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CHAPTER [19]: Miscellaneous DOOM problems
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[19-1]: Why won't my mouse work with DOOM?
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[19-1-1]: Why does my mouse start moving itself during play?
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         It is recommended that you upgrade to DOOM v1.666 to fix this
 problem.
         Older mouse drivers cause a problem with DOOM v1.2.   Make sure
you are
 using Microsoft mouse drivers v9.x instead of v8.x.   Logitech mouse drivers
 v6.x work as well.   The newest Logitech mouse drivers are available at the
 FTP site "wuarchive.wustl.edu" in the directory
 "/systems/ibmpc/msdos/mouse" under the file name "drvr???.zip" where ???
is
 the version number of the drivers.
         If you continue to have this problem, try playing with the keyboard
 or joystick, with the mouse unplugged.   DOOM has a bug that causes it to
do
 strange things at times.

[19-1-2]: Why won't my two button mouse work with DOOM?
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         DOOM's SETUP.EXE program assumes that one has a three button
mouse.
 The left button is "fire," the right button is "forward," and the center
 button is "strafe."   If you run the setup program that comes with DOOM,
you
 can assign "strafe" to the right mouse button, and the setting for "Move
 Forward" then appears to be blank. In actuality, "Move Forward" is set to be
 permanently "on." This can be fixed easily.   Edit the file "DEFAULT.CFG" in
 your DOOM directory with any text editor.   The three lines of interest
 are: mouseb_fire, mouseb_strafe, and mouseb_forward. The settings for
these
 are 0 (left button), 1 (middle button) and 2 (right button).   When you ran
 the setup program, mouseb_forward was assigned a value of -1.   Go ahead
and
 change this to "1", save the file and restart DOOM.   The final entries
 should appear as:

 mouseb_fire   0
 mouseb_strafe   2
 mouseb_forward   1
```

This will allow you to shoot with the left button and strafe with the right button.

[19-1-3]: Why won't my IBM PS/2 mouse work with DOOM?
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The IBM PS/2 mouse does not seem to work well with DOOM.   id Software is working on a solution to this problem.   The only current solution that has been discovered is to load DOOM under Windows.   Doing this allows the mouse to work perfectly.   DOOM v1.666 fixes this problem, if you encounter this, upgrade.

(19-2): Why does netDOOM seem to crash at certain times?

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This is a known bug in v1.2 of DOOM.   Upgrade to v1.666, it fixes this problem.

[19-3]: Why won't my modem work with DOOM?
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DOOM seems to be very picky about certain kinds of modems and the
initialization strings you use with them.   Here is a list of initialization strings that seem to work well.   Many modems have more than one in this list; if one does not work, try another one.   Place these initialization strings in the first line(s) of your MODEM.CFG file.

```
================================================================
AT&T Dataport 2001:          AT &F%VFX7S62=0%VG9\Q2\N0&W
AT&T Dataport:               AT &F X7 S62=0 \Q2 \N0 &W
================================================================
Boca                         AT &Q6 %C0 &K0
Boca 14.4 Fax/Modem          AT S46=0 S37=9 N0 &Q0 &D2 &K4
Boca 14.4k                   AT S46=0 S37=9 N0 &Q0 &D2 &K0 %C0
Boca 14.4 internal           AT &C0    S37=9 N0 &Q0 &K0 W0 S36=3
S48=128 %C0
Boca 14.4k (external)        AT &F S0=1 S36=0 &K0 &Q6 N0 S37=9 &D2
Boca M1440i (internal)
ATS48=0S37=9S46=136%C0%E0%M0&K0&Q0&R1&C1&D2\G0\N1N0
================================================================
Cardinal                     AT &F W0 &Q0 &D2
Cardinal 14.4k               AT &F N0 S37=9 &Q0 &D2 \N1
================================================================
Computer Peripherals 14.4         AT &F S37=9 S46=0 N0 &Q0 &K0
================================================================
```

```
Digicom Systems (DSI) (softmodem)    AT Z \N0 &D2 &K0 S48=48
Digicom Systems Scout Plus           ATZ*E0*N3*M0*S0*F0&D2
Digicom connection 96+Softmodem:     AT \N1 &d2 %c0 s37=9 &K0
Digicom connection 96+Softmodem:     AT Z \N0 &D2 &K0 S48=0
Digicom connection 96+Softmodem:     ATZ*E0*N3*S0*M0*F0&D2
```

```
GVC 14.4k (internal)         AT &F B8 \Q0
```

```
Gateway Telepath             AT &F S37=9 %C0 &K0 &Q6 \G0
Gateway Telepath 14.4k       AT S46=0 S37=9 N0 &Q0 &D2 &K0 %C0
Gateway Telepath I:          AT S0=1 &N6 &K0 &M0
Gateway Telepath I:          AT &F S37=9 &K0 &Q0 %C0 N0 \G0 &D2 S46=0
S0=1
Gateway Telepath II          AT S0=1 S37=9 %C0 &Q0 &K0
Gateway Telepath II:         AT &F &K0 &M0 &N6 S0=1
```

```
Generic 14.4k Fax/Modem      AT S46=0 S37=9 N0 &Q0 &D2 %C0 \G0 &K0
Generic v.32bis 14.4k        AT \N0 %C0 B8
```

```
Hayes 28.8k V.FAST Modem     AT &Q6 &K S37=9 N %C0 \N0
Hayes Optima 28.8/14.4       AT &F S37=9 N0 &Q0 &K0
```

```
Infotel 144I:                AT &Q0 S37=9 N0 &D2
```

```
Intel 14.4k                  AT \N0 %C0 \Q0 B8
Intel 14.4k (internal)       AT Z B8 Q1 \C0 \N1 %C0 \V
Intel 400/i Fax/Modem:       AT Z\N0 %C0 "H0 S31=9 &Q0 &D
```

```
Macronix                     AT S36=3 S37=9 &K0 %C0 \G0
```

```
Microcom QX/4232bis          AT %C0 \N0
```

```
NOKIA ECM 4896M TRELLIS V.32.    AT Z %C0 /N0
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```
Netcomm M7F                  AT &E &K0 B0 \V0 X4 &D2 \N1 \Q0 #J0
#Q9 %C0
```

```
Nokia ECM 4896M Trellis V.32.    AT Z %C0 /N0
```

```
Practical Peripherals 14400FX v.32bis    AT S46=0 &Q0 &K0 &D2
Practical Peripherals 14400FX v.32bis    AT Z S46=0 &Q0 &D2
```

```
Supra                        AT &F0 S46=136 %C0
SupraFaxModem 14.4:          AT &K0 &Q6 &D2 \N0 %C0
Supra (external)             AT &K0 &Q0 &D0 \N1
Supra 14.4k v.32bis          AT &F0 S46=136 &Q0 &D2
```

SupraFaxModem 14.4:	AT S37=9 &Q0 &D2 N \N1 &K
SupraFaxModem 14.4:	AT \N0 &D2 &K0 S48 = 8
SupraFaxModem:	AT &F0 N S37=9
Supra	AT N0 Q0 V1 W1 &K0 \G0 \N0 \%C0 %M0 S37=9

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Telebit 3000/Worldblazer	AT S50=6 S180=0

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Telepath 14.4k	AT &F &M0 &K0 &N6 &H0 S0=1

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Turbo Modem Plus	AT &F B8 %C0 /N1

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USR Sportster 9600	AT &M0 &K0 &N6
USR 14.4k	AT &K0 &H0 &D0 &I0 &R1
USR 14.4k	AT &F0 B0 S34=1 &N6 &K0 &I0
USR Sportster	AT &F0 &K0 &M0 &B1 S34=1 &N6 &I0
USR 14.4k	AT &B1 &M0 S27=16 &H0 &I0 &K0 &N6
USR 14.4k	AT &M0 &K0 &N8 &D0 B0
USR 14.4k	AT &A0 &B0 &D0 &H1 &I0 &K0 &M0 &N6 &R1 S34=1
USR Courier 16.8:	AT &A0 &M0 &K0& N6 B0 S0=0 X7
USR Courier v.32bis	AT E1 Q0 V1 S7=60 &C1 &D2 &K0 &N6 &A3 &H0 &M0
USR Sportster 14.4k	AT E1 Q0 V1 S7=60 &C1 &D2 &K0 &N6 &A3
USR Sportster 14.4k:	AT &F0 &K0 &M0 &A0
USR Sportster 14.4k	AT &F0 &M0 &K0 &N6 &H0
USR Sportster 14.4k	AT &F0 &K0 &M0 &N6 &H0 &I0 &B1 &R1
USR Sportster 14.4k:	AT &K0 &M0 &N6 &H0 &I0 &B0 &R1
USR Sportster 14.4k:	AT &N6 &K0 &M0 &B1 &H0 &I0
USR Sportster 14.4k:	AT B0 X4 E1 Q0 V1 &M0 &K0 &R1 &N6 &A3 &H0 &I0
USR Sportster 14.4k	AT S7=60 E1 Q0 V1 &C1 &D2 &K0 &N6 &A3 &M0 &H0
USR Sportster 14.4k:	AT S7=60 E1 Q0 V1 &C1 &D2 &K0 &N6 &A3
USR 14.4k Dual Standard	AT B0 X4 Q0 &R1 &B1 &N6 &A0 &D2 &H0 &I0 &K0 &M0 M1
USR DS v.32bis v.42bis	AT &M0 &N6 &A0 &R1 &H0 &K0 &I0 &S0 &B1 X1
USR Courier HST/DS 16.8k	AT X4 B0 &A0 &B0 &H2 &I0 &K0 &M0 &N6

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ViVa 14.4k	AT &F &Q6 \N0 %C0 &D2 N0 S37=9
Viva 14.4 Fax/Modem:	AT S11=50 S37=9 S95=52 L0 N0 S46=0 &Q0 &D2 \N1

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Wang 14/14 modem:	AT S46=0 S37=9 N0 &K0 %C0 %M0 &Q0 &D2 \N1

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Zoom Init	AT &F &Q6 S37=9 N0 &K0 %C0

```
Zoom Init                      AT &F &Q0 S37=9 N0 &K0 S46=0
Zoom 14.4k VFX                 AT &Q6 S37=9 N0 %C0 \N0
Zoom Init                      AT &Q6 S37=9 N0 &K0 S46=136 S36=1 S48=128
%C0
Zoom OEM Modem                 AT &Q6 S37=9 N0 &K0
Zoom:                          AT &Q6 S37=9 N0 &K0 %C0
Zoom:                          AT &Q0 S37=9 N0 &K0 %C0
Zoom:                          AT &Q6 &K0 &D2 \N0 %C0
=====================================================================
Zyxel (E+):                    AT &N3 &K0
Zyxel U-1496E+                 AT Z &N4 &K0
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[19-4]: Why is my network slowing down when using DOOM?

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        You may have an older version of DOOM, such as v1.0 or v1.1.
These
 older versions utilized broadcast packets, which slow down many networks.
 Upgrading to v1.666 will fix this problem, since v1.666 utilizes direct
 packets.

[19-5]: Why won't the v1.666 patch install correctly?

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        The DOOM v1.666 patch expects to find the ORIGINAL game in your
DOOM
 directory.   If you replaced or altered the DOOM.EXE file with a new
 version, the patch will not work.
        If the patch complains about missing "LICENSE.DOC" and/or
 "FILE_ID.DIZ," the command "PATCH -ignoremissing" can be used.
However,
 this will not help if the patch complains about "DOOM.EXE" or "DOOM.WAD."
        If you are using the registered version, some distributors shipped
 an older release of v1.1.   It is recommended that you call your
 distributor, or E-mail "help@idsoftware.com" if you ordered from id
 Software for more help.

[19-6]: DOOM is too easy
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        If you find DOOM too easy, here are some suggestions.

        (1) Play on a harder difficulty level.
        (2) Only save your game at the beginning of each level.

(3) Never save your game and try completing the mission.
(4) Only use your fist and pistol for the entire game.
(5) Turn down your screen contrast so you can see less.
(6) Use the "-respawn" parameter upon loading DOOM to allow the