

The Complete DOOM Accessory Pack, Volume III

Main Documentation File

Welcome to the newest installment in The Complete DOOM Accessory Pack series. We hope the programs and more importantly, the extra levels will enhance your DOOM or 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. If you already own Volumes I or II, this disc is laid out pretty much the same way. If you would like to purchase Volumes I or II, you can call 1(800)289-1ROM and order a copy. Volume I has 220 levels (different from the ones on this disc), awesome sounds and graphics, map editors and more. Volume II has 600 levels plus all-new or updated programs and patches. There are no duplicate programs or levels from one disc to the another.

As you can see by the cover, we've added support for the all-new DOOM][: Hell on Earth sequel. There are 150 levels plus graphics, sounds, editors, front-ends and more especially for DOOM][. If you look at the directories on the disc, the DOOM][stuff is in the directories ending with the number 2 (slick, huh?). More detailed descriptions can be found below.

Before we go any further, you must possess a copy of either DOOM 1.666, DOOM][or both. If you have an earlier version of DOOM (such as 1.2 or 1.1) you must obtain a patch file from the Software Creations BBS. Dial (508)368-7139 (8,N,1) with your modem and look in file area 47 for the latest patch files. Many of the DOOM files will work with DOOM][but the DOOM][files will NOT work with DOOM. Some of the utilities and front-ends WILL work with both games. Check the docs for each program to be sure.

Here are some answers to questions that might arise as you browse through this disc. For detailed information on DOOM and all it's secrets, please read the DoomFAQ in the \FAQS 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 or in the case of DOOM][, doom2.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. Both DOOM and DOOM][work the same way.

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. Most 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. Do the same if you're running DOOM][.

2. How do I use the cheat codes?

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

idclew Warp (followed by episode number and level number)

iddqd Degreelessness mode (God mode)

iddt Toggles Automap between normal, full, and full with objects
 (enter when in Automap mode)

idkfa Very Happy Ammo (full ammo, 200% armor, all weapons & keys)

idmypos Displays your bearing and coordinates in hex

idspispopd No clipping (you can walk through walls) (DOOM only)

idclip No clipping (you can walk through walls) (DOOM][only)

3. How do I use the command line parameters?

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.

@<filename> Used to read in a command line parm file

-config <file name> + Reads an alternate configuration file

-deathmatch + Starts NetDoom in Deathmatch mode

-debugfile <parameter> Dumps debugging info to debug<parm>.txt

-devparm Puts you in developers mode

-episode <episode> + Starts on episode (1-3)

-file <name w/ .WAD> +Allows usage of an external PWAD file

-loadgame <game number> + Starts from a saved game (0-5)

-maxdemo + Specifies the maximum size of a LMP recording

-net <players> + Starts NetDoom with 1-4 players

-nojoy Does not use the joystick
-nomonsters + Starts the game without monsters
-nomouse Does not use the mouse
-nomusic Does not play background music
-nosfx No sound effects
-nosound No sound at all
-playdemo <name w/o .LMP> + Plays back a recorded demo
-record <name w/o .LMP> + Makes a demo recording until you finish or die
-recordfrom <0-5> <demo name> + Records a demo from a saved game
-respawn + Causes enemies to respawn in non-Nightmare
-skill <skill level> + Starts on skill level (1-5)
-timedemo <name w/o .LMP> Calculates the number of times the screen is
 redrawn when playing a demo
-warp <episode> <level>~ Warps to episode (1-3) level (1-9)

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

These parameters are the same for DOOM][. Check out the readme for DOOM][to find about additional multiplayer parameters. You can access many of these parameters with the many DOOM front end programs on the disc. For instance, Doomload (our favorite) will allow you to select starting level and skill, load up a pwad file, record or playback a movie, set options such as respawn and nomonsters, even start a network or serial game.

4. 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. My personal favorite is Wadman. This slick little program makes loading PWADs as easy as 3 mouse clicks. The only drawback is that it doesn't support the additional features of DOOM 1.666 or DOOM][. You can still use it to load PWADS for single player games for either game however. Here's a few simple tips:

1. Install Wadman in it's own directory
2. Edit the wm.ini file to tell Wadman the location of your DOOM directory and your WAD directory (can be the CD)
 - 2a. You can edit wm.ini by typing edit wm.ini in the directory you installed Wadman in
3. If you want to use it for DOOM][, rename doom2.exe to doom.exe in your DOOM][directory. You won't be able to warp to levels other than 1 but you can idlev once you're in the game. Then edit the wm.ini file to point to your DOOM][directory and your DOOM][wads directory

5. 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, Volume III~ CD-ROM:

\FAQS

The complete DOOMFAQ v5.8 plus several other FAQs on various other subjects.

\EDITORS

A set of invaluable programs for creating maps and editing existing ones. These editors are for DOOM only.

\EDITORS2

These editors support either DOOM or DOOM][. If you want, you can edit the levels on the CD. Just copy them to your hard drive first. You'll also have to remove the read-only bit. Just type: `attrib -r [filename]`. The best thing to do is copy a bunch of wads to a directory, change to that directory and type: `attrib -r *.*`

\GRAPHICS

All the graphics are packaged one of 2 ways, either with install batch files or as pwad files. With batch files, copy the entire contents of the individual directory to your DOOM directory, then run the batch file. To use a pwad, copy it to your DOOM directory and type `doom -file [filename].wad` (be sure to include the .wad extension). Be sure to back up your doom.wad first!

\HACKS

These files along with the Dehacked program allow you to change many characteristics of DOOM like weapons, monster hit points, ammo amounts and much more. They only work with DOOM, not DOOM][. `You should `backup up your doom.exe file before using Dehacked.~

\LEVELS

There are 500 levels in this directory. The best way to load them is with the Wadman utility in the \WADMAN directory. 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. If you want to use any of these levels with DOOM][, you can use the mapconv utility. After you convert the level with mapconv, you must load it along with doom1-2.wad. (See below)

\LEVELS2

\LEVELS2A

Here are the 150 levels for DOOM][. The pwads in \levels2 can be played just like any other pwad file. Use the -file parameter on the DOOM][command line or use a front-end program. The pwads in \levels2a are a bit different. To load these you must first load the pwad doom1-2.wad. You can do this on the command line by typing: `doom2 -file doom1-2.wad [other.wad]` or by using a front-end program to load multiple wad files. The doom1-2.wad file MUST be loaded or the levels won't work. This only applies to wads in the \levels2a directory. Doom1-2.wad is in the \levels2a directory.

\LOADERS

Here are all the best front-ends for DOOM. These programs only support DOOM, not DOOM][.

\LOADERS2

These front-ends support DOOM and DOOM][. Also check out Wadman in the \WADMAN directory. This loader is the best for just playing the add-on levels.

\MAPS2

This directory contains .bmp files of all 32 levels in DOOM][. Dots show object and character placement. Print them out if you like.

\MISCUTIL

\MISCUTL2

Here is a collection of save-game editors, alternate serial and network drivers, wad file utilities and more.

\MOVIES

\MOVIES2

Here is an awesome collection of movies from both DOOM and DOOM][. They are provided with batch files to make them easy to run. If there is an associated wad file, it's provided under the same name as the batch file and the .lmp file. To view a demo, just copy the files to your DOOM or DOOM][directory and run the .bat file. Popcorn is suggested!

\SOUNDS

\SOUNDS2

All the sound patches are now provided in pwad format. You can load them with a batch file if one is included or just use the command line. (doom -file [sound].wad)

6. 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 Wadman 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 wadname.wad parameter. The utilities for DOOM must always be run from your DOOM directory. Please read the included docs for each program before using it.

Don't let your DOOM directory become congested with files. After using say, a graphics set, delete the unneeded files before trying something else. If you don't start with fresh copies of doom.exe and doom.wad, you may encounter problems. Remember, this all holds true for DOOM][as well. All the command line parameters and procedures for patching are the same.

7. 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 \movies directory. If there isn't a batch file, you have a couple of choices. You can load DOOM with a command line like this: doom -playdemo demoname (WITHOUT the .lmp extension). Note: if the movie you want requires a pwad you MUST use the command line. Doomload will not play a movie unless it's of one of the regular levels.

License Agreement:

While the individual programs on this disc are the property of their respective authors, the compilation and selection of the programs is copyright to Modern Microware. Any attempt to resell more than 25% of the disc's contents in one package is a violation of federal copyright laws. Modern Microware assumes no liability for the programs operation. Shareware programs must be registered if found useful after a reasonable trial period.

Help! I'm stuck!

If you can't get something to work or your just having problems in general or if you want to write us for any reason you can write a letter to: Modern Microware 27 Y Street New Windsor, NY 12553 or better yet, write us online at 70153,20 (CompuServe) or 70153.20@compuserve.com (Internet). Please describe in detail the problems you are having and we will do our best to rectify them.

The products on this disc are not supported by id Software.
DOOM is a registered trademark of id Software.

The Complete DOOM Accessory Pack, Volume III
(C)1994 Modern Microware All Rights Reserved