

Adding a weapon

by Robvroom, 11/01/2004

Just to make clear : this is a brief tutorial to point you in the right direction for adding a simple weapon. Simple means no fancy effect like ejecting bullets, reload etc...

Also this tut does not cover the vavoom language so you must learn commands by yourself (for starting you can learn by copying the source of existing things)

First, follow the directives in vavmref.txt – "chapter 6 making a mod"

If all is right you can compile "clprogs.dat" & "svprogs.dat" running the batch file "compile.bat" (Hint: copy in your progs directory the vavoom compiler VCC.EXE)

Now you can edit the files needed for adding a weapon.

We will add a weapon called "m16" that uses bullets and is located after the chaingun.

Locate the files "doomdefs.vc" (in your progs root).

Open the files with notepad (or any other text editor you like) and add this line just after the comments (ie: "//") :

```
#define m16
```

Then search for "#ifdef GRENADE_LAUNCHER..." in the "enum" section and add these lines:

```
#ifdef m16 wp_m16,  
#endif
```

Save and close the file.

Locate the file "classes.vc" under the directory "progs/game1" and open it.

Search for the string '#include "ItemWeaponChaingun.vc"' and add after it:

```
#include "ItemWeaponm16.vc"
```

Search for the string '#include "WeaponChaingun.vc"' and add after it:

```
#include "Weaponm16.vc"
```

Save and close the file.

In the "progs/game1" folder copy and paste the file "ItemWeaponChaingun.vc" and rename it "ItemWeaponm16.vc"

In the "progs/game1" folder copy and paste the file "WeaponChaingun.vc" and rename it "Weaponm16.vc"

Open the file "ItemWeaponm16.vc" and edit "__states__" section to meet your sprite/s.

Save and close the file.

Open the file "Weaponm16.vc" and edit "__states__" section to meet your sprite/s. Also under the "void A_FireCGun(void)" section you can edit the sound of the weapon and how the weapon fire.

Name of "States" must be unique so modify "__states__" section to meet this requirement.

Also you must modify "defaultproperties" section.

Save and close the file.

For having the weapon in all maps you can also add a cheat so you can recall the weapon (on this section i'm not sure how cheats really work but these mods have worked for me).

Locate the file "cheat.vc" under the directory "progs/server" and open it.

Search for the string "#define GIMME_SUPERSHOTGUN 0x00000040" and add after it:

```
#define GIMME_m16 0x00000041
```

Search for the string "i1 != GIMME_CHAINGUN;" and add after it:

```
if (Cmd_CheckParm("m16")) i1 != GIMME_m16;
```

Search for the string "player.WeaponOwned[wp_chaingun] = true;" and add after it:

```
if (i1 & GIMME_m16) player.WeaponOwned[wp_m16] = true;
```

Save and close the file.

Locate the file "wpninfo.vc" under the directory "progs/server" and open it.

Search for these lines:

```
#ifdef GRENADE_LAUNCHER  
class WeaponGrenade; #endif
```

and add after it:

```
#ifdef m16 class Weaponm16; #endif
```

At the end of the "classid WeaponClasses[] = {" section add :

```
#ifdef m16 Weaponm16,  
#endif
```

At the end of the "int weapon_ammo_type[] = {" section add :

```
#ifdef m16 am_clip,  
#endif
```

Save and close the file.

Locate the file "wpnbase.vc" under the directory "progs/server" and open it

Search for the string "void ChangeWeapon(Player player, int newweapon)" :

Under this section look for :

```
#ifdef GRENADE_LAUNCHER  
if (newweapon == wp_missile && player.WeaponOwned[wp_grenade] && player.ReadyWeapon != wp_grenade) { newwe
```

And add this :

```
#ifdef m16  
if (newweapon == wp_chaingun && player.WeaponOwned[wp_m16] && player.ReadyWeapon != wp_m16)  
{  
newweapon = wp_m16;  
}  
#endif
```

Now the weapon m16 is after the chaingun.

You can now compile the progs if no error occurred during compiling you can open your wad containing the sprites, sounds, etc. and add the two files "clprogs.dat" & "svprogs.dat".

I've used for doing this XVE (you can look for it at Doomworld.com).

After the wad is completed with progs you can run Vavoom with the "-devgame mymoddir" where mymoddir is where the wad is.

When the game run call the console and type "gimme all" or "gimme m16" and after the chaingun there will be your new weapon (well maybe ;D).

There are numerous lacks on this tut so if you want modify it and repost to the vavoom-engine.com.