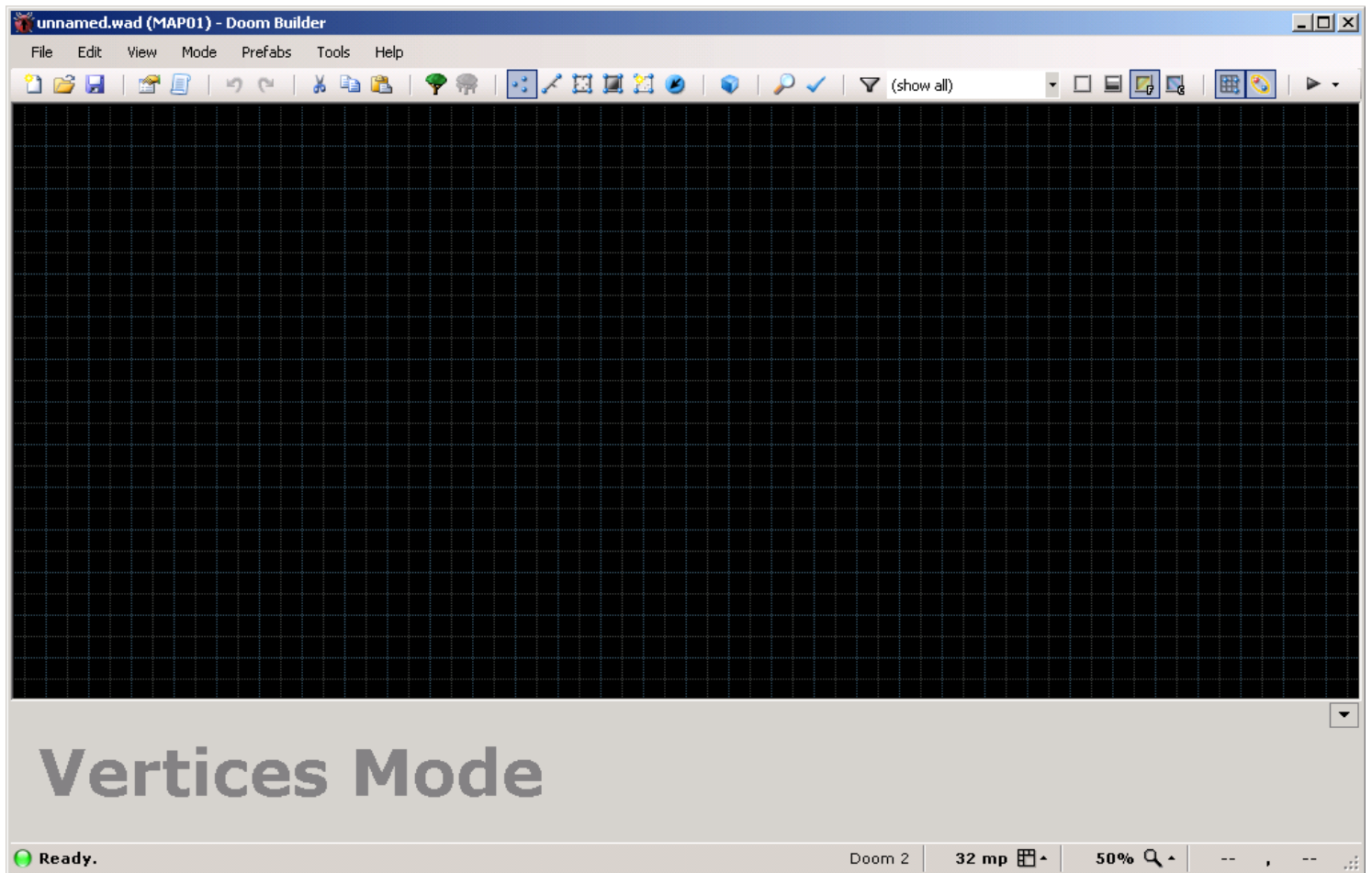
Don't copy the steps it's just an information lesson.



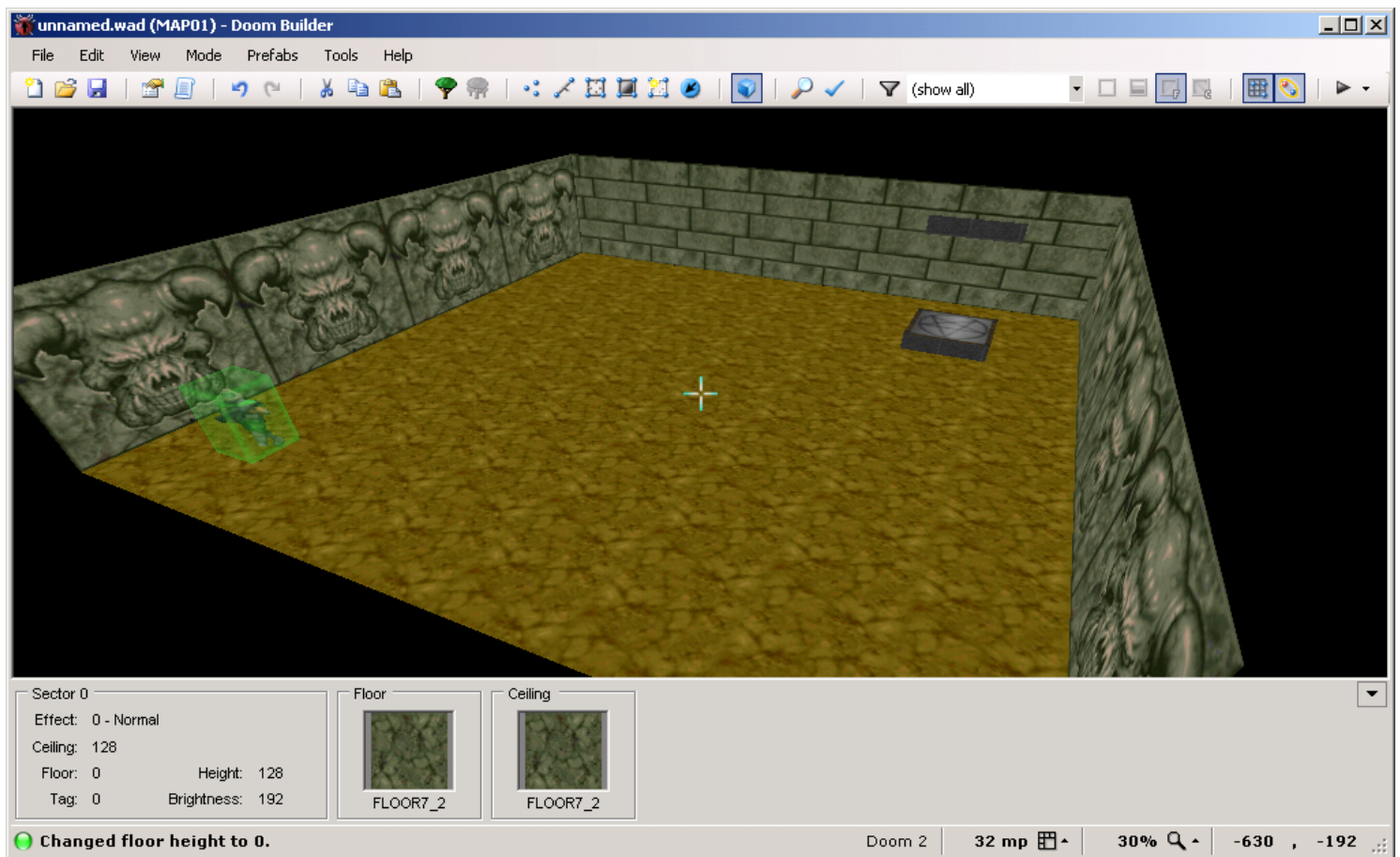
OK, start up Doom Builder, go to **File**, click on **New Map**



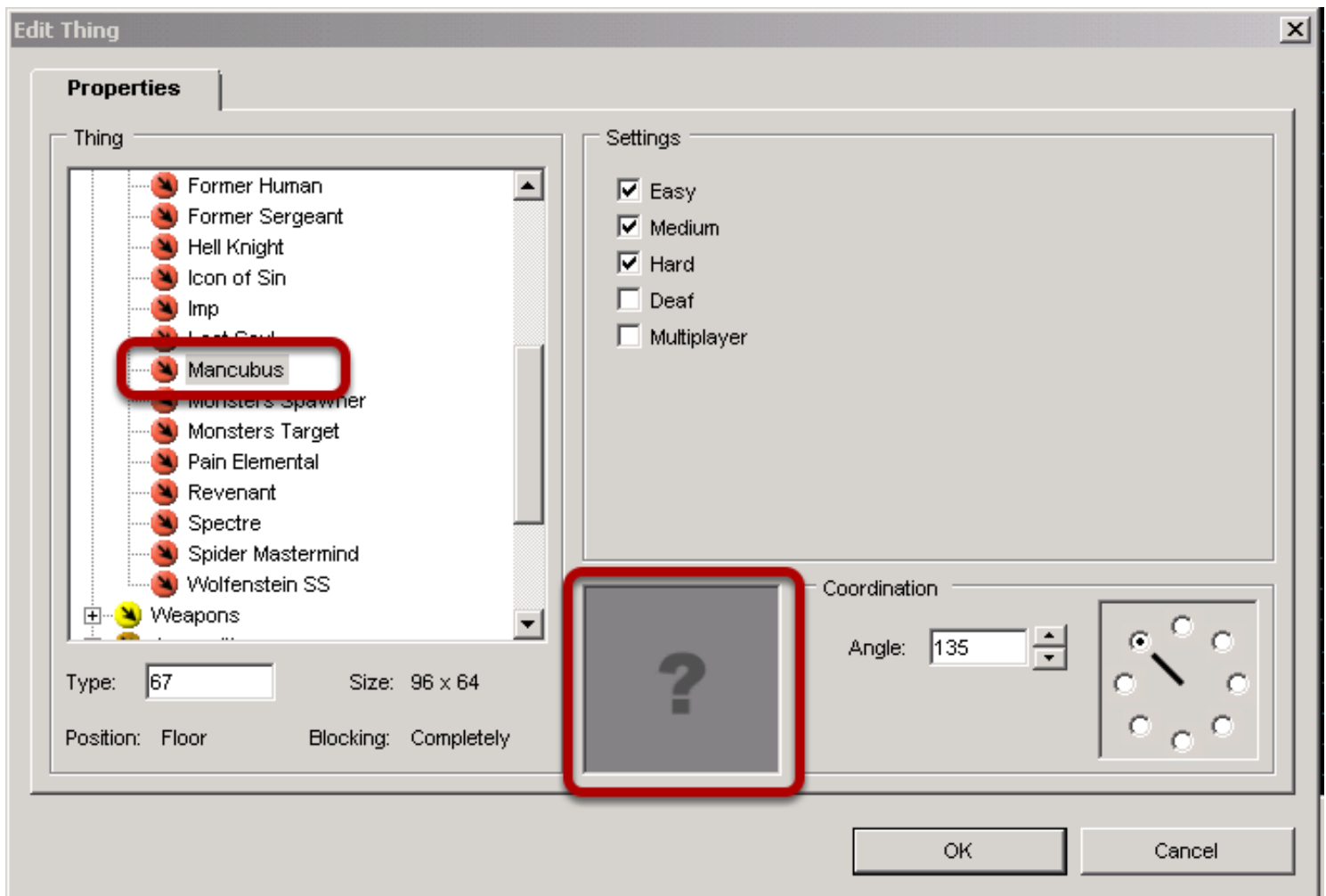
Select **Doom 2** for Game Configuration, and name the level **MAP01**. Then click **OK**.



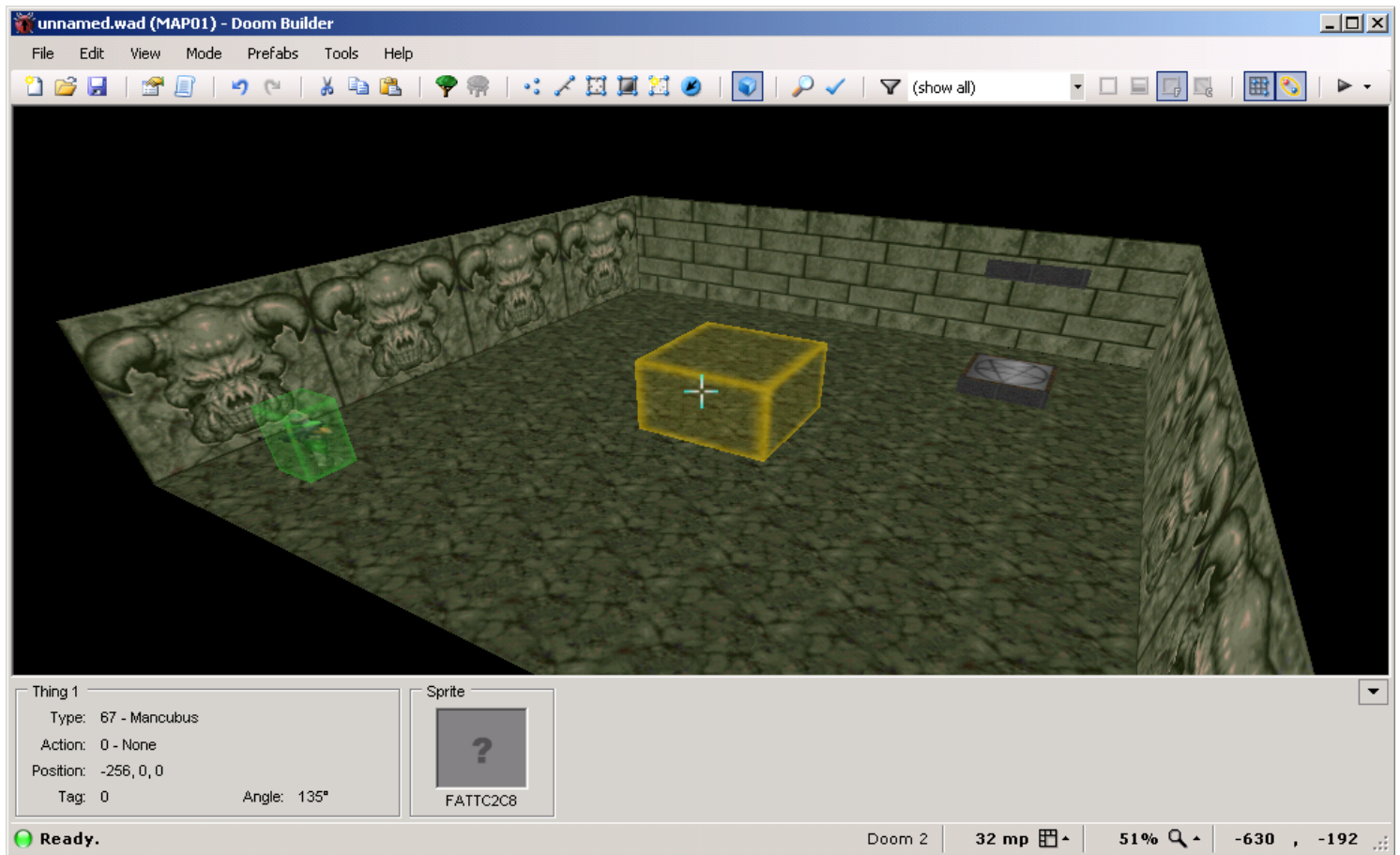
We are now ready to start making our own map.



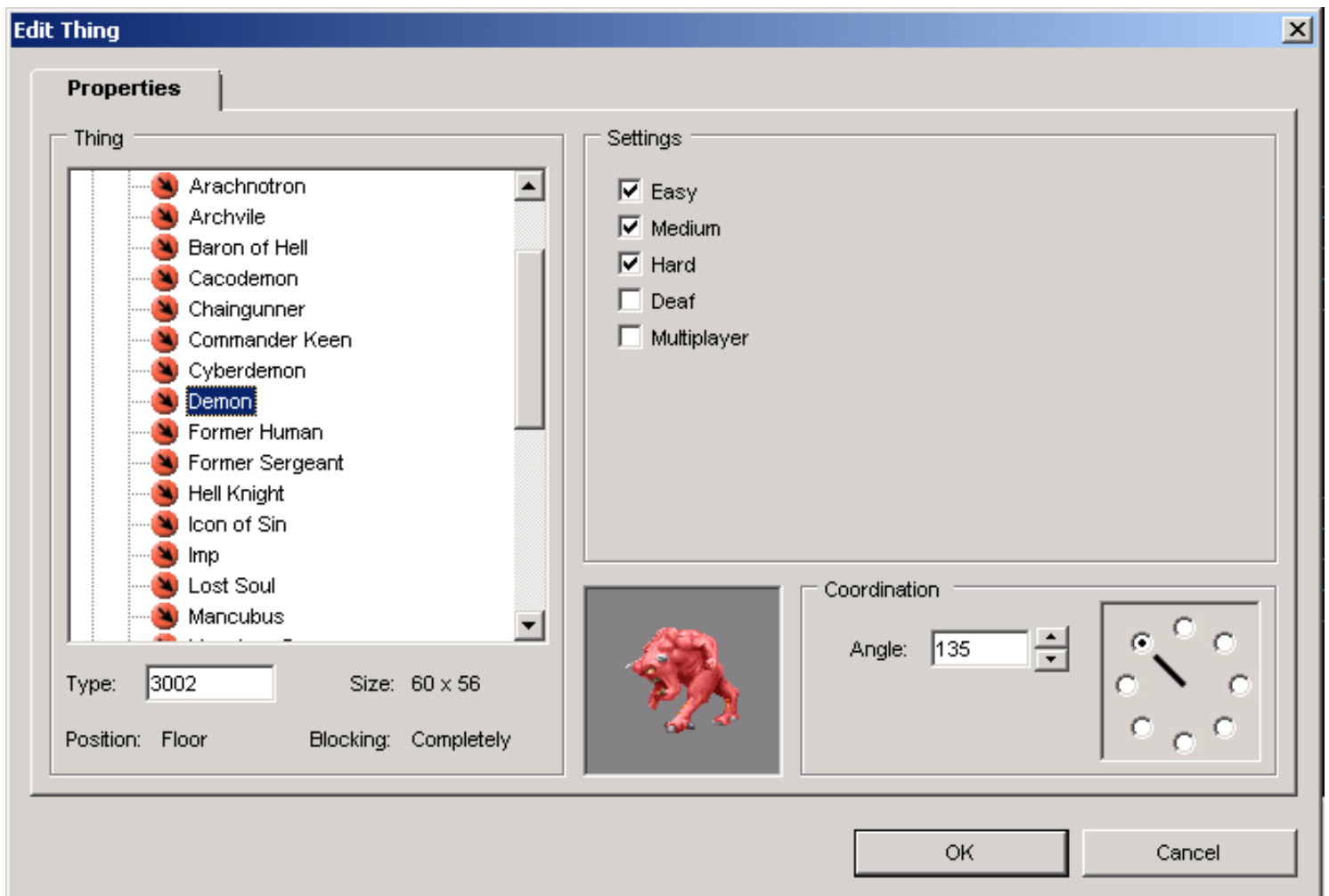
Here is a very simple box room, with a start point, and teleporter finish, but I'm going to be cheeky and add a Doom 2 enemy sprite, lets try adding a Mancubus.



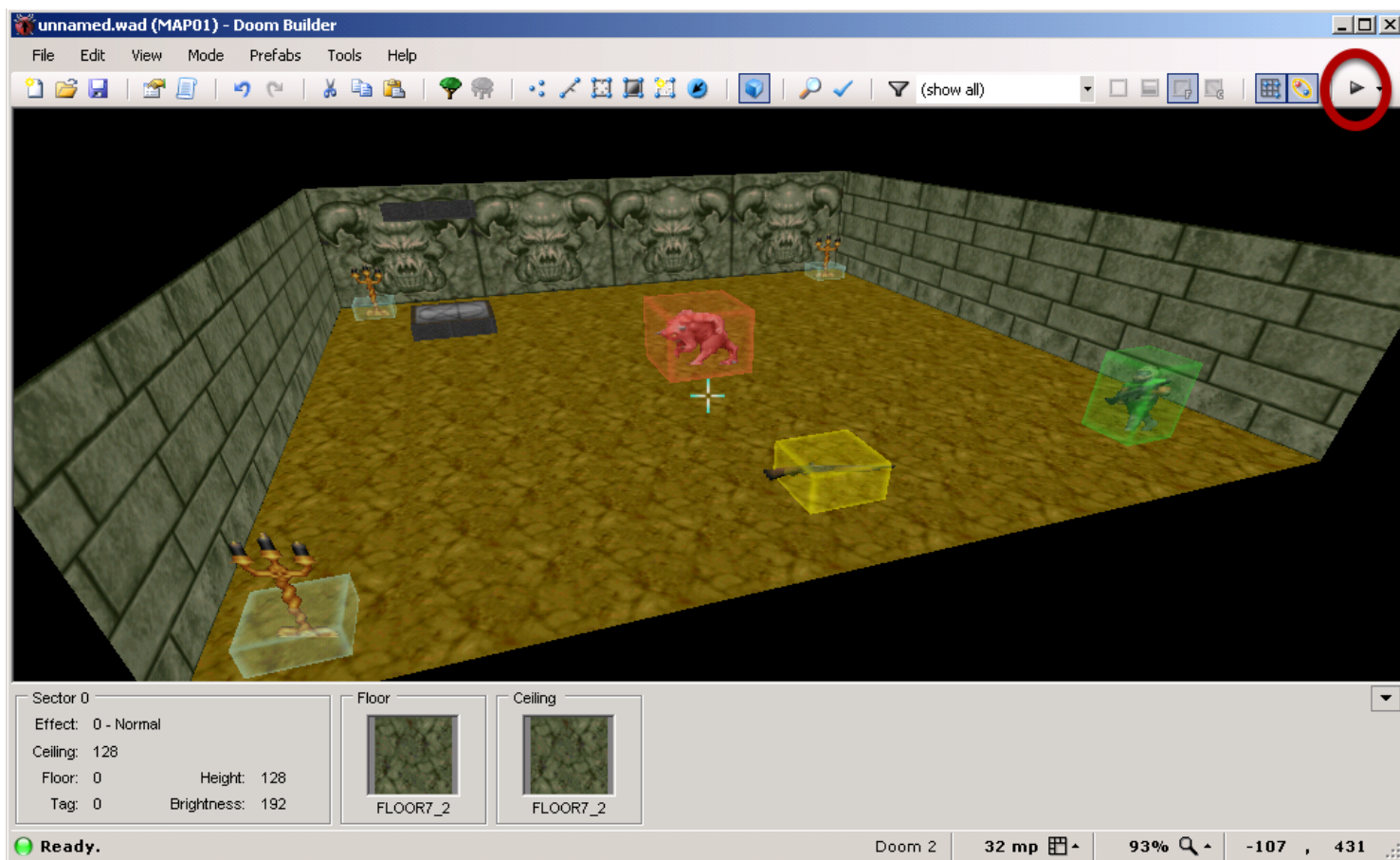
Hmmm, that don't look right. All I see is a big question mark. Lets click OK anyway.



Hmmm, an empty box. What does that mean? All it means is the sprite is not supported in the wad file. If you are using the ASSET wads you will see this . As we are trying to make Jaguar Doom compatible wad files, we can only have what's in the game originally. That means enemies, objects, floors and walls. So when we are making our own levels from scratch. If it has a question mark, or an empty coloured box we can't use it.



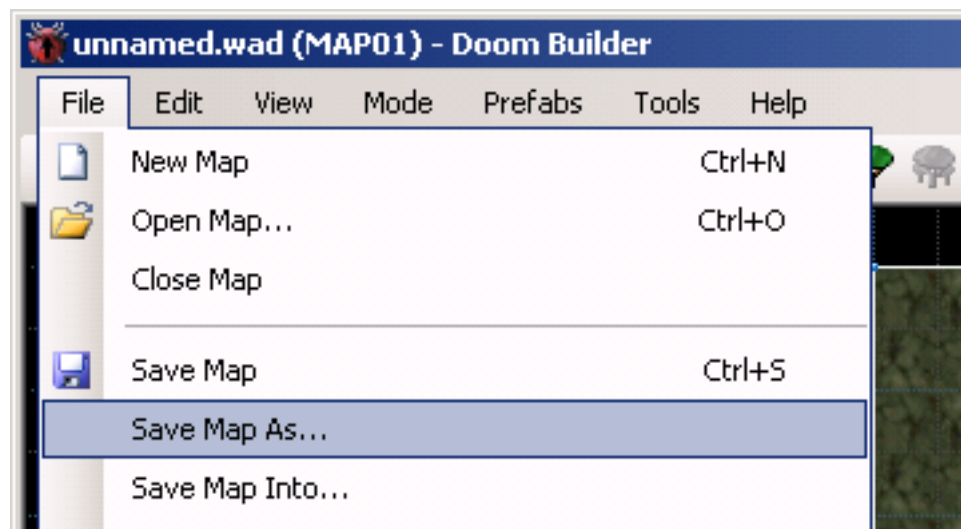
OK, now i have changed the Mancubus to a demon, that works! Now I'm going to add a few more things then I will test the map.



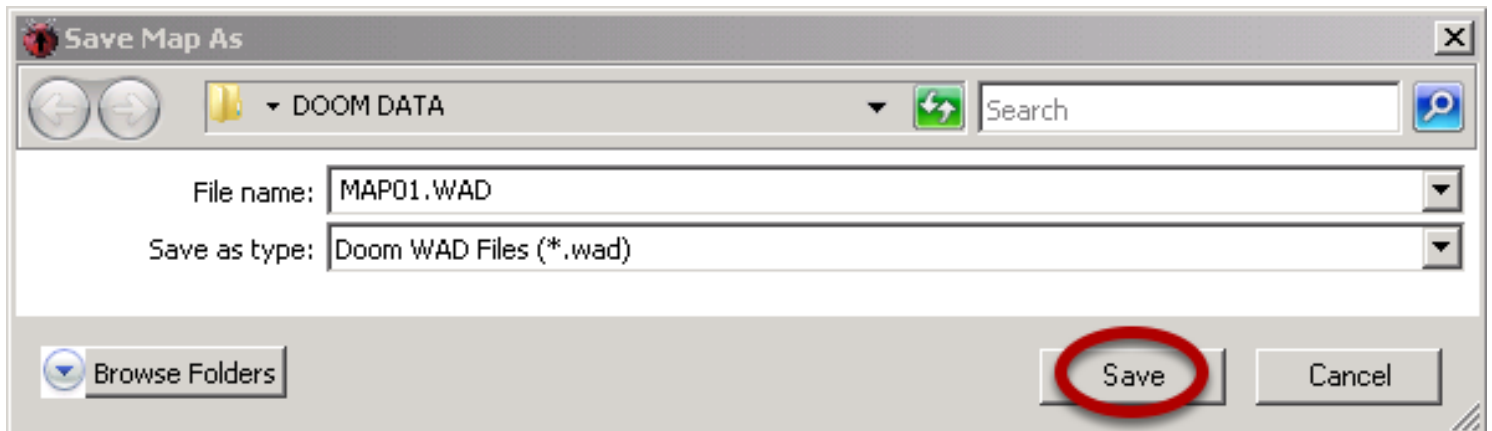
That looks a bit better, now to test our map, click on the arrow in the top right.



What an awesome looking map, I set up **GZDOOM** to use windowed mode. I love the map, now I want to save it. So exit the game, back to **Doom Builder**.



Click on File and then Save Map As...



Lets call it **MAP01.WAD**, click on save and we're done.

Ok so this lesson, we have created a simple (Jaguar Compatible) map and saved it.
Next lesson, we are gonna port a Doom 2 map and make it Jaguar Compatible.