

DOOM

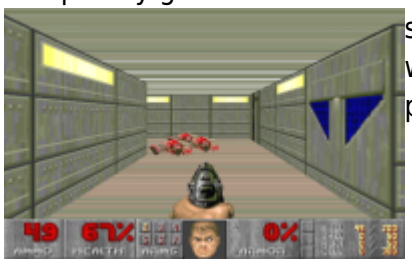
Emulator	ROM Folder	Extension	BIOS	Config
lr-prboom	/userdata/roms/prboom	.wad	prboom.wad	/userdata/saves/prboom/[DOOM-EPISODE]/prboom.cfg

Batocera is shipped with the SHAREWARE version of Doom. So you can play Episode 1 of this insane 3rd person shooter from 1993.

When adding `.wad` files, make sure you put the filenames in lowercase. Uppercase `.WAD` won't work.

Wiggle Fix

On some ARM platforms floor and ceilings got some disturbtive graphics output. Disabling it completely gets rid of the effect. This screenshot illustrates the problem at full effect! This is due to some fix for texture “vibrations” (not exactly the same issue as the wiggle but triggered with the same option) the fix was backported from prboom-plus but it seems it's causing trouble in some platforms.



So how to fix? Start PRBOOM → Options → General → 3rd page Whiggle fix → No

Annother method? Yes, navigate to `/userdata/saves/prboom/[DOOM-EPISODE]/prboom.cfg` and search Video Section for *r_wiggle_fix* and disable it.

```
## Video settings
#screenblocks                  0
#usegamma                      0
#uncapped_framerate            3
#filter_wall                   1
#filter_floor                  1
#filter_sprite                 1
#filter_z                      1
```

```
#filter_patch                  1
#filter_threshold          49152
#sprite_edges                  0
#patch_edges                   0
#render_stretchsky             1
r_wiggle_fix                  0
```

Add Additional WADs (PWADs)

General: `IWAD = Internal Where's All the Data` and `PWAD = Patch Where's All the Data`. So in general IWADs are standalone files and can be started aloneside. Some examples can be (e.g.)

- DOOM Shareware
- DOOM Full Version
- DOOM Ultimate DOOM
- DOOM2 Hell on Earth
- DOOM2 BFG EDITION
- DOOM BFG EDTION
- FREEDOOM Phase 1 (DOOM Ultimate free plot)
- FREEDOMM Phase 2 (DOOM2 free plot)
- DOOM2 - Plutonia Experiment
- DOOM2 - TNT Evilution

Corresponding MD5 checksums of popular WADs:

- Doom I - v1.9

`DOOM.WAD cd63c5ddff1bf8ce844237f580e9cf3`

- Doom 1 - Episode 5 SIGIL (v1.21)

`SIGIL_v1_21.WAD 743d6323cb2b9be24c258ff0fc350883`

- Doom II - Hell on Earth v1.9

`DOOM2.WAD 25e1459ca71d321525f84628f45ca8cd`

- Final Doom - Evilution v1.9

`TNT.WAD 4e158d9953c79ccf97bd0663244cc6b6`

- Final Doom - The Plutonia Experiment v1.9

`PLUTONIA.WAD 75c8cf89566741fa9d22447604053bd7`

- Ultimate Doom

`DOOMU.WAD c4fe9fd920207691a9f493668e0a2083`

Sigil (5th Episode)

SIGIL is the 5th Episode for ULTIMATE DOOM. It was created by the creator of DOOM - John Romero and can be downloaded for free right here.

How to use?

Place the downloaded WAD to your prboom directory in roms. Now edit `/userdata/saves/prboom/[DOOM1-EPISODE]/prboom.cfg` and set the WAD next to be loaded to the main WAD in *Files Section*. I've only tested for ULTIMATE DOOM and it worked like a charme.

```
## Files
wadfile_1                "SIGIL_v1_2.wad"
#wadfile_2                ""
#wadfile_3                ""
#wadfile_4                ""
#wadfile_5                ""
#wadfile_6                ""
#wadfile_7                ""
#wadfile_8                ""
#dehfile_1                ""
#dehfile_2                ""
```

Lost Episodes of Doom

The Lost Episodes of Doom is a collection of three eight-level episodes for Doom by Christen Klie and Bob Carter. It takes place on the Jovian moons Callisto and Io, and on Jupiter itself. It was a commercial product.

Extract the two WAD files and then edit `/userdata/saves/prboom/[DOOM1-EPISODE]/prboom.cfg` and set the WAD next to be loaded to the main WAD in *Files Section*.

```
## Files
wadfile_1                "JPTR_V40.WAD"
wadfile_2                "Jptr_fix.wad"
#wadfile_3                ""
#wadfile_4                ""
#wadfile_5                ""
#wadfile_6                ""
#wadfile_7                ""
#wadfile_8                ""
#dehfile_1                ""
#dehfile_2                ""
```

Doom 2 - No Rest for the Living

No Rest for the Living was developed by Nerve Software for the release of Doom 2 on the XBLA. The episode consists of nine levels in all, eight standard levels and a single secret level, as a homage to

the similarly structured nine-map episodes in the original Doom, particularly Knee-Deep in the Dead.

Extract the WAD file and then edit `/userdata/saves/prboom/[DOOM2-EPISODE]/prboom.cfg` and set the WAD next to be loaded to the main WAD in *Files Section*.

```
## Files
wadfile_1                 "NERVE.WAD"
#wadfile_2                 ""
#wadfile_3                 ""
#wadfile_4                 ""
#wadfile_5                 ""
#wadfile_6                 ""
#wadfile_7                 ""
#wadfile_8                 ""
#dehfile_1                 ""
#dehfile_2                 ""
```

Additional tricks

The above methods gots the disadvantage that you “lose” your original gameset. That means for DOOM-Sigil that you will the new launching screen ever and ever again. To get rid of this you can copy the main WAD and rename one to `DOOM - Ultimate DOOM.wad` and the other to `DOOM - Sigil of Baphomet.wad` now you edit `/userdata/saves/prboom/DOOM - Sigil of Baphomet.wad/prboom.cfg` and set it up like written above.

Now you edit gamedata and hide the added PWAD files (Sigil.wad), you now have a clean list.

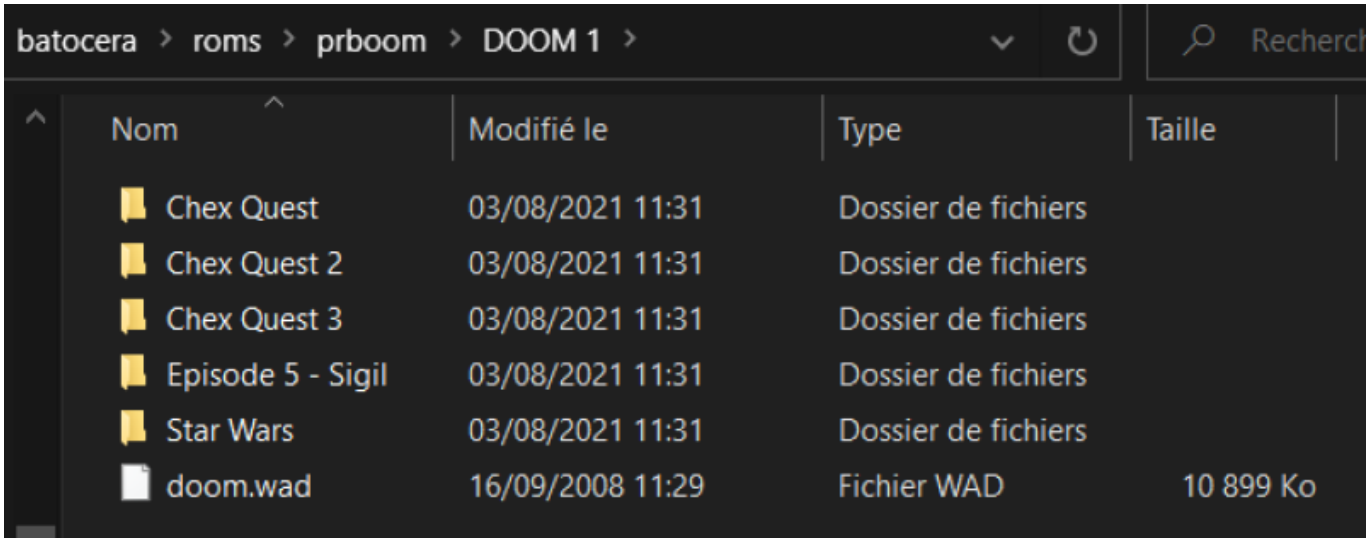
Mods

If you intend to use Doom mods, you need to create subdirectories for each mod you want to enable, and keep a copy of the original `doom.wad` or `doom2.wad` in the mod subdirectory, with the corresponding `.wad` for the mod. Generally when you launch a mod, the Doom Logo has been modified by the modder and you can tell what is the base wad.

For example : Simpsons Ultimate Doom



In the screenshot below, you can see how you can make it work. The original `.wad` files have been renamed `.wadd` so that PrBoom doesn't load and give them priority over the other wads.



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