Try out the VMWare image of Debian 9 containing the doom3 engine

- this disk image is 20GB when uncompressed
  - it is configured to use 8GB of ram when it runs
  - it has `emacs` `gdb` `gcc` `make` `g++` and all the development tools necessary to rebuild the dhewm3 engine from scratch
  - it is also preconfigured as per lecture notes

- it does not contain the id software `pak` files
  - you need to purchase those using steam and install them into the directory (as described in the README file in the home directory) of the image

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- you will need to download this zip archive: ⟨http://floppsie.comp.glam.ac.uk/download/targz/deb9-doom.zip⟩
- you will need to obtain a legal vmplayer, an evaluation/home use can be tried here evaluation-home-student ⟨https://www.vmware.com/uk/products/workstation-player/workstation-player-evaluation.html⟩
- if you are a University of SouthWales student you can email Robert Thomas ⟨robert.thomas@southwales.ac.uk⟩ in our dept for a vmware licence. He needs to register you to the vmware academic programme. Please only email him from a University email account.

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- to install on a GNU/Linux machine you need to:

```
$ cd
$ mkdir -p vmware
$ cd vmware
$ wget http://floppsie.comp.glam.ac.uk/download/targz/deb9-doom.zip
$ unzip deb9-doom.zip
```

Try out the VMWare image of Debian 9 containing the doom3 engine

- you need to install `vmplayer` using the instructions provided by vmware
- now start vmplayer
- ```
  $ vmplayer &
  ```
- you should now open a virtual machine and choose the Debian 9 Doom3 image
  - this has had all the SouthWales packages added and github sources installed in `$HOME/Sandpit` as per lecture/tutorial notes
  - your account name is: `student` and password is `a`
  - the `root` account has the password `a`
  ```