Welcome to the *Doom Game Editor* CD ROM

In addition to the files and utilities specifically mentioned in the book, this CD contains many other utilities and files of value. This file contains an overview of some of the more notable items on the CD, but it is by no means a comprehensive list.

There is a lot of material here so it is divided up into these categories and directories:

RENEGADE   The installation files for the level editor

SOUND   New sounds and music and related utilities

GRAPHICS   New graphics and related utilities

LEVELS   New Doom and Doom II levels

DEATHMAT Doom and Doom II DeathMatch levels

UTIL   Doom related utilities, manager and cheat utils

The DEATHMAT directory is not inclusive, there are many levels in the LEVELS directory which are either specifially for deathmatch or are general purpose levels which will work well for deathmatch.

New Sound

A variety of new sound effects and sound related utilities are in the SOUND directory.

SOUND\ADOOM20

New Sound and Graphics

SOUND\DMNEWGUN

New Sound for two guns

SOUND\DMNSOUND

Five new sounds

SOUND\DMSILLY

Silly sounds, replaces nearly all the original sounds.

SOUND\DMSOUN

Eight new sounds

SOUND\DMWAVS

27 new sounds

SOUND\HRMNDOOM

New sounds created by Herman Nugent

SOUND\JOLTDOOM

Includes new sound and graphics

Sound Utilities

DMAUD

DOS Command line utility
DMAUD will store sounds into or extract sounds from DOOM WAD and
PWAD files. In addition, DMAUD will play the sound if a
SoundBlaster compatible sound card is present.

Patch WAD files (PWAD) can be edited the same as WAD files by using
the '-f pwad' option on the command line; the PWAD will be created
as needed. To remove a sound from the PWAD, use the '-r' option.
For the PWAD to work correctly, the filename must end with .WAD.

Please be sure that you have a backup copy of the original DOOM WAD
file available.

Input files can be any format (.AU, .VOC, .WAV, .SND, etc) and
any sample rate; they will be converted as necessary.

DMMUSIC

DMMUSIC will store music into or extract music from DOOM WAD and
PWAD files. To list the names of available music entries, use
the '-L' option.

Patch WAD files (PWAD) can be edited the same as WAD files by using
the '-f pwad' option on the command line; the PWAD will be created
as needed. To remove a music entry from a PWAD, use the '-r' option.
For the PWAD to work correctly, the filename must end with .WAD.

When editing the WAD file directly, please be sure that you have
a backup copy of the original file available.

Input files must be in .MUS format. A utility to convert MIDI
files to .MUS is available seperately (MIDI2MUS).

DMSND

This program should be fairly simple to use. Just run DMSND and specify
if you have the registered version of DOOM or not, where the sound files are
(or are to be put), where your DOOM program is installed and whether you want
your DOOM.WAD file to be backed up (only applicable for installing new
sounds).

Note that the sound files are expected to be in the format 01.WAV through
61.WAV (49.WAV for shareware DOOM), or 01.SND through 61.SND (or 49.SND).

Note also that this program expects to find the DMAUD program in your PATH. The DMAUD program was written by Bill Nesius. I hope he doesn't mind me including version 1.1 with this distribution.

DOOMIT

Windows front-end for DMAUD. See the file doomit.wri.

DOOMIX

DOS front-end of DMAUD. Doomix(tm) is a public domain program that utilizes Dmaud to replace the original sounds of the game Doom.

SOUND\UTIL\MUS2PWAD

Converts MUS files into PWADs

SOUND\UTIL\MIDI2MUS

Converts MIDI files to MUS for insertion into Doom PWADs

Graphics

The Graphics patches are in the GRAPHICS directory in individual directories. The utilities are in a UTIL subdirectory.

GRAPHICS\WYBACK01

New graphics for player. Makes it easier to see other players in deathmatch.

MISC\V12_LMPS

Recordings of playing through the original Doom levels.

GRAPHICS\UFO

Turns cacodemons into UFOs

GRAPHICS\SPYDER

This file replaces the imps with a small version of the Spyder Demon. I've also included a way to remove him & all necessary utilities.

GRAPHICS\SHEDEV1

The most lothesome creature ever to grace the Shores of Hell is waiting just for you. Nervous? Trembling? I would be. This is no ordinary creature. It will lure you in with her charms. Entrance you with her beauty. Hypnotize you as she dances upon her outswept wings. You will not even realize as her gaze meets yours, as she moves toward you, as she wraps her sweet caressing arms around you... and tears you

limb from limb!

GRAPHICS\PENGUINS

This is a Doom graphics patch that replaces the "cow" demons with equally demonic cartoon penguins !

To install this patch, first run PENFLATE from the DOS prompt, then use the batch files PENGUIN and PENGUOUT to install and remove the penguins.

This graphics patch was done seriously on the cheap using a pen and paper, a line-art scanner and the windows paintbrush to add a splash of colour. Anyone with any more ideas for silly Doom monsters, drop me a line.

GRAPHICS\OFFICEDM

This file is the result of many painstaking hours of posing, developing, scanning, resizing, and repainting the animation frames necessary to substitute Joe Office Worker (played by me) into DOOM, the absolutely fabulous game brought to you by id software, without whom we would all actually have to do work at work.

For all of us fortunate enough to have networks at the office and to not have received memos banning DOOM from those networks, this will allow you to hunt down Joe Office Worker instead of Joe Space Marine. Trust me, it adds wonderfully to play in an office to blow away a guy in a tie instead of the generic DOOM opponents.

GRAPHICS\NGUNS2B

This quick patch makes your Plasma Gun and Rocket Launcher look different. Since the last release, the Plasma Gun shoots smaller shots and have more transparent explosions. The Rocket Launcher has a more clustered blast. BFG modifications in next release...

GRAPHICS\MACBAR9B

Turns the barrels into Macintoshes... heh.

GRAPHICS\JADE

New monster graphic

GRAPHICS\IMP_GRFX

New graphics to replace the imp death animation.

GRAPHICS\GORYIMP

The name says it all...

GRAPHICS\FLAMER

This patch converts the Plasma gun into a flame thrower and includes new graphics and sounds for doom.

GRAPHICS\EYEBALL

This file replaces the cacodemon with a roving eye.

GRAPHICS\ELECTEYE

New Lost Soul graphics, replaced with an 'electric eye'
GRAPHICS\DUKBAL7
Replace the fireball with a Duck!?

GRAPHICS\CUSTARD

Yes folks, the all new ACME Custard Pie Launcher is a marvel of modern technology. Capable of firing Custard pies at high velocity and deady accuracy at friend and foe alike, the ACME Custard Pie Launcher is a must for every Doomer's arsenal. Smother enemies in custard, or, if you miss, have them helpless with the giggles. The ACME Custard Pie Launcher features an Anti-recoil firing mechanism; lightweight carbon-fiber-titanium-aluminium body, Infra-red sighting (Helmet and visor not included) and non-automatic target aquisition.

GRAPHICS\CHOOK

Chook DOOM replaces all rockets in DOOM with chooks and moves the rocket launcher to where a rocket launcher should be. It's now become the shoulder mounted chook launcher. Much better than the original. It was produced using DMGRAPH, Deluxe Paint II and Graphics Workshop! (A Chook is some sort of bird)

GRAPHICS\BUTTMAN

Buttman 3D for DOOM! This will replace the imps with flaming hemorroid thrower BUTTMAN!
CAUTION you need a good sense of humour!

GRAPHICS\SMILEY

This is Doom with the pain in the ass face that you see plastered on t-shirts -- You know the ones that say have a nice day with this goofy yellow face! Well now it is your chance to put the bullet through this things head and make him bleed -- have a nice day!

This add on grpahics patch was designed by me with the help of myself!! Feel free to modify it change it or do anything you want just as long as you give me a little credit somwhere. If you want e-mail me with suggestions or if you modify it let me know so I can check it out!!

GRAPHICS\BUNNY

Our favorite battery-pushing bunny. Keeps going and going and boom!

GRAPHICS\BRN_CLN

Barney and Clinton, comin at ya live! Aaaaah! A very un PC graphics set.

GRAPHICS\UTIL\PTW3DMKR

Batch files to aid inserting sprite graphics created with 3D studio.

Utilities

The EDITORS subdirectory contains programs related to makeing and modifying levels. The MANAGERS directory contains front-ends for Doom that help manage serial connections and/or WAD files. The CHEAT directory has utilties that let you modify saved games, and there are a variety of things in the MISC directory.

UTIL\EDITORS\TED12

TED is a full screen editor that allows editing of the ENDOOM data.
At the moment, TED does not allow direct editing of the IWAD or a
PWAD, although this may be added in the future (if I can figure out
from the DEU source how the WAD is organised :).

UTIL\EDITORS\VERDA020

VERDA is an add-on utility to work with DOOM by id software. It can
be used to view various pieces of map information on WAD files, both
shareware and registered versions, as well as PWAD files. You can
choose to use VERDA to modify your primary WAD file, or you can edit
PWAD files instead. However, in keeping with the wishes of id
software, it will not modify a shareware WAD file, and in order to
edit a PWAD file you must have access to a registered WAD file.

UTIL\EDITORS\MOVELEV

MoveLev modifies the episode and mission number in a Doom WAD file

UTIL\EDITORS\WADFUN10

Command line program to do strange and
wonderful things to your doom PWAD files.
(Shrink, Expand, Mirror) Requires that
you already have a program to extract or
create levels and to build nodes etc.

UTIL\EDITORS\WADTLS

WAD Tools is a freeware program to be used with id Software's
phenomenal action game, DOOM. It is designed to let any curious
individual peruse the contents of the DOOM WAD file. Anyway, WAD
Tools will let you do any number of operations on the resources in
the WAD file. You can view it in hex mode, or if it's a graphic

resource, you can view it in 320x200x256 VGA mode. You can also
export it to a file (an LBM if it's a graphic resource), or replace
it by importing a file. And, if you're really brave, you can export
all the resources in the WAD file to individual files.

UTIL\EDITORS\ZAMBONY

Simple program to 'preview' Doom levels. Does not work well in this version but has promise.

UTIL\MANAGERS\DCC30

DOOM Control Center is a utility program that greatly simplifies
running serial/modem/network games. DCC replaces and enhances all of
the functionality of DOOM's SETUP.EXE with the exception of the hardware
configuration portion.

UTIL\MANAGERS\WADRUNR

WAD_Runner V1.0 Official release.
"Windows" style gui shell for id software's
DOOM. Select external WAD files from pick
list, start at any episode or level, Launch
network or serial games, Ipx detection, and
more. Point and click operation. Includes
info on serial port and network kits for
Multi-player games.

UTIL\MANAGERS\WM150

A small utility that allows you to easily choose and load all those extra levels that have been uploaded to
the DOOM sites. WadManager works with DOOM 1.2 only.

UTIL\MANAGERS\RUNDOOM2

RUNDOOM v1.0
If you play DOOM 1.2
over the modem with a buddy, run
this instead of SETUP. Choose to
fight Monsters or NoMonsters. Saves
the setup configuration so you don't
have to keep typing it in everytime.
Play from saved game. Use even if
playing alone. Try it!

UTIL\MANAGERS\TID10

Hello all, I'm The Immortal releasing a nifty little util for Doom,
everyone's favorite game by iD software... this was made for people
who love to play over the modem, especially in Deathmatch mode.
Basically, it just gives you a cheesy menu system and then plugs in
the parameters and runs Sersetup.exe to dial/answer/etc... I'd like to
give thanx to Maxwell who gave me a cool routine to swap out while
executing Sersetup.exe, but I ended up not needing it, anyways...

To use TIDOOM just run TIDOOM.EXE and choose the config option from the main menu. Set it up, then choose if you want to dial, answer, or play while already connected. Then it'll run Sersetup and you'll be set for carnage. Welp have fun, and lemme know if you happen to find any bugs :).

UTIL\MANAGERS\MDSOS2

A Modem setup and manager for OS/2 Doom play.

UTIL\MANAGERS\AUTODOOM

Auto-Doom is a add-on program for Doom that dramatically simplifies running Doom locally or through serial/modem games. Auto-Doom replaces and enhances all of the functionality of DOOM's SETUP.EXE with the exception of the hardware configuration portion.

UTIL\MANAGERS\DDAY

D-Day is a menu driven utility for DOOM(tm) that allows saving up to 60 single or multi-player games, plus a patch utility for editing all weapons and attributes for single or multiple player games. The patch utility features a full screen editor with a selection of options to customize the editor to the user's personal preferences.

UTIL\MANAGERS\APCIDOOM

The APCi MultiPlayer Game Server provides true network modem gaming support via virtually any multi-line BBS! Modem gamers may now use the APCi MultiPlayer Game Client software to call any host BBS and toast up to three opponents! Bet you didn't know your rocket launcher could liquify someone in New York and California at the same time!

UTIL\MISC\RMS

Allows 3 or 4 players (or 2) to play DooM by just using serial cables.

As noted, you can play with just 2 players using RMSSetup, however, I recommend using the DooM serial device driver by David Nugent, currently at version 1.2.6. Look for "bnudm126.zip" at your nearest ftp site.

You need a machine for each player, up to a maximum of four.

You also need a a minimum of a cable for each player except one. These cables are standard NULL modem cables. Fully shielded and grounded cables are preferable (to reliably use higher speeds).

Two machines need one serial port each, the remaining machines need two serial ports each.

Each machine needs to use RMSSetup, preferably the same version.

Having 16550A serial chips is a definite plus, they will be used automatically.

UTIL\MISC\GDUTIL

SHOWMAP   Shows MAP's in .WAD files. And print number of Weapons, Enemys and Starting points (both for Players and Deathmatch)

Usage: SHOWMAP <wadfile.wad>

The file MODERN.FON must be in current directory!

PLAYWAD   This program look in the specified .WAD file and if there is a MAP to play it starts DOOM.EXE and warp you to the first MAP it finds.

Usage: PLAYWAD [-1|2|3|4|5] <wadfile.wad>

-1 to -5 is the skill level to play (default -3). So if you wan't to play forest.wad in Nigthmare type something like this:

PLAYWAD -5 FOREST.WAD

Patches

These patches are for use with DeHacked, which you will find in the BOOK directory.

TEXT.DEH
Modifies the text strings of Doom

PATCH\UNDEAD12
Here is the patch that brings the undead into your DOOM experience, so load it and try it ... if you think you can handle it!

PATCH\UFASTWPN
This is an example DEH for DeHackEd 1.3 on how to create ULTRA-FAST weapons. This is done by modifying the frame table and removing some un-needed frames (the firing & recoil) by setting the frame time as 0. This has also made all of the corpses hanging around killable and fall to the ground in a pile of guts. Trees also explode after being shot. The barrels have been made with a lower mass and a higher HP for the fun of "pushing" a barrel into a crowd of enemies and destroying it with another shot. Also the enemies have much lowered mass to have fun when the enemy is shot or killed, they literally fly!! Weapons are also increased in strength (watch out in co-operative play, one missfired shot can kill your friend!). The weapons have been modified on the ammo editor to have unlimited ammo via the ammo type (set to 5). I think that's about it. Hope you enjoy it!!!

PATCH\KP1_0
Six patches.
ammo2pos.deh   Causes troopers to 'reappear' upon death

bal12skl.deh	Imps fire skulls, with occasionally lethal results
blastimp.deh	Imps on amphetamines.
gun.deh	Shotgun goes automatic.
infmisl.deh	Missiles, upon detonation, keep exploding forever!
puff2pos.deh	Watch where you shoot - misses create more troopers!