Extracting Game Audio

It is recommended to do all of your extracting in the SAME disk drive (ex: C:\)

Extracting Tools

EternalAudioExtractor by proteh - Download
Exports WEM & OPUS audio from SND files for Windows OS.

EternalAudioExtractorLinux by PowerBall253 - Download
Exports WEM & OPUS audio from SND files for Linux OS.

Make sure you have at least 2.00 GB of storage if you plan on extracting music.
550 MB for sound effects, 50 MB for voice overs (for each language).

Extraction Instructions

Instructions are for Windows users.

- Extract the contents of **EternalAudioExtractor** somewhere on your machine.
- Launch either "**Extract_All.bat**" or "**Extract_Single.bat**" depending if you want to extract all sound files or from a single directory.
- Copy and paste the filepath of your DOOMEternal installation directory.
  (ex: **C:\Program Files (x86)\Steam\steamapps\common\DOOMEternal**)
- Input the name of the **.snd** file you want to extract (if applicable).
- Input the name of the output directory. Make sure the directory is either empty or nonexistent.
- If you are extracting music files, press **[Y]** to enable automatic .ogg conversion.
- If necessary, press **[Y]** again to enable the extraction of unused sound files.
- If everything looks correct, press **[Y]** to extract its contents.
- Press **[Y]** to close the batch script open the output folder in a new window.

Music files must be in the OGG sound format before they can be edited.

Unused game audio (represented only by ID) cannot be referenced in-game.

List of Resources

Resource Name	Information
music.snd	Contains WEM music files for Base Game & DLC1
music_patch_1.snd	Contains WEM music files for DLC2
music_patch_2.snd	Contains WEM music files for Horde Mode
sfx.snd	Contains OPUS sound effects files for Base Game
sfx_patch_1.snd	Contains OPUS sound effects files for DLC1
sfx_patch_2.snd	Contains OPUS sound effects files for DLC2
sfx_patch_3.snd	Contains OPUS sound effects files for post-DLC2
vo_English(US).snd	Contains OPUS voice over files for Base Game & DLC1
vo_English(US)_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_French(France).snd	Contains OPUS voice over files for Base Game & DLC1
vo_French(France)_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_German.snd	Contains OPUS voice over files for Base Game & DLC1
vo_German_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Italian.snd	Contains OPUS voice over files for Base Game & DLC1
vo_Italian_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Japanese.snd	Contains OPUS voice over files for Base Game & DLC1
vo_Japanese_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Polish.snd	Contains OPUS voice over files for Base Game & DLC1
vo_Polish_patch_1.snd	Contains OPUS voice over files for DLC2 and after

vo_Portuguese(Brazil).snd	Contains OPUS voice over files for Base Game & DLC1
vo_Portuguese(Brazil)_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Russian.snd	Contains OPUS voice over files for Base Game & DLC1
vo_Russian_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Spanish(Mexico).snd	Contains OPUS voice over files for Base Game & DLC1
vo_Spanish(Mexico)_patch_1.snd	Contains OPUS voice over files for DLC2 and after
vo_Spanish(Spain).snd	Contains OPUS voice over files for Base Game & DLC1
vo_Spanish(Spain)_patch_1.snd	Contains OPUS voice over files for DLC2 and after

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