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

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