

Welcome!

This is intended to be a robust guide for getting started with the main entries into the six degrees-of-freedom subgenre of first person shooters, commonly referred to as '6dof'.

The games covered in this guide include *Descent*, its sequels *Descent II* and *Descent 3*, and the series' spiritual successor *Overload*.

Though installing and improving the games are the key theme of this document, actually playing the games – and playing them well – is a rich and rewarding journey for players to discover on their own.

While not as popular as their mid-90s cousins *Doom*, *Quake*, *Duke Nukem 3D*, and *Unreal*, the community surrounding 6dofs are still thriving, and they both play – and contribute often to – a well of maps, mods, and source ports that have sustained the genre for three decades.

See you in the mines – *Prepare for Descent!*

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Except in cases of link rot, information in this guide should generally be considered current for ~2 years after the above date.

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Get the Games

To play the games, you'll need to own them first. If you do not have copies of the games on working CDs, you can get them from various digital distribution platforms:

<i>Descent</i>	<i>Descent II</i>	<i>Descent 3</i> *	<i>Overload</i> *
Steam	Steam	Steam	Steam
GOG	GOG	GOG	GOG
Epic	Epic		

*All digital copies of *Descent 3* are sold and installed with its expansion, *Mercenary*.

**Overload*'s 3 DLCs (*Community Level Pack 1* and 2, and the game's soundtrack) are also sold on each storefront alongside the game.

Descent II's expansion, *Vertigo*, is not sold in physical or digital form. In the interest of preservation, it is mirrored [here](#) and [here](#). *Descent II*'s specialized campaign for the Sony PlayStation, *Maximum*, is available as a custom campaign [here](#).

See [here](#) for how to install either one.

Demo Versions

Although you will need the full games to finish stories/campaigns, play custom levels, and compete online, if you wish to try the games first, below is a short list of links to their demo versions.

Support is not provided by this document for these demos. Source ports covered in the Quickstart portions of this document may – or may not – work with demo assets.

- [Descent 1 Shareware v1.4](#)
- [Descent II Shareware v1.0](#)
- [Descent 3 Demo 1](#)
- [Descent 3 Demo 2](#)
- [Overload Playable Teaser 3](#) ([GOG](#) hosts an older version)

Finding 6dof Communities

Like many other communities, most organizing and communication has moved on from forums, IRC, and TeamSpeak/Ventrilo to **Discord**.

You can find most of the community in the places below, though this isn't an exhaustive list:

- [/r/Descent Discord](#): the Discord server for reddit.com/r/descent. This acts as an informal gateway to the rest of the community.
- [6Hang](#): casual play of *Descent* and other 6dofs
- [Overload Discord](#): official discord for *Overload*
- [Redux Descent League](#): organized 1v1 play of *Descent*, *II*, and *3*
- [Overload Teams League](#): organized mostly-casual team play of *Overload*
- [Roncli's Descent Observatory](#): quarterly *Descent* 1v1 tournaments
- [Descent Developer Discord](#): discussion about various ports, the *Descent 3* source code effort, recent development, etc

Quickstart Guide: *Descent* and *Descent II*

Descent and *Descent II* have several source ports to choose from when considering how to play each game. Most source ports will cover both games through different executables, as the engine is nearly identical between the two. Currently, this guide covers:

- DXX-Redux
- Inferno
- Raytraced Descent
- DXX-Rebirth
- Chocolate Descent
- Older Ports
- D2X-XL
- Descent/II on Legacy Hardware
- *Descent II: Vertigo*

Choosing a Source Port

In most cases, [DXX-Redux](#) is the simplest and fastest source port to install and play, though **there are some missing control toggles from DXX-Rebirth** that may be helpful for first-time players or support for those looking to play co-op, and its visual upgrade options are fairly limited when compared to Inferno or DXX-Raytracer. Read those corresponding pages to help decide if those (or other) ports are right for you.

General Setup

For *Descent*, any port you choose will need the following files from the original digital/CD install.

- descent.hog
- descent.pig

Descent II's required file list is a little longer:

- descent2.ham
- descent2.hog
- descent2.s11
- descent2.s22
- alien1.pig
- alien2.pig
- fire.pig
- ice.pig

- water.pig
- groupa.pig
- intro-h.mvl and/or intro-l.mvl (cutscene files; -h is high quality, -l is low quality)
- robots-h.mvl and/or robots-l.mvl (cutscene files; -h is high quality, -l is low quality)
- other-h.mvl and/or other-l.mvl (cutscene files; -h is high quality, -l is low quality)

Find these in the CD or digital installation directory of each game, and copy them to new folders. Typically, you can just download the .zip of each source port and extract them (using Windows or software like [7-Zip](#)) into the same new folder, and launch the game.

Custom Missions

See [this page](#) for more on finding and installing custom levels and mission sets for these games.

Connecting for Multiplayer

Both players must be using the same port of *Descent III*, version, and game data to connect to each other. Clients may see a 'protocol mismatch' error for games they try to join which are on a different software version.

To host games over the internet, **port 42424 must be open**. Games should automatically post to their port's respective tracker, and be visible in the game. Joining games generally does not need ports to be opened.

DXX-Redux

Since 2023, Redux has been the latest successor in a long lineage of source ports focusing primarily on a stable, seamless, and simple experience for installing and playing *Descent* and *Descent II*.

Redux is almost universally the port of choice for playing *Descent* and *Descent II*, especially multiplayer. Single player support is fairly straightforward, but is missing a few basic graphical options like texture filtering and gameplay features such as autosaving. Likewise, cooperative game support usually works, but might have some lingering bugs as it hasn't seen as much testing as other parts of the game.

The current version of DXX-Redux is 1.0.

Download DXX-Redux from here: <https://dxx-redux.com/>

Multiplayer games will post to the [DXX Retro Tracker](#).



DXX-Raytracer

For those with graphics cards capable of raytracing, a team at Breda University of Applied Sciences in the Netherlands completed a project to implement a raytracing renderer inside of DXX-Retro, an older port of the game.

Its project page and download link are here:

<https://github.com/BredaUniversityGames/DXX-Raytracer>

The installation ships with the *Descent* shareware data for testing purposes, but you can replace the descent.hog and descent.pig files with your own to play the full game.

One significant caveat: **this port is single-player only.**

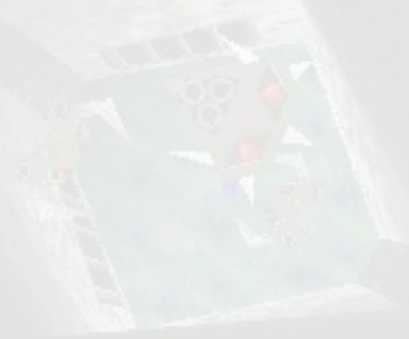
A *Descent II* version has been forked from the original raytracer and development is in progress. That project page is here: <https://github.com/arbruijn/DXX-Raytracer-D2>

Add-On: Descent Material Replacement Project

While the original raytracer improved the game's rendering pipeline, it didn't change any of the underlying art assets. The Descent Material Replacement Project (DMRP) aims to rebuild the game's textures and subtly improve DXX-Raytracer's lighting model.

The DMRP is hosted here: <https://perceptualgames.net/DMRP/>

Installation instructions are included with the download – consult the readme in the .zip file.



DXX-Rebirth

If you are new to *Descent*, and/or are playing out of historical or academic interest just to see what the game is like, **this port may be your best starting point.**

Descent are difficult to control for new players who have played other shooters before, as there is a very low maximum mouse sensitivity, and pitch (up/down) speed is half of yaw (left/right). Rebirth is currently the only fully released and stable port to directly address this limitation.

New players should look for the 'UNCAPPED TURNING' option in the control/sensitivity options. For a more true-to-original experience that evens out the pitch/yaw speeds (but doesn't remove the turn limiter), try only using the 'RELEASE PITCH LOCK' instead. Either option makes the game far more accessible to start, especially uncapped turning.

This setting can also be turned on for multiplayer, provided the host allows it.

However, **this port rarely sees serious use for multiplayer** outside of cooperative games (for which it has solid support), and it isn't recommended to use either control toggle above for long if you plan to later switch to another port, since you'll have to re-learn the game with the original control limits.

Recent changes to the DXX-Rebirth site have removed downloads of more recent versions than 0.58.1 - [a 0.61 build from September 2022 is mirrored here.](#)

DXX-Rebirth's home on the web can be found here: <https://www.dxx-rebirth.com/>

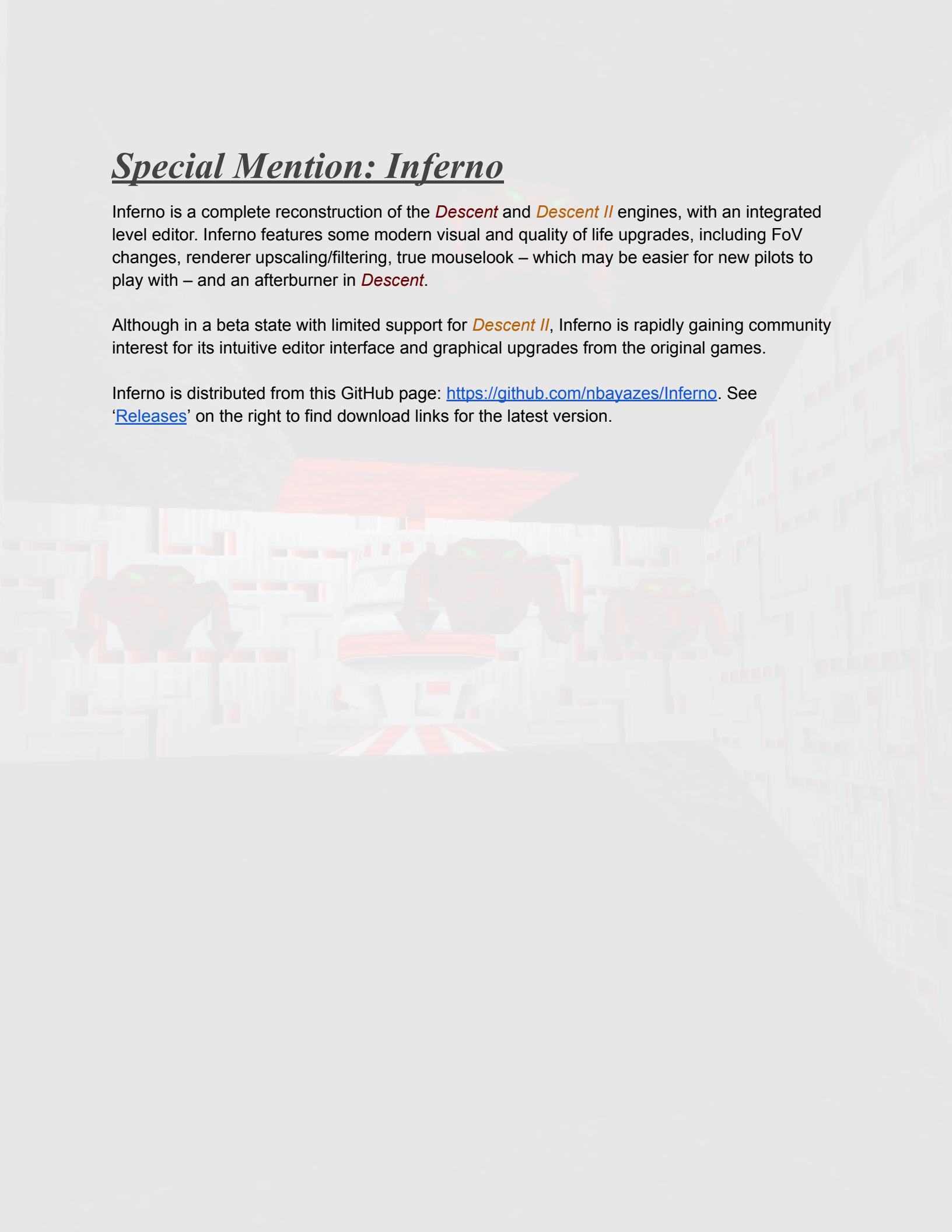
Multiplayer games are tracked on the [DXX-Rebirth Tracker](#).

Special Mention: Inferno

Inferno is a complete reconstruction of the *Descent* and *Descent II* engines, with an integrated level editor. Inferno features some modern visual and quality of life upgrades, including FoV changes, renderer upscaling/filtering, true mouselook – which may be easier for new pilots to play with – and an afterburner in *Descent*.

Although in a beta state with limited support for *Descent II*, Inferno is rapidly gaining community interest for its intuitive editor interface and graphical upgrades from the original games.

Inferno is distributed from this GitHub page: <https://github.com/nbayazes/Inferno>. See '[Releases](#)' on the right to find download links for the latest version.



Chocolate Descent

Like its [namesake cousin for Doom](#), Chocolate Descent aims to behave as closely as possible to the original Registered Descent (descentr.exe) for DOS. Original bugs and limitations are still present, and the only visual upgrade is an 800x600 mode which would not have been implemented until *Descent II*.

Multiplayer in this port is functional, though some modern missions may not work. In order for multiplayer to play fairly, the game's frame rate is locked to 25 to keep homing missiles from becoming too difficult to dodge.

Multiplayer needs port 20736 open to play.

Like the Doom port, this is offered mostly out of historical interest.

Chocolate Descent is hosted on this GitHub project page: <https://github.com/InsanityBringer/ChocolateDescent>. See '[Releases](#)' on the right to find download links for the latest version.

Neptune Engine

Neptune Engine seeks to add some minor improvements to the original game + compatibility afforded by Chocolate Descent, similar to the 'Crispy Doom' port. This is hosted on the following GitHub project page: <https://github.com/InsanityBringer/ICDP>. See '[Releases](#)' on the right to find download links for the latest version.

Neptune Engine is currently untested for multiplayer, and only supports Descent 1.

Older Ports and DOSBox

As *Descent* and *Descent II* have been around seen play for three decades, several older ports exist that have fallen out of use. They are referenced here for historical interest only.

DXX-Retro

DXX-Retro saw play during the 2010s and early 2020s, and was the source port of choice for playing on the Descent Champions Ladder. Like DXX-Redux, there are a fair number of quality of life upgrades.

- 1.4.X6 installs on top of [D1X-Rebirth 0.58.1](#), **not** the latest version (0.61).
- 1.4.X3 is the most recent version for Descent II, and also installs on top of D2X-Rebirth 0.58.1.

DXX-Retro was maintained at this GitHub page: <https://github.com/CDarrow/DXX-Retro>. See 'Releases' on the right to find download links for the latest version.

Multiplayer games will post to the [DXX Retro Tracker](#).

D1X and D2X

Most modern source ports of *Descent* and *Descent II* owe a lot of their existence, if not some of their code, to the originals that were released after the games were open sourced in the late 1990s. These ports, D1X and D2X, saw wide usage on Win32 machines until the DXX-Rebirth project began. As they are no longer used, they are offered here for historical interest.

- [D1X v1.42](#)
- [D1X v1.43](#) (adds OpenGL support)
- [D2X v0.2.5](#)

DOSBox

[DOSBox](#) and [DOSBox Staging](#) (a more modern version of DOSBox) are serviceable for a couple of levels, if a little blocky. Online services will typically install *Descent III* with DOSBox 0.74, though DOSBox Staging will generally have better support for mouse input. Ports are recommended for extended play though.

<https://web.archive.org/web/20071004105543/http://d1x.warpcore.org/>
<https://github.com/videogamepreservation/descent>
<https://github.com/videogamepreservation/descent2>
<https://github.com/DescentDevelopers/Descent3>

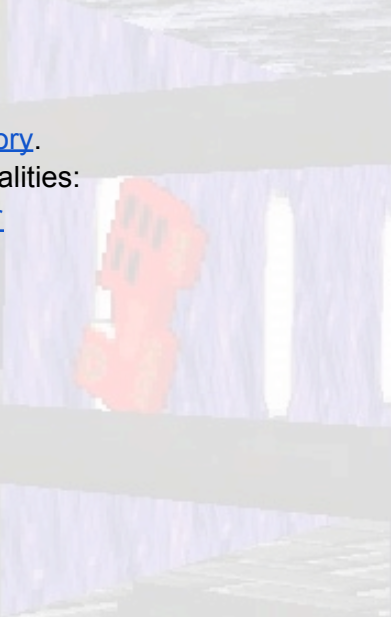
D2X-XL

D2X-XL is a reworking of Descent and Descent II, and adds a very robust visual feature set, many of which are unique to the port and well ahead of their times. XL also combines Descent and Descent II into a single game, allowing players to switch between them seamlessly. Multiplayer is also supported. However, D2X-XL can be daunting to set up, especially with all of its features and options.

D2X-XL is currently hosted on <https://www.descent2.de/>.

To save time for those wishing to use them, precomputed lightmaps for the *Descent*, *Descent II*, and *Descent II: Vertigo* campaigns are hosted below (credit to PuDLeZ for assembling these).

- [Descent Lightmaps](#) ([Google Drive](#))
- [Descent II Lightmaps](#) ([Google Drive](#))
- [Descent II: Vertigo Lightmaps](#) ([Google Drive](#))
- All of the above are also mirrored in [this Mediafire directory](#).
- This GitHub project page has various other sizes and qualities: <https://github.com/Kreeblah/d2x-xl-lightmaps/tree/master>



Running Descent on Legacy Hardware

Descent and *Descent II* should install and run on DOS, Windows 95, and Windows 98/SE without much issue. These original CD or floppy diskette versions of the games are sometimes referred to as Registered Descent.

For players with early releases of the game, patches are provided below.

- [Descent v1.0 to v1.4a](#)
- [Descent v1.4a to v1.5](#)
- [Descent II 1.2 Official](#)
- [Descent II Win95 1.2 w/DirectX 2.0](#)

Windows XP users are encouraged to play using D1X and D2X (see '[Older Ports](#)' in this guide for more), though they may be able to run the games in compatibility mode.

Windows Vista and 7 players also should turn to D1X and D2X, though the latter might try DXX-Rebirth 0.58.1 (see '[Older Ports](#)' in this guide for more).

Older versions of DXX-Rebirth – specifically 0.56 – reportedly work with Windows 98, XP, Mac OS 9, and Mac OS X.

Special Mentions: *Descent II* Campaigns

The campaigns below are official Parallax releases for *Descent II* which may be of interest to players interested in a more complete experience with the game.

Descent II: Vertigo

Descent II's expansion set, *Vertigo*, is not bundled with any modern distributions of the game. Instead, players must locate an original copy or install it from one of *Descent*'s few collection packages, such as *Descent I and II: The Definitive Collection* or *Descent II: The Infinite Abyss*.

As these are all CD-based media, and with no way to digitally purchase it, the community is generally sharing the *Vertigo* expansion set among themselves, provided players already own *Descent II*.

A copy of the expansion is mirrored [here](#), and [here](#) via a [forum thread on GoG](#).

To install it, unzip the package contents to the install directory of your port of choice. Then, run *Descent II* and select the mission set from the new game menu.

Descent: Maximum

The Sony PlayStation received ports of *Descent* and *Descent II*. Although the first game's campaign was essentially untouched for its console release, *Descent II*'s higher system requirements – including enemy variety, graphics enhancements, and weapon and item diversity – meant that RAM became a limitation for the PlayStation.

As such, a new set of 24 levels were developed for the system, featuring much smaller segment and object counts than the PC release. This version was dubbed *Descent: Maximum*. These levels were extracted from the PlayStation disc image and repackaged for use in PC versions of *Descent II*. Owing to their small size, this set is a much shorter experience than standard *Descent II*, but is considered more balanced (certain items and weapons are available later in the campaign, making for a more consistent experience).

Piccu Engine

The Piccu Engine incorporates previous renderer changes and compatibility enhancements of InjectD3, which had been in use for some time on modern operating systems. Piccu's mouse code also simplifies input sensitivities from more recent hardware.

Generally speaking, Piccu's renderer enhancements to support larger monitor resolutions (1080p and up) make this a more modern experience than Descent 3 v1.5.

The latest version of Piccu Engine is v1.2.2, and can be found on its GitHub page [here](#). Piccu is currently Windows-only.

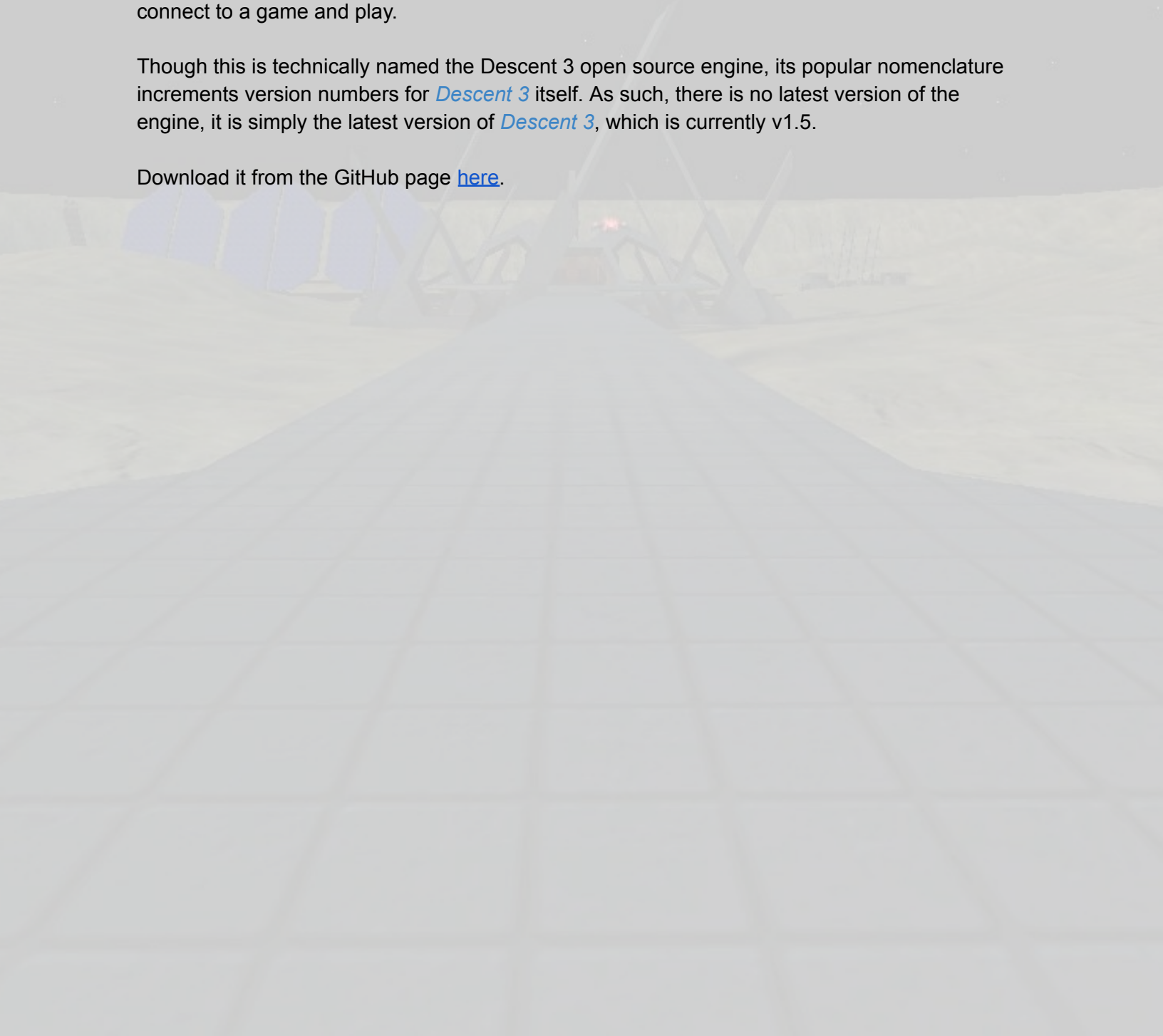
Descent 3 v1.5

Descent 3 v1.5 is a rewrite of the Descent 3 engine to support modern machines and operating systems. Though not as fully-featured as Piccu Engine, it is intended to be a more stable version of the game which preserves the original look, feel, and experience of *Descent 3*. 1.5 currently lacks high resolution and widescreen support, and may control slightly differently using a mouse than Piccu Engine does.

Both versions are generally compatible with each other in most gametypes – some players may prefer to use Descent 3 v1.5 (for stability on certain systems), but either client should be able to connect to a game and play.

Though this is technically named the Descent 3 open source engine, its popular nomenclature increments version numbers for *Descent 3* itself. As such, there is no latest version of the engine, it is simply the latest version of *Descent 3*, which is currently v1.5.

Download it from the GitHub page [here](#).



Hosting [Descent 3](#) Multiplayer

Joining multiplayer games using the ports covered in this guide should be straightforward, given the game is able to access the internet. However, hosting multiplayer games in [Descent 3](#) is more difficult than for any other game in this guide.

Games are hostable by command line (not covered in this guide), but typically a user will want to obtain a copy of D3Server3 3.0.83.0. Bear in mind this is Windows-only. Descent 3 Sector [hosts this file](#), and it is mirrored [here](#).

D3Server3 will ask for the [Descent 3](#) executable location. This should be fairly straightforward for retail or Descent 3 v1.5. Piccu Engine users will need to rename PiccuEngine.exe to 'Descent3.exe'.

Games are tracked in a few locations:

- <https://tracker.h0m3.net/index.html>
- <https://tsetsefly.de/>

Global Options

Most options should be self-explanatory, but some notes:

- Anything involving PXO is ignored
- 'Base server port' and 'base remote console port' are just a default value. 2092 is the most common. [Descent 3](#) uses UDP ports exclusively.
- Default packets/second is how often the server sends data.
- Default frames/second is how smoothly the server runs the game internally. A value no higher than 300 is recommended, especially on machines running multiple instances of the game at once.

Server Templates and Ports

Servers are started from templates created in D3Server3. To begin, click 'Start server(s)...', then 'Add...'

Again, most of these options should be self-explanatory, but some notes:

- Connection model should generally be left on Client/Server.
- Provided the host has direct access to the hosting machine (such as over Remote Desktop), setting up admin access generally shouldn't be needed, as options can be changed using this tool and servers restarted quickly.

- Game ports should be unique for each server template, to avoid two instances trying to use the same port. D3Server3 will prompt for a new port in the event of two instances trying to use the same ports.
- 'Allow game tracker' should be checked. In the 'Tracker options...' subscreen:
 - GameSpy-compatible trackers are still in use despite the service's discontinuation. The 'Descent 3 game tracker port' (UDP) should be different for every game template. D3Server3 will prompt for a new port in the event of two instances trying to use the same ports.
 - A working tracker list follows:
 - gsm.qtracker.com:27900
 - master0.gamespy.com:27900
 - tracker.descent.cx:27900
 - tracker.h0m3.net:27900
 - tracker.kali.net:22999
 - tsetsefly.de:27900
- Allow mouselook should be left off.
- Accurate collisions, using the ship model instead of a sphere, can be played on modern connections but isn't typically recommended.

In essence, **Descent 3 servers need two ports**: a game port for the server to be hosted on, and a GameSpy port for the game to report information to trackers. Each server should have its own unique pair of ports.

To host a game, save the template and start it. **Descent 3** will start in a headless (command line only, no graphics) configuration and start reporting in the terminal window.

Quickstart Guide: Overload

Overload is the spiritual successor to *Descent I*, *II*, and *3*, and is strongly hinted at being a prequel to the first game.

Overload is generally only available in digital storefronts. This guide will only cover the PC version of the game.

Currently, there is only one major community effort at updating the game: **OLMod**. You can find it for download here: <https://olmod.overloadmaps.com/>.

Installation is simple: simply unzip the package into the Overload installation directory. Joining multiplayer games should be seamless by navigating through the main menu and server browser.

Overload supports VR. Add '-vrmode openvr' to the end of the game's shortcut on Windows machines, and launch the game.

The **Overload Client Tool (OCT)** is **strongly recommended** to manage pilots, download custom missions, and update OLMod. It is hosted from its GitHub page here: <https://github.com/maestrodk/OCT/releases/tag/v2.9.2>

Hosting a Server

Games are tracked at <https://tracker.otl.gg/>, and can also be joined by IP address and port. To host a tracked, online game, edit 'olmodsettings.json' with any text editor in your *Overload* install directory to name and describe your server. Then, launch 'olmodserverinet.bat'. *Overload* servers are headless, which means they will not display anything but a terminal window.

Servers will need to open ports 7000:8001.

Overload servers are ad-hoc infrastructure, which means games are requested by players, not set up by hosts like for *Descent 3*. To launch a game on a server reporting to the tracker, find the server in the in-game server browser (recommended) or enter its IP in the 'internet game' menu, and follow the prompts.

To make a game private, add a password by appending an underscore and the code of your choosing to the server's IP address after choosing the match rules.

Hosting a game on LAN works similarly – but launch 'olmodserver.bat' instead. LAN clients should create a match using the LAN IP of the machine they wish to launch a game on.

Overload: First Strike

Overload: First Strike is a custom campaign for *Overload* which recreates *Descent*'s original campaign (which it refers to internally as 'First Strike') as a 27-level *Overload* campaign.

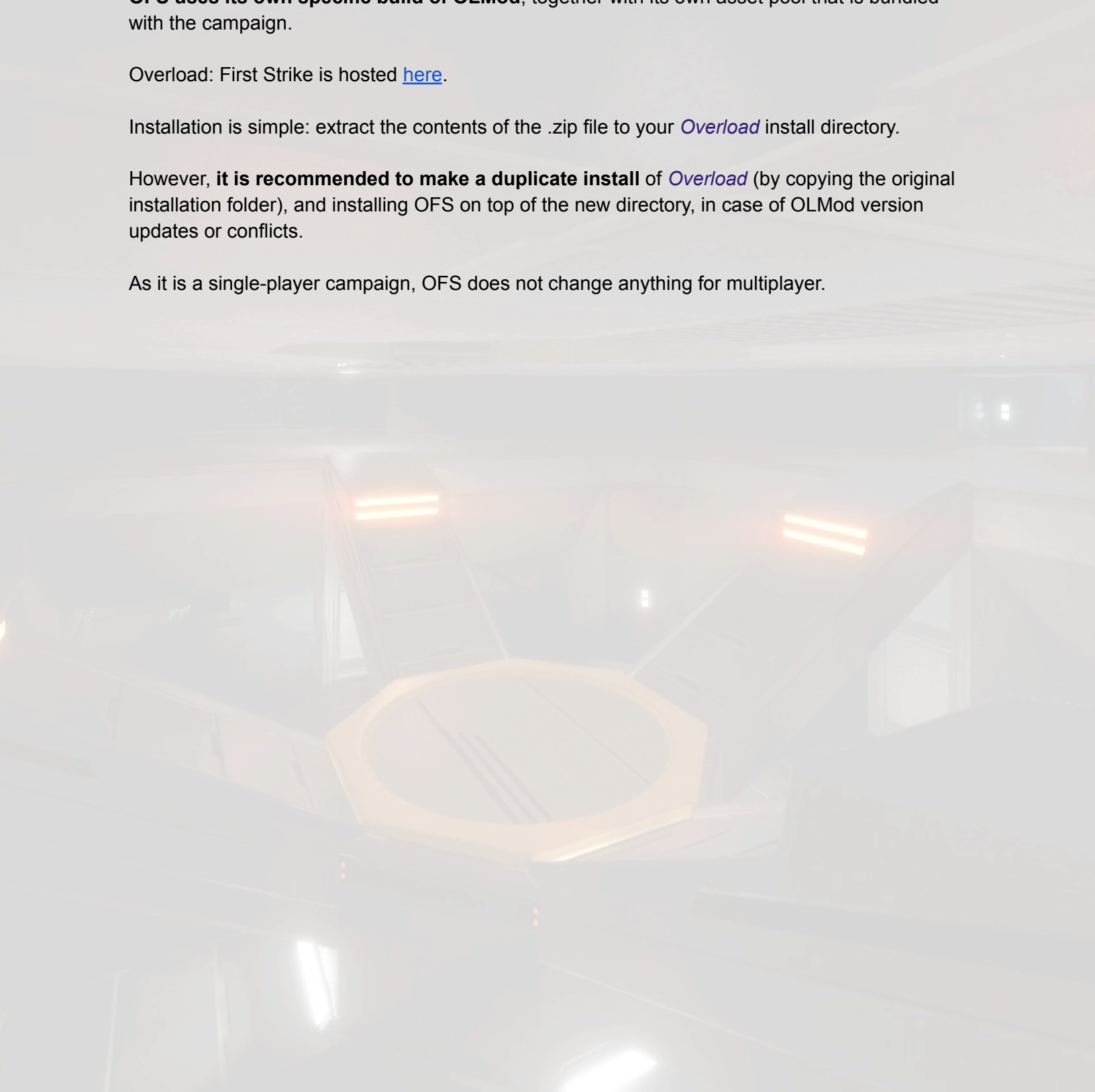
OFS uses its own specific build of OLMod, together with its own asset pool that is bundled with the campaign.

Overload: First Strike is hosted [here](#).

Installation is simple: extract the contents of the .zip file to your *Overload* install directory.

However, **it is recommended to make a duplicate install** of *Overload* (by copying the original installation folder), and installing OFS on top of the new directory, in case of OLMod version updates or conflicts.

As it is a single-player campaign, OFS does not change anything for multiplayer.



Custom Missions

Descent, *Descent II*, *Descent 3*, and *Overload* have rich histories of user-created content, from individual levels all the way up to complete campaigns.

Maps for the Descent series are hosted at the sites below:

- [DXMA](#)
- [Descent 3 Sector](#)
- [d3fischlein.de](#)

To install a custom mission for *Descent* (.hog, .msn, .rdl), *Descent II* (.hog, .mn2), and *Descent 3* (.mn3), place their files in the 'missions' subdirectory of their install location.

Packages of popular custom levels for multiplayer are hosted at the links below.

- *Descent*: [mirror](#)
- *Descent II*: [mirror](#)
- *Descent 3*: [mirror](#)

Overload will automatically download custom missions when joining a multiplayer match.

A non-exhaustive list of recommended single-player missions is below, broken out by game.

Descent

- [Vignettes](#)
- [Trine Episode 1](#) and [2](#)
- [Revenge O' Dravis](#)
- [Apocalyptic Factor](#)

Descent II

- [Maximum](#)
- [Plutonian Shores](#)
- [Obsidian](#)
- [Entropy Experiment I and II](#)
- [Enemy Vignettes](#)
- [Descent 1 to Descent 2 Conversion](#)

Descent 3

- [Hyperspace: Silent Fury](#)
- [Omens](#) and [Resurgence](#)
- [D3 Demo v1.1 Piccu Station](#)

Overload

- [Overload: First Strike](#)
- [The Full DynaCore](#) (combining DynaCore in Distress and Amber's Atonement)
- Special mentions: PILE's one-offs. Filter by SP on overloadmaps.com, or search for his name in #level-publishing on the Overload Discord server. You'll know them when you see them!
- [Taking A.I.M](#)
- [Callisto Mining](#)
- [Operation Antarctica](#)
- [Thebe Outpost](#)
- [The Outpost \(Demo\)](#)
- [Rockjumper Chronicles](#)

Developing Your Own Levels

Many tools have been used throughout the 30-year history of creating custom missions for 6dof. The tools below are the basics to get started with editing custom levels and missions.

Additional advanced tools – and their descriptions and use cases – can be found on [Pumo's Descent Stuff](#).

Descent/Descent II

The original Descent games use common tooling between them, owing to their engine similarities and close release windows. The two main editors are:

- [Inferno](#)
- [DLE v1.12.32](#) (site [here](#)), mirrored [here](#)

Descent 3

Descent 3 uses [D3Edit](#) (mirror [here](#)) to build levels.

Overload

The [Overload Level Editor](#) was open-sourced soon after the game's release and saw a few updates since then. The [latest version is 1.1.8.0](#).

Some recommendations for new level builders when starting to create for *Overload*:

- Especially when making many or complex levels, to stay organized, create a new installation of the editor, including the below bullets each time.
- Leverage a set of [no-collide non-shadowing decals](#), especially when making multiplayer levels.
 - Install these by extracting the decal files into the 'Decals' subdirectory of the editor installation.
- In Windows, create a shortcut to the level editor and add the following launch argument to the 'Target' string: "-gamedir "X:\Overload\Install\Directory""
 - This will pull in various models such as the player ship for display in the editor, making scaling spaces much easier.

Tutorials

A few tutorials exist for working with various editors. D3Edit and Inferno do not yet have video tutorials.

- Swarthy's [DLE-XP tutorials](#)
- Luke Schneider's [Overload Level Editor Tutorials](#)
 - CHILLYBUS's [Overload Level Editor - Split Planes and Chunking](#)