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=SECTION TWO= CHEATS AND SPOILERS
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CHAPTER [9]: How can I cheat in DOOM?

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9-1: What are the DOOM cheat codes?
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Here is a list of the cheat codes from DOOM. During play, just type the codes in with the keyboard. You need not hit ENTER after the code. After entering, a message should be displayed at the top of the screen telling which cheat mode was activated.

- idbehold Displays menu (followed by S, V, I, R, A, or L for choice)
S=Strength (Berserk)
V=Invulnerability
I=Partial invisibility
A=Full Automap (computer map)
R=Anti-radiation suit
L=Light amplification visors
idchoppers Gives you the chain saw (long story behind the message)
idclew Warp (followed by episode number and level number)
idclip No clipping (you can walk through walls)
iddqd Degreelessness mode (God mode)
iddt Toggles Automap between normal, full, and full with objects
(enter when in Automap mode)
+ idfa Gives full ammo, 200% armor, and all weapons but no keys
idkfa Very Happy Ammo (full ammo, 200% armor, all weapons & keys)
idmus Changes the music to a certain mission (followed by episode and level number)
idmypos Displays your bearing and coordinates in hex
@ idspispopd No clipping (you can walk through walls)

- #: Found only in DOOM II
@: Only found in in DOOM I
+: Only found in DOOM v1.4bt and up

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9-2: What command line parameters exist?
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To use most of these parameters, start DOOM by typing:
"doom -devparm <parameter> <more parameters>". If the "-devparm"

parameter

is not needed, the parameter will be marked with a plus (+). Most of these parameters can be mixed and matched to create different effects. For instance, typing "doom -devparm -wart 1 8 -record demo01 -respawn" would record a demo on episode one, level eight, with monster respawn. Lastly, typing F1 during development mode will allow a 256 color screen capture in PCX format.

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<u>@<filename></u>	Used to read in a command line parm file
<u>-altdeath</u>	Activates DeathMatch v2.0 (v1.4 and above)
<u>-avg</u>	Ends the game after 20 minutes
<u>-cdrom</u>	Uses C:\DOOMDATA directory for data
<u>-comdev</u>	Internal development, texture mapping
<u>-config <file name></u>	+ Reads an alternate configuration file
<u>-control</u>	Unknown
<u>-deathmatch</u>	+ Starts NetDoom in Deathmatch mode
<u>-debugfile <parameter></u>	Dumps debugging info to
<u>debug<parm>.txt</u>	
<u>-devparm</u>	Puts you in developers mode
<u>-episode <episode></u>	+ Starts on episode (1-3)
<u>-GUS</u>	Uses the original GUS instrument mapping
<u>-GUS1</u>	Uses the new GUS instrument mapping
<u>(default)</u>	
<u>-fast</u>	+++ Nightmare mode without respawn
<u>-file <name w/ .WAD></u>	+ Allows usage of an external PWAD file
<u>-left</u>	++ Sets up a network terminal for the "left view"
<u>-loadgame <game number></u>	+ Starts from a saved game (0-5)
<u>-maxdemo</u>	+ Specifies the maximum size of a LMP
<u>recording</u>	
<u>-nodes <players></u>	+ Starts NetDoom with 1-4 players
<u>-noblit</u>	Internal bugging switch, useless
<u>-nodraw</u>	Internal bugging switch, useless
<u>-nojoy</u>	Does not use the joystick
<u>-nomonsters</u>	+ Starts the game without monsters
<u>-nomouse</u>	Does not use the mouse
<u>-nomusic</u>	Does not play background music
<u>-nosfx</u>	No sound effects
<u>-nosound</u>	No sound at all
<u>-opl3</u>	Enables the stereo music through OPL-3 on
<u>PAS16</u>	
<u>-phase</u>	Enables phase shifting on PAS16
<u>-playdemo <name w/o .LMP></u>	#+ Plays back a recorded demo
<u>-record <name w/o .LMP></u>	+ Makes a demo recording until you finish or
<u>die</u>	
<u>-recordfrom <0-5> <demo name></u>	+ Records a demo from a saved game
<u>-regdev</u>	Internal development, texture mapping

<u>-respawn</u>	<u>+ Causes enemies to respawn in non-Nightmare</u>
<u>-right</u>	<u>++ Sets up a network terminal for "right view"</u>
<u>-shdev</u>	<u>Internal development, texture mapping</u>
<u>-skill <skill level></u>	<u>+ Starts on skill level (1-5)</u>
<u>-statcopy</u>	<u>Unknown</u>
<u>-timedemo <name w/o .LMP></u>	<u># Calculates the number of times the screen is redrawn when playing a demo</u>
<u>-turbo <speed 1-255></u>	<u>Increases the speed of the marine</u>
<u>-warp <episode> <level></u>	<u>Warps to episode (1-3) level (1-9)</u>
<u>-wart <episode> <level></u>	<u>Loads a PWAD named ExMy.wad</u>

- +: Does not require the "-DEVPARM" parameter.

- ++: If you have a network, try setting up a network game with three players.

The three terminals should have the parameters:

"doom -devparm -nodes 3 -left"

"doom -devparm -nodes 3"

"doom -devparm -nodes 3 -right"

Then, set up the left and right terminal monitors next to the middle monitor, in a virtual-reality type configuration. When you turn your head, you see the screen turned 90 degrees! This ONLY works with versions 1.0, 1.1, 1.4, 1.5, and 1.6 of DOOM.

- +++: Must be used in conjunction with the "-WARP" parameter

- #: For the "-playdemo" and "-timedemo" options, if you give an LMP file name

of "demo#" (i.e. "demo3"), then that internal demo will be played if the external LMP file is not found. For example, to play the internal 1.6 shareware demo #2 (multiplayer demo), type "doom -playdemo demo2". Additionally, when using "-timedemo," the game will give you two numbers after you quit to DOS, GAMETICS and REALTICS. To determine the DOOM frame rate use the formula (GAMETICS/REALTICS) * 35.

- Note: DO NOT name your LMP demos ExMx.LMP, or they will *NOT* work.

- If anyone has any idea what the "unknown" or question marked parameters do, send me some E-mail!

- [9-2-1]: What do the dots that appear in development mode mean?

Direct from id, the final formula for calculating the frame rate that the dots represent has been determined. The formula to convert

dots to frames per second is:

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70

<NUMBER OF DOTS> + 1