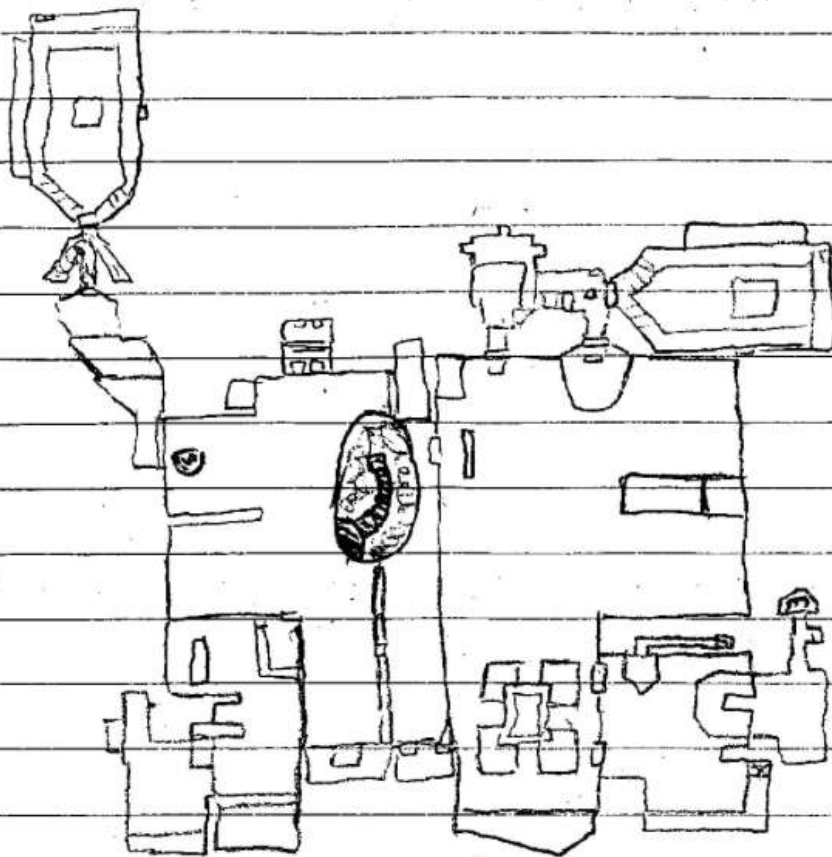
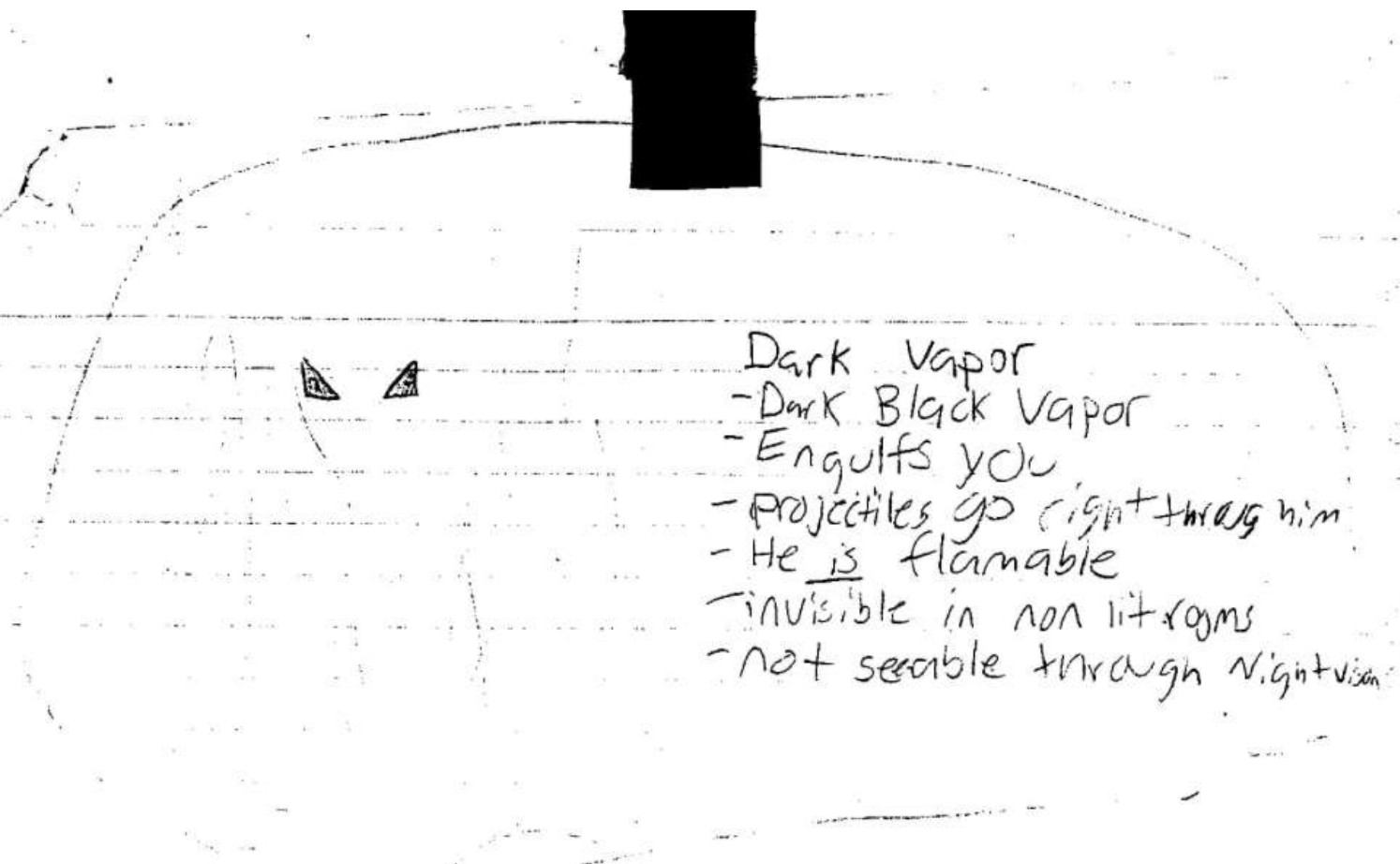
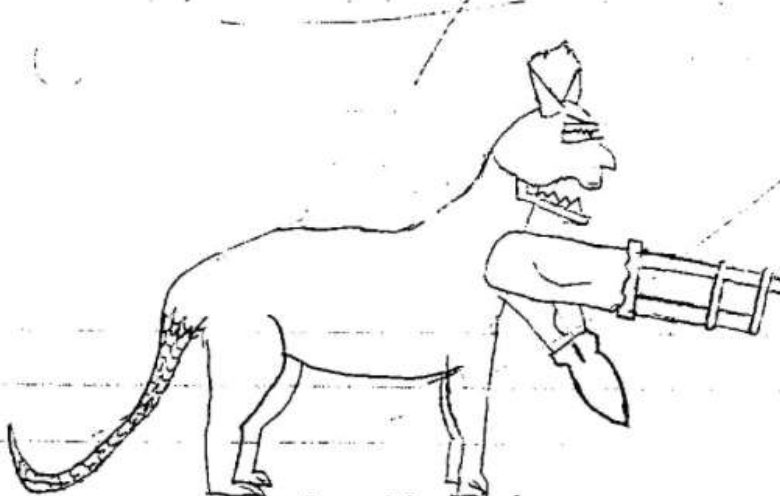
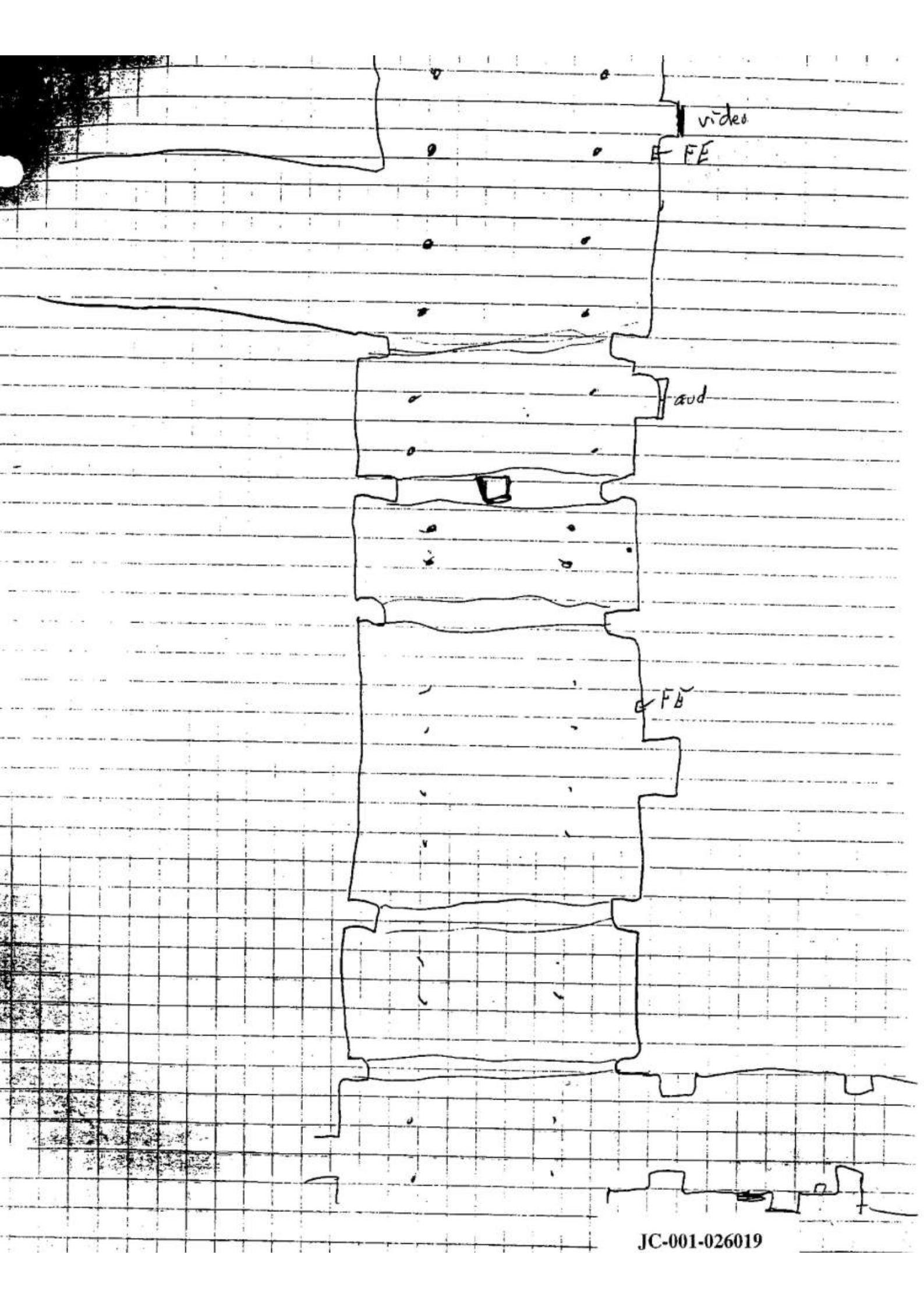


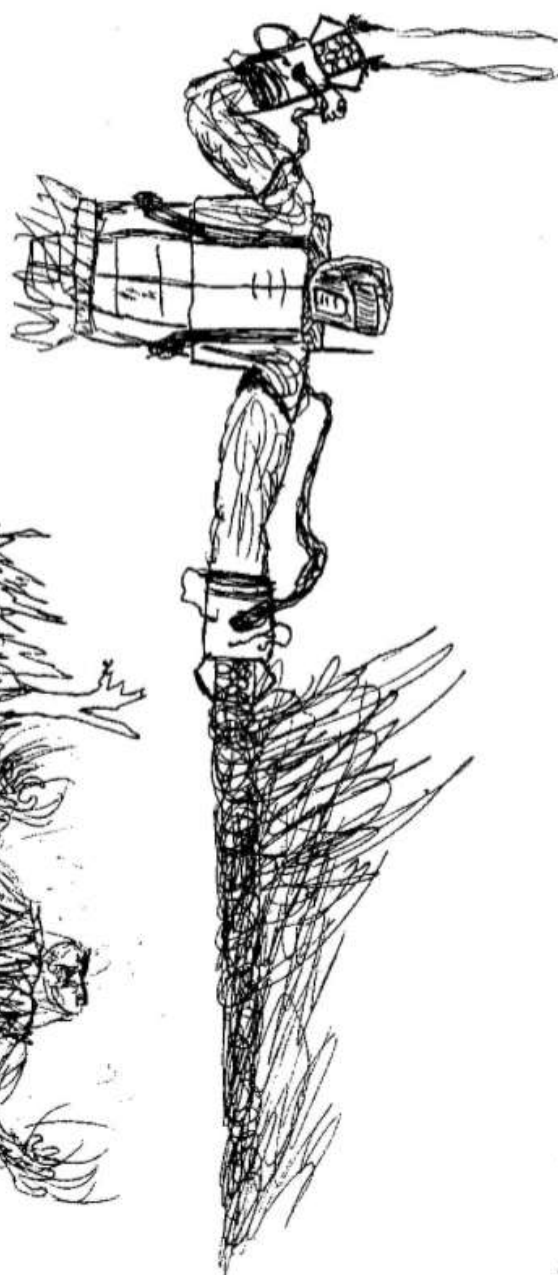
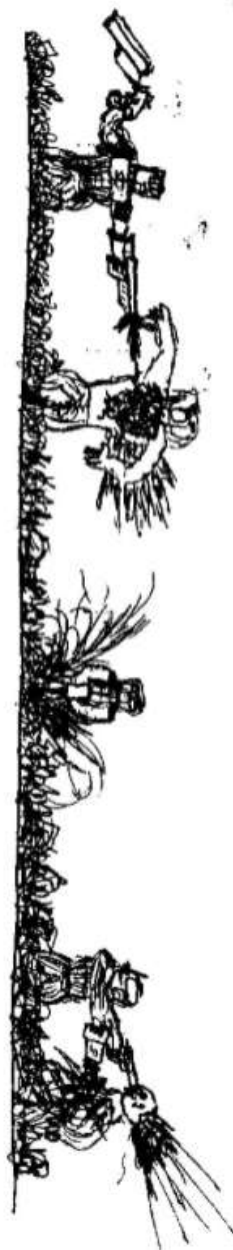
JC-001-025997

- 
- Dark Vapor
- Dark Black Vapor
 - Engulfs you
 - Projectiles go right through him
 - He is flammable
 - invisible in non lit rooms
 - not seeable through Night Vision

Hell Dog

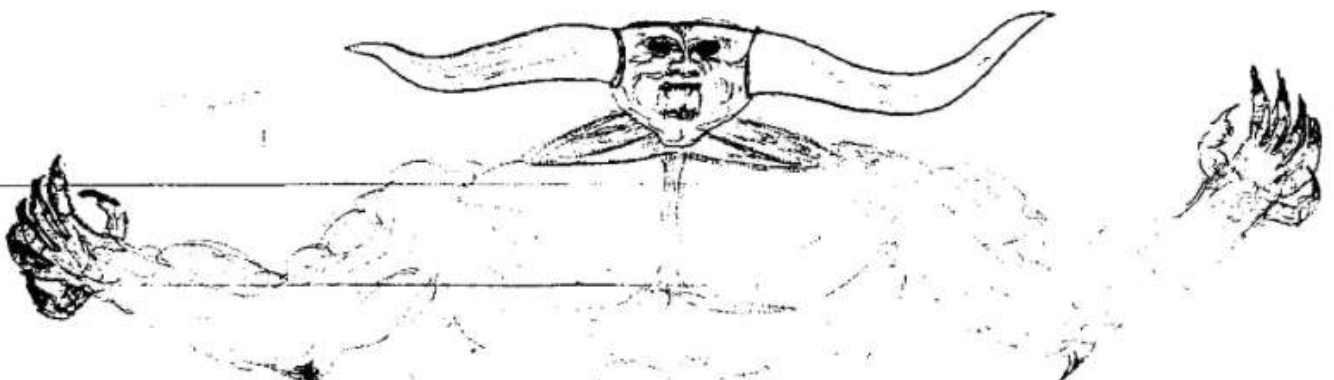
- 
- Chain gun for hand
 - Rocket for other
that regenerates
 - Flesh ripping jaws
 - Electric Charge from
spikes on head

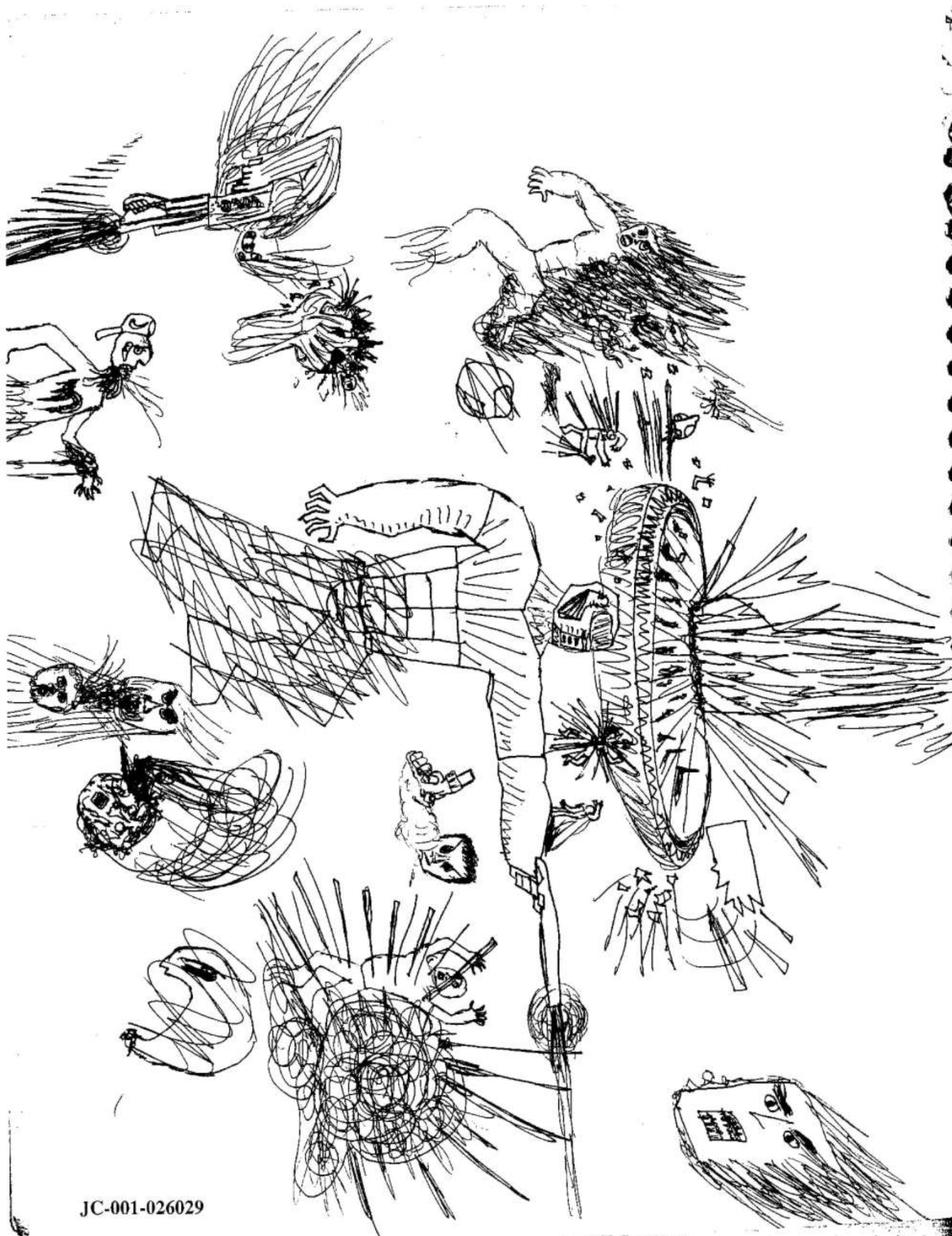




См. приложение 1

JC-001-026026





JC-001-026029

⊖ demon spawner

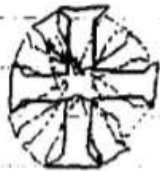
code - 787-
789 
normal
790-ent 00-NORTH
1841 code

sound - one of bass shooters (TIER 1841)

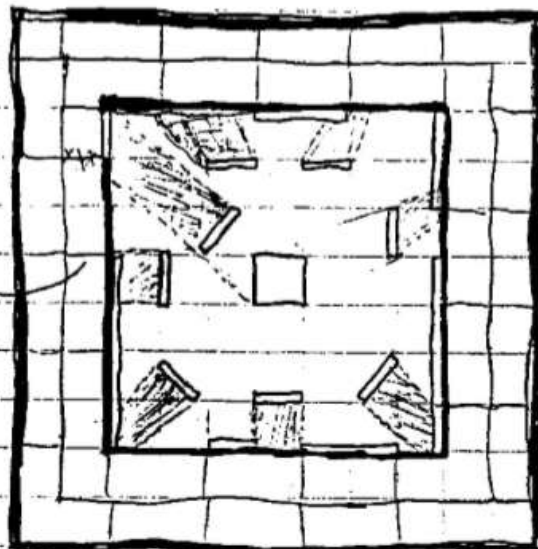
Death - metallic clang

Frame - 787 (cube) - 789

Death Frame -  790



last raise
should be
250 high



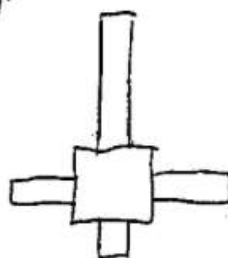
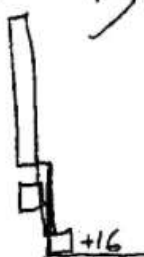
2
33
8
264

achtung
bricks
champt (2)
dchronix
doom333
idmap01
realdoom
station
thrasher
truchamp
uac labs
whiskey
killer
Gravity
orbit4
assault
techout

rauu
host episodes
Hacx
Obtic
BSP
Deh
Edmap
Wintex

1 - Elm1
2 - D.E2m2
3 - map16 (D-Dead2)
4 - map9.mid
5 - map1
6 - nin8 - ^{map8,20,25,31}_{1,3,14,2-1}
7 - D-victor

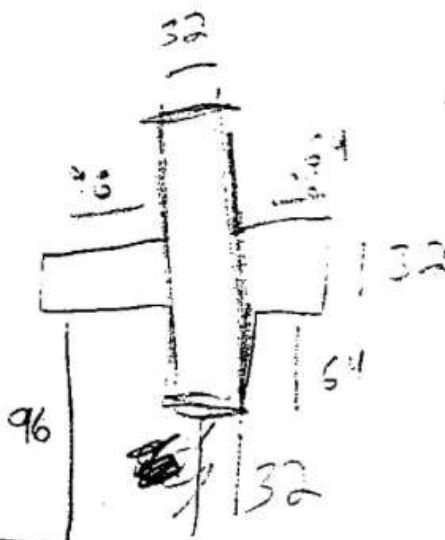
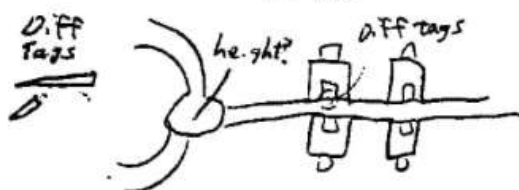
~~map9.mid~~
Ethereal
Engel
~~Drum~~
D-victor
map16
E+M+T



nin-2,8,12

exit sign

x = 32



[Back to Aftermath](#) [Back to Hot Rocks](#) [Back to Flashpoint](#) [Back to Lyrics](#)

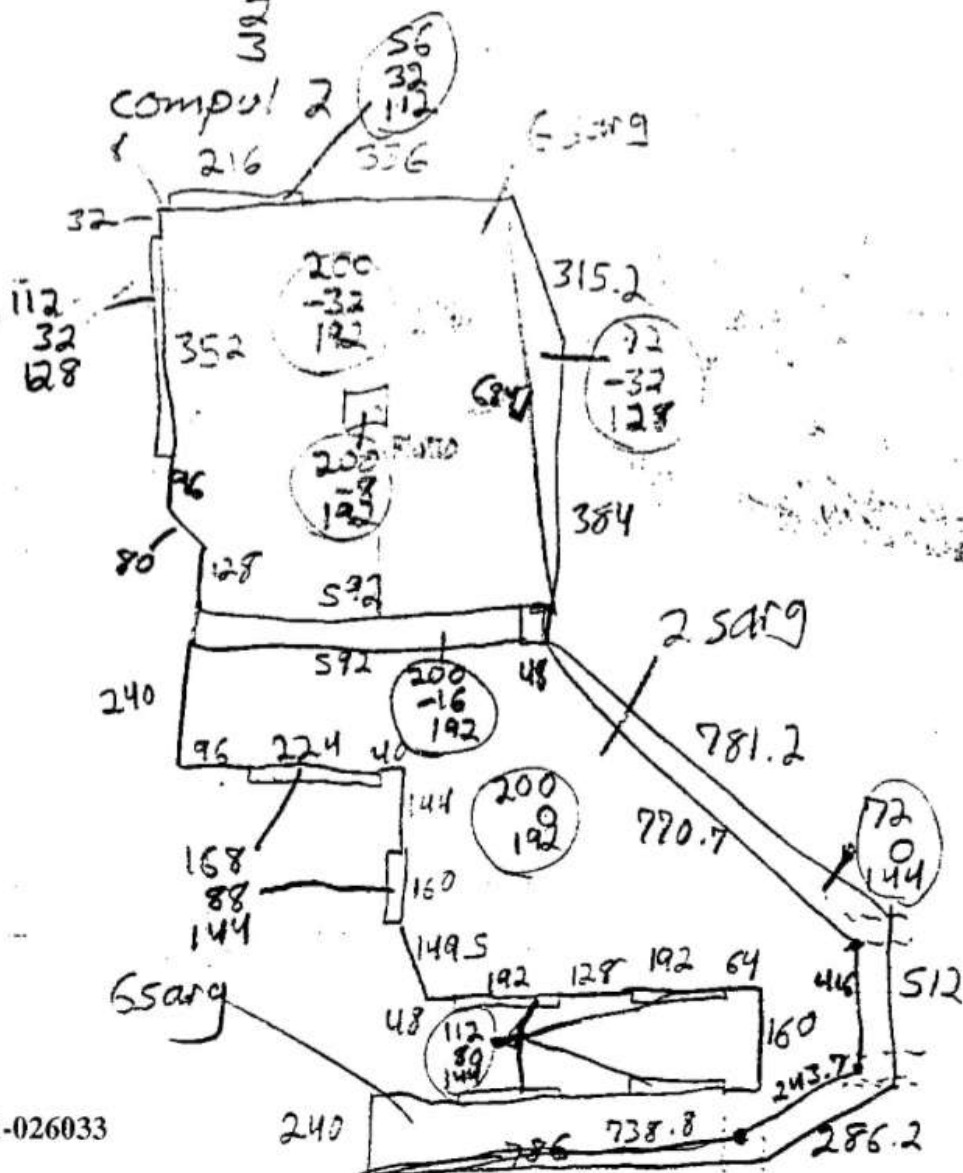
1-2
*1
add teleporter takeout sw
*2
add Hallway takeout sw
3
*4
add teleporter, takeout square exit sw
*5
add telep. takeout sw
6

PiP044
Wgratek

216

2 Comp 11, 22, 1-9
Corel, 2, talcomp, 2
gratel, 2, 3

2- add corel, 2



Volume in drive D is REBELDRIVE2
 Volume Serial Number is 242A-13D4
 Directory of D:\Q2\BASEQ2\TEXTURES\E1U1

[.]	[...]	[BACKUPS]	WAL2PCX.EXE	PSPBRWSE.JBF
BASELT~1.PCX	BASELT~2.PCX	BASELT~3.PCX	BASELT~4.PCX	BASELT~5.PCX
BASELT~6.PCX	BASELT~7.PCX	BASELT~8.PCX	BASEMA~1.PCX	BASEMA~2.PCX
BASEMA~3.PCX	BASEMA~4.PCX	BASELT_2.WAL	BASELT_B.WAL	BASEMAP.WAL
BASELT3_1.WAL	BROKEN2_.WAL	BTELEV_D.WAL	CGRBASE1.WAL	CITYCOMP.WAL
COLOR1_6.WAL	COMP01_2.WAL	COMP1_1.WAL	COMP1_2.WAL	COMP1_3.WAL
COMP1_4.WAL	COMP1_5.WAL	COMP1_7.WAL	COMP1_8.WAL	COMP2_1.WAL
COMP2_3.WAL	COMP2_4.WAL	COMP2_5.WAL	COMP2_6.WAL	COMP2_D.WAL
COMP3_1.WAL	COMP3_2.WAL	COMP3_3.WAL	COMP3_4.WAL	COMP3_5.WAL
COMP3_6.WAL	COMP3_7.WAL	COMP3_8.WAL	COMP4_1.WAL	COMP4_2.WAL
COMP4_3.WAL	COMP5_1.WAL	COMP5_2.WAL	COMP5_3.WAL	COMP5_4.WAL
COMP7_1.WAL	COMP7_2.WAL	COMP7_3.WAL	COMP8_1.WAL	COMP9_1.WAL
COMP9_2.WAL	COMP9_3.WAL	COMPU1_2.WAL	COMPU1_3.WAL	COMPU2_1.WAL
COOLANT.WAL	CORE1_1.WAL	CORE2_3.WAL	CORE3_1.WAL	CORE4_1.WAL
CORE4_4.WAL	CORE5_4.WAL	CORE6_1.WAL	CORE7_3.WAL	C_MET5_2.WAL
FLAT1_2.WAL	FUSE1_1.WAL	GRASS1_4.WAL	GRATE1_3.WAL	GRATE2_2.WAL
GRNX2_9.WAL	KCSIGN4.WAL	MON1_2.WAL	MON1_3.WAL	MON1_6.WAL
MON1_8.WAL	MONT1_4.WAL	MONT1_4T.WAL	MONT3_1.WAL	MONT3_2.WAL
OR01_2.WAL	OR02_3.WAL	PIPE1_3.WAL	RCOMP1_4.WAL	TIMPOD8.WAL

Press any key to continue . . .

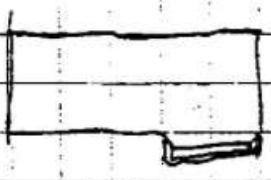
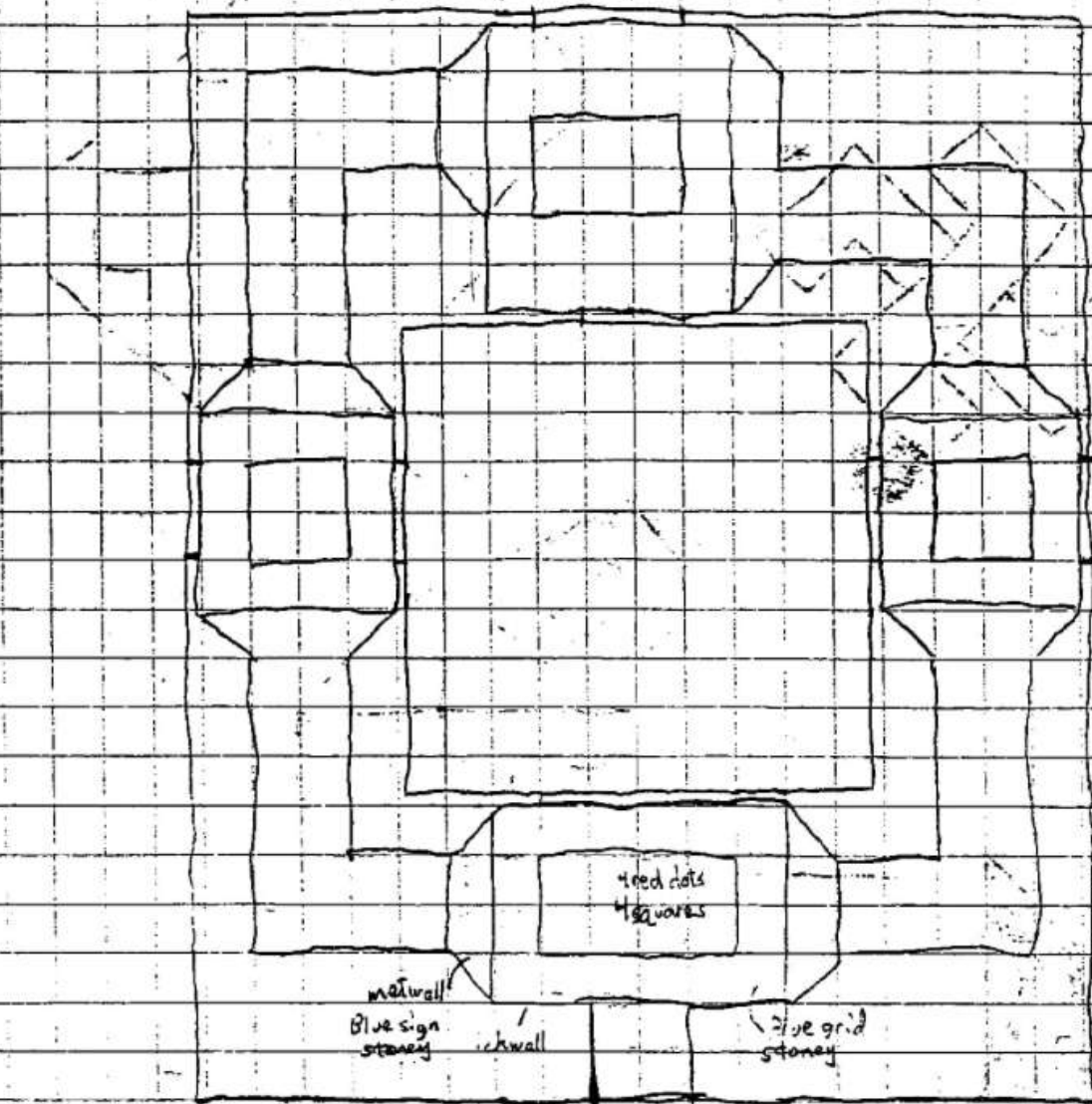
BASELT~6.PCX	BASELT~7.PCX	BASELT~8.PCX	BASEMA~1.PCX	BASEMA~2.PCX
BASEMA~3.PCX	BASEMA~4.PCX	BASELT_2.WAL	BASELT_B.WAL	BASEMAP.WAL
BASELT3_1.WAL	BROKEN2_.WAL	BTELEV_D.WAL	CGRBASE1.WAL	CITYCOMP.WAL
COLOR1_6.WAL	COMP01_2.WAL	COMP1_1.WAL	COMP1_2.WAL	COMP1_3.WAL
COMP1_4.WAL	COMP1_5.WAL	COMP1_7.WAL	COMP1_8.WAL	COMP2_1.WAL
COMP2_3.WAL	COMP2_4.WAL	COMP2_5.WAL	COMP2_6.WAL	COMP2_D.WAL
COMP3_1.WAL	COMP3_2.WAL	COMP3_3.WAL	COMP3_4.WAL	COMP3_5.WAL
COMP3_6.WAL	COMP3_7.WAL	COMP3_8.WAL	COMP4_1.WAL	COMP4_2.WAL
COMP4_3.WAL	COMP5_1.WAL	COMP5_2.WAL	COMP5_3.WAL	COMP5_4.WAL
COMP7_1.WAL	COMP7_2.WAL	COMP7_3.WAL	COMP8_1.WAL	COMP9_1.WAL
COMP9_2.WAL	COMP9_3.WAL	COMPU1_2.WAL	COMPU1_3.WAL	COMPU2_1.WAL
COOLANT.WAL	CORE1_1.WAL	CORE2_3.WAL	CORE3_1.WAL	CORE4_1.WAL
CORE4_4.WAL	CORE5_4.WAL	CORE6_1.WAL	CORE7_3.WAL	C_MET5_2.WAL
FLAT1_2.WAL	FUSE1_1.WAL	GRASS1_4.WAL	GRATE1_3.WAL	GRATE2_2.WAL
GRNX2_9.WAL	KCSIGN4.WAL	MON1_2.WAL	MON1_3.WAL	MON1_6.WAL
MON1_8.WAL	MONT1_4.WAL	MONT1_4T.WAL	MONT3_1.WAL	MONT3_2.WAL
OR01_2.WAL	OR02_3.WAL	PIPE1_3.WAL	RCOMP1_4.WAL	TIMPOD8.WAL

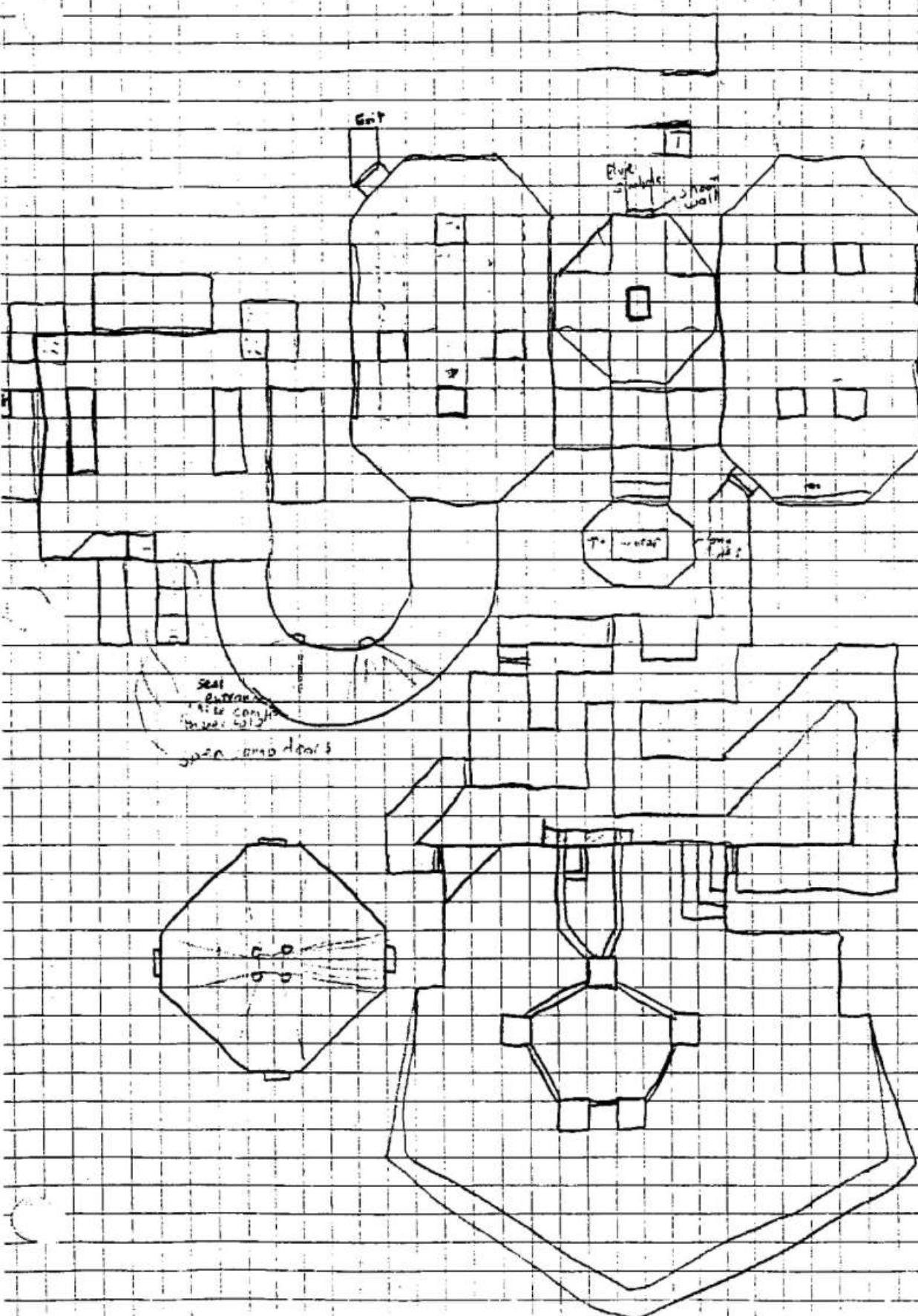
Press any key to continue . . .

(continuing D:\Q2\BASEQ2\TEXTURES\E1U1)
 WINCOMP3.WAL WIRES2_1.WAL
 94 file(s) 936,530 bytes
 3 dir(s) 152,076,288 bytes free

D:\Q2\BASEQ2\TEXTURES\E1U1>

BASELT~6.PCX	BASELT~7.PCX	BASELT~8.PCX	BASEMA~1.PCX	BASEMA~2.PCX
BASEMA~3.PCX	BASEMA~4.PCX	BASELT_2.WAL	BASELT_B.WAL	BASEMAP.WAL
BASELT3_1.WAL	BROKEN2_.WAL	BTELEV_D.WAL	CGRBASE1.WAL	CITYCOMP.WAL
COLOR1_6.WAL	COMP01_2.WAL	COMP1_1.WAL	COMP1_2.WAL	COMP1_3.WAL
COMP1_4.WAL	COMP1_5.WAL	COMP1_7.WAL	COMP1_8.WAL	COMP2_1.WAL
COMP2_3.WAL	COMP2_4.WAL	COMP2_5.WAL	COMP2_6.WAL	COMP2_D.WAL
COMP3_1.WAL	COMP3_2.WAL	COMP3_3.WAL	COMP3_4.WAL	COMP3_5.WAL





JC-001-026037

FLAT1_2.WAL	FUSE1_1.WAL	GRASS1_4.WAL	GRATE1_3.WAL	GRATE2_2.WAL
GRNX2_9.WAL	KCSIGN4.WAL	MON1_2.WAL	MON1_3.WAL	MON1_6.WAL
MON1_8.WAL	MONT1_4.WAL	MONT1_4T.WAL	MONT3_1.WAL	MONT3_2.WAL
OR01_2.WAL	OR02_3.WAL	PIPE1_3.WAL	RCOMP1_4.WAL	TIMPOD8.WAL

Press any key to continue . . .

(continuing D:\Q2\BASEQ2\TEXTURES\E1U1)

WINCOMP3.WAL	WIRES2_1.WAL
94 file(s)	936,530 bytes
3 dir(s)	152,076,288 bytes free

little
grey lines stone blocks
tonHex tan step
III'

1800 SS4 1445
Tapco
magHP01

D:\Q2\BASEQ2\TEXTURES\E1U1>

BASELT~6.PCX	BASELT~7.PCX	BASELT~8.PCX	BASEMA~1.PCX	BASEMA~2.PCX
BASEMA~3.PCX	BASEMA~4.PCX	BASELT_2.WAL	BASELT_B.WAL	BASEMAP.WAL
BASLT3_1.WAL	BROKEN2_.WAL	BTELEV_D.WAL	CGRBASE1.WAL	CITYCOMP.WAL
COLOR1_6.WAL	COMP01_2.WAL	COMP1_1.WAL	COMP1_2.WAL	COMP1_3.WAL
COMP1_4.WAL	COMP1_5.WAL	COMP1_7.WAL	COMP1_8.WAL	COMP2_1.WAL
COMP2_3.WAL	COMP2_4.WAL	COMP2_5.WAL	COMP2_6.WAL	COMP2_D.WAL
COMP3_1.WAL	COMP3_2.WAL	COMP3_3.WAL	COMP3_4.WAL	COMP3_5.WAL
COMP3_6.WAL	COMP3_7.WAL	COMP3_8.WAL	COMP4_1.WAL	COMP4_2.WAL
COMP4_3.WAL	COMP5_1.WAL	COMP5_2.WAL	COMP5_3.WAL	COMP5_4.WAL
COMP7_1.WAL	COMP7_2.WAL	COMP7_3.WAL	COMP8_1.WAL	COMP9_1.WAL
COMP9_2.WAL	COMP9_3.WAL	COMPUI_2.WAL	COMPUI_3.WAL	COMPUI_4.WAL
COOLANT.WAL	CORE1_1.WAL	CORE2_3.WAL	CORE3_1.WAL	CORE4_1.WAL
CORE4_4.WAL	CORE5_4.WAL	CORE6_1.WAL	CORE7_3.WAL	C_MET5_2.WAL
FLAT1_2.WAL	FUSE1_1.WAL	GRASS1_4.WAL	GRATE1_3.WAL	GRATE2_2.WAL
GRNX2_9.WAL	KCSIGN4.WAL	MON1_2.WAL	MON1_3.WAL	MON1_6.WAL
MON1_8.WAL	MONT1_4.WAL	MONT1_4T.WAL	MONT3_1.WAL	MONT3_2.WAL
OR01_2.WAL	OR02_3.WAL	PIPE1_3.WAL	RCOMP1_4.WAL	TIMPOD8.WAL

Press any key to continue . . .

play - 28

3006
100
9
16
56
3
8
256
50

632
834
51
0
12
6
162
660

(continuing D:\Q2\BASEQ2\TEXTURES\E1U1)

WINCOMP3.WAL	WIRES2_1.WAL
94 file(s)	936,530 bytes
3 dir(s)	152,076,288 bytes free

D:\Q2\BASEQ2\TEXTURES\E1U1>

BASELT~6.PCX	BASELT~7.PCX	BASELT~8.PCX	BASEMA~1.PCX	BASEMA~2.PCX
BASEMA~3.PCX	BASEMA~4.PCX	BASELT_2.WAL	BASELT_B.WAL	BASEMAP.WAL

585
587
593
0
589
595

6
51
26
12
77

101-SSsit
102-SSth

SSWVA1-8

address 64281-8

945-749
orig new

mia
maggiore

C1-8
D1-8

Village
east
colorado Blvd.
circuit city

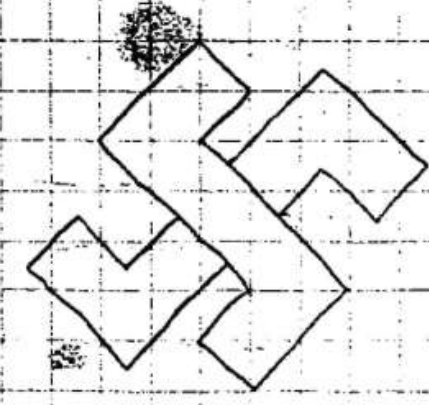
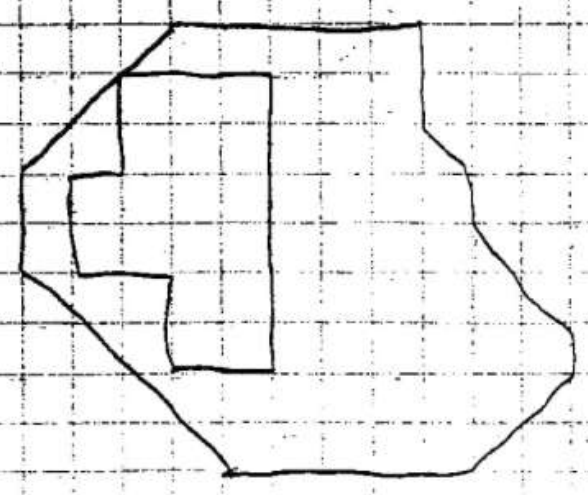
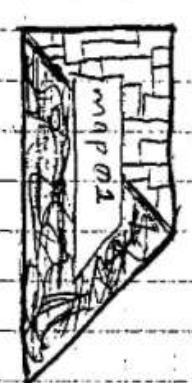
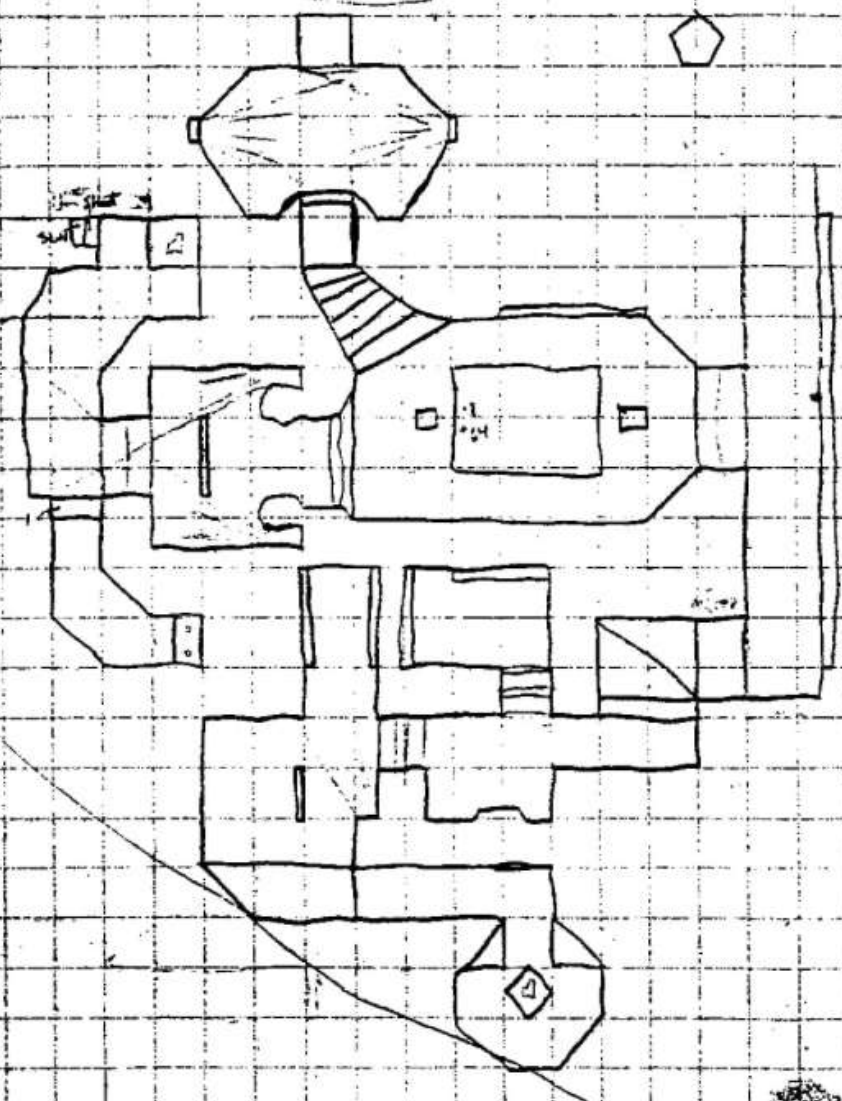
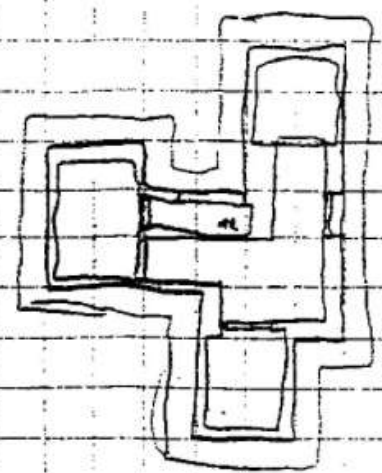
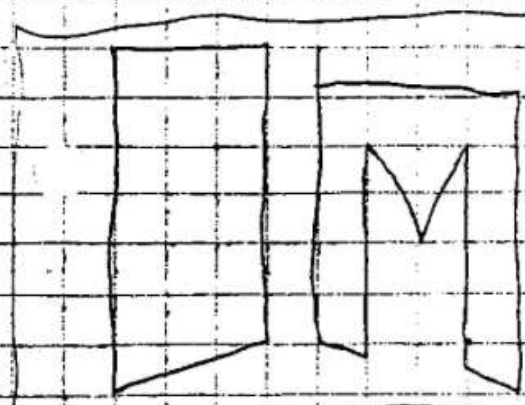
EO Fire1
FO Fire2
GO Firing
HO ow

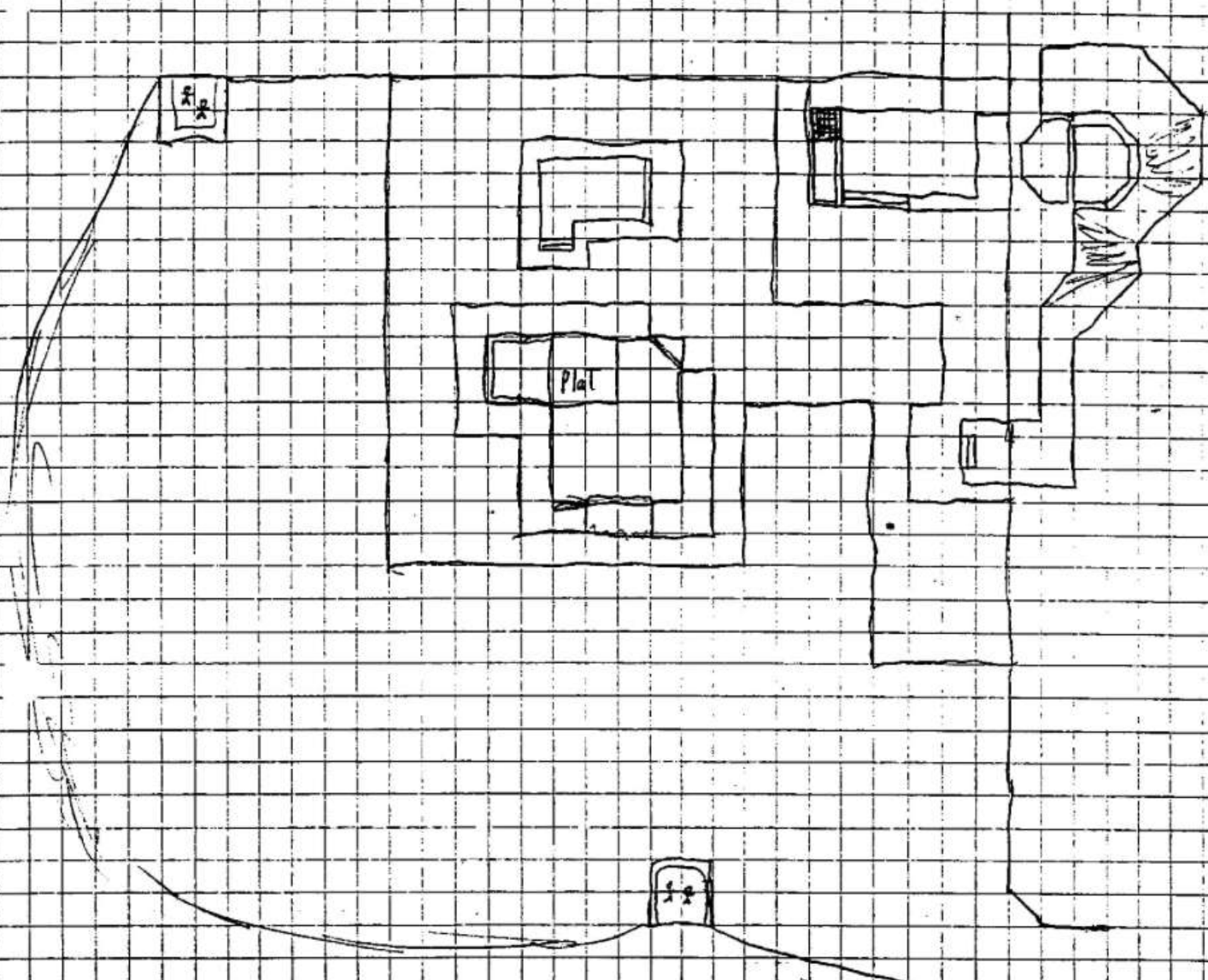
174 POSSA
176 A
187 G
184 E
179 H
194 M
203 K

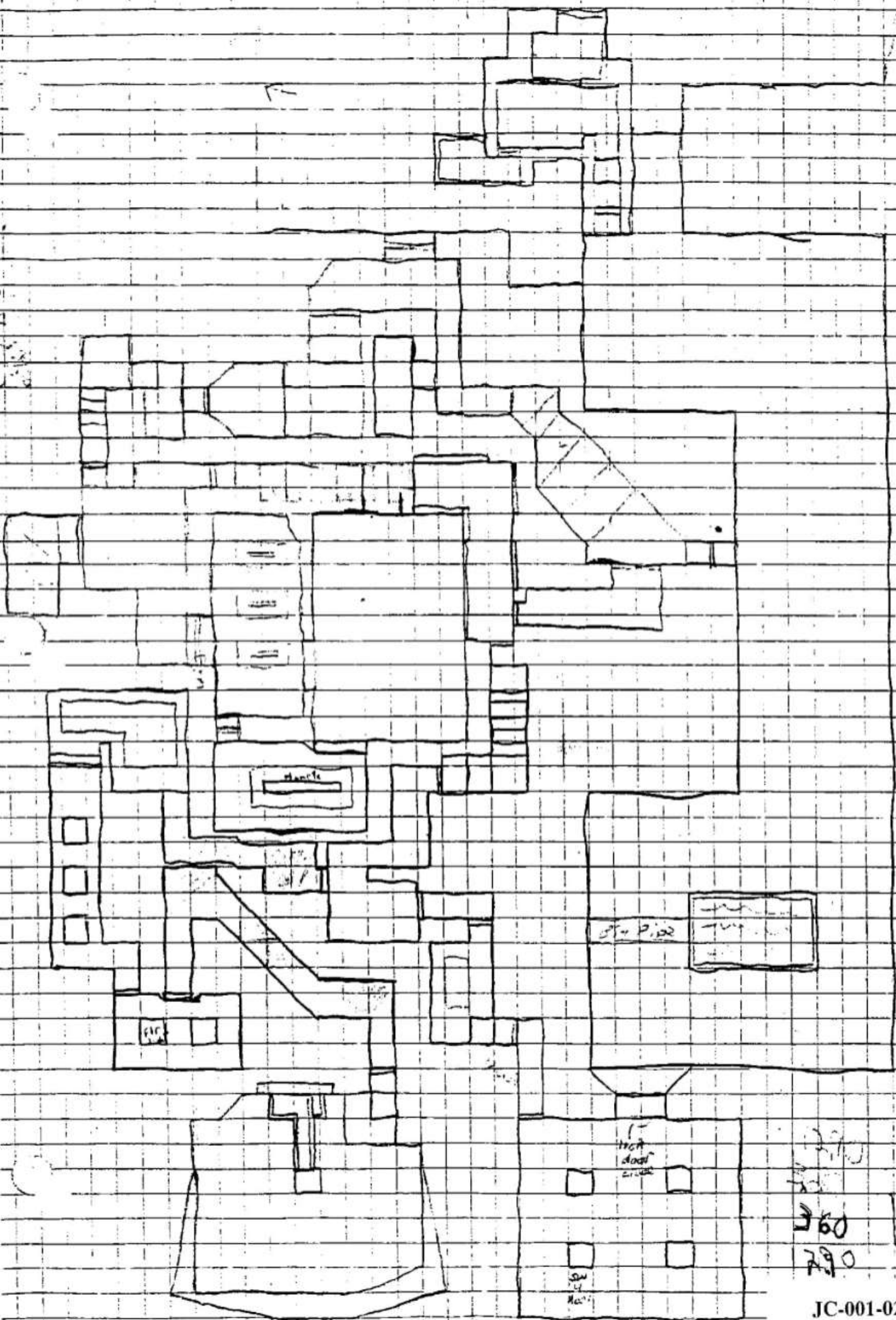
21858
21876

Death FF749
Nazi 3.024

skip in NQ-V0







270
360
290

>>>>>All Code Pointers in Doom v1.9<<<<<
 <<<<<Figured out by Andy Shawaluk>>>>>

Additions by:

Francesco Orsenigo (159, 184, 788)
 "Shadow Lord" (282, 397, 774)
 Jjukil (257, 264, 282, 603, 635, 676, 718)

Notes:

Each code pointer is listed only once. The two "check line of sight" pointers are different, but with the same effect. Only one pointer has a function unknown to me. All pointers which make sounds ONLY can be used anywhere, but they may not always work. Weapon code pointers are restricted to the weapon frames, and the monster code pointers are used anywhere else. For the Mancubus firing pointers, the directions are as viewed from the mancubus, so a "left" fireball will go past you to the right if you do not move. That should clear things up.

Weapon Code Pointers:

- 1 - Light restore (after flash)
- 2 - Weapon bobbing pointer
- 3 - Weapon select pointer
- 4 - Weapon deselect pointer
- 6 - Player Punch
- 9 - Last shooting frame (if fire button still held, jump back to first shooting frame instead of frame with this pointer)
- 14 - Player Pistol shot
- 17 - Light flash (dim)
- 22 - Player Shotgun blast
- 31 - Light flash (bright)
- 36 - Player Double-Barrel Shotgun blast
- 38 - Check ammo (If 1 or 0 shells left, skip reloading frames and select different weapon)
- 39 - Play sound "dbopn"
- 41 - Play sound "dbload"
- 43 - Play sound "dbcls"
- 52 - Player Chaingun shot (check ammo; don't go to -1 ammo, change weapon)
- 60 - Display firing frame
- 61 - Player launch rocket
- 71 - Player use chainsaw
- 77 - Player fire plasma bullet
- 84 - Play sound "bfg"
- 86 - Player fire BFG shot

Monster Code Pointers:

- 119 - BFG blast effect
- 127 - Radius explosion
- 157 - Play pain sound
- 159 - Plays "PLDETH"
- 160 - Dead body mode
- 166 - Play sound "slop"
- 174 - Wait to wake up
- 176 - Standard walking code pointer
- 184 - Turn to face the player's direction
- 185 - Trooper pistol shot
- 190 - Play death sound
- 243 - Archvile walking code pointer (check to resurrect monster)
- 255 - Play sound "vilatk"
- 257 - Create archvile flame at target, enable radius explosion for #264
- 264 - Target jumps in air, takes 10%-20% damage
- 281 - Play sound "flamest"

Where to start.... Jan 31 sux. Z hate white vans!! Yeaaaah!
 kmfDM... RAMMSTEN... jeya. the uth. Atlanta,
 pholus.. petro-pazzie.... crickets... + I ER....

DOOM I wish I lived in Doom::BB#3!! Tenman and his
godlike creations. Station... Realdoom... thrasher
Bricks... Truechaamp! Map01. Slimjims... salsa seeds...
our RLs... RMS... ~~██████████~~ is a fuckin traitor/asshole/
dick now... he might even go on my list ~~██████████~~ oohh
God I cant wait till they die. I can taste the blood now... NPK
und KMEEM... You know what I HATE!!? ... MANKIND!!!
yeaaaAAAAA FFFH! kill everything... kill everything... big, slimjims!
Deathmatch! servers! BACKPACK!! MST3K... and of course... I think
she likes us! ah hell, you know
all that shit

Lost
 HIGHWAY
 Starship Troopers
 Alien res
 2 days in the valley
 Pulp fiction
 Enemy Gold
 Aliens
 Predator Predator-
 5th element
 ID 4
 Die HARD
 w/la vengeance
 From the
 DUSK ROCK
 Person till
 Knight DAWN
 Res Dogs
 Terminator
 Terminator 2
 Tremors 2
 Event Horizon
 Lost world
 Dark City -
 out of sight

RAMFART

"Juvey
Pastiches"

Phobus
Deimos
H.O.E

Woo
JAN

Demetrius

Duct
tree

Orbit 4 zippe

perfect
Drug against
war
WEISSES FLEISCH!
FIRE
Wilder
wein
UAC DEAD
looker
NOTA

UAE
LABS
441KNIDE

whiskey.wad

JC-001-026496

DOOM

TIER

IN

NOX

Orbital

RAMMSTEIN

JC-001-026497

