

## Extending chisel

- you will have had to obtain a copy of chisel and unpack it in your Sandpit directory
- if you have not already done this in a previous week then you should

```
$ cd
$ mkdir Sandpit
$ cd Sandpit
$ git clone https://github.com/gaiusm/chisel
```

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- you will also have had to download and untar the doom3 data directories
- if you have not done this before you should:

```
$ cd
$ wget http://floppsie.comp.glam.ac.uk/download/targz/ske
$ tar xzf skeleton-doom3-data.tar.gz
```

## Extending chisel

- improvement ideas can be found in the coursework [optimising Doom3 maps](#) (CS4S765\_CW2M\_map\_opt.pdf)

## Running your developer version of chisel

- ```
$ cd
$ cd Sandpit/chisel/python
$ ./developer-txt2map ../maps/simple.txt
```
- to view the map you can use darkradiant or run doom3 via: d3
- within d3 you will need to compile the map
  - using `dmap tiny.map`
  - and load it via: `map tiny.map`
  - both of these commands need to be executed from the doom3 console (activated via the `~` key)