Doom.docx

Literally just writing this for my own understanding, there are close to 60k lines of code for all the doom files, so I am writing this because I know I won’t be able to keep it all in my head all of the time.

# Background

There is a

# d\_items

There are 2 files for d\_items:

1. d\_items.c
2. d\_items.h

d\_items contains all the weapon definitions, defined as an array named weaponinfo.

Each item in that array is an object of type weaponinfo\_t, this