

# 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

| <u>Resource Name</u>          | <u>Information</u>                                  |
|-------------------------------|-----------------------------------------------------|
| 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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