

Sources of

About Vavoom is a source port based on sources of Doom, Heretic, Hexen and a little bit from Quake. Supported platforms are DOS, Windows and Linux. Requirements To play Vavoom you need main wad file from one of the following games: Doom shareware Doom registered Ultimate Doom Doom II: Hell on Earth Doom II: TNT Evilution Doom II: The Plutonia experiment Heretic shareware Heretic registered Hexen Strife If you have multiple IWADs, you can use command line params -doom, -doom2, -heretic or -hexen. Differences from original game Polygonal engine with colored lighting, with software mode, OpenGL and Direct3D support, and any resolutions up to 1600x1200 Translucency. Some things are translucent, also spectres' partial invisibility is replaced with 10% translucency, so they are really hard to see now Complete support for freelook (look up & down) in all games A powerful language to describe game logic, Vavoom C - now you can forget about DeHackEd and DDF! 100% client/server architecture with in-game joining Quake-style console, with key bindings Ability to play AudioCD tracks Indirect support for DeHackEd - utility to generate Vavoom progs out of DEH files