

Doom 3 map

by

Szgeri

- TRAINS -

OFFICIAL GUIDE

I. Installation and play

1. Put the trains.pk4 file into your Doom3/base folder
2. Start: type into the console: map trains

II. Preface

The idea that I should make a map of railways in Doom 3 came during the summer of 2011. That time I travelled a lot with trains and I always liked trains (like drawing, designing them) so finally I made myself up to create a world with trains of my design. I had to refresh my knowledge on Doom 3 map editing since I hadn't edited for a long time (I started editing in 2005, doing it massively till 2008 then only for a few occasions).

So July I started my biggest project. I had tons of ideas in my mind so the concept was changing from time to time. Slowly it began to take shape with the first trains and stations finished. I quite enjoyed the building though more and more difficulties and flaws came across. I made tons of test maps to figure out how I can alter the scripts or to test new elements. By the end of August I had all 4 stations basically done and had 3 different types of trains so I started to form the curve nurbs and write the script. It was really messy and produced a lot of glitches so I stopped working on the project (other things as well happened in my life).

Then January an idea came to me that I should finish this map and publish it. I made a lot of alterations to fit to the scripts and eliminate the flaws. I designed a whole new a train and I started to add some new details to the map.

I hope you will enjoy travelling and discovering the map ☺

Gergely Szombathelyi
szombathelyig@gmail.com

III. Usage

This map is like a tech demo there is not a single NPC on it or mission. However it can be used to make missions. With my permission it is allowed to copy or alter the map to make a plot to it **BUT** you have to email me szombathelyig@gmail.com and mention in the readme/description of the map.

The trains are programmed to run permanently with total automation the signs and traffic lights also. The doors of the trains can be opened by the plate next to them. It contains an invisible GUI. They close automatically.

IV. Known issues and performance

I worked hard to eliminate all the glitches from the map but of course there are still some. You might stuck at the joints of the rails where they cross.

Obstructing the movement of the trains can result delay in the sound and timetable of the trains because each train is programmed by time delays and individually. Unfortunately I realized late that I should program the trains in one thread so it would have been easier to sync them. If you find other glitches please email me to szombathelyig@gmail.com . Thanks! About the performance. It requires a strong machine as it covers a big open space (no visportals so take it serious). I had a quite old machine (P4 3Ghz, 2GB RAM, Ati HD2600XT 256MB AGP) and had an average of 10-30 FPS on high settings so it could be way higher.

V. The trains

D-45 Electric locomotive



This is the first so called “regular” train I ever designed to Doom 3 (I made a lot of magnetic trains and

monorails). It has a simply old school design. The basic idea came from the MÁV V43 electric locomotive. Later I also started my designs from trains from my country.

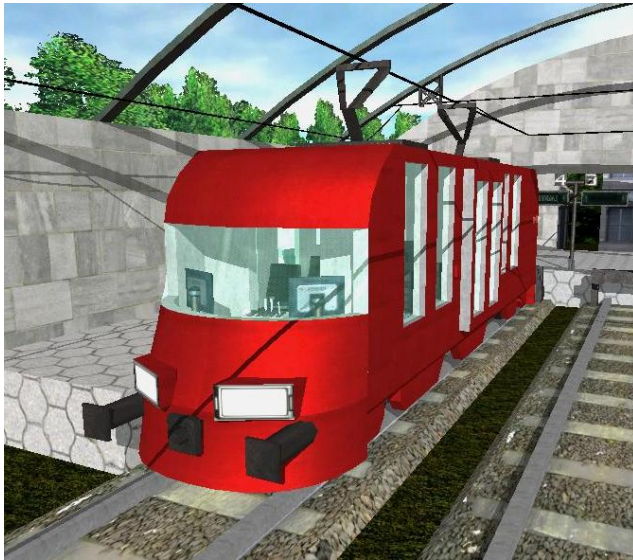
S-45 Diesel locomotive



The S-45 is the brother of the D-45 as the diesel was developed

from the electric train, with some modifications. It is a slow rusty machine that you can always rely on. I started to experiment some new styles on this train adding a yellow strip to it.

D-90 Electric locomotive



Originally this train meant to be a diesel powered locomotive based on the MÁV 6342 train. Later on I changed my mind and put two pantographs on the top of it creating a badass electric train.

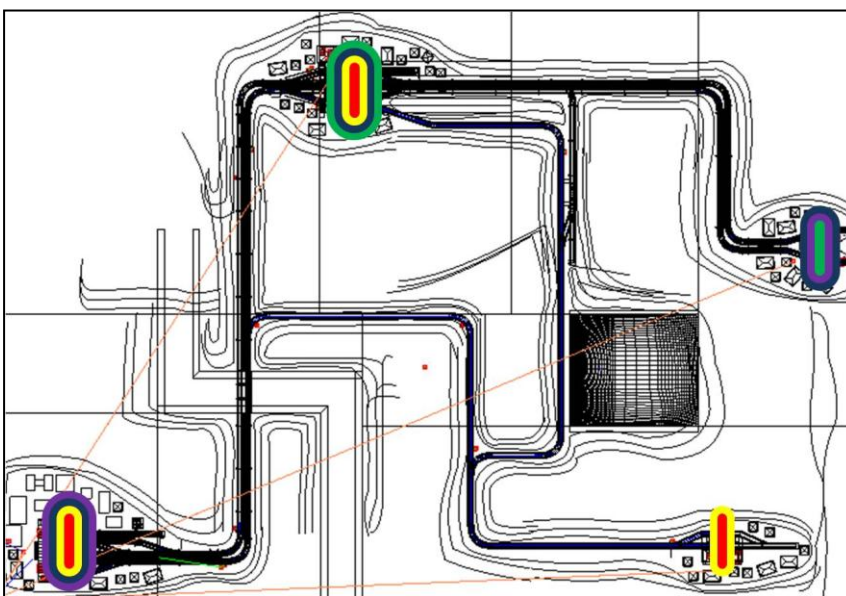
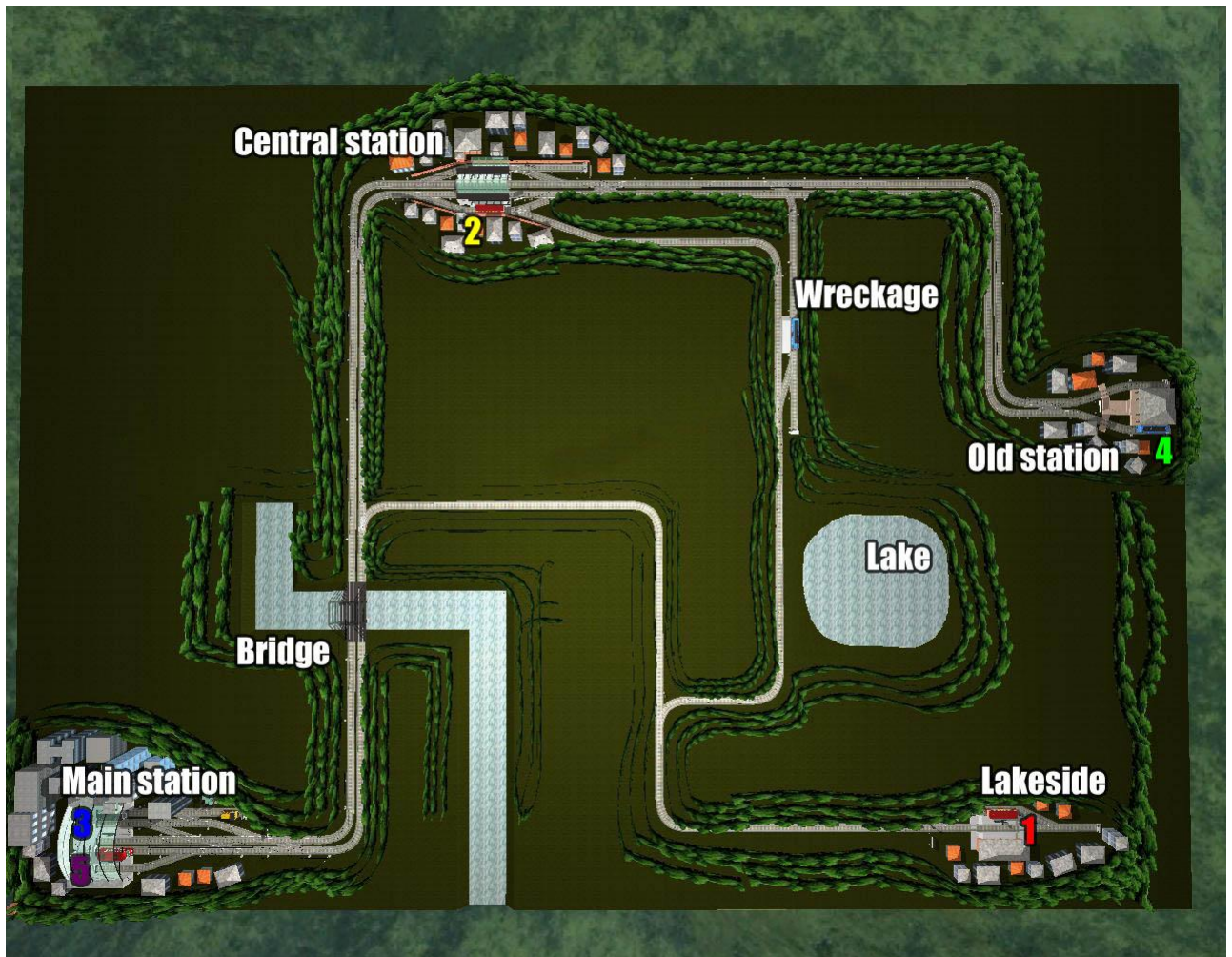
Tram



This train doesn't have a type number; I developed it to bring new variety to the trains. Its inside is spacious and has an entirely new design.

VI. Maps

The numbers are the color-coded train lines.



The colors show which line stops at each station.

VII. Timetable

The numbers show the order of the stations which the line follows.

	Main sta.	Central sta.	Old sta.	Lakeside
Line 1	3	2	-	1
Line 2	2	1	-	3
Line 3	1	2/4	3	-
Line 4	-	2	1	-
Line 5	1	-	2	-