How To Make New Weapons for Dark Forces

The first thing you need to do is find a drawing program that can draw bitmaps(.bmp). I suggest using Paint Shop Pro 3.0 that you can download off of AOL. Of course it would be better to use a expensive program such as Corel Draw but i wouldn't go out and buy it for this. I just wouldn't use paintbrush because it can only draw in 16 colors. The next step is to draw the bitmap. The important thing is that the dimensions of the drawing must be a multiple of 2. Examples of numbers that can be used as a height or width are 2,4,8,16,32,64,128,256,516,etc... If you don't use a multiple of 2 than when you convert it to .bm format it will become bent and distorted. Another important thing is to make sure you save it as an RGB encoded bitmap. If you set it to RLE encoded or anything besides RGB when you convert it, it will look nothing like what you drew...It is also important to make the background black(whatever is black will not show up in dark forces....) After you save what you drew in your dark forces directory you must use bmp2bm(included in dfuse). The syntax for using this is as follows:

Bmp2bm (the file name you saved it as) (pallette file, just put dfuse.pal) (the name of the bm file to create)

Say you saved your drawing as boba.bmp....then just type

bmp2bm boba.bmp dfuse.pal boba.bm

the next step is to copy the bm file as the name of one of the bm's that dark forces uses.....
here is a list of most of the weapons that dark forces uses
rhand1.bm   fist or when you are out of mines or detonators...(weapons #1,#4,#7)
punch1.bm   punch(weapon #1)
punch2.bm
punch3.bm
autogun1.bm   autogun(weapon #5)
autogun2.bm
autogun3.bm
fusion1.bm   fusion cutter(#6)
fusion2.bm
fusion3.bm
fusion4.bm
fusion5.bm
fusion6.bm
concuss1.bm   Concussion Rifle(#9)
concuss2.bm
concuss3.bm
Assault1.bm   Assault Cannon(#0)
assault2.bm
assault3.bm
assault4.bm

All the file names that end in 1(except for punch1) is for when you are just holding the gun....the rest have to do with firing or firing the secondary. Just make sure you replace all of the files for that gun.

To make FMEs(the things that will come out of the gun) you will need FMECAD. This can be downloaded from the SW library. I give out a special thanks to cargoco for making this program because it has proved to be very useful. Once you draw your fme with fmecad first goto save. Enter any file name, it really doesn't matter. Then goto extract to fme. Type in the name of the

fme you want to replace. The only gun you can actually replace the shot with is the autogun. The .fme file for the autogun is bullet.fme.

To make sounds you will need wav2voc(can be download from AOL). You can use that to convert wav files to voc files. Dark forces can use voc files....

Once you have a voc that you want in the game you have to find what .voc file that you want to replace. You will probably have to extract sounds.gob to find the names of the dark forces sounds. The .voc files usually begin with the first few letters of the .bm file. I don't know the names of all the .voc files so you will have to find out for yourself. Just copy your .voc with the same name as one of dark forces .vocs and place it in your dark forces directory.

If your replacement .bm,.fme and your replacement .voc files are in your dark forces directory than when you run Dark forces the patch should be in.....

To make this into a gob so you can distribute it all you have to do is copy all your replacement .bm,.fme and .voc files to there own directory. Then use dir2gob(included in dfuse).
The syntax for this is:
dir2gob (the directory you put the files in)   (the name of the gob you want to create)

Once you have it gobbed all you have to do is make a batch file and a readme file. To make a batch file you need the ms-dos editor(included in ms-dos). This is what your file should be.....

@ECHO OFF
DARK -U(PUT THE NAME OF YOUR GOB FILE HERE)

that's all it is. Just make sure there is NO space after the -u. Just save this as whatever you want as long as it has .bat at the end. Examples:
saber.bat
lightning.bat

You can then use the Ms-dos editor to make a readme file. It should just tell what the patch is, how you made it and who you are. Just save it as whatever you want as long as it ends in .txt
examples:
saber.txt
lightning.txt

Then just use pkzip to zip it. This can also be downloaded from AOL. The syntax for pkzip is....
pkzip (whatever you want to name the .zip file) (what files to include)

what you should do is copy your gob, the readme, and your batch file to there own directory and then run pkzip.

Example:
pkzip saber.zip *.*

that would zip everthing in that directory into a file called saber.zip

Just upload it and your done.

        By Tom1lin2@aol.com
I'd just like to say that i made this so even a moron can use it(i hope). I'm sorry if i put in to many explanations on how to do things but i want to make sure everyone can use this....I'd like to give a