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List of DooM2 Sounds

By ReX, July 28, 2001 in Doom Editing Help

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ReX

Forum Staple



Registered: 05-00

Posted July 28, 2001

Does anyone know where I can get a list of sounds in DooM2 that defines what each sound lump represents (e.g., DSPISTOL is the sound of a pistol firing). Some are quite obvious, but others are not. So I'd appreciate it if someone could point me to any such list. Thanks.

ReX

Forum Staple



Registered: 05-00

Posted July 28, 2001

I should have known that! (ReX goes off to give himself 40 lashes!) Thanks!

Ezzariarch

Member



Registered: 04-01

Posted July 31, 2001

DSPISTOL= Pistol fire

DSSHOTGN= Shotgun fire

DSSGCOCK= the shotgun "cock" before entering next level

DSSAWUP= Chainsaw select sound

DSSAWIDL= the rumbling sound fer the cahin-saw idle

DSSAWFUL= when busy slicing ppl's with SAW

DSSAWHIT= When u first hit the enemy with da saw

DSRLAUNC= Rocket fire

DSRXPLOD= BFG explosion (not Rocket as Wintes says)

DSFIRSHT= Fireball shot (imp, cacodemon, mancubus..etc)

DSFIRXPL= Fireball explosion (imp, caco, Lost-sould deth)

DSPSTART= Lifts start sound

DSPSTOP= Lifts stop

DSDOROPN= Door (normal) open

DSDORCLS= Noraml doo close

DSSTNMOV= Moving ceiling

DSSWTCHN= Switch on

DSSWTCHX= Switch off

DSPLPAIN= Player pain sound

DSDMPAIN= Demon pain sound

DSPOPAIN= Zombie guys pain (Seargeant, trooper, revenant..)

DSSLOP= Gib sound

DSITEMUP= Get items sound (ex: Medkit)

DSWPNUP= Pick up weapon sound

DSOOF= When u hit da ground

DSTELEPT= Teleport sound

DSPOSIT(1,2 and 3)= Zombie guys alert sound

DSBGSIT(1 and 2)= Imp alert sound

DSSGTSIT= Demon alert

DSBRSSIT= Baron of Hell alert

DSSGTATK= Demon biting sound

DSCLAW= Scratchin sound of imp and Hellkight/Baron

Meta

Exhibit 1160

Meta v. 8KHZ

IPR2023-01023

Ex. 1160-001

https://www.doomworld.com/forum/topic/1352-list-of-doom2-sounds/

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DSPLETH= player death cry
 DSPDIEH= "same as above" but more rare
 DSPORTH(1,2,3)= Zombie guys death
 DSBGDTH(1,2)= Imp death
 DSSGTDTH= Demon death
 DSBRSDTH= Baron death
 DSPOSACT= zombie "growling" sound
 DSBGACT= Same as above but for da Imp
 DSDMACT= Demon growl (cacos, cyberdeamon, barons,etc)
 DSNOWAY= Blocked by wall or tryin to open a locked door/wall
 DSBAREXP= barrel.rocket/revenant fireball explosion
 DSPUNCH= When your fist sum one
 DSTINK= Modem play sound (no idea wut dat is)
 DSBDOPN= Open sond for TURBO door
 DSBDCLS= Close for TURBO doors
 DSITMBK= Item respawn
 DSGETPOW= Power-up sound (berserk, Megasphere, etc)
 DSPLASMA= Plasma fire (u and arachnotron)
 DSBFG= "pretty obvious"
 DSCACSIT= Cacodemon alert
 DSCACDTH= Caco death
 DSCYBSIT= Cyber-deamon alert
 DSCYBDTH= Cyber-deamon death
 DSSPISIT= Spider-mastermind alert
 DSSPIDTH= Spider-masta death
 DSSKLATK= Lost soul attack
 DSSKLDTH= (this is not used in Doom 2)
 DSHOOF= Cyber demon HOOFS' sound
 DSMETAL= Spider-masta and Cyber-demon metal walkin sound
 DSDSHTGN= Super shotgun fire
 DSDBOPN= Open of SSG (supa shotgun)
 DSDBLOAD= Puttin shells into SSG
 DSDBCLS= closing of SSG
 DSVIPAIN= Arch-vile pain
 DSMNPAIN= Mancubus pain
 DSPEPAIN= Pain elemental pain
 DSBSPSIT= Archnotron alert
 DSKNTSIT= Hell knight alert
 DSVLSIT= Arch-Vile alert
 DSMANSIT= Mancubus alert
 DSPESIT= Pain elemental alert
 DSSKEPCH= Revenant hit when punching
 DSVILATK= Arch-Vile attack
 DSSKESWG= Revenant Swingin his arm at u
 DSBSPDTH= Arachnotron death
 DSVILDTH= Arch-Vile death
 DSKNTDTH= Hell knight death
 DSPEDTH= Pain elemental death
 DSSKEDTH= Revenant death
 DSBSPACT= Arachno idle sound
 DSBSPWLK= metal walkin sound of Arachno
 DSVILACT= Arch-Vile idle (mumahaha)
 DSFLAME= Arch-Vile fire's sound
 DSFLAMST= Arch-vile flame start
 DSBOSBIT= Doom 2 boss (Romero dude) alert
 DSBOSCUB= the demon spawner idle
 DSBOSPIT= cube launch
 DSBOSPN= Boss guy get hit
 DSBOSDTH= Icon of sin death
 DSMANATK= Mancubus attack
 DSMANDTH= Mancubus death
 DSSSSIT= Nazi guy alert
 DSSSDTH= Nazi guy dies
 DSKEENPN= Commander Keen (litto hangin doll thingy) pain
 DSKEENDT= Keen's death

Ex. 1160-002

DSSKEACT= Revenant idle
DSSKESIT= Revenant alert sound
DSSKEATK= Revenant Fireball launch
DSRADIO= Chattin sound

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ReX

Forum Staple



Registered: 05-00

Posted August 1, 2001

That was something. Thanks for the list.

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