

# The Complete DOOM Accessory Pack, Volume II

## 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 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 Volume I, this disc is laid out pretty much the same way. If you would like to purchase Volume I, 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. There are no duplicate programs or levels from one disc to the other.

Before we go any further, make sure you possess a copy of the registered version of DOOM 1.2 or later. If you have an earlier version, you can download a patch file from the Software Creations BBS at (508)368-7139 (8,N,1). Look in file area 47 (id Software) for the latest patch file. If you have not registered, please do so by calling 1-800-ID GAMES. Believe me, it's well worth it. You cannot use the contents of this disc without a registered version of DOOM.

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 \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. 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 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.

<b>idbehold</b>	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
<b>idchoppers</b>	Gives you the chain saw
<b>idclew</b>	Warp (followed by episode number and level number)
<b>iddqd</b>	Degreelessness mode (God mode)
<b>iddt</b>	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)

### 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 -warp 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.

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.

### 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 II CD-ROM:

**\FAQS**.....The complete DOOMFAQ v5.7 plus several other FAQs on various other subjects.  
**\EDITORS**.....A set of invaluable programs for creating maps and editing existing ones.  
**\DMREAL**.....An excellent Windows-based editor, includes a thorough tutorial.  
**\WADED123**..WadEdit ver 1.23, all-new updated version of an excellent editor.

\VNB.....Node-builder utility for use with any editor.  
 \BSPWIN.....A node-builder for use with any editor, runs in Windows.  
 \DMCAD43.....The latest version of a very popular editor, Windows-based.  
 \REJECT.....Another utility to process completed maps, helps stamp out bugs.  
 \BSP12.....The latest version of the most popular node-builder.  
 \DMHACKED..A truly unique utility, use with the included hack files (they have a .deh extension). Change your weapons, monster characteristics and more. Read the docs and back up doom.exe before using.  
 \EXE\_EDIT.....Directly edit your doom.exe file, for serious prop-heads only!  
 \GDREDIT.....Brand-new Windows editor, very simple to learn.  
 \DCK10.....Doom Construction Kit 1.0, brand-new DOS editor, used 32-bit code, easy to learn and very fast!  
 \DEU521.....The most popular Doom editor of all, includes full source code and a tutorial.

## **\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!**

\GATESGOD..Change the character on the status bar to Bill Gates, gadzooks!!  
 \BUTTMAN.....Blast the Buttman before he p\*\*ps on you!  
 \DIGIT.....Replace the sergeants and troopers with digitized actors.  
 \MACBAREL..Change the exploding barrels into exploding Macs!  
 \LBDEMO4.....Another installment in the Laura Beyers series, complete level with graphics and sound replacements, weird but well done.  
 \BOHDUCKS..Turns the Barons of Hell into duck-throwers, far out!  
 \SENTRY.....Change Cacodemons into robotic sentries, gnarly!  
 \PROBOT.....Add these deadly probots to your enemy list.  
 \STROOPER..Changes the troopers to Imperial Storm Troopers.  
 \DMADDS.....A utility that creates pwad files from edited sprites.  
 \YELLOW.....Turn the imps into bright yellow smiley faces!  
 \ICESKY.....Changes the sky graphic to a more pleasing mountain view.  
 \NEWGUNS...A new set of weapon graphics.  
 \ELECTEYE...Adds an evil eye looking enemy to Doom.  
 \OFFICEDM...Changes the Doom monsters to office workers, great for deathmatch games at work!  
 \CLINTON.....Turn the Cacodemons into Clinton's face, check out the ammo he uses!  
 \SWSABER.....Luke Skywalker's light saber replaces the chainsaw.  
 \CUSTARD.....Turns the rocket launcher into a very convincing pie launcher!  
 \SWLASER.....Changes the plasma bolts into laser bolts.  
 \DMGRAPH.....Invaluable utility for inserting and removing graphics from the doom.wad.  
 \BORG.....The Borg have invaded the world of DOOM! Let's splatter 'em!  
 \NEWGUNS2...More nifty weapon graphics.  
 \TOMSERVO...Cool robot graphics to replace the Cyberdemon.

**\LEVELS**.....There are 600 levels 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.

## **\LOADERS**

\DFE311.....Doom Frontend v 3.11, an update of a popular loader.  
 \DMFRNT12....Another popular program.  
 \DOOMWARP.DoomWarp Control Program.  
 \DCC30.....Doom Control Center v3.0.  
 \DOOMEN11...DooMenu v11, excellent front end for network and serial games.  
 \DSC\_12.....DoomSystem Control Program v1.2.  
 \WINLAUNC.....Run DOOM from Windows! Use the .pif file in the \MISCUTIL directory.  
 \DOOMRUN.....Quick and dirty wadfile loader.  
 \DOOMUTIL.....Excellent front end to tie together all your DOOM editors and utilities.  
 Great for level developers.  
 \MODEMBAT...Batch files to streamline the running of serial games.  
 \DWM101.....Excellent wadfile manager, create your own episodes!

\DOOMGATE..Doomgate 1.6, one of the best.  
\DOOMASTR..All-new version, excellent wad manager.  
\WADRUNR.....Another quick and dirty wad loader.  
\DOOMCMD....Build DOOM command lines quickly and easily.  
\DOOMIT.....An alternative to the DOOM setup program  
\DOOMLOAD...Still our favorite loader, mouse support and quick and easy operation.

**\MAPS**.....This directory contains .bmp files of all 27 levels in the original game.  
Dots show object and character placement. Print them out if you like.

#### **\MISCUTIL**

\DOOMFIX.....Alter your modem savegame files with this powerful program.  
\WYBACK.....Place a target on the back of your Deathmatch opponent!  
\DMJUICE.....A quick and dirty savegame editor.  
\MODEMS.....A list of init strings for popular modems.  
\DDAY.....Save and manage multi-player games, very useful!  
\RMSSETUP...Replacement serial drivers that allow up to 4 players.  
\SER4.....Excellent setup replacement for modem games.  
\NINTENDO....Use the Nintendo Power Glove with DOOM!  
\APCISERV....Another program to allow up to 4 players in serial mode.  
\COMW202.....Transfer files and setup info between nodes in a serial game.  
\DOOMSAVR...Cool screensaver, uses DOOM graphics and characters!  
\DCHEAT.....Advanced savegame editor, allows cheats and more!  
\DOOMPIF.....Run DOOM from Windows with this handy .pif file.

**\MOVIES**.....This collection of movies is both from the original levels and from some of the addon levels. To play a movie of an addon level copy the pwad, the batch file and the .Imp file to your DOOM directory and run the batch file. These files are in the \ADDONS subdirectory. The rest of the files are of the original levels. To view these, use Doomload to select the title you want to watch. Popcorn is suggested!

#### **\SOUNDS**

All the sound sets are packaged one of 2 ways, either with install batch files or as pwad files. With batch files, copy the entire contents of the 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!**

\INTENSE.....Improved more intense sounds for DOOM.  
\ELISE.....Replacement music for E2M1.  
\RAYSWAVS..Neat sound collection.  
\AOD.....Army of Darkness sounds.  
\POPMUSIC...Cool pop tunes music replacement.  
\FUNSNDS....Humerous sounds.  
\JERKY.....Jerky Boys sounds.  
\NEWSNDS....Excellent (and new) sounds.  
\DOOMAUD....The most widely used sound utility, replace any sound in your doom.wad.  
\E2MUSIC.....Replacement music for episode 2.  
\BITEDUST....Another pop tune music replacement.  
\NEWSNDS2...Even more excellent (and new) sounds.  
\TAG.....Cool sounds and a special surprise!  
\DGOLD2.....Excellent sounds and even a few new graphics.  
\FX.....Awesome sounds.  
\MSTDoom....More humerous sounds.

### **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 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 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.

## **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 have a couple of choices. You can load doom with a command line like this: doom -playdemo demoname (WITHOUT the .Imp extension). Or you can use Doomload. Copy the .Imp files to your DOOM directory first. Then select the desired movie in Doomload by pressing F1 then F2 then selecting the movie from the list. 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 registered levels.

## **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.

## **License Agreement:**

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