

DoomIt

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Installation

DoomIt requires four files to already exist in your system :

DOOM.EXE - Doom version 1.2 (Registered or Shareware version) More specifically, the DOOM.WAD or DOOM1.WAD file.

DMAUD.EXE - DOOM Audio Editor - version 1.0, by Bill Neisius. This should reside in the same directory as Doom.

WPLANY.EXE - Windows Sound Player - version 0.9b, also by Bill Neisius. You may have this in your windows directory, but it also MUST reside in your Doom directory for DoomIt to function properly.

VBRUN300.DLL - Visual Basic Runtime Module. Available on most BBS and on-line systems. This should be located in your WINDOWS\SYSTEM directory.

DoomIt requires placement of the following files:

In order for DoomIt to run, place the following files in your Doom directory:

DOOMIT.EXE

DOOMIT.WRI

DOOMIT.TXT

BKPSOUND.BAT

GETSOUND.BAT

RPLSOUND.BAT

RSTSOUND.BAT

BKPSOUND.PIF

GETSOUND.PIF

RPLSOUND.PIF

RSTSOUND.PIF

RESTORE.ZIP (Don't unzip this!)

And place these files in your Windows directory:

DOOMIT.INI

DOOMIT.HLP

Using DoomIt

Running DoomIt for the first time

To run DoomIt, either click on DOOMIT.EXE from File Manager, or drag DOOMIT.EXE from File Manager into one of your Program Manager's program groups, or select New Program Item from Program Manager's File menu, and specify DOOM.EXE as the new file.

Setup

The first time you run DoomIt, the DoomIt Setup window will appear. Here you must specify the drive, path, and directory where Doom, DMAUD, WPLANY and DoomIt reside. For example: C:\DOOM\

Next you must do the same for WPLANY, typing the drive, path, and correct directory specifying the location of WPLANY.EXE.

Now, do the same for PKUNZIP, typing the drive, path, and correct directory specifying the location of PKUNZIP.EXE.

After typing in this information, click the Ok button and the main window will appear.

NOTE: Instead of typing the names of the particular directories, you can click the Browse buttons next to each field. These buttons pop up windows that let you select the paths/directories file manager-style.

Using DoomIt

DoomIt's main window contains 7 buttons, 2 list boxes, and some file selection controls. The list box on the left lists all the available sounds in Doom. The list box on the right (which is probably empty if you just started the program) keeps a list of the currently selected .WAV files you plan to use for replacing the Doom sounds. The buttons are described below:

- n Help - Displays this help file that you are currently reading.
- n About - Displays the version number and authoring information.
- n Setup - Displays the DoomIt Setup Window. See info above.
- n Read .WAD - Clicking this button will shell to DOS and run DMAUD to extract all the Doom sounds into .WAV files. You need to do this if this is the first time you are running the program or if you have made changes to the .WAD file using a program other than DoomIt.
- n Replace - Click on the Doom sound you want to replace, and click on the sound file you want to replace it with, and then click this button. DoomIt will run DMAUD in DOS to make the changes to the .WAD file, and when complete, the change will reflect in the Doom list box- that is, double-clicking the Doom sound will now play the new sound.
- n Restore - This button will restore Doom's original sound into the .WAD file if you have changed it. To do so, select the Doom sound from the list, then click this button.
- n Exit - Click this when you are through. Now go play Doom to hear the new sounds!

Selecting Sound Files

Choose a drive and directory, and any sound files (.WAV, .SND, .VOC, .AU, .IFF) that exist in the selected directory will be listed in the Files list box. Highlight as many as you wish, and click the Add to List button. You will see the highlighted files appear in the Selected Sound Files list box. Double-Clicking a sound in this list box will play that sound. If you highlight any file(s) in the Selected Sound Files list box, and then click the Remove from List button, those files will be removed from the Selected Sound Files List.

About DoomIt

DoomIt was written in Visual Basic 3.0 by Matthew Heydman. Of course, it wouldn't be possible without the fine people at Id Software for creating such an awesome game. In addition, folks like Bill Neisius who write cool programs like DMAUD to edit the .WAD file are just as important. Three cheers!

This version of DoomIt is version, 1.0. What will future versions bring? Perhaps an image replacement that works like the sound, but lets you replace/edit the Doom images. Perhaps a music editor so that you can incorporate your own music in DOOM, or extract the existing music in Doom to an editable (MIDI?) file format. Only The Shadow knows....

Any comments, suggestions, etc. are always appreciated. My e-mail address is TheBigShoe@aol.com

.PIF Files?

What they are and what they do

As far as DoomIt is concerned, the .PIF files act as an intermediary for the DOS batch files that are necessary to run DMAUD. They allow DoomIt to cleanly and neatly run DOS to perform the specific tasks.

Possible error messages you may encounter

Could not update (.PIF filename). If you have moved your Doom files to a new directory, please run PIFEDIT.EXE and manually change the drive and path specification for (.BAT filename).

- n The .PIF files need to know the exact location of the various .BAT files that came with DoomIt. They should reside in your Doom directory. If they do, and everything appears to be working properly, then don't worry about this message.
- n If you have moved Doom to a different directory after initially running DoomIt, You have to tell the .PIF files that the .BAT files for DoomIt are in the new directory. This is easy, so don't worry.
 - 1 Run PIFEDIT. You can do so by clicking it's icon, or by selecting Run... from Program Manager's File menu, and entering PIFEDIT.
 - 2 Load BKPSOUND.PIF by selecting Open... from PIFEDIT's File menu.
 - 3 In the Program Filename field, type in the path of Doom's new directory, followed by BKPSOUND.BAT. (You may notice that your original Doom path is currently specified).
 - 4 Save BKPSOUND.PIF by selecting Save from PIFEDIT's File menu.
 - 5 Repeat steps 2,3, and 4 for each of the remaining .PIF files (GETSOUND.PIF, RPLSOUND.PIF, and RSTSOUND.PIF)

