



# DoomIt jr - Saved Game Manager

Welcome to DoomIt jr. Although this is a stand alone application, it is really part of a larger, fully functional application called DoomIt. This saved game manager, in enhanced form, will appear as part of the soon to be released DoomIt 2.0. DoomIt's functions and features are discussed at the end of this file.

## **Introduction**

Have you ever been playing Doom, and wish you could save more than 6 games? Or, wouldn't it be nice to keep track of saved games that are used specifically with all those third-part PWADs you downloaded? Well, the solution is at hand. DoomIt jr can save your six games in what's called a bank. Then any time you want to play one of those saved games, you just load that bank. This version of DoomIt jr provides you with 48 banks. Remember that each bank is 6 games... That means you now have a capacity for 288 saved games, all organized in banks of 6 with descriptive titles you give each bank. Pretty handy.

## **Important Information**

This program is for use with the registered version of Doom only. Although it performs no file modifications of any kind, Id Software takes no responsibility for any problems that might arise, nor do they offer support for this product. In other words, Id Software has (and will have) absolutely nothing to do with the use or any consequences resulting from the use of this program. If any situations come about that need support of some kind, contact the author of this program, TheBigShoe@aol.com.

## **Installation**

DOOMITJR.ZIP contains three files: DSG\_MGR.EXE, DOOMIT.INI, and DOOMITJR.WRI (this file you are reading). To install, copy DSG\_MGR.EXE into your Doom directory, and DOOMIT.INI to your Windows directory.

NOTE: If you are a user of DoomIt 1.0, don't copy the .INI file. See the section entitled Installation for users of DoomIt for more information.

Now, you need to make a small change to DOOMIT.INI. Bring the file up in Notepad (or your favorite text editor) and type in the path to your Doom directory where the entry reads 'doomdir'. Be sure to include a '\' at the end of the path- see the example in the .INI file. Don't worry about the other entries. These entries are for the full version of DoomIt.

That's it. Installation is complete.

## **Installation for users of DoomIt**

If you use DoomIt 1.0, then you already have a DOOMIT.INI file in your

windows directory - or you should, if the program is working :-)  
Bring up Notepad with the new version of the .INI file that came with DoomIt jr.  
Highlight the entire section called '[saveMGR]' including '[saveMGR]', 'numbanks',  
and all 48 'bank' entries. Copy this selection to the clipboard. Now open  
your existing DOOMIT.INI file from your Windows directory, and paste the  
contents of the clipboard to the end of the file. Save the file (using the same  
name, DOOMIT.INI) and you're all set. DoomIt will operate normally despite  
the new addition to the .INI file.

### **Using DSG-MGR.EXE**

To run the executable, either double-click it in FileManager, or choose  
File.. Run from Program manager, and type the path to the file and the  
file name. (Should be your Doom directory.) If you have a problem with this,  
ask around for help. It shouldn't be hard to find.

When the window opens, you'll see a list of titles of your current saved games  
in the Current Saved Games list box. (makes sense, right?). The Saved Banks  
list box should be blank because you haven't saved any banks. And the third  
(and unlabelled) list box would show the titles of the saved games in the bank  
that you selected from the Saved Banks list box.

So, the first thing to do is to save your current saved games into a bank.  
Click the arrow in the Bank Name field, and type a brief descriptive name  
for your new bank. Click the Save bank button, and *joila* ! You now have a  
bank of six saved games. At this point, you can't really do too much more  
until you play Doom for a while and save some new games. Let's pretend  
you just did, and you saved six new games from Inferno. Now when you run  
DSG\_MGR, you'll see the titles of the games you just saved, and the bank  
that you created earlier.

Let's repeat the process of saving a bank for your new games. Again, type  
a name for the bank (i.e. Inferno levels 1-6) and click the Save bank button.  
Well. Look at that. Now there are two banks. Click on them in the Saved Banks  
list box and the titles will appear for those games.

You can create up to 48 of these banks. So go play some more Doom and  
save those games! "But wait!", you say, "What good are all these banks if I  
can't ever play the games in them?" Hey man... Just select a bank from the  
Saved Banks list, and click the Load Bank button. The games from that bank  
will then become your current set of saved games. Always be sure you've saved  
your current games in a bank before loading a bank, or whatever saved games  
exist will be overwritten by the games in the bank. Got it?

Note: Don't be alarmed if you see some files in your Doom directory with an  
extension of '.XSG'. These are the files DSG\_MGR uses to catalog your banks.

### **DoomIt 2.0**

DoomIt 2.0 is a multi-functional add-on for registered versions of Doom.  
This saved game manager is just a hint of what's in store. Of course, I'm  
working on allowing an unlimited number of banks, and some other little  
goodies that would make DSG\_MGR even more versatile.  
DoomIt is a Windows program that uses a very intuitive interface, mostly  
mouse oriented user input, and offers an auto-help feature.  
Here is a list of some stuff you'll see when DoomIt 2.0 is released (September, 1994).

- Replace any Doom sound with just about any type of sound file. Restore the original Doom sounds at any time (no need to backup your .WAD). Just click the mouse to hear any existing Doom sound, or any sound file on your machine.
- Create "Doomscapes"... Groups of sounds that can be replaced together to create quick and easy changing of sounds. A sample Doomscape (with .WAV files) is included.
- Replace any of the music in Doom with standard .MID files.
- One of the easiest to use save game editors available. Change ammo, health, weapons, items, and special stuff, too.
- Saved game manager lets you catalog and save many, many games.
- And maybe a few other little trinkets.