

The Complete DOOM Accessory Pack

Main Documentation File

Welcome to the first ever DOOM Accessory Pack on CD-ROM. We hope the programs and more importantly, the extra levels will enhance your DOOM experience as much as it did ours. For those of you who have not sampled any of the hundreds of enhancements available for DOOM, we will try to guide you through the basic concepts in this document. If you have no experience with wadfiles, command line parameters and DOOM utilities please read this file so you will better understand what these programs do and how to best enjoy the extra levels.

Before we go any further, make sure you possess a copy of DOOM 1.2 *registered* version. If you have 1.1 or 1.0, download the file dm1_2rpt.zip from the Software Creations BBS at (508)368-7139 (8,N,1). If you have not registered, please do so by calling 1 800 ID GAMES. Believe me, it's well worth it.

Here are some answers to questions that might arise as you browse through this disc. For detailed information on DOOM and all its secrets, please read the DoomFAQ in the \doomfaq directory. This file is packed with all the latest information on DOOM. It covers every conceivable aspect of the game.

1. What is a Wadfile?

A wadfile is the DOOM data file format. When you installed DOOM, it placed a file in your DOOM directory called appropriately enough, doom.wad. This is the main data file which contains all the sounds, graphics, music and animations for DOOM. All the programs and levels on the CD patch the doom.wad wadfile to achieve their aims. Some do it in RAM leaving your doom.wad untouched. Others patch the doom.wad directly

A file that patches the doom.wad in RAM is called a pwad or patchwad file. This file can alter sounds, graphics (including monster movements) and maps. A pwad only patches the doom.wad in RAM so the original is not harmed in any way. All the extra levels on this disc are pwad files. A few of the extra sound and graphic sets are also provided in pwad format.

The other method of modifying DOOM is to patch the doom.wad directly. Most of the sound and graphics utilities do this. Here's a simple safety tip: **BACK UP YOUR DOOM.WAD BEFORE PERFORMING ANY MODIFICATIONS!!** My personal method is to create a \temp directory off your \doom directory and copy a fresh installation of DOOM to it. That way, if you want to go back, just delete all the files in the \doom directory and copy the files in the \temp directory back to the \doom directory.

2. How do I use the command line parameters?

There are a myriad of command line parameters that work with DOOM. There is a complete list of them in the DOOMFAQ. The parameter for loading pwad files is the -file parameter. For example: DOOM -FILE LEVEL1.WAD This is the method for loading an extra level or any other pwad file. For information on the other parameters, read the DOOMFAQ. With these parameters you can record and play back movies, warp to levels, set the skill level and many other things.

3. How do the DOOM loaders work?

We suggest the use of a DOOM loader to help you access the command line parameters. This way, you don't have to type a long command line or write batch files to run DOOM. The loaders will give you an easy interface to DOOM's extra features. They are also invaluable for network and serial play. Check 'em out.

4. Where do I find all those great programs?

All the included programs have some kind of documentation. Please read these files thoroughly before using any of the software. Look for files with .txt or .doc extensions. Here is a complete directory map of the DOOM Accessory Pack CD-ROM:

\DOOMFAQ.....The complete DOOMFAQ v5.6.

\EDITORS.....A set of invaluable programs for creating maps and editing existing ones

\DEU51.....DEU 5.1, an excellent DOS-based editor, one of the best. DEU was used to create most of the levels on this CD.
 \DOOMCAD.....DoomCAD is an excellent Windows-based editor. It sports a 3D preview feature that is extremely useful.
 \RENEGADE.....Renegade Doom Editor is another Windows-based editor. This editor includes a graphics editor built in.
 \DOOMED.....Doomedit is a good basic object for DOS. Use this editor to rearrange the objects in existing maps.
 \DOOMSPEC....For all you hackers out there, here are the complete wadfile specs for creating your own DOOM utilities.
 \DOOMBSP.....This utility is a node-builder for use with deu. It removes bugs from levels created with DEU.
 \DEUTUT.....This is a complete tutorial for DEU 5.1. Everything you need to know about creating maps is here.
 \MYDMEDIT.....My Doom Editor is another good basic object editor.
 \VERDA.....Verda is a fairly new editor for existing maps.
 \TEXCHANG.....This is a text file with complete instructions for changing DOOM's wall graphics.
 \DOOMMAN.....Doom Management Shell, this program ties together several popular utilities for the DOOM developer.
 \WADED110.....Wad Editor v1.1, another map creator/editor.

\GRAPHICS

\BLEV2.....This is a complete set of alternate sounds, graphics and a couple of levels too. Run the included install program to use.
 \DMGRAPH.....Doomgraph is a command-line utility to extracting and replacing graphics. Read the enclosed documentation for more information.
 \IMP_GRFX.....Alternate graphics for the imps death, much gorier!
 \DOOMFX2.....Another collection of graphics sounds and an extra map. Run the install program to use.
 \DMIMAGE2.....Doom Image, a utility for replacing graphics in the doom.wad.
 \DIE.....Doom Image Editor, another graphics extractor and editor.
 \BUNNY3D.....Still going...bunny is here too!
 \DALEK3D.....Cool robots and sounds to match.
 \BLEV3.....Another set of graphics, sounds and levels by the author of lblev2 above. Very cool!
 \WOLFDOOM...Your favorite Wolfenstein characters are here with accompanying sounds. Very very cool!!

\LEVELS.....Over 200 levels are in these directories. The best way to load them is with the Doomload utility in \LOADERS\DOOMLOAD. This utility will allow you to select a pwad, check its episode and level number then start DOOM on that level. In a few cases, the pwad files have more than 1 level, these are noted by accompanying text files. In the \INTOFIRE subdirectory, there is a batch file which will load these levels for you. In all other cases, it is easiest to use Doomload.

\LOADERS

\DM-MODEM....One of several utilities designed to streamline DOOM's modem play feature.
 \DM_MASTR.....Doom Master, a complete front end for DOOM.
 \DOOMCC.....Doom Control Center, another complete front end with network and modem support.
 \DFE.....Doom Front End, just what the name says!
 \DOOMLOAD....An excellent front end with pwad support.
 \SERSETUP.....An alternative sersetup.exe for modem play.
 \DOOMFRNT.....Another excellent front end program.
 \DMINIT.....A DOOM modem utility for tricky modem communications.
 \DOOMENU.....A front end especially designed for network play.
 \DSC.....Another serial link utility.
 \RUNDOOM.....Supports all the DOOM command line options.
 \DOOMIT.....Doom-it setup program, simple Q & A startup shell.
 \STWAD.....Command line utility to start Doom with a pwad file.

\MISCUTIL

\MOVELEV.....Change the episode and level numbers of the pwad maps.
\RANDOOM.....Patches your doom.wad to randomize placement of objects and monsters in the 27 original maps.
\JUMBLE.....Doom Intelligent Jumble, same as the above but creates a pwad file instead of patching the doom.wad.
\TOWHITE.....This program changes your opponents in multiplayer games to a ghostly white color for better visibility.
\DOOMSET.....Doomset is an excellent savegame editor, give yourself keys, weapons and health. You can even create savegames from scratch.

Windows-

\DSGE4W.....Another savegame editor for Windows.
\EDITGAME.....Another savegame editor.
\BASWAD.....Streamlines the use of pwads over a modem.

\MOVIES.....All the movies in these directories have batch files to run them. Simply copy all the files to your DOOM directory, run the batch files and sit back!

\SOUNDS

\DOOMBOOM...An excellent sound collection. Includes install routines for easy use.
\DOOMSND.....Another sound collection.
\HELLNET.....Another sound collection.
\DOOMAUD.....The best utility for extracting and replacing DOOM sounds. Can be used from the command line but try some of the programs written for it here.

\DSEEDIT.....Doom Sound Editor, an excellent sound utility with interface.
\NEWGUNS.....New gun sounds.
\ASH_SNDS.....Excellent sound set for DOOM.
\DOOM-AS.....Doom Audio Studio, excellent front end for Doomaud plus dozens of alternative sounds.
\ENIGMA.....Another excellent sound collection.
\DMFE.....Another frontend for Doomaud, this one creates batch files to install and uninstall your own sound collections.
\JIMSDOOM.....Yet another excellent sound set for DOOM.
\DMMUSIC.....Doom Music will extract and replace the music in DOOM.
\MUS2PWAD...A utility to convert .mus files to pwad format.
\DARKNESS....Another awesome sound collection with install files.
\MIDI2MUS.....Utility to convert MIDI files to .mus format.
\E2MUSIC.....All new music for episode 2 of DOOM.
\STOOGES.....Those 3 lovable guys are at it again.
\PYTHON.....Monty Python sound for DOOM, they'll make you roll!

5. How do I use all these great programs?

All the programs include documentation and/or batch files to get you up and running. Here are a few basics. To load extra levels, use the Doomload utility mentioned earlier. It really is the easiest way. Some of the levels have text files with them, read these for more information. The graphics and sound sets usually have batch files to do the work for them. Copy the entire set of files to your DOOM directory and run the accompanying batch file. It is strongly suggested you back up your doom.wad first. For the few graphics and sound sets that are in pwad format, load these with the doom -file xxx.xxx parameter. The utilities for DOOM must always be run from your DOOM directory. Please read the included docs for each program before using it.

6. How do I play the movies?

To play a movie, copy the .lmp and .bat file to your DOOM directory. Then run the batch file to play the movie. In the cases where there is a movie for an additional level, a copy of the .wad file should go in the DOOM directory also. They are grouped together in the lmovies directory.

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