

Audio File Extensions

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

.ogg

Extracted music files from "music", "music_patch_1", & "music_patch_2" will be converted to this format if they are to be edited.

OGG files **CANNOT** be re-injected into DOOM Eternal.

Example:

`cultist_base_music_main_heavy_0_id#156134790.ogg`

.opus

Extracted sound effect & voice over files from "sfx", "sfx_patch_1", "vo_English(US)", etc will be in this format.

OPUS files **CAN** be re-injected into DOOM Eternal.

Example:

`ammo_bfg_id#373311939.opus`

.wav

Edited music files must be converted into the WAV format before they can be converted into WEM files.

WAV files **CANNOT** be re-injected into DOOM Eternal as music files, but they **CAN** as sound effects & voice overs.

Example:

`cultist_base_music_main_heavy_0_id#156134790.wav`

.wem

After the edited music files have been converted into the WEM format, they **CAN** be re-injected into DOOM Eternal.

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

If a **WEM** file has been exported correctly (Vorbis Quality High), they should have "**_3F75BDB9**" before its WEM extension. You will need to delete the "**_3F75BDB9**" in the WEM file's name before you can inject it into DOOM Eternal.

PCK files modified by **Fusion Tools** are not supported by **DEternal_loadMods**, which is a program that allows certain mods type to be injected.

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

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