
Star Trek Doom TC Project

GZDoom Doom II Mod

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Version: 0.4b (Demo 4 Bug Fix) 01/01/2019

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Mod News & Updates: [WordPress Blog](#) and [Patreon Blog](#)

Mod Homepage: [HERE](#) **ModDB Page:** [HERE](#) **Walkthrough Video:** [HERE](#)

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1. About:

The Star Trek Doom project is a Total Conversion mod for the classic game Doom II with the GZDoom enhancement. STDoom takes players on an old-school linear 3D action adventure set on the Starship Enterprise NCC 1701-D from [Star Trek - The Next Generation](#). While fighting off hordes of Borg & Species 8472 the game will take you to all your favourite places around the Enterprise and even on to a Borg cube! Obviously since such events are not possible in the canon/prime timeline I had to do some 'creative thinking' story wise to make it happen (basically I had to do a JJ Abrams lol) which hopefully diehards will be okay with since after all this is just a bit of fun! :)

Out of all my projects this one is my pride and joy. I have worked on and off on this project for many years since I was very young in 1997. I run a retro gaming website called Blake's Sanctum that tributes the [Star Trek TV Shows/Films](#) and also classic [Star Trek Gaming & Mods](#). After years of tributing other people's projects I really wanted to get back to my own Trek project and give something fun back to the community that helped me build my website.

I originally created STDoom out of disappointment in how all the other Star Trek Doom levels out there used ordinary doom textures, poorly drawn custom textures, and the room layouts didn't match the shows sets at all. I already had a great passion for creating Doom levels and really enjoyed making visually impressive and immersive worlds. Unfortunately due to hard drives crashes my other 90s levels are long lost :(but fortunately because of my obsession with this project I backed up my Star Trek level long ago and never lost it, allowing me to continue working on it over the years. However unfortunately after so many years I had lost most of my skills and forgotten how to make Doom levels. So in 2015 armed with Doom Builder, Slade & a whole lot of youtube tutorials I re-trained myself working on an entirely new project called [The Quest for Glory 4 3D project](#) a total conversion mod for GZDoom Hexen set in the Transylvanian medieval world of the classic Sierra RPG Adventure game Quest For Glory 4. After spending 9 months on that project I returned to STDoom armed with more editing skills then I ever had originally! This time I would release a public demo no matter what!

STDoom really is a total conversion Doom II Wad with new sounds, music, textures, sprites and weapons.. No laziness anywhere. All the walls and objects are either drawn by myself pixel by pixel from screenshots of the show or copied from other Star Trek games & Doom levels and then modified for my own purposes. Shout outs definitely go to the famous Aliens Doom TC by Justin Fisher who's Alien sprites conveniently look similar to species 8472 and a nifty star trek level called

NCC1701 by Ryan Polczer which had a neat collection of Borg sprites and sounds that blew me away. I also found Inspiration from the levels NCC1701E by D&E DOOM Modifications Ltd and STARTREK by Kevyn Shellington & Derek Noel.

My goal has always been to create a wild adventure on the Enterprise D that has you believing you're there (well at least in the boundaries of the ancient Doom engine lol), and I'm happy to say the project reboot has been a success! All old areas, monsters and weapons have been rebuilt 10x better, many new areas have been added, and I've completely finished everything I wanted to do for my first public demo. One day I'll hopefully return to this mod and finish off the rest of the game's planned story, locations and characters if people want me to! :) But until then I'm going to take a well-earned break and get on with life lol! Hope you enjoy this demo in the meantime.

2. Installation Guide:

To play this Mod you will require 2 things!

[Doom II - Hell on Earth v1.9](#)

The classic masterpiece from ID Software. If you don't have it on some old Hard Drive somewhere anymore it's thankfully on Steam and [Good old Games](#) these days!

[GZDoom v1.8.2](#) (mod may have issues with newer and older versions)

GZDoom is an enhanced port of Windows Doom that allows you to play all original Doom engine games (Doom, Heretic, Hexen, Strife etc) on modern computers & Operating systems (Windows, Mac OS & Linux) in high resolution with OpenGL effects. It also solves many original Doom editing problems like rooms above rooms, slopes and bridges etc. My mod will NOT work without this.

Once both are extracted/installed into folders of your choice, run GZDoom.exe and you will get an error message telling you to edit its newly created ini file and specify where you have installed Doom2 in the [IWADSearch.Directories] section. Eg mine says: Path=C:\Games\Doom2

Now re-run GZDoom and it should load up Doom2. Have a muck around setting up your desired resolution and game settings (I recommend setting up mouse look & WASD strafe keys like in modern FPS games) and go kill some monsters. Once all is well quit the game.

Extract my mod files into your Doom2 install folder or somewhere else of your choice and load up the zdoom ini file again. This time go to the [Doom2.Autoload] section and put in the location and name of my mod file. Eg mine says:

Path=C:\Games\Doom2\STDoom.wad

This should now load my mod the next time you start GZDoom Doom2.

Note 1:

If you have chosen to play the midi version of my mod then you may get no music in GZDoom. If all is silent on the title screen then go into sound options and switch the midi device from the default FMod to another (Microsoft GS Wavelength works great for me). This shouldn't be a problem with the regular mp3 version of my mod.

Note 2:

To get many of the extra cool GL lighting effects you will need to make an additional adjustment to the zdoom ini file to get everything working. Go to the [Global.Autoload] section and put in:

Path=lights.pk3

Path=brightmaps.pk3

Note 3:

If you do not like the blurred GL effects of GZDoom and prefer classic pixel perfect of original Doom or ZDoom then go to Options/Display Options/OpenGL Renderer/Texture Options and change Texture Filter Mode from Trilinear to None.

Note 4: YOU CAN PLAY MY LEVEL WITH A VIRTUAL REALITY HEADSET!!!

New to 2016 is a special version of GZDoom called [GZ3Doom](#) that allows you to play Doom engine games with your Oculus rift VR headset. Which means you can literally walk around the decks of the Enterprise as if you are there! I don't have VR so I can't test this sadly, if you do then you'll have to let me know how it goes! :)

3. Weapons:

Type I Phaser Pistol - Your starting weapon is the small and basic personal Type I phaser. This relatively weak weapon is typically carried by Starfleet personnel as a backup weapon or as a concealed weapon in peace time and sensitive diplomatic missions.

Overloaded Plasma Torch - Yeah we all know it's a lightsabre but I'm trying to keep this in canon okay? ;) An overloaded plasma torch can be quite deadly in close range combat! The terrorists at Arkaria Base certainly seemed to think so. Use it when caught in a tight space or when your other weapons are low on energy.

Dual Wielding Type I Phaser Pistols - Because one is never enough. ;) Once multiplied this weapon becomes quite powerful as you can rapid fire them both at your enemies. However be warned that this will very quickly drain your Type I energy reserves.

Type II Phaser Pistol - This is the typical directed energy phaser weapon used by Starfleet personnel across the Federation. It is usually the side arm of choice during war time or defensive operations. It is more power than the Type I and is capable of wide beam dispersion to hit multiple enemies at the same time.

Dual Wielding Type II Phaser Pistols - If you're going to double the Type I, you may as well double the Type II! Armed with two Type II phasers set to wide beam you can easily bring down entire groups of enemies or one very strong one!

Type III Phaser Rifle (Mark II) - Put away the old ugly Mark Is, these new babies were just shipped in from Head Quarters. More powerful, enhanced scope, multiple grips and rapid pulse fire are just some of the reasons why this is a Starfleet security officers primary weapon of choice in hostile situations. On maximum setting you can vaporise entire squadrons of enemies with this beauty!

Mobile Photon Torpedo Launcher - This rarely seen experimental Starfleet weapon is a miniaturized and therefore weakened version of the Photon Torpedo launchers used on Federation starships. The matter-antimatter explosions will damage a very wide area and should therefore never be used in close range combat.

Note - Yes I am aware of the 'Worfzooka is either a Isomagnetic Disintegrator or a Tetryon Pulse Launcher' arguments on the net. An Isomagnetic Disintegrator is a horrible name and if it was known for sure then no one would be arguing lol, so I decided to go in my own direction. Keen eyes will notice that I've even changed the flying doom rpg rockets to look like photon torpedos.

Tetryon Pulse Launcher - Normally Mounted on Federation surface vehicles this large, heavy and extremely powerful area effect weapon cannot be carried around unless you're either a badass Klingon security officer or a human in a combat mech suit from the future. ;)

Note - Like the above yes I'm aware of the debates and that no one really knows for sure what Worf was using on the back of the Argo in Nemesis so I decided to call this the Tetryon Pulse Launcher instead!

4. Enemies & Allies:

The Borg:

Resistance is futile! The Borg have opened another time portal & travelled back to the past, this time to assimilate the Enterprise-D & its crew. Quickly overpowering the Enterprise they invade & begin to assimilate the ship, only to have their Cube Battleship almost totally destroyed & their invasion plans halted by Species 8472 who have followed them back in time.

Borg Drone - A Borg Drone is an assimilated individual augmented with Borg Technology capable of assimilating others into the collective, be it an individual or technology. Since their primary function is assimilation they are not heavily armed, however their shielding makes them highly resistant to weapons.

Borg Tactical Drone - Tactical Drones are specialised drones augmented for hostile encounters and combat operations. Strong naturally armoured species such as Klingons, Ktarians and Hazari are often chosen as Tactical Drones. Because of their designation they are heavily armed to ensure more 'resistant' species are subdued quickly and effectively.

Assimilated Science/Medical Crew - A former crew member partially assimilated by the Borg. Stripped of their individuality and their bodies now crawling with Borg nanites, they will attack you on site employing whatever weapon they were carrying at the time of assimilation.

Science and medical officers are lightly armed however their Type I phaser firing rate appears to have been enhanced by Borg nanites.

Assimilated Command Crew - A former crew member partially assimilated by the Borg. Stripped of their individuality and their bodies now crawling with Borg nanites, they will attack you on site employing whatever weapon they were carrying at the time of assimilation.

Command officers are moderately armed with Type II Phasers, deadly at point blank range.

Assimilated Security Crew - A former crew member partially assimilated by the Borg. Stripped of their individuality and their bodies now crawling with Borg nanites, they will attack you on site employing whatever weapon they were carrying at the time of assimilation.

Security officers were heavily armed at the moment the Borg overwhelmed them. Their Federation armour padding combined with feeling no pain due to the nanites makes them extremely dangerous and difficult to bring down.

Note - In DS9s 'Nor the Battle to the Strong' combat officers are seen with multiple layers of protective padding (not that it did much good lol) so I decided to run with that.

Borg Queen - Once again the Borg Queen is personally overseeing this invasion herself. The queen possesses many cybernetic bodies to choose from. For dangerous combat situations she employs a powerful spider like suit armed with multiple Borg disruptor cannons that can kill even a heavily armoured threat in seconds.

Species 8472:

Seeking revenge for the Borg invasion of their fluidic space, the highly xenophobic Species 8472 have followed the Borg through their time portal & destroyed most of the huge cube that was attacking the Enterprise. They believe that the Borg/Federation alliance against them could be re-activated if they don't intervene and will stop at nothing to wipe out all their enemies.

Soldier Breed - Bred for combat the soldiers of Species 8472 are extremely strong and fast. So strong in fact that they can smash through walls and slash down entire squadrons of enemies with their huge arms and claws. Their close range attacks are extremely dangerous as they can inject enemies with alien cells that literally consume them from the inside out.

Telekinesis Breed - All Species 8472 are telepathic however this breed appearing smaller in stature is able to unleash powerful telekinetic energy attacks at distant enemies. Like Soldiers their long arms and claws are also deadly at close range.

Broodling - Even the young of Species 8472 are able to defend themselves and attack nearby enemies. They can lunge with incredible speed at a target and inject them with the same deadly body consuming alien cells just as their older brethren can.

Commander - Smartest and strongest of all Species 8472 breeds, the commander pilots the bioship and is equipped with a powerful hand held bioweapon similar to the much larger bioweapons employed on their ships that can easily destroy Borg cubes and even entire planets! You do not want to be nearby when this weapon is fired.

Others:

You will encounter other beings on your adventure. Some will help, some will hinder.

Holodeck Monster (Special bonus monster) - It was good of Worf to forget to turn off his holodeck calisthenics program! Although perhaps the big, ugly & dangerous monsters lurking in the forest can distract the Borg away from you for a while?

Enterprise Crewmembers - The last surviving crew members desperately fighting for survival against the Borg & Species 8472. They stand little chance without your help. Be careful not to use wide beam or explosive area effect weapons near them as they are wearing red shirts after all! ;)

Lieutenant Worf - Worf, son of Mogh is the Enterprise's senior tactical officer and security chief. If you can find him amongst the chaotic battle to save the Enterprise then his tactical experience and guidance will give you a better chance of surviving this dark day.

Commander Riker - Riker, Picard's number one and the Enterprise's first officer will often command dangerous away team missions to protect the ship and could be a source of great help on your quest to stop the Borg and Species 8472.

Captain Picard - Normally a skilled diplomatic leader Picard was broken by the Borg in 2366 when they assimilated him to a command drone and used his knowledge to destroy and assimilate the Federation Core defence fleet at Wolf 359. He has never truly recovered from this trauma and will stop at nothing to save his ship, his crew and make the Borg pay for what they've done.

More senior officers will appear in future demos!

5. FAQ:

I'm sure people will have many questions about my level so I will try to address them all here.

I want to help you finish this level!

Thank you for your offer but this level is my baby. I started it on my own and I'll finish it on my own. That being said I'm open to submissions of various small things to improve my level (eg better Species 8472 sprites or room textures) that I would obviously credit you for. However I may deny the submission or make changes to it if I feel it's needed. Yeah I know, I'm kinda ocd lol! Oh and I'm always open to suggestions for story and locations!

When will you finish Star Trek Doom? I want it now!!!

Your enthusiasm is appreciated but after spending 8 months just to get this much done (after 9mths on QFG4 3D), I'm all burnt out, I miss gaming, I miss doing other things. I'm gonna take a long break, so it maybe a few years before I considering working on this again. In the meantime check out my other mod [The Quest for Glory 4 3D project](#) & keep an eye on my website [Blake's Sanctum](#) for news regarding this project.

Why did you convert the Doom 2 level to a GZDoom Doom 2 level?

A vanilla Doom level is limited in many ways. To really achieve my dream of a more realistic Star Trek Doom level I needed GZDoom. GZdoom is an enhanced port of Windows Doom that allows you to play all original Doom engine games (Doom, Heretic, Hexen, Strife etc) on modern systems in high resolution with OpenGL effects. Critically it solves many original Doom editing problems like rooms above rooms, slopes and bridges etc. allowing me to create 'floating' consoles, sloped corridor walls, a 10x better shuttle exterior not to mention all the awesome glowing light, fire, spark and smoke effects. If you do not like the blurred GL effects of GZDoom and prefer classic pixel perfect of original Doom or ZDoom then go to Options/Display Options/OpenGL Renderer/Texture Options and change Texture Filter Mode from Trilinear to None in GZDoom. But if you really hate this new level and want some old school DOS Doom 2 goodness I am also releasing my old 2012 pure Doom 2 demo to the public on my website as well.

I hate Windows. Can I play your level on my Mac or Linux system?

Both the old Doom 2 game & my mod run completely through either ZDoom & GZDoom and both versions run on Mac OS & Linux so while I'm unable to test this myself you shooould be good to go.

Can I play your level in Virtual Reality using Oculus Rift?

Indeed you can! New to 2016 is a special version of GZDoom called [GZ3Doom](#) that allows you to play Doom engine games with your Oculus rift VR headset. Which means you can literally walk around the decks of the Enterprise as if you are there! I don't have VR so I can't test this sadly, if you do then you'll have to let me know how it goes! :)

Do you intend to create or remake other Star Trek stories?

Probably not lol! But the idea of re-creating the old Genesis/MegaDrive/Super Nintendo/PC [Star Trek The Next Generation Adventure games](#) in old-school 3D is pretty attractive so never say never. ;)

I can't hear any music?

If you get no title screen music then go into sound options and switch the midi device from the default FMod to another (Microsoft GS Wavelength works great for me). This should only be an issue with the midi version of my mod and not the mp3 version.

Can I play this wad in ZDoom?

This wad was designed for GZDoom but it works quite well in [ZDoom](#). However please note that ZDoom was discontinued in 2016 and may slow down in busy areas though eg damaged transporter room & epic Borg ship boss battle interior. It's final 2.8.1 version has an annoying bug that makes allied crewmembers attack you so use 2.7.1! However if you simply do not like the blurred GL effects of GZDoom and prefer the classic pixel perfect of original Doom or ZDoom then go to Options/Display Options/OpenGL Renderer/Texture Options and change Texture Filter Mode from Trilinear to None in GZDoom. Much easier than using old ZDoom!

The Borg never time travel attacked a second time?? With all the future tech in play here there's no way you can fit this into the existing timeline!

Hey if JJ Abrams can mess everything up in Star Trek with a time travel alternate timeline story universe then so can I lol! I needed to get Species 8472 on to the older Enterprise so this was the story I chose. Also it's just a fan game mod so chill out. :P

Species 8472 are now at peace with the Federation thanks to Voyager. Why would they attack again?

Species 8472 are extremely xenophobic so it's quite plausible that they would view a Borg & Federation encounter as a threat to their existence again. They hate the Borg and the Enterprise is now infested with Borg Drones and technology. I believe Star Trek Online has also made them a villain again too.

Your Species 8472 model suck!

Yeah I know, I'm not much of a graphic artist so converting the old Aliens doom sprites frame by frame to look like Species 8472 was a nightmare. I only put the 3rd leg into frontal shots and decided I didn't have the time, skill or patience to paint a 3rd leg into all the other frames let alone making sure that they animate realistically (eg not looking like a spider on ice-skates). Plus in the show they seemed to be often made up of creamy browns, greys and purples which is difficult to achieve using doom's limited colour pallet (not true 256 colour). If you reckon you can do a much better job then hey, got for it and send me the files and I'll re-release the mod crediting you for the Species Sprites lol.

Why didn't you use the TV show bridge of the Enterprise D?

We all have a soft spot for that bridge, but I loved the darker busier extended bridge used in Yesterday's Enterprise and the Generations feature film. The old brightly lit bridge with the cream side walls containing a few flickering lights seems so simple, low budget and impractical now when compared to the extended

bridge. I set this mod to be in 2371 between Season 7 and the Generations film so it's plausible that they've just had the upgrade.

Your shuttle bay 3 doesn't look correct?

It probably isn't lol! However nearly all episodes of TNG used the same small set for bays 2 and 3 and they nearly always only showed one side of the bay. Sometimes in the background of a character head shot you'd see that the mystery unseen side of the bay was just the small cargo bay set behind them all darkened. However in season 2 there were several episodes that attempted to show the entirety of shuttle bay 3. Eg in 'The Child' they used a mirror shot to show the other side of the bay and it contained no control booth, so I decided to use that to build the unseen side of my bay. Some future episodes showed multiple shuttles parked in there so I adjusted the painted lines to suit a more dual launch setup.

What Borg core? I never saw one in the show!

Just because we didn't see them doesn't mean there weren't multiple power cores throughout Borg cubes, all we ever saw were the triangular energy transfer nodes. In the end I needed to create a core as a plot/story device. The Borg of course normally have near endless redundancy so I decided that there is only one core left in the surviving piece of the destroyed Borg Cube.

Your graphics suck! The level isn't realistic at all!

Sorry I'm not much of a graphic artist, plus I'm working with the 1993 doom engine here lol. Newer engines require graphic & programming skills way beyond my talents. If you're looking for a ultra-realistic Enterprise D experience then check out this guy's work, the [Enterprise D 3D Construction Project](#). He's creating the entire ship room by room, deck by deck (even all the unseen stuff like the ginormous shuttle bay 1) in the Unreal 4 engine that you can walk around in using VR! Wow!

The game is too hard!!

Lower your difficulty settings. If you're still struggling then remember to use your left & right strafing keys to avoid range fire and your forwards & backwards keys to distance yourself from firing and slashing enemies. If you just stand still trying to swing or shoot at things you probably won't live long lol. Remember to use walls, pillars and trees as cover from incoming fire. If you're still struggling then check out the walkthrough video I made in hard mode [HERE](#).

The game is too easy!!

Increase your difficulty settings. If it's still too easy then I apologise. Let me know and I'll consider making the monsters harder in the next version.

6. Version History:

Version 0.1 (Demo 1 1997)

Early test demo to see if I could create believable star trek rooms better than existing attempts.

Changes/Additions:

- Created transporter room, corridors, personal quarters, empty turbolift shaft, holodeck and Jefferies tubes using new textures drawn by me from pausing video tapes of the show.
- Created animating smoke and fire effects.
- 'Temporarily borrowed' aliens from Justin Fisher's Aliens Doom as possible Species 8472 invaders of the enterprise.
- Implemented several new tricks not commonly found in other doom levels like ladders and animating transparent forcefields.
- Other than a lightsaber from Star Wars Doom (purists can call it an overloaded plasma torch lol) there are no new weapons.

Version 0.2 (Demo 2 2001)

Originally the final version of the level as I barely touched it again for 9 years.

Changes/Additions:

- New title screen
- Improvements to some existing room designs and textures
- Partially assimilated corridors & rooms introduced
- Created new Type 7 Shuttle start area

- Created new large shuttlebay area with a 2 story animating forcefield!
- Replaced all humans with 'temporarily borrowed' Borg Sprites & sounds from NCC1701 by Ryan Polczer
- New Weapons & Ammo: Type I Phaser (created by me) and Type II Phaser (ripped from Generations game & modified by me)
- New sound effects

Version 0.3 (Demo 3 2012)

This version remained untouched for 4 years and just might have been the final version if fans hadn't of kept pestering me for a new one haha!

Changes/Additions:

- Improved title screen & menu graphics
- Star Trek First Contact & Star Trek 6 midi music added
- Upgraded all Borg due to me finding a newer version of Ryan Polczer's NCC1701 level with better Borg (eg assimilated crew members).
- Recorded way better First Contact Borg lines and replaced all of Ryan's recordings with mine. Also inserted FC Borg shield and phaser rifle sounds.
- New weapons & Ammo: Type III Phaser rifle (ripped from Voyager Elite Force game & modified by me), Dual wielding Type I Phasers, Dual wielding Type II Phasers, Tricorder map.
- Added hostiles in a large battle to Shuttlebay area
- Replaced Doom HUD with a whole new Star Trek LCARS style HUD display.

Version 0.4 (Demo 4 31/08/2016)

The remake I never thought I'd do. After learning how to make advanced ZDoom levels and watching the TNG blurays I restarted my level from scratch and added so much more.

Changes/Additions:

- All exiting rooms rebuilt from scratch using blueprints and screenshots from TNG blu-rays. New rooms take advantage of GZDoom engine enhancements (slopes, tables, GL lighting effects).
- All existing textures replaced and re-drawn by me using screenshots from tech manual, books and TNG blu-rays.
- All of Ryan Polczer's original Borg's replaced with improved versions modified by me. Eg Drones skin recoloured (zombie grey instead of pink/orange) & doomguy heads replaced with Borg ones on assimilated crewmembers.
- Added 2 new Borg assimilated crewmembers (Blue & Yellow) and a new Borg Queen Boss (created by me from a Spider Mastermind)
- All of Justin Fisher's Aliens modified, recoloured and replaced heads to create various Species 8472 breeds (never thought I'd get to this one lol).
- In-game Intermission Cut scenes finally created to convey the story of the mod.
- New Maps with new rooms created: Type 6 Shuttle, Damaged Borg cube corridors & rooms, Epic super Borg alcove room, Borg power core, and Enterprise D Bridge using Generations film design.
- Replaced old personal quarters with another Transporter room (not sure why I originally thought someone's quarters would be next to the transporter room lol) and also the empty turbo lift shaft areas with a functioning turbo lift.
- Replaced nearly all sound effects with higher quality ogg versions removing a lot of the weird sound issues (cracks and blips).
- Midi tracks replaced with high quality midi to mp3 conversions and 4 new trek music tracks added.
- New weapons & Ammo: Mobile Photon Torpedo Launcher (ripped RPG from Duke Nukem & modified by me), Tetrayon Pulse Launcher (ripped Quantum Burst from Voyager Elite Force 2 & modified by me), and a Combat Mech Suit from the future (story device giving 100 armour).
- Implemented proper sliding doors with correct sound effects throughout levels.
- New World effects added: Glowing lights (GL effects), earthquake effects, spark effects, smoke/steam/fog effects, and multiple fire effects.
- Special end game story full screen cut scenes created.

Version 0.4b (Demo 4 Bug Fix 01/01/2019)

A number of nasty game ending bugs appeared when playing my mod in newer versions of GZDoom due to me using old no longer supported MapInfo code.

Changes/Additions:

- Custom music not playing MapInfo bug fixed.
 - Custom sky boxes not showing & playing super fast MapInfo bug fixed.
 - Added 'nointermission' to MapInfo to stop score screen appearing in newer GZDoom.
 - Custom cluster and cutscene not being read from MapInfo bug fixed.
- =====

7. Credits:

I worked on this mod alone, however to create the many awesome effects, decoration & monsters in my level I used the excellent freely available mods from www.realm667.com. Here is a complete credits list of all mods I either used or took parts of to create STDoom.

Root Pack - Captain Awesome (modified to create my hanging cables)
Fog Spawner - Tormentor667, zrrion the insect
Fire Spawner - Solarsnowfall, Tormentor667, Ghastly_dragon
Spark Particle Spawner - Solarsnowfall, Tormentor667, Ghastly_dragon
Small trees & bushes - CaptainToenail, Necrodome
Chainmail Ettin - MagicWazard, Neoworm (modified to create holodeck monster)
Mortila - Jonathan Vallée (tree sprites only)
Hocus Doom - Ravage (tree sprites only)
Aliens Doom TC - Justin Fisher (Aliens modified to create Species 8472)
NCC1701 - Ryan Polczer (Borg modified to create my Borg)
Star Wars Doom - Matt Falk (Lightsabre)
Star Trek Generations and Elite Force 1 & 2 (Trek Weapons modified to create mine)
Hexen - Raven Software
Doom - ID Software
Star Trek - CBS Studios and Paramount Pictures

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