



How To:

In order for level geometry to display properly, map nodes must be generated by one of the supported node builders. Currently that's just GLBSP, with more to come. I have included a zip containing the GLBSP Node Builder.

The Steps for Node Building are as follows:

- >Launch glBSPX.exe,
- >Ignore Build Mode and Misc Options,
- >Click "Browse" next to Input box,
- >Locate your test wad,
- >Click "Browse" next to Output, or "Guess" to have the app choose the save name for you,
- >Click Build,
- >Complete!

Currently only IWADs are supported, that means that map packs or mods for Doom/Heretic/Hexen will not work yet. This will change in a future build.

I have included IWADs all ready for testing:
(GLBSP Nodes already built)
FreeDoom, FreeDoom, Doom (shareware),
Heretic (shareware), and Hexen (demo).

The Wad Lab has no way of knowing what game a wad belongs to, so you must cycle to the corresponding game using the left and right buttons in the game field of the UI.

The Skills section will tell the map loader to only place items on the map if they are equal to or less than the chosen skill number.

The multiplayer toggle will tell the loader to place items if they have the Multiplayer tag.

And finally MAP is a textbox that lets you type in a map name to launch.

Controls are "WASD", "Space" to Jump, "F" to activate, "Escape" to quit the application.

ENJOY!