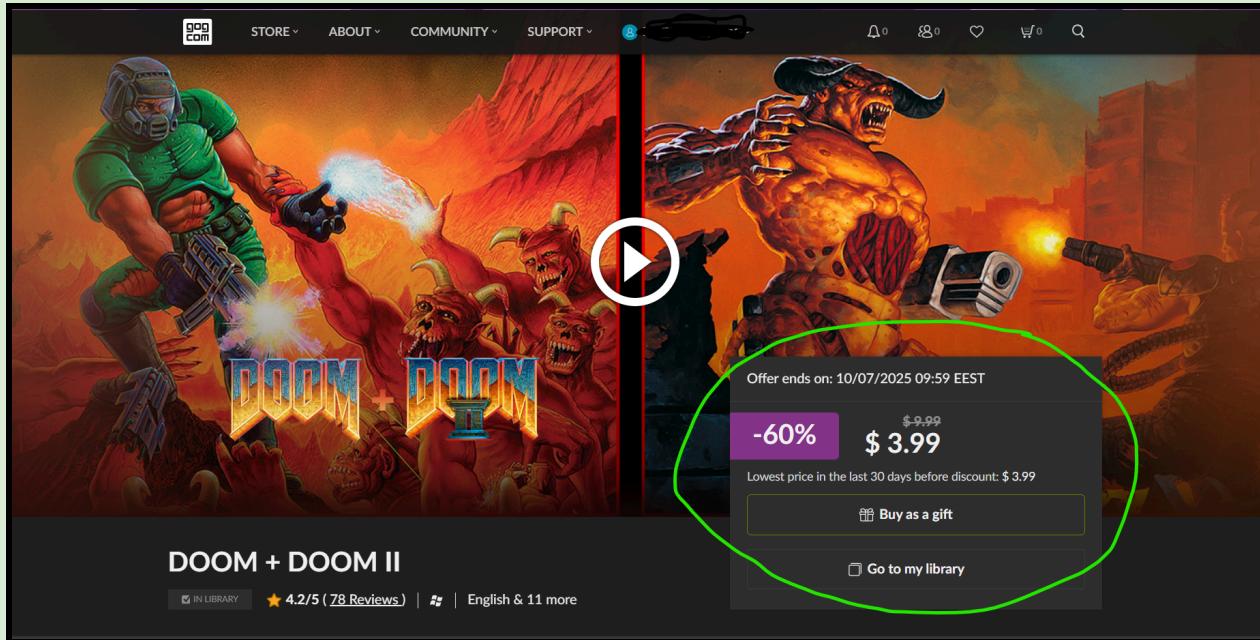


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Support Official Release / Download DOOM



It is recommended to support the official release of DOOM & DOOM 2. You can purchase a copy on [GOG](#). The DOOM pack is currently on sale and offers 6 DOOM games including DOOM and DOOM 2. GOG offers great support for Doom Mods.

The first step is to have access to FREEDOOM phase 1 + 2 on your PC. You can get several versions of DOOM for free by uploading a IWAD file into [GZDOOM](#). Here is some generic advice, youtubers and [Doom wiki](#) are available as an extra resource for more information.

Now for the next step, you want to download the port GZDoom.



When going to <https://zdoom.org/downloads> page you want to pick the latest blue version. The version you select to download is going to depend on whether you have Windows 64 bit or Macintosh.

For this tutorial we will be using Windows. After you have downloaded the zip folders, be sure to extract the file.

You can extract the files and place them into a folder of your choice. When installing be sure the option for "create a shortcut" box is checked on to give you easier access to the application from your desktop.

Whether you purchased DOOM or found a [free IWAD file](#) online you are going to want to drag your wad files into this folder you have previously created. I have provided DOOM mega pack files if you wish to use the WAD files from there.

You should be able to open GZDOOM and begin playing any game you have added to the port.

Access MATC MOD On GZDOOM

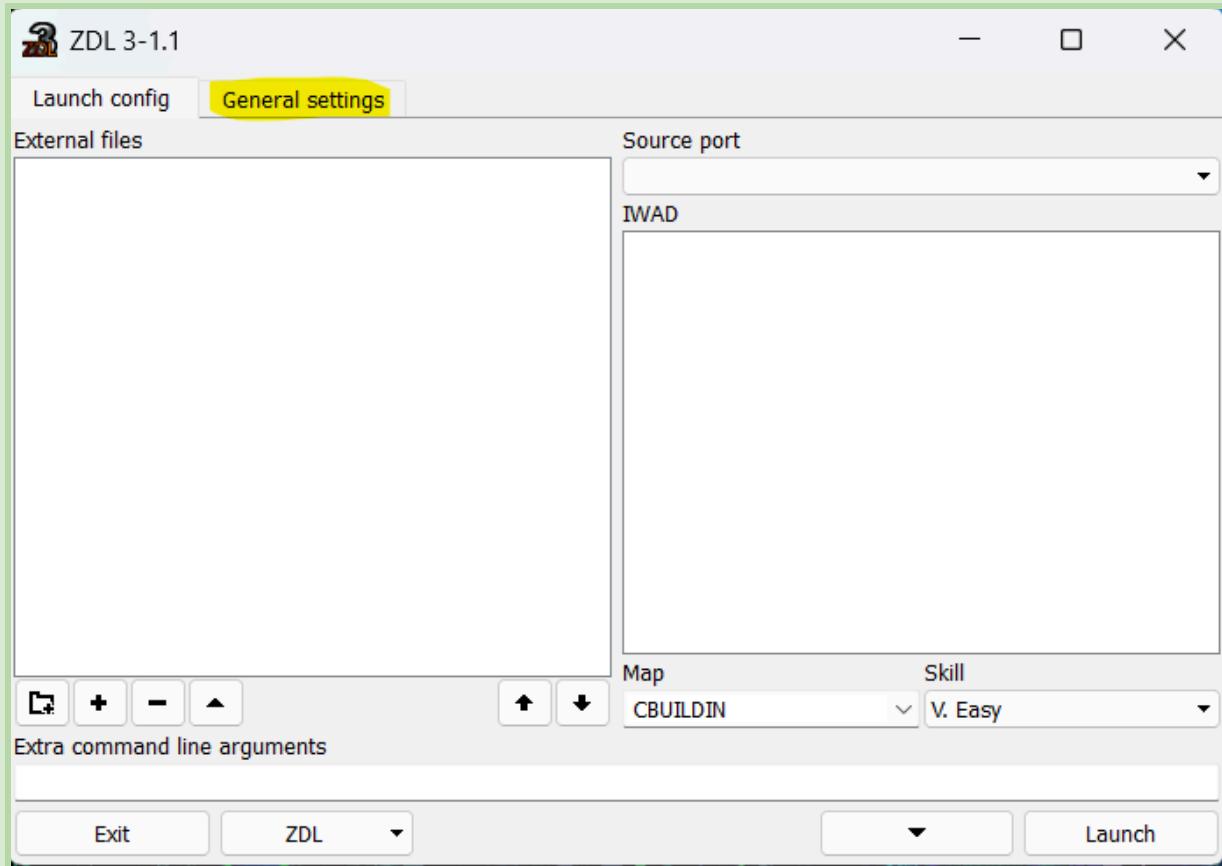
To avoid going on a wild goose chase, download the MATCDOOM folder that contains all the files necessary to play it such as a copy of the version of GZDOOM and ZDL software used when creating this mod. The MAP is heavily influenced by the C Building on Campus. This MOD runs using freedoom2.WAD

Inside the MATCDOOM folder go to the ZIP file named "First Extract ZDL." If you extract it into a folder or location of your choosing it should install the software that runs the MOD.

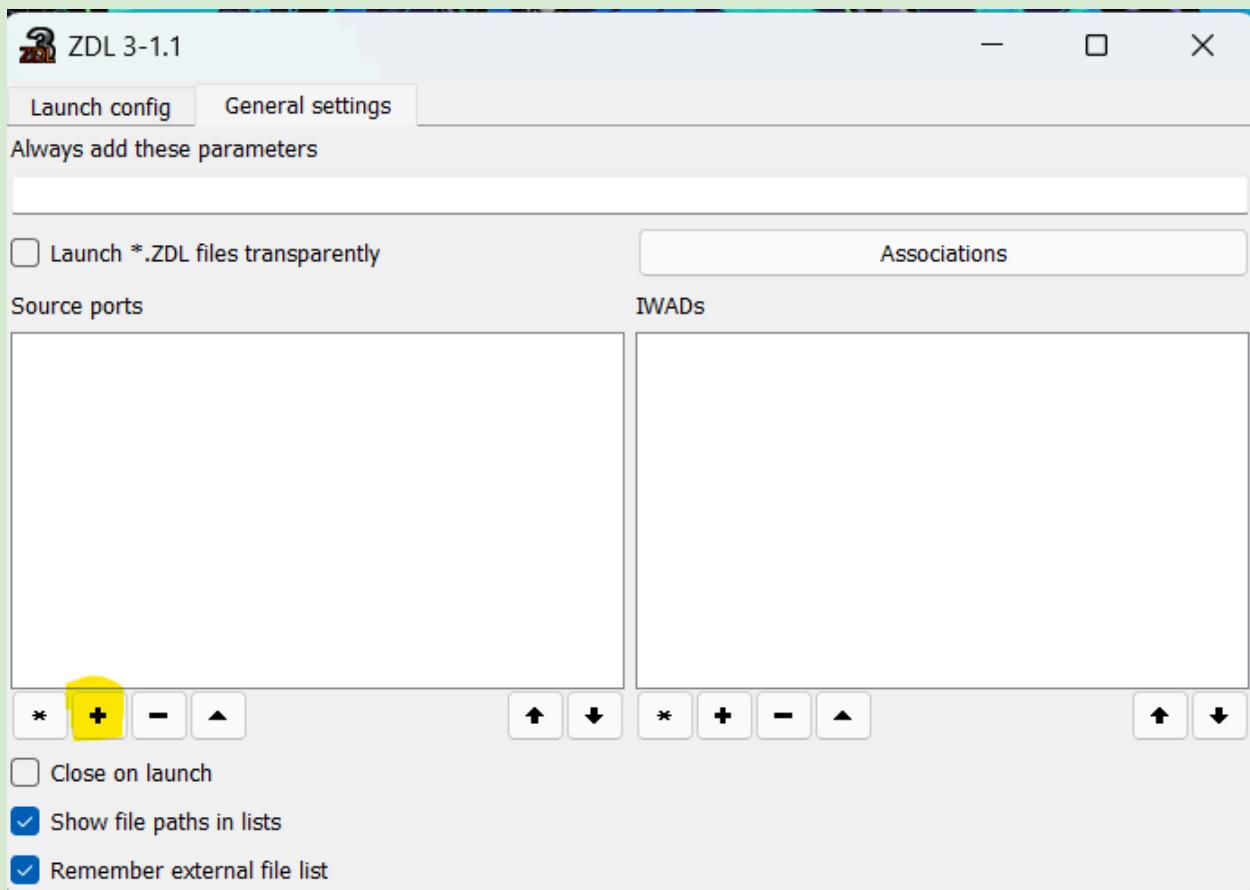


If you have not installed GZDOOM already, don't worry the folder contains a copy of it. **Go to folder -> "Put Into ZDL -> "General Settings" folder -> "Source Port" folder** and inside you will find it ready to be installed.

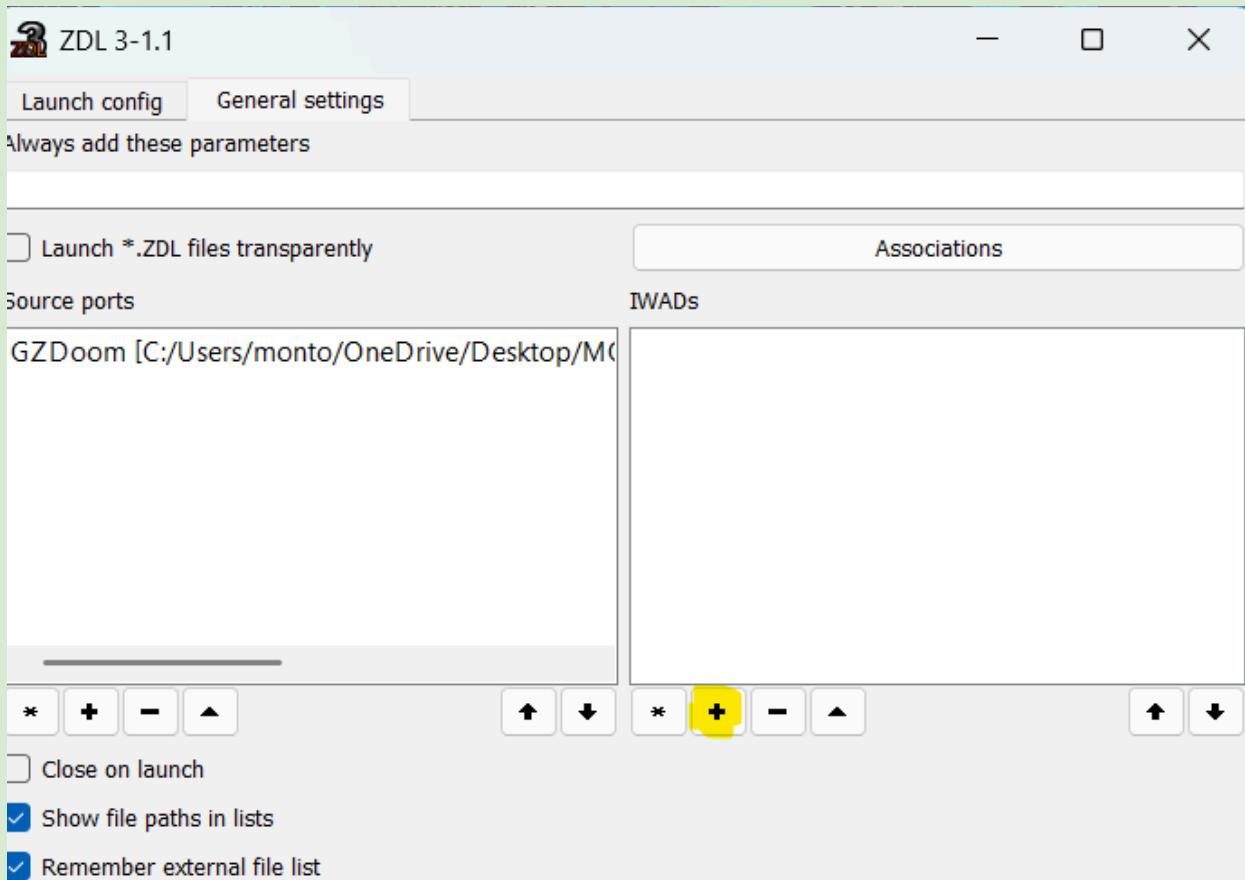
Open ZDL but you can keep the MATCDOOM open for reference where stuff is located.



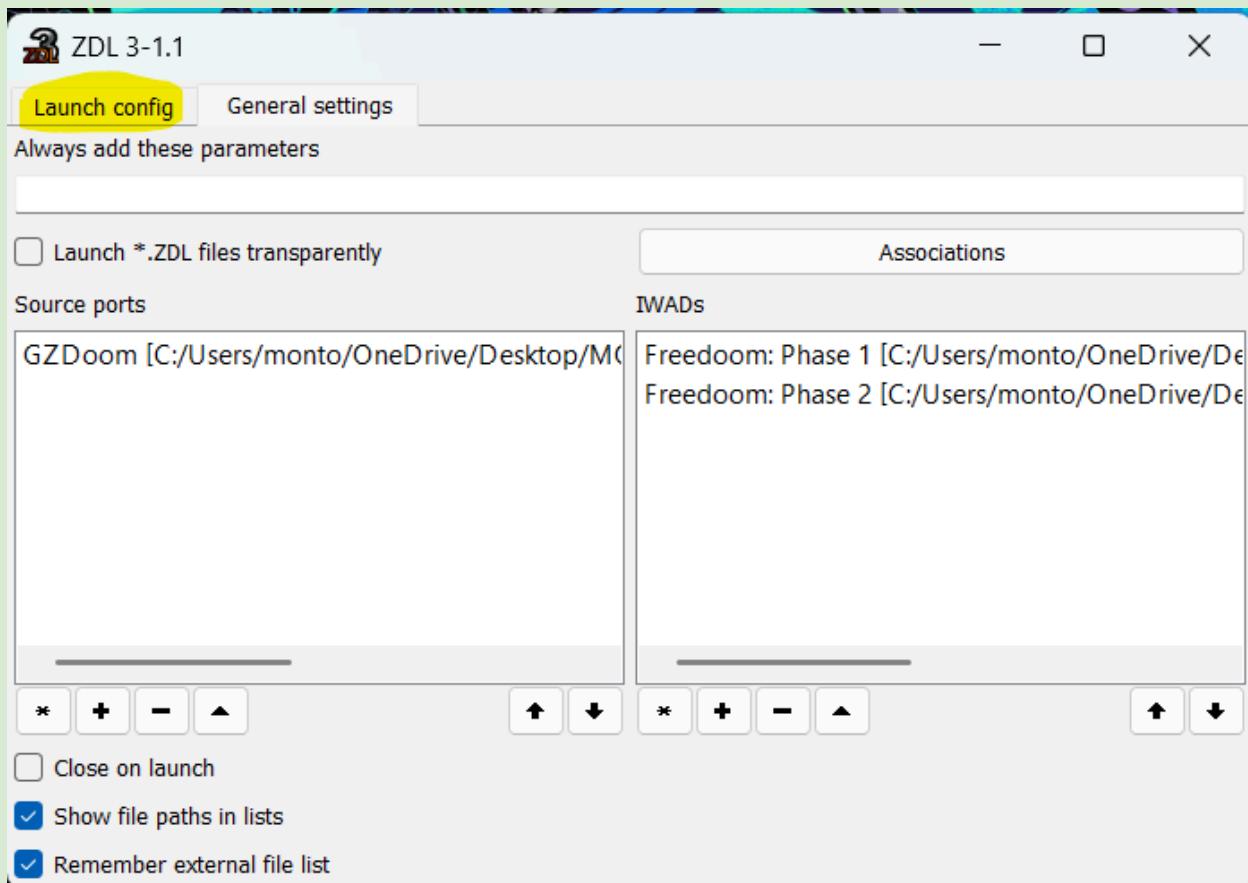
When you have ZDL 3 -1.1 open, Go to General Settings.



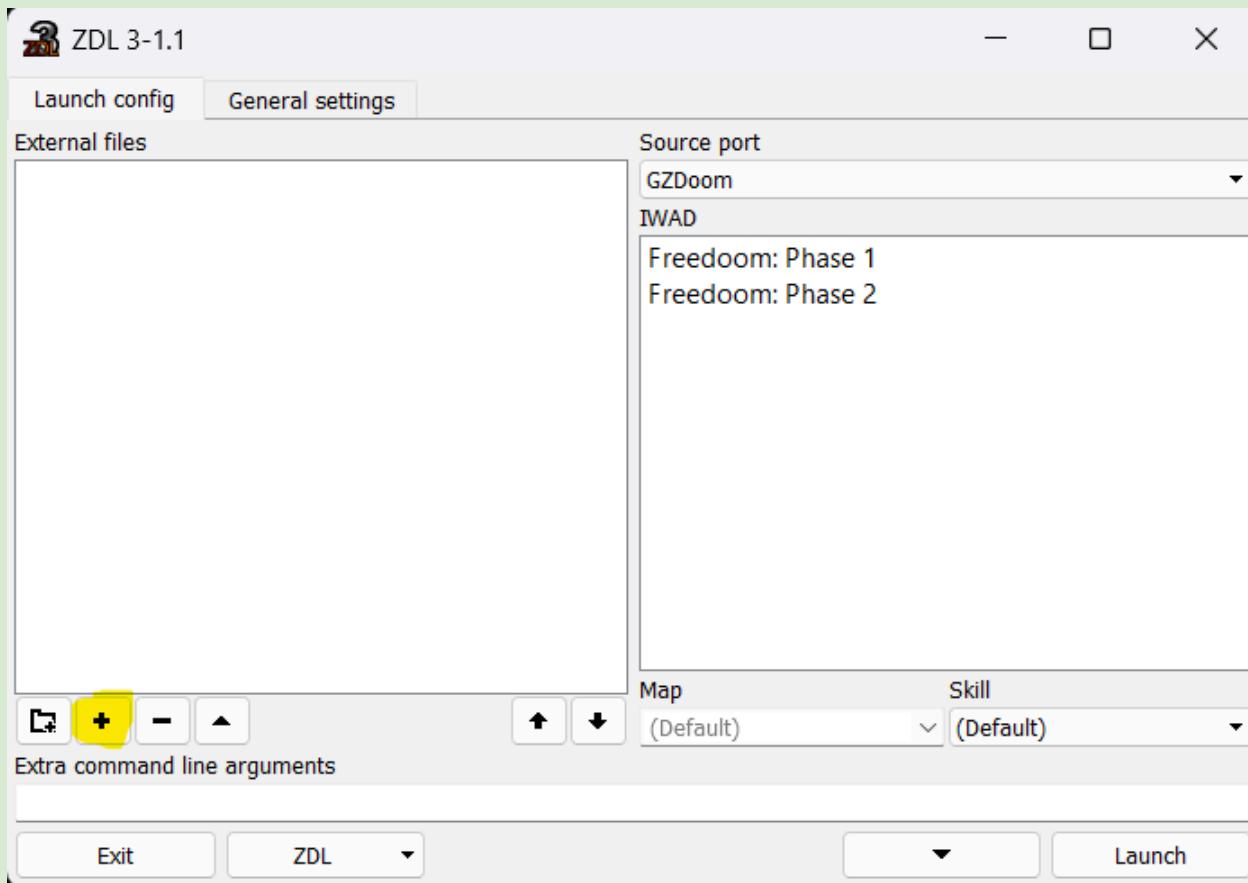
Under Source Ports, select the + sign. Go into the
MATCDOOM **folder** -> "Put Into ZDL" **folder** -> "**General Settings**" **folder** -> "**Source Port**" **folder**. Select the
GZDOOM **exe file**.



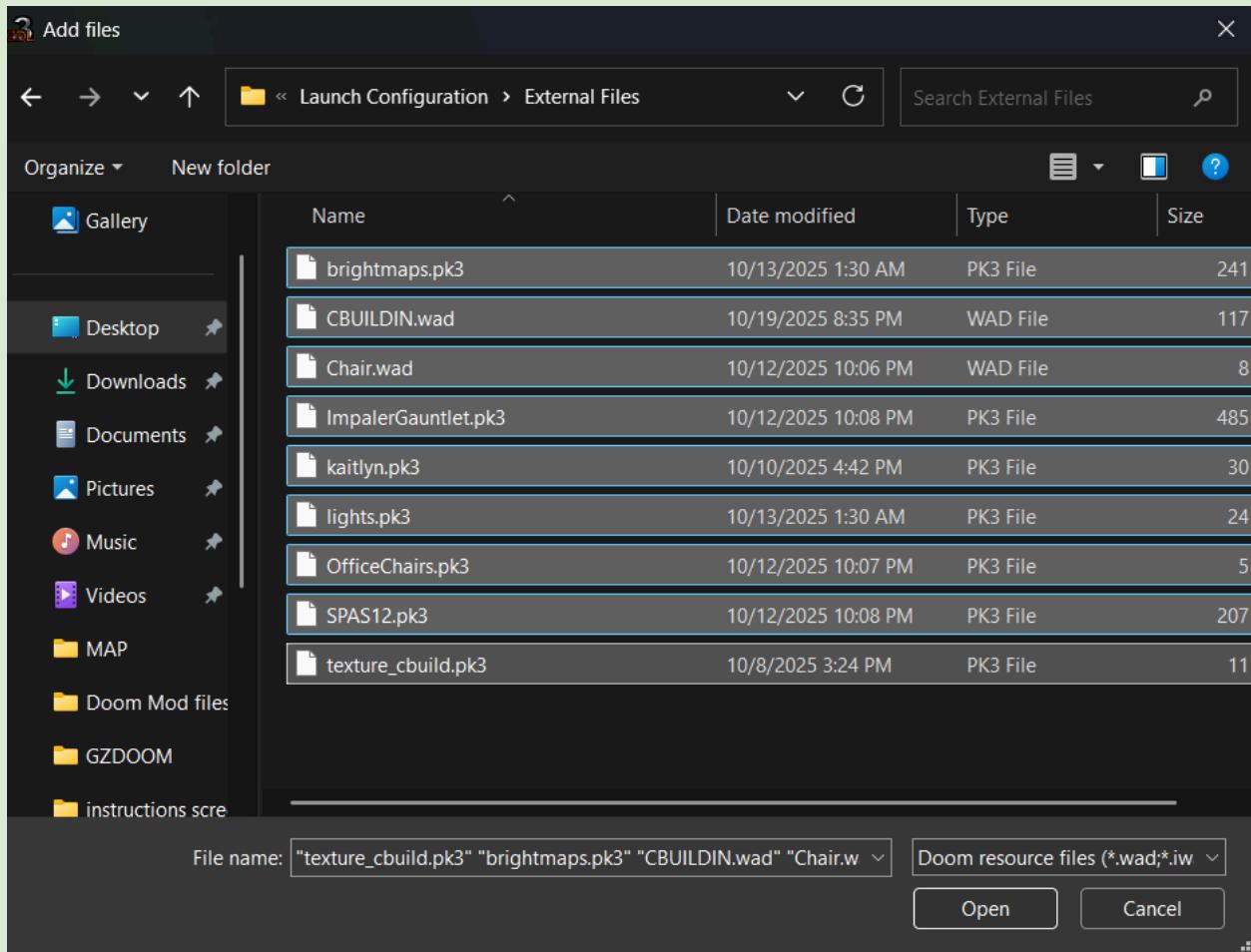
Now that you added GZDOOM go to the + button under the IWADs section. Inside the “General Setting” Folder there is another folder inside called IWADS. Import the two freedoom wad files inside.



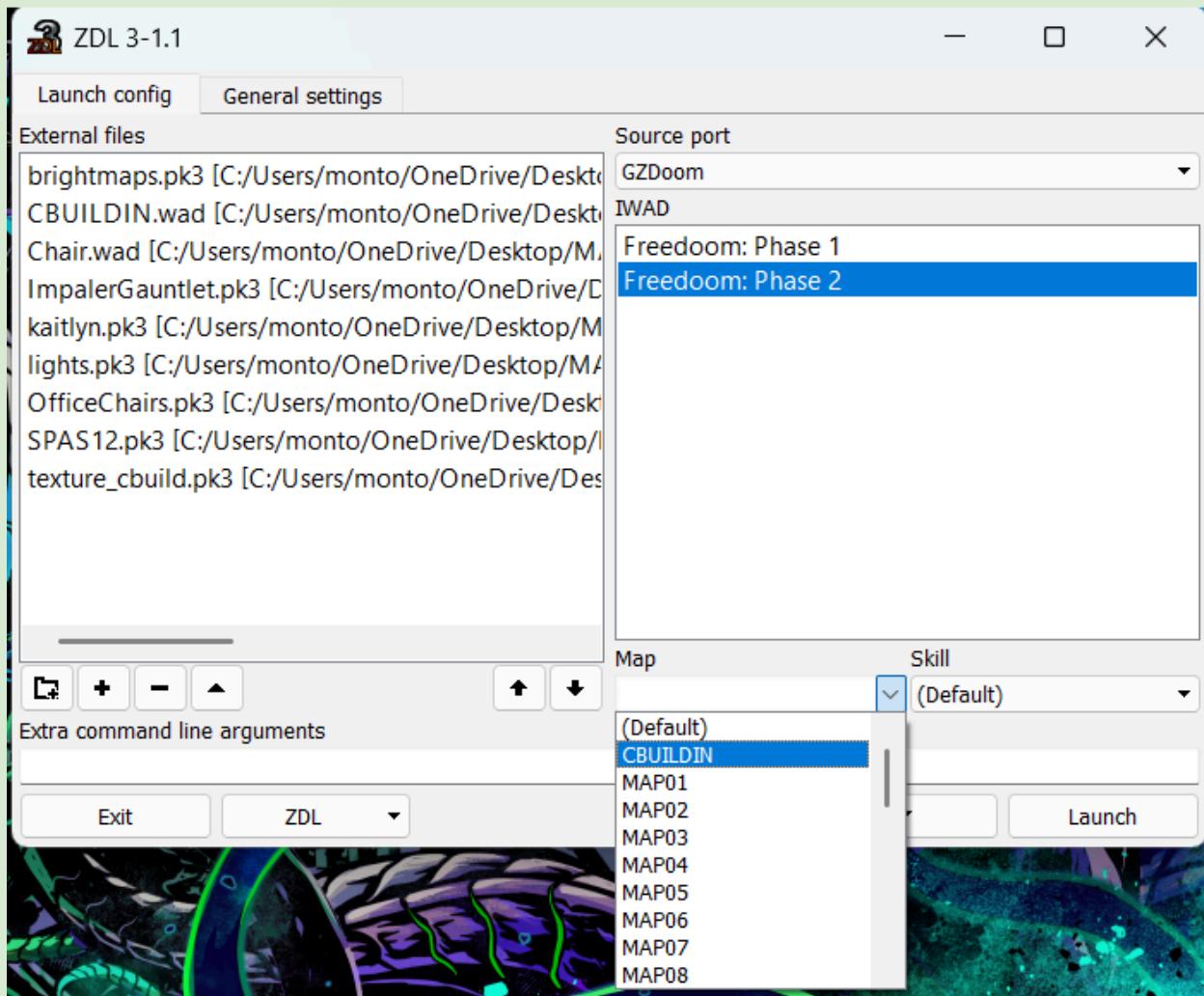
Go to the launch Configuration tab found in the top left side corner. Quick hint: the files you will need can be found inside the “Launch Configuration” folder.



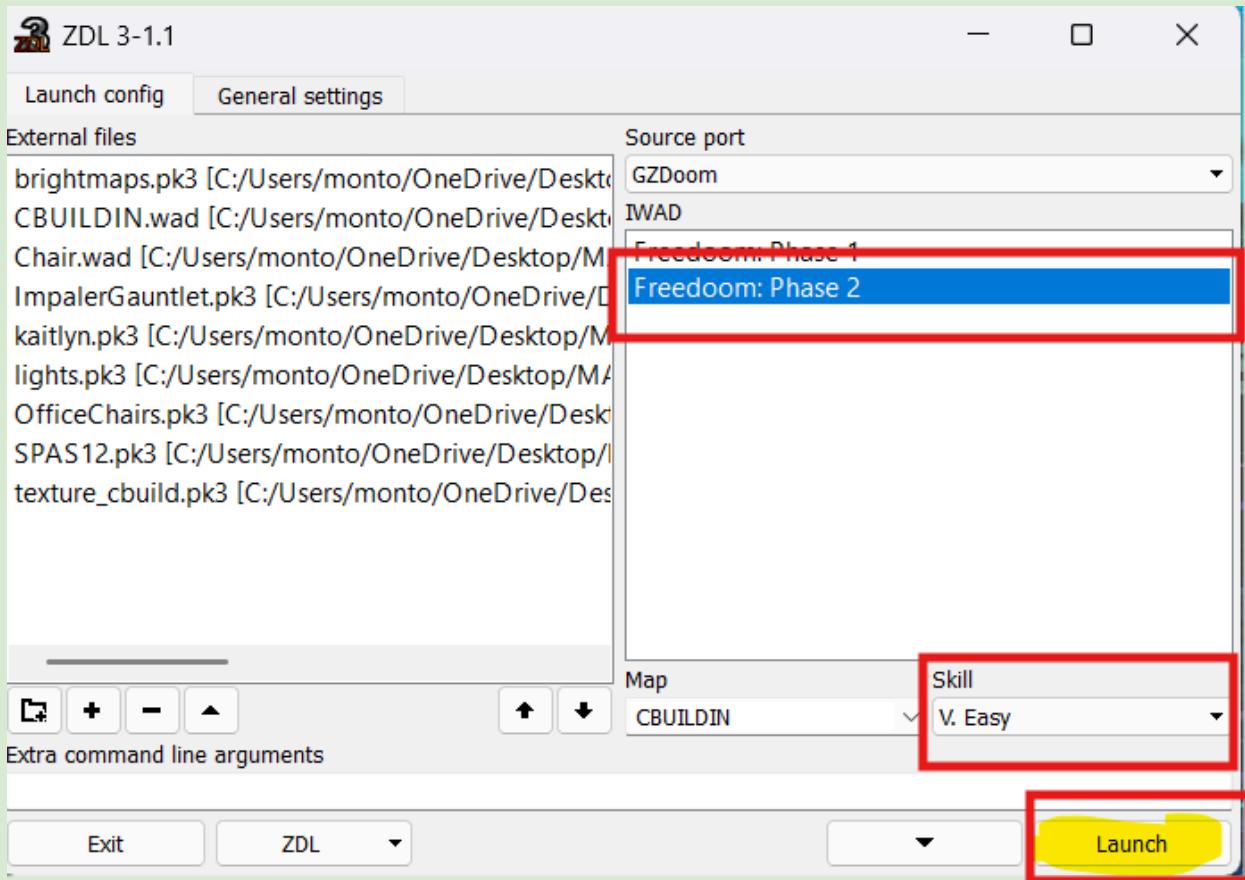
Inside the “Launch Configuration” folder you will find all the files you need inside the “External Files” folder. Go to the + button and insert all of the pk3. And wad files inside this folder. You can just click `brightmaps.pk3` PLUS `shift`, all the way down and click `texture_cbuild.pk3` and that will allow you to insert all of the files in here. See page 10 as example



We will be staying under Launch config for the rest of the tutorial.



To play the MOD and ensure it works. Under maps in the drop down select CBUILDIN. The wad file of the custom map is named CBUILDIN.WAD that is the reason you have to select the map.



This step is very important! Make sure Freedom: Phase 2 is selected and highlighted blue. Next for skill DropDown I recommend starting out in a very easy skill mode. It was only tested on easy mode so it is uncertain if the other difficulty levels will benefit play experience. Finally click the "Launch" button. Now you can enjoy the game!