

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. Import the OGG or OPUS files and edit them in your audio-editing tool.
2. Make sure that your edits match the start and end length of the audio track.
3. **SFX & VO:** Convert all of the audio you want to export to OPUS.
(Export Audio -> OggOpus - 64 kbps for high quality)
4. **MUSIC:** Convert all of the audio you want to export to WAV. (32 bit for high quality)

FFmpeg (SFX & VO) - Eternal Mod Injector

You need the FFmpeg extension for Audacity to import/export OPUS audio files - [Download](#)

1. Install **ffmpeg-win-#.#.#.exe** -> Follow the installation instructions
2. Open Audacity -> Edit -> Preferences -> Libraries
3. FFmpeg Library: Locate... -> Browse... -> Find **avformat-55.dll** -> OK

Be sure to export the OPUS file in either mono or stereo depending on the format of the original file.

Sometimes, Audacity will automatically find avformat-55.dll

If the **exe** version does not work, download the **zip option** and extract it into a new folder called **ffmpeg-win-#.#.#** (depending on the version number) and extract all its contents in there. Then attempt to locate FFmpeg.

Wwise Launcher (MUSIC) - Eternal Mod Injector & 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) -> **Property Editor** (SHIFT + K) -> **Source Settings** -> Default Conversion Settings ... -> Factory Conversion Settings / Vorbis / **Vorbis Quality 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 **_3F75BDB9**

Exported **WEM** files for idStudio SFX end with **_9D0E2A85**

For idStudio mods, SFX & VO need to be converted with Wwise with the **PCM Auto Detect High** Default Conversion Setting. See: <https://wiki.eternalmods.com/books/eternal-idstudio/page/how-do-i-create-idstudio-mods>

Injecting Audio

1. In your DOOMEternal\Mods folder, create a folder called named based on where the file was originally found.
(ex: **music_patch_1**)
2. Copy your converted WEM file(s) in there and make sure they have the same name as extracted files.

(ex: samuelsbase_music_main_heavy_0_0_id#15098487.wem)

3. Run the **EternalModInjector** like normal.

Revision #17

Created 8 September 2021 20:25:58 by Velsr

Updated 12 September 2026 09:48:57 by Velsr