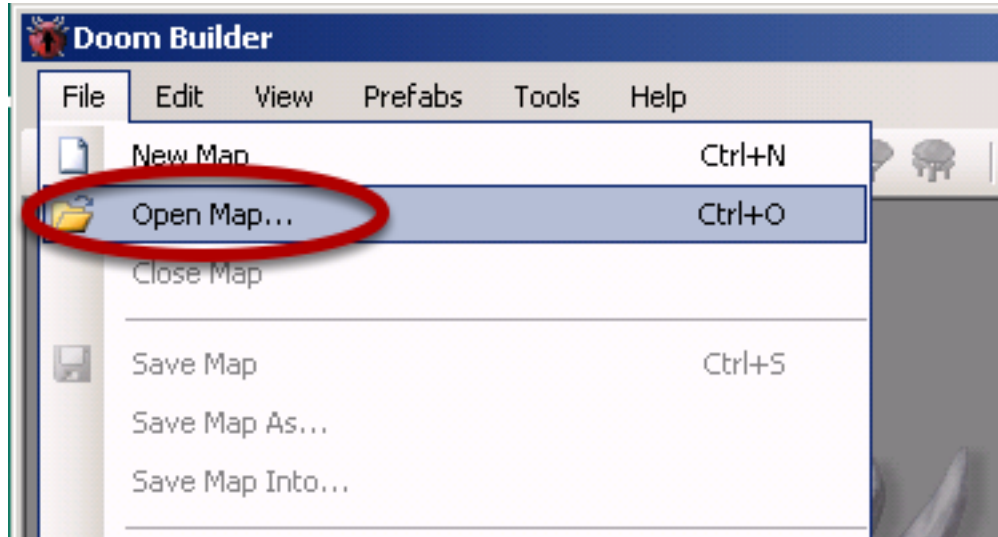


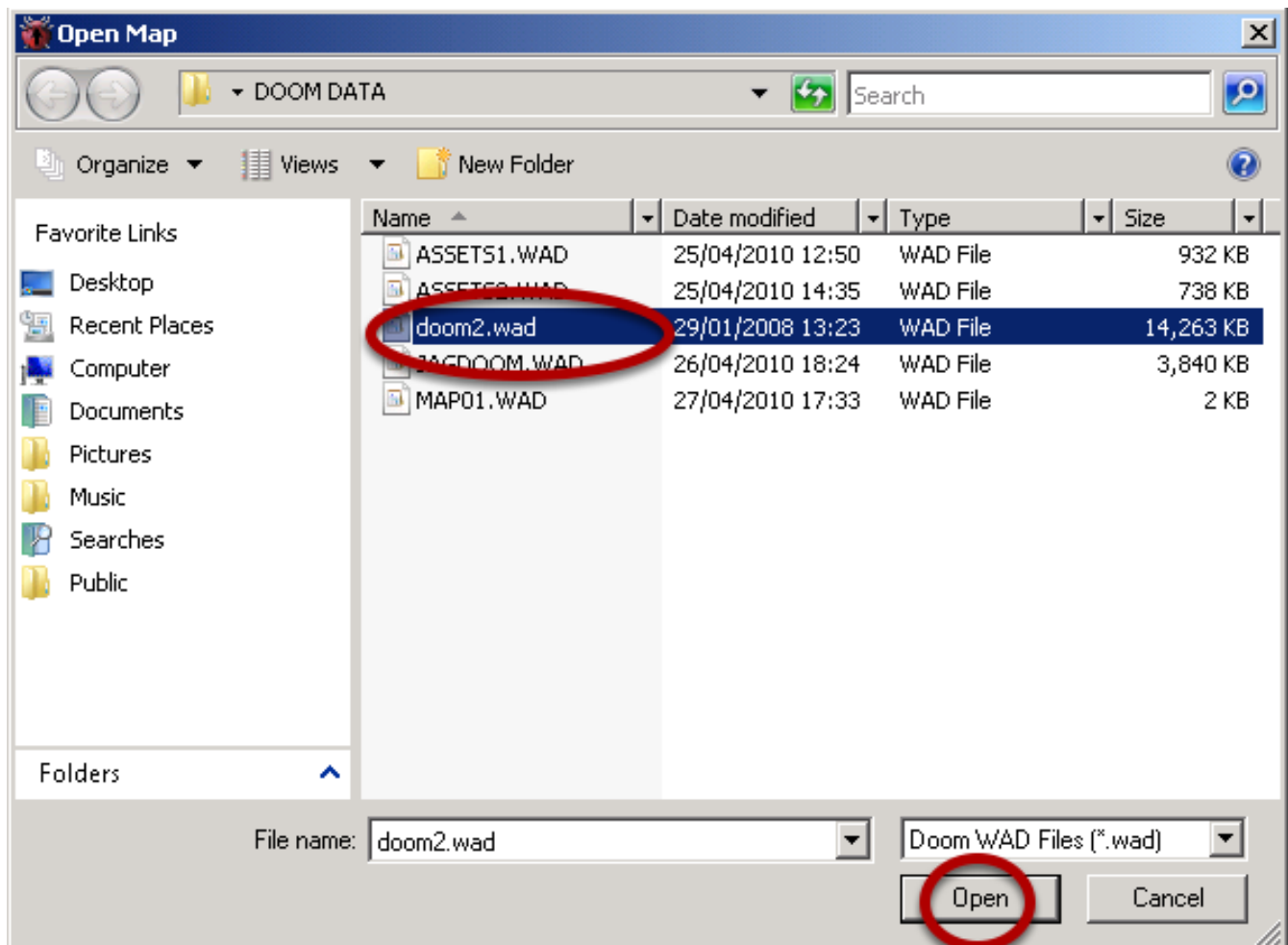
## Mapping quirks - porting maps

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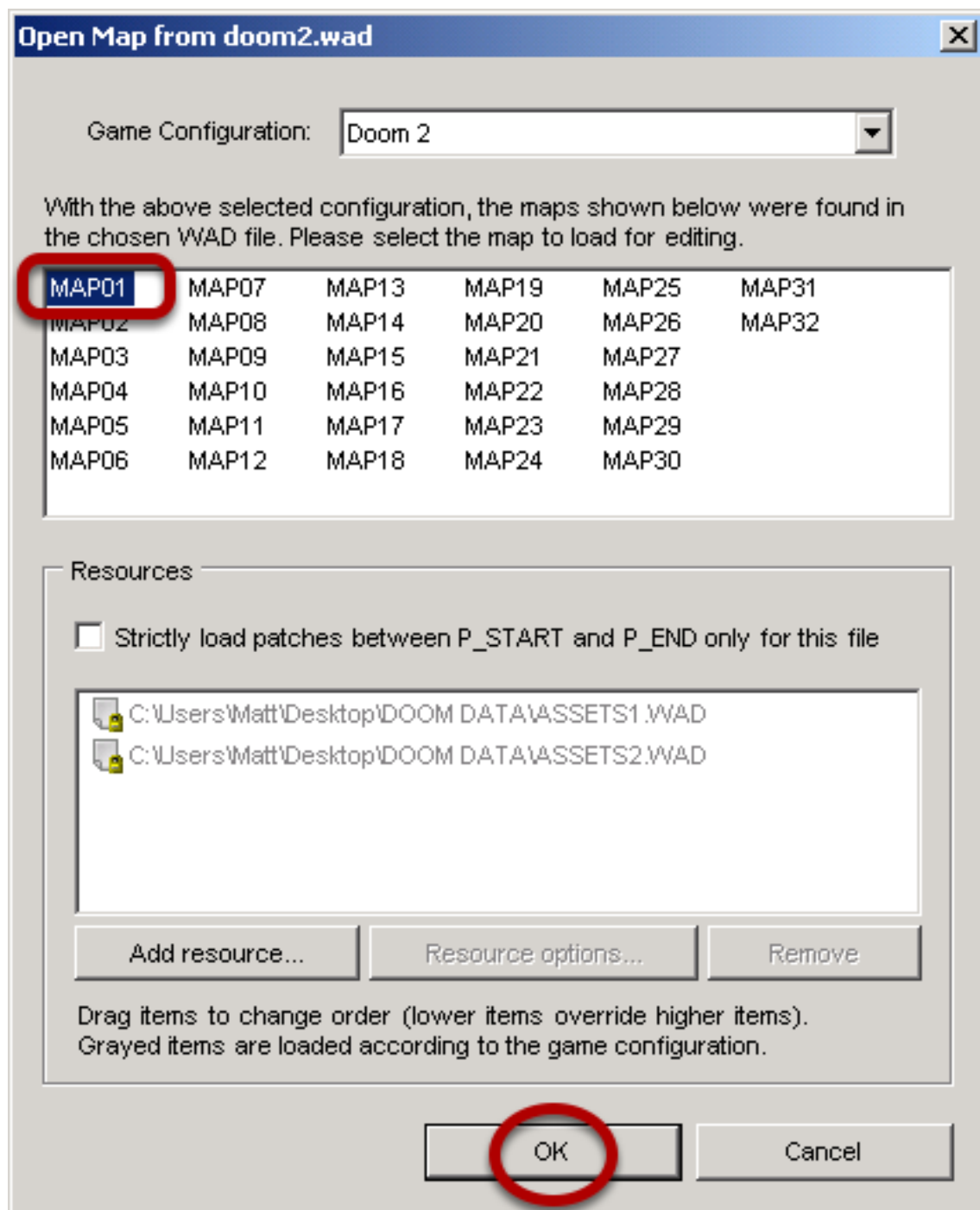
Don't copy the steps it's just an information lesson



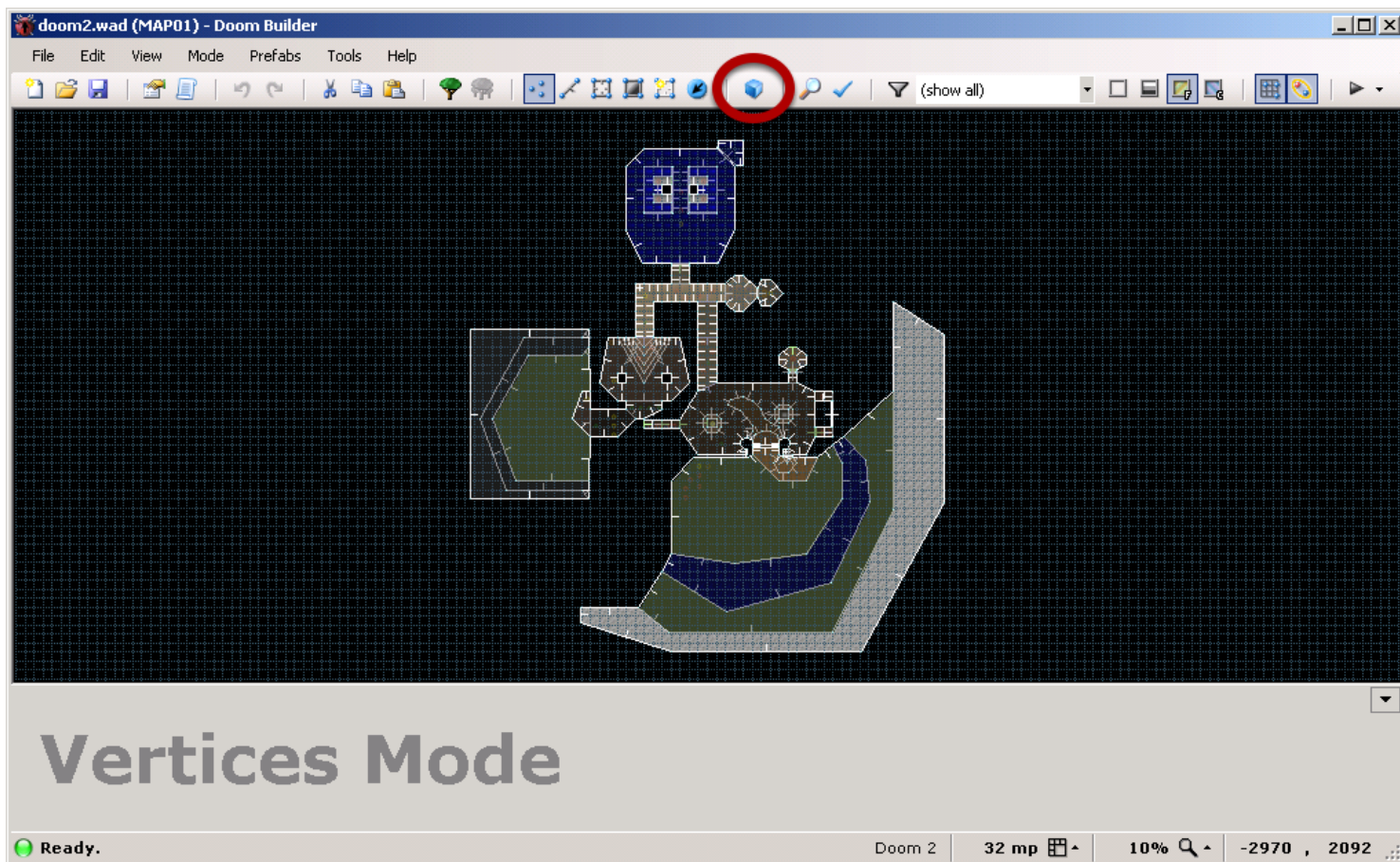
Start **Doom Builder**, go to the File Menu, Open Map...



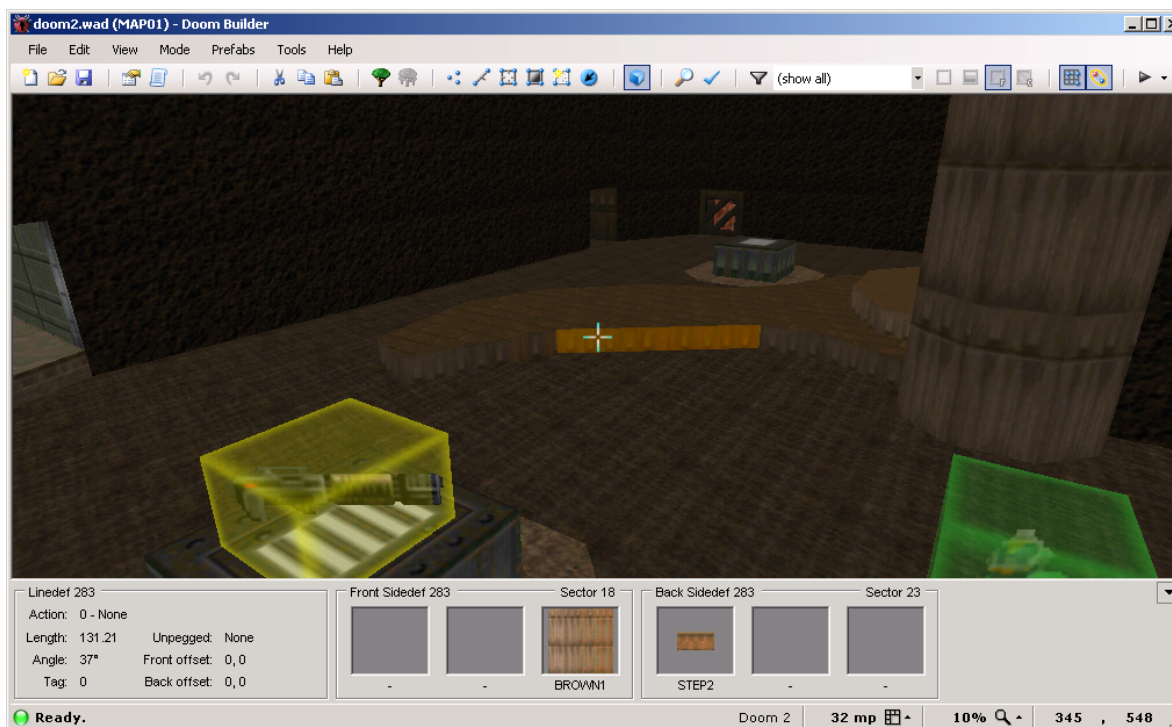
Select the Doom2.wad, click open



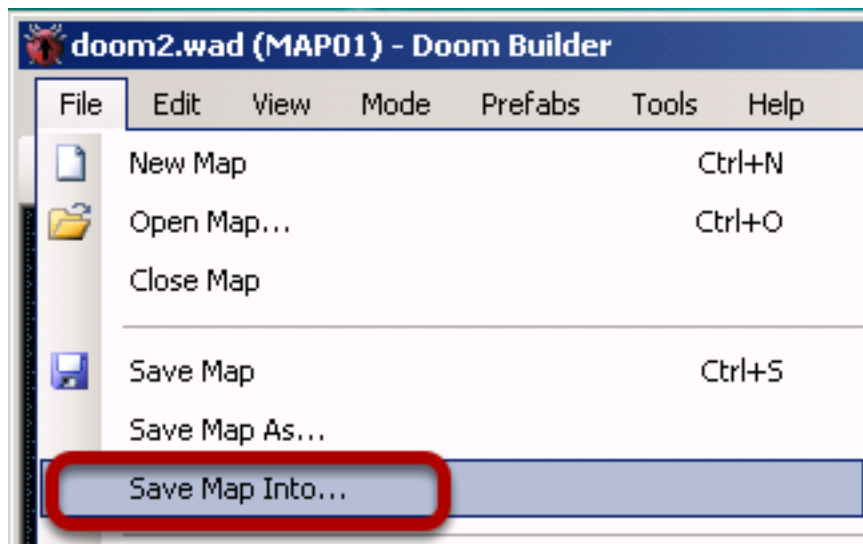
Select **MAP01** from the Doom2 wad and click **OK**



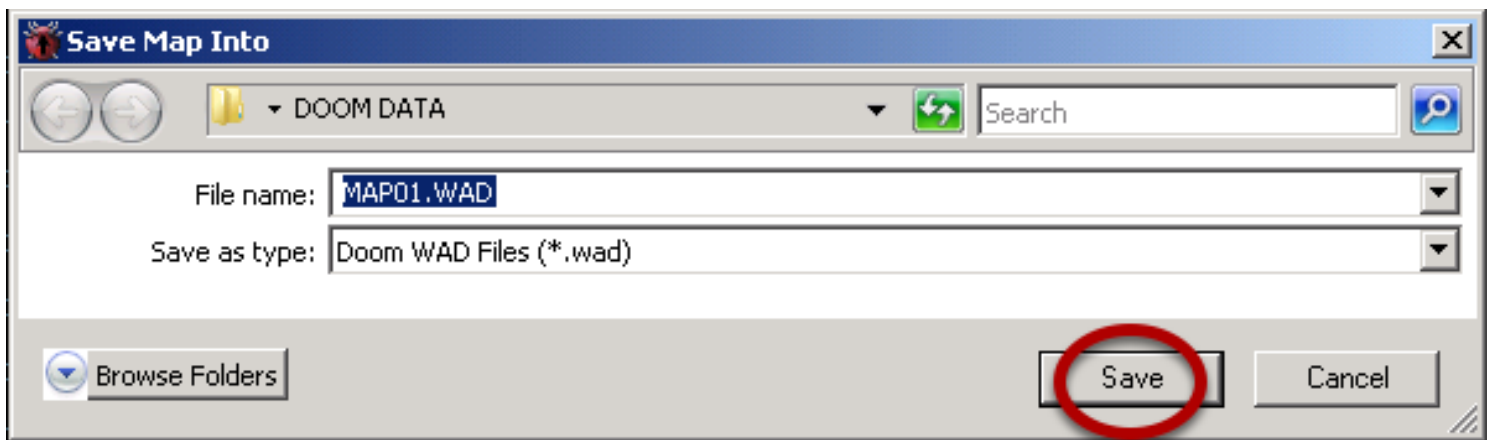
OK map has loaded in, lets have a 3D look at the map.



Hang on a minute, this map is using the Doom 2 assets. Hmmm, I know what we have to do now. We have to disassociate the map from the Doom 2 assets. But how do we do that I hear you ask... easy!

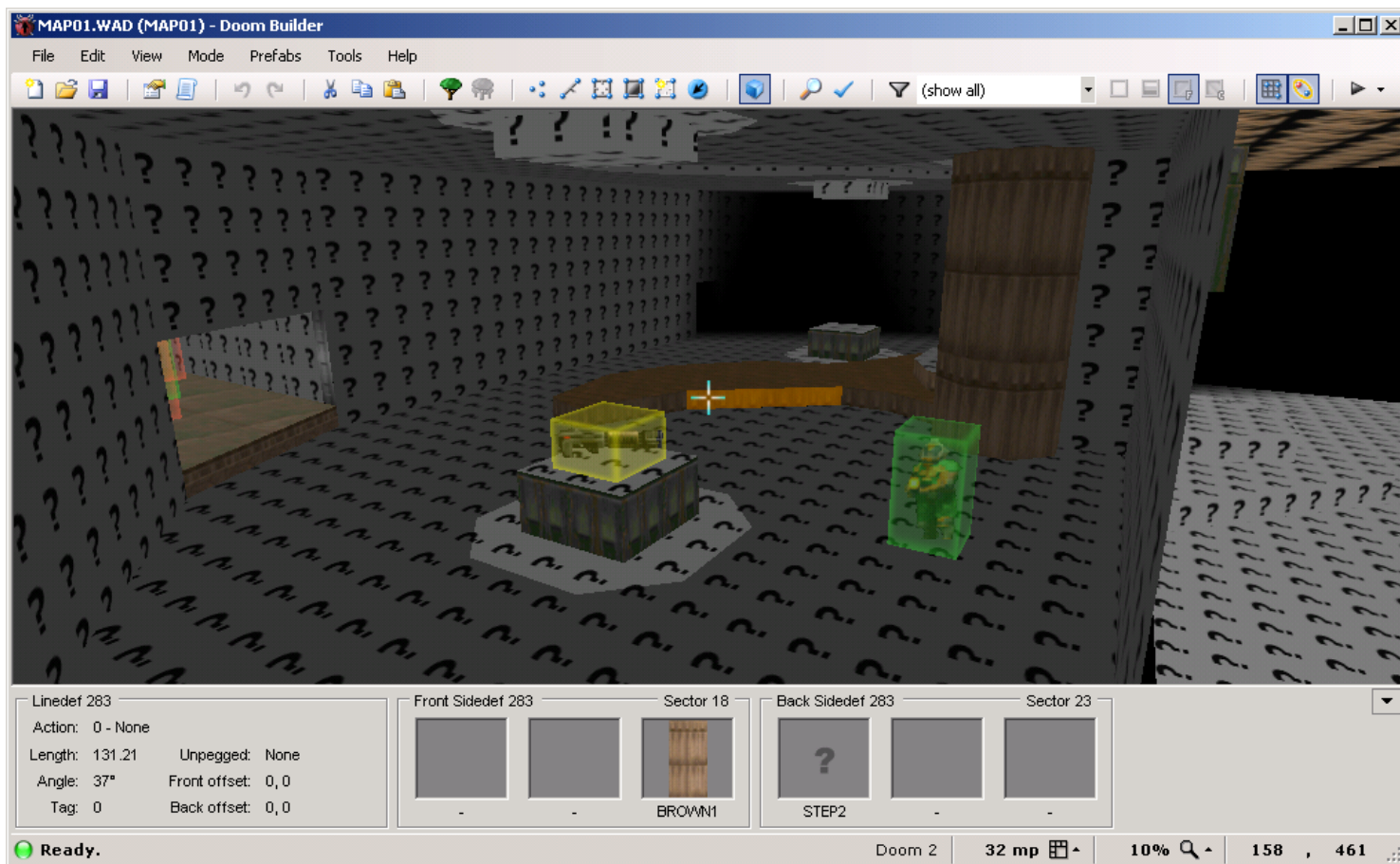


Go back to the File menu, Select Save Map Into...

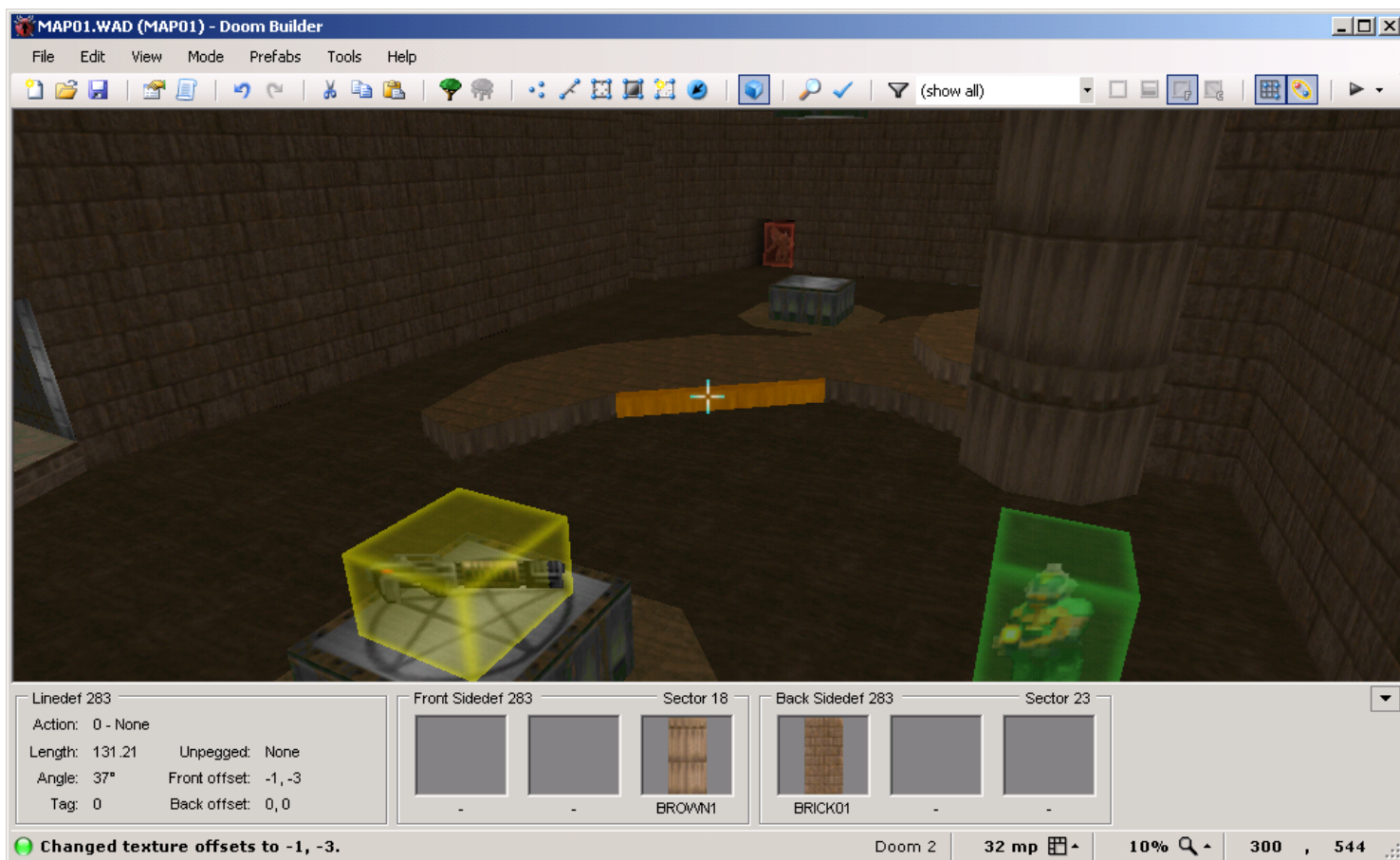


**Remember, this is just an information lesson.** Lets save the map into a wad file called **MAP01.WAD**. Its the first map so why not





Having saved the map, let's have another look at it. **Bloody Hell**, what's happened here? What are all these question marks everywhere. Well, those are things that don't appear in Jaguar Doom. Now we can just replace them with compatible stuff. If it has a question mark or an empty coloured box, it's not compatible. The same goes for transparent textures (grills/gates) and certain linedefs and sector effects. Have a look at the text files.



Now that looks better. Not as hard as you thought now was it? Well there is a bit more to it than that. You may have to simplify some areas to make them work on the Jaguar. Quite a lot of it is trial and error. I'm still finding out new things all the time. Have a play with Doom Builder and replacing stuff to make it Jaguar compatible. Next lesson, I will take the compatible version of this map and hack it into the Jaguar rom.. I bet you can't wait.