

The Complete DOOM Accessory Pack, Volume IV

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, II or III this disc is laid out pretty much the same way. **If you would like to purchase Volumes I, II or III you can call 1(800)289-1ROM and order a them.** 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. Volume III has 150 DOOM][levels and 500 DOOM levels. Plus, there's a convertor to let you use the DOOM levels with DOOM][. There are no duplicate programs or levels from one disc to another.

Before we go any further, you must possess a copy of either DOOM 1.666, DOOM][or both. DOOM][has 2 versions; 1.666 and 1.7a. The movies (.lmp files) are version specific. There is usually a text file with the .lmp file telling you which version it was recorded with. 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. You can patch any version of DOOM or DOOM][to the latest version. 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. To load any wadfile whether it be maps, sounds, graphics, music or a combination start DOOM or DOOM][with the following line: doom(2) -file wadname.wad. You can specify as many wadfiles as you want up to the DOS 128 character limit.

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. The extra sound and graphic sets are also provided in pwad format.

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
idcleve	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)
idmypo	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

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

4. How do the DOOM loaders work?

Here's a few simple tips:

- ## 5. Where do I find all those great programs?

\FAQS

\EDITORS

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 as pwad files. To use a pwad, copy it to your DOOM directory and type `doom -file [filename].wad` (be sure to include the .wad extension).

\LEVELS

There are 350 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 `dm2conv` utility.

\LEVELS2A, \LEVELS2B, \LEVELS2C

Here are the 1800 levels for DOOM][. They work with DOOM][without any conversions or additional wads required.

\LOADERS

Here are all the best front-ends for DOOM. Most of these programs support both DOOM and DOOM][. Be sure to read the docs provided with each program before using. Several of the loaders like Wad Manager (mentioned above) let you load the levels right off the CD. All you have to do is edit the `wadman.ini` file with your favorite text editor (like DOS edit) to point to the appropriate drive letter and directory on the CD.

\MISCUTIL

Here is a collection of save-game editors, alternate serial and network drivers, wad file utilities and more. Most work with DOOM or DOOM][.

\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

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`)

\WADMAN

Here is Wad Manager, our favorite DOOM and DOOM][loader. Even though it doesn't support Deathmatch 2.0 and warping in DOOM][, it's still the best loader around for single-player games. Read the brief docs before using this awesome program.

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. 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 II 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 .imp 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 can load DOOM with a command line like this:
doom -playdemo demoname (WITHOUT the .imp extension).

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 ceberle@interserv.com (Internet). Please describe in detail the problems you are having and we will do our best to rectify them.

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