General Information

Information to get started.

- **Extracting Game Audio**
- **Creating Audio Mods**
- **Audio File Extensions**

Extracting Game Audio

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

Extracting Tools

AtlanResourceExtractor by FlavorfulGecko5 - **Download**
Exports all audio types from SND files and converts them to WAV.

> Make sure you have at least 14 GB of storage if you plan on extracting MUSIC.
> 6 GB for SFX, 8 GB for VO (for all languages).

Extraction Instructions

- Extract the contents of **AtlanResourceExtractor** somewhere on your machine.
- Open the **extractor_config.txt** file.
- Set -> **input_folder = "DOOMEternal installation directory"**
  ex: `"C:\Program Files (x86)\Steam\steamapps\common\DOOMEternal"`
- Set -> **output_folder = "desired output directory"**
  ex: `"C:\Atlan_Output"`
- Set -> **run_audio_extractor = 1**
- Set -> **run_soundbank_extractor = 1**
- In the **audio_extractor** field, remove the // comments appending the audio types you wish to extract (under DOOM Eternal).
- Save the **extractor_config.txt** file.
- Run the **AtlanResourceExtractor.exe** file.

> All audio files are converted to the WAV sound format to preserve quality and reduce the number of steps to convert them to WEM with Wwise.

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

Creating Audio Mods

> See **Extracting Game Audio** before proceeding.

> Instructions are for Windows users.

Audio Editing

Download an audio-editing tool of your choice, such as Audacity - **Download**

1. Edit the audio files in your audio-editing tool.
2. For replacing audio without making any adjustments to a PCK file, make sure that your edits match the start and end length of the audio track.
3. **SFX, VO, & MUSIC:** Convert all of the audio you want to export to WAV (32 bit for high quality).

Wwise Launcher (MUSIC) - Atlan Mod Loader & idStudio

Create an audiokinetic account (use free trial) and install Audiokinetic Launcher - **Download**

> Install Wwise Version **2022.1.18.8567** for the best experience.

1. Go to **Wwise Launcher** -> WWISE -> **Launch Wwise** (64-bit) -> **New** (Project Launcher) -> Provide it a name -> Select **None** (Import assets to project) -> **OK**
2. **Close** (License Manager) -> **Project** -> **Project Settings** (SHIFT + K) -> **Source Settings** ->

   <If you are modding MUSIC>
   Default Conversion Settings ... -> Vorbis / **Vorbis Quality High**

   <If you are modding SFX or VO>
   Default Conversion Settings ... -> PCM / **PCM Auto Detect High**

OK -> **OK**

3. **Audio File Importer** (SHIFT + I) -> Add Files... -> Select your WAV files -> **Open** -> **Import**
   (Replace any if needed)

4. **Project** -> Convert All Audio Files... -> Check **Windows** (If it is not already checked) -> **OK**

5. **File Manager** (SHIFT + F1) -> Right Click **Project Folder Directory** -> Open **Containing Folder** -> .cache\Windows\SFX (It is recommended to bookmark this directory)

6. Be sure that the exported **WEM** files end with the appropriate values.

MUSIC -> **_3F75BDB9**
SFX -> **_9D0E2A85**
VO -> **_10C4C929**

> Be sure to remove the appending values after the ID when you add the WEM files to your mod.

> See also: **https://wiki.eternalmods.com/books/eternal-idstudio/page/how-do-i-create-idstudio-mods**

Adding Audio to your Mod

1. Create a folder in your Atlan mod called **audio**.

2. Copy your converted WEM file(s) in there and make sure they have the same ID as the audio file you want to replace. Any content prior to **id#** is irrelevant.
   ex: **samuelsbase_music_main_heavy_0_0_id#15098487.wem**

3. Package your mod, then run the **AtlanModLoader**.

Audio File Extensions

> These are the audio file types you will be interacting with.

.wav

Edited SFX, VO, & MUSIC files must be converted into the WAV format before they can be converted into WEM files.
WAV files **SHOULD NOT** be included in your mod.
Example:
`cultist_base_music_main_heavy_0_id#156134790.wav`

.wem

The format that SFX, VO, & MUSIC files have been converted into the WEM format.
WEM files **SHOULD** be include in your mod.
Example:
`cultist_base_music_main_heavy_0_id#156134790.wem`

.snd

These contain the audio files. They **CANNOT** be directly modified by a conventional audio editor.
Instead, tools are used to extract individual audio audio files.
Example:
`music.snd`

.pck

These contain the audio resources. They **CANNOT** be directly modified by a conventional audio editor.

However, **Fusion Tools** can directly modify PCK files.
Example:
`mus.pck`

> **PCK** files modified by **Fusion Tools** are not supported by the **Atlan Mod Loader**.
> which is a program that allows certain mods type to be injected.

> See **Creating Audio Mods** for more information.

Legacy Formats

.ogg

Extracted MUSIC files from "**music**", "**music_patch_1**", & **"music_patch_2"** can be in this format.
OGG files **SHOULD NOT** be included in your mod.
Example:
`cultist_base_music_main_heavy_0_id#156134790.ogg`

.opus

Extracted SFX & VO files from "**sfx**", "**sfx_patch_1**", "**vo_English(US)**", etc can be in this format.
OPUS files **SHOULD NOT** be included in your mod.
Example:
`ammo_bfg_id#373311939.opus`