

STUDIO DEURBEL PRESENTS



DOORBELL OF DOOM

THE OPERATOR'S MANUAL

A clean, modern launcher for UZDoom.

Profiles / Load orders / Hall of Fame / Rip and tear



RED / YELLOW / BLUE - COLLECT THEM ALL

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NOTE

Chapters are named after Doom maps because every launcher deserves a proper level select. Menu labels, buttons and keys in this manual are shown in **gold** exactly as they appear in the launcher.

MAP01

WELCOME TO HELL

What this thing actually is

Doorbell of DOOM is a launcher for **UZDoom**. It remembers which game, which mods and which options belong together, so you never again type a 400-character command line, drag a mod into the wrong slot, or wonder why your saves vanished.

Everything revolves around the **profile**: a named bundle of an IWAD, an ordered list of mods, and your options. Pick a profile, hit **RING IT**, and the doorbell does the rest.

FEATURE	WHAT IT DOES FOR YOU
Profiles	Each has its own IWAD, mod list, options, note, keycard tag and play statistics.
Load order	Drag and drop mods; tick or untick to toggle them without removing them.
Drop anything	Drag files from your file manager straight onto the window, or paste paths with Ctrl+V.
Smart ZIPs	Download packages containing WADs/PK3s can be extracted and added automatically.
Safe saves	Optional per-profile savegames and config, so mods never trample each other.
Live preview	The exact command line is always visible. Copy it or export it as a script.
Hall of Fame	Playtime bars per profile and a rank that climbs from Fresh Meat to Eternal Slayer.
Undo / redo	Every mod-list change can be undone with Ctrl+Z.
Discord presence	Shows what you're playing, or that you're browsing the launcher.
Four themes	Knee-Deep Red, Nukage Green, Phobos Blue and Inferno Gold.
Crash-proof config	Saved atomically and backed up, so a crash cannot eat your profiles.

SUPPORTED FILE TYPES

Mods may be **.wad .pk3 .pk7 .pkz .ipk3 .ipk7 .zip** files, or **folders**. DeHackEd patches (**.deh .bex**) are supported too and are passed to the engine with the correct flag automatically.

MAP02

INSTALLATION

Requirements and first run

YOU NEED	NOTES
Python 3	Any modern 3.x release.
PySide6	Install with: <code>pip install PySide6</code>
UZDoom	The engine the launcher starts. Auto-detected, or set the path by hand.
An IWAD	doom.wad, doom2.wad, freedoom, heretic.wad etc. Auto-scanned from common folders.

```
pip install PySide6
python doorbell_of_doom.py
```

TIP

Sound is optional. If QtMultimedia is missing from your PySide6 install, the **Doorbell sound** checkbox is greyed out and everything else works normally.

WHAT HAPPENS ON FIRST RUN

- A default profile called **Default** is created for you.
- The launcher searches for UZDoom (your PATH, Program Files, ~/Games, /usr/games, /opt/uzdoom and more).
- It scans common IWAD folders, including typical Steam install locations, for known IWADs.
- Discord Rich Presence goes live if the Discord desktop app is running.

MAP03

QUICK START

From zero to demons in 60 seconds

1**POINT TO THE ENGINE**

Check the **Engine** field. If it's empty press **Auto-detect** or **Browse** and pick uzdoom.

2**CHOOSE AN IWAD**

Open the **IWAD** drop-down. Nothing there? **Add IWAD...** or **Scan folder....**

3**ADD MODS**

Drag WADs/PK3s onto the window, or press **Ctrl+O**. Reorder by dragging.

4**SET OPTIONS**

Choose a difficulty, a start map (or **Roll** one), and any flags.

5**RING IT**

Press **RING IT**, **F5** or **Ctrl+Enter**. Rip and tear.

TIP

Double-click a profile in the sidebar to launch it instantly.

MAP04

KNOW YOUR INTERFACE

A tour of the window

The window is built from bevelled panels, like a certain 1993 status bar.

AREA	CONTENTS
Header	The pixel-art bell. Click it to ring the doorbell (it shakes, flashes and chimes).
Profiles (left)	Your profile list, Doomguy's face, and the New / Copy / Rename / Delete / Stats / Surprise buttons.
Engine & game	Path to the UZDoom executable and the IWAD selector.
Mods - load order	The filterable, drag-and-drop mod list with Add files / Add folder / Remove / Clear.
Options	Difficulty, display mode, start map, theme, game flags, launcher settings and extra arguments.
Command preview	Live, read-only view of the exact command. Next to it: Copy command, Save script, and the big RING IT button.
Status bar	Messages, quotes from Doomguy, and warnings.

NOTE

On ultrawide or short screens the layout adapts: the Options panel switches to two columns, the header slims down and the page scrolls. The window is also kept inside your screen, and its size and position are remembered between sessions.

COLOUR TAGS

Tag a profile with a Doom keycard to colour-code it (see the Profiles chapter). The sidebar shows a tiny keycard beside tagged profiles.

MAP05

PROFILES

One bundle per way of playing

A profile stores the IWAD, the full mod list (including which mods are ticked), difficulty, start map, game flags, display mode, separate-saves toggle, extra arguments, a keycard tag, a note, saved loadouts and play stats. Switching profiles loads everything instantly.

ACTION	HOW	WHAT HAPPENS
New	New or Ctrl+N	Asks for a name and creates a blank profile.
Copy	Copy	Duplicates the selected profile as "Name (copy)" with fresh stats.
Rename	Rename	Renames it; the window title and Discord presence update too.

ACTION	HOW	WHAT HAPPENS
Delete	Delete	Asks to confirm. You must always keep at least one profile.
Switch	Click, or Ctrl+1 .. Ctrl+9	Jumps to the Nth profile in the list.
Launch	Double-click	Selects and launches in one go.

RIGHT-CLICK MENU

- **Launch / Duplicate profile**
- **Keycard tag**: Red, Blue, Yellow or None. A quick visual label.
- **Edit note...**: free text that shows as a tooltip when you hover the profile.
- **Open saves folder**: opens this profile's private saves (needs Separate saves ticked).
- **Hall of Fame (stats)**: opens the statistics screen.
- **Export profile... / Import profile...**: share setups as small files.
- **Reset play stats**: zero the launch count and playtime for this profile.
- **Open config folder**: opens the launcher's data folder.

SURPRISE ME

The **Surprise** button picks a random **other** profile for you. It only selects it; press F5 to accept your destiny. With only one profile, fate has no choice.

SHARING PROFILES

Export writes a **Name.doorbell.json** file containing everything except play stats. Import loads one as a new profile, validating every field.

WARNING

Mod paths in an imported profile come from the exporter's machine. Missing files show up in red; use **Relocate missing file...** (see the next chapter) to fix them.

MAP06

ENGINE & IWADS

Telling the launcher what to run

THE ENGINE

Type or paste the path to the UZDoom executable in **Engine**, or use **Browse. Auto-detect** searches PATH and these places: Program Files (and x86), ~/UZDoom, ~/Games/UZDoom, ~/Downloads/UZDoom, C:/Games/UZDoom, C:/UZDoom, /usr/games, /usr/local/bin and /opt/uzdoom. The game is started with the engine's own folder as the working directory.

THE IWAD

An IWAD is the base game (Doom, Doom II, Heretic...). The drop-down lists every known IWAD found in your scan folders plus any you've added by hand. Choose "Let UZDoom choose" to omit the -iwad argument entirely.

- **Add IWAD...** adds a single file (.wad .pk3 .ipk3).

■ **Scan folder...** remembers a folder and finds all known IWADs inside it.

RECOGNISED IWADS

FILE	GAME
doom.wad	DOOM
doom1.wad	DOOM (Shareware)
doom2.wad	DOOM II
plutonia.wad	Final DOOM: Plutonia
tnt.wad	Final DOOM: TNT Evilution
freedom1.wad / freedom2.wad	Freedom: Phase 1 / Phase 2
freedm.wad	FreeDM
heretic.wad / hexen.wad	Heretic / Hexen
strife1.wad	Strife
hacx.wad	HacX
chex.wad / chex3.wad	Chex Quest / Chex Quest 3

TIP

Steam owners: the launcher already looks in the usual Steam folders (Ultimate Doom, Doom 2, Final Doom, Heretic + Hexen and DOOM 3 BFG Edition) on Windows and Linux.

MAP07

MODS & LOAD ORDER

The heart of the beast

The mod list is loaded **top to bottom**. Later items override earlier ones, so order matters. Each entry has a checkbox: unticked mods stay in the list but are not loaded.

ADDING MODS

METHOD	DETAILS
Drag & drop	Drop files or folders from your file manager onto the mod list.
Add files...	Ctrl+O. Multi-select. The launcher remembers the last folder you used.
Add folder...	Loads a directory as a mod.
Paste	Ctrl+V in the list pastes file paths from the clipboard.

Duplicates are ignored, unsupported files are skipped, and the status bar tells you how many items were added or skipped.

SMART ZIPS

Some downloads are packages rather than mods. If a ZIP has no mod-style content at its root (no ZScript, DECORATE, MAPINFO, maps/, sprites/ and so on) but contains loadable files inside, the launcher asks:

- **Extract & add:** unpacks the loadable files into the launcher's extracted folder and adds those.
- **Load zip as-is:** adds the ZIP itself, for the rare package that really is one mod.
- **Cancel:** adds nothing.

ORGANISING THE LIST

- Drag entries to reorder, or select and use **Alt+Up** / **Alt+Down**.
- Press **Space** to toggle every selected mod on or off.
- **Delete** or the **Remove** button removes selected mods; **Clear** empties the list after confirming.
- Type in the filter box (**Ctrl+F**) to narrow the list by name.
- The counter shows e.g. **12 mods - 9 enabled**.

WARNING

If the same file is enabled twice, the counter adds a red **duplicate!** warning and hovering it names the offenders. Loading a mod twice causes strange behaviour, so fix it before launching.

NOTE

Missing files appear in red with "(missing)" after the name. The launcher refuses to launch while an enabled mod is missing, and lists them. Untick or remove them, or relocate them.

RIGHT-CLICK MENU FOR MODS

COMMAND	EFFECT
Enable / Disable selected	Tick or untick the selection.
Relocate missing file...	For a single missing mod: browse to its new location.
Move to top / up / down / bottom	Precise reordering. Up/Down are Alt+Up and Alt+Down.
Show in file manager	Opens the folder containing the mod.
Copy path	Copies the full path(s) of the selection.
Enable all / Disable all	Bulk toggle.
Sort A-Z	Alphabetical sort. Remember: load order matters!
Remove missing files	Deletes every entry whose file no longer exists.
Paste paths from clipboard	Same as Ctrl+V.
Mod roulette	Enables a random half of your mods (at least one) and disables the rest. Ctrl+Z puts things back.
Undo / Redo	Ctrl+Z and Ctrl+Y (or Ctrl+Shift+Z).
Save loadout preset...	Stores the current list under a name.
Load preset loadout	Applies a saved preset to the profile.
Remove selected	Del.

LOADOUT PRESETS

A loadout is a named snapshot of the mod list and which mods are ticked, saved inside the profile. Use them for variations, such as "Vanilla-ish", "Chaos" or "Co-op", without making new profiles.

MAP08

OPTIONS

Tuning the carnage

GAMEPLAY

OPTION	VALUES	PASSES TO UZDOOM
Difficulty	Engine default, or 1 to 5	-skill N
Display	Engine default / Fullscreen / Windowed	+vid_fullscreen 1 or 0
Start map	Text such as MAP01 or E1M1	+map NAME
Extra arguments	Anything you like	Appended at the end

Difficulty names: **1** I'm Too Young To Die, **2** Hey, Not Too Rough, **3** Hurt Me Plenty, **4** Ultra-Violence, **5** Nightmare!

The **Roll** button picks a random start map that suits the selected IWAD: E1M1-style names for episode-based games (Doom, Freedoom 1, Heretic, Chex Quest) and MAP01-style names for the rest.

GAME FLAGS

CHECKBOX	ARGUMENT
No monsters	-nomonsters
Fast monsters	-fast
Respawn monsters	-respawn
No music	-nomusic
No sound	-nosound

SEPARATE SAVES

Tick **Separate saves** and the profile gets its own savegame folder and its own **uzdoom.ini**, stored inside the launcher's data folder. Different mods stop overwriting each other's saves and settings. Use the profile's right-click **Open saves folder** to browse them.

TIP

Turn this on for any profile with total conversions or mods that alter key bindings or CVARs.

EXTRA ARGUMENTS

Anything typed here is split shell-style and added to the end of the command, e.g. **+set sv_cheats 1**. Quotes work, so paths with spaces are fine.

LAUNCHER SETTINGS

CHECKBOX	EFFECT
Discord presence	Toggles Discord Rich Presence (on by default).
Doorbell sound	Toggles all sound effects.
Minimize in-game	Minimizes the launcher while a game runs; it pops back when the game exits.
Screen shake	Rattles the window on cheats, launches and rank-ups. Switch off if you're motion-sensitive.

THEMES

Pick a theme from **Launcher theme**. It applies immediately and is remembered.

THEME	BG	CARD	ACCENT	HIGHLIGHT	FEEL
Knee-Deep Red					The default. Rusty brown with blood-red accents.
Nukage Green					Toxic waste glow on forest-dark panels.
Phobos Blue					Cold UAC-base steel and blue.
Inferno Gold					Molten orange and brimstone gold.

MAP09

RING THE DOORBELL

Command preview and launching

The preview box always shows the exact command that will run. It updates as you click.

HOW THE COMMAND IS ASSEMBLED

```
uzdoom -iwad
       -file
       -deh
       -skill N +map NAME
       +vid_fullscreen 0|1
       -savedir -config (Separate saves)
```

Disabled mods are left out. DeHackEd patches are separated automatically and given to **-deh**.

BUTTON	WHAT IT DOES
Copy command	Puts the command on your clipboard.
Save script...	Writes a launch script: launch_<profile>.bat on Windows, launch_<profile>.sh elsewhere (made executable).
RING IT	Launches the game. Same as F5 or Ctrl+Enter.

WHAT HAPPENS WHEN YOU LAUNCH

- The config is saved first.
- Safety checks: the engine must exist, and no enabled mod may be missing.
- A random quip appears in the status bar ("Ding dong!", "Rip and tear!" and friends), the shotgun sound plays and the window shakes.
- Launch count and last-played time are updated; the clock starts for playtime.
- Discord switches to "Playing <profile>".
- If Minimize in-game is on, the launcher minimizes and returns when the game closes.

NOTE

You can launch several games at once. Each one is tracked separately and its playtime is added when it exits. If you close the launcher while games run, their elapsed time is still credited.

MAP10

HALL OF FAME

Stats, ranks and bragging rights

Press **Stats** or **Ctrl+H** to open the Hall of Fame. It lists every profile sorted by playtime, with a bar chart, launch counts and when you last played (JUST NOW, 5M AGO, 3D AGO, NEVER). A rank bar shows how close you are to the next title.

RANK	TOTAL PLAY NEEDED
Fresh Meat	Start
Imp Chaser	1 hour
Zombieman Slayer	5 hours
Hell Knight Hunter	15 hours
Cyberdemon Crusher	40 hours
Doom Slayer	100 hours
Eternal Slayer	250 hours

Your rank is based on **total playtime across all profiles**. When a game ends and you cross a threshold, the launcher announces **RANK UP!** with the chime, a flash and a shake.

TIP

Want a fresh start for one profile? Right-click it and choose **Reset play stats**.

MAP11

SECRETS & CHEATS

The fun stuff

DOOMGUY

The status-bar face glances around, grins when hovered or clicked, speaks quotes and bleeds. Click him for a quote and a pickup chime.

CHEAT CODES

Type a code anywhere in the window while **no text field is focused**. No Enter needed. The launcher keeps the last 12 letters you typed.

CODE	RESULT
iddqd	Toggles GOD MODE: the face's eyes glow gold and a chime plays. Type it again to switch it off.
idcleve	Level warp: rolls a random start map for the selected IWAD.
idkfa	Very happy ammo and keys added
idfa	Ammo (no keys) added
idclip	No clipping mode on
idspispopd	Smashing pumpkins into small pile of putrid debris
iddt	Map cheat on
idbehold	Inventory data
idchoppers	Ya got the chainsaw, whacko
idmypos	x = 666, y = -1337, z = 0 (E1M1)
doom	Rip and Tear, until it is done!
quake	Wrong franchise, Ranger!
slayer	The Only Thing They Fear Is You!

CHEAT

Apart from **iddqd** and **idcleve**, the cheats are purely for fun: they flash the header, make Doomguy grin, shake the window and print their message in the status bar.

SOUND EFFECTS

All sounds are synthesized on first run and stored in the launcher's theme folder: the **doorbell** (bell click), the **shotgun** blast (launch), the **pickup** blip (face, Surprise, cheats) and the **god-mode chime** (**iddqd**, rank-ups). Turn them off with Doorbell sound.

MAP12

DISCORD RICH PRESENCE

Let your friends hear the bell

Presence is **on by default** and needs no extra Python packages. The launcher talks directly to the Discord desktop app.

SITUATION	DISCORD SHOWS
Launcher open, nothing running	Browsing the launcher
A game is running	Playing <profile name> with an elapsed timer

Hover the **Discord presence** checkbox to see the live connection status. Updates are rate-limited so Discord is never spammed. Untick the box at any time to stop sharing.

TIP

Not showing up? Make sure the Discord **desktop** app is running (not just the browser) and that Activity Status is enabled in Discord's settings.

MAP13

KEYBOARD REFERENCE

Hands-on-keyboard demons

KEYS	ACTION
F5 / Ctrl+Enter	Launch the game
Ctrl+O	Add mod files
Ctrl+N	New profile
Ctrl+F	Focus the mod filter
Ctrl+Z	Undo mod-list change
Ctrl+Y / Ctrl+Shift+Z	Redo
Ctrl+V (in mod list)	Paste file paths
Ctrl+H	Open the Hall of Fame
Ctrl+1 .. Ctrl+9	Jump to profile 1-9
Space (in mod list)	Toggle selected mods on/off
Delete (in mod list)	Remove selected mods
Alt+Up / Alt+Down (in mod list)	Move selected mods up/down
Type a cheat code	Secrets! See the previous-but-one chapter.

MAP14

COMMAND LINE

Skip the window, ring the bell

OPTION	MEANING
--profile NAME	Open with this profile selected (name or ID).
--launch NAME	Select this profile and launch it immediately.

```
python doorbell_of_doom.py --launch "My Profile"
python doorbell_of_doom.py --profile "Brutal Doom"
```

Names are matched case-insensitively. If no profile matches, the status bar says so. Handy for desktop shortcuts: one icon per profile.

MAP15

FILES & DATA

Where everything lives

The launcher stores everything in a single folder (open it via the profile right-click menu: **Open config folder**):

PLATFORM	LOCATION
Windows	%APPDATA%\DoorbellOfDOOM
Linux / macOS	\$XDG_CONFIG_HOME/DoorbellOfDOOM (default ~/.config/DoorbellOfDOOM)

ITEM	PURPOSE
config.json	All settings, profiles, loadouts and stats.
config.backup.json	Copy of the last config that loaded fine. Used automatically if the main file is missing or corrupt.
theme/	Generated sounds and the checkbox/arrow graphics.
extracted/	Files unpacked from "Smart ZIPs".
profiles/<id>/saves	Private savegames (Separate saves).
profiles/<id>/uzdoom.ini	Private engine config (Separate saves).

NOTE

Upgrading from the old UZLauncher? An existing UZLauncher folder is renamed to DoorbellOfDOOM automatically so your profiles come with you.

Config writes are atomic (write to a temp file, then rename), so a crash mid-save cannot leave half a file.

MAP16

TROUBLESHOOTING

When the door won't open

PROBLEM	FIX
"UZDoom not found" on launch	Set the Engine path (Browse or Auto-detect). It must point to an existing file.
"Missing files" warning	An enabled mod no longer exists. Untick it, remove it, or right-click and Relocate missing file.
IWAD list is empty	Use Add IWAD... or Scan folder.... The launcher only recognises the known filenames listed in chapter 6.
Game ignores my mod order	Check the preview: -file lists mods top to bottom. Reorder and make sure the mod is ticked.
Mods behave oddly together	Look for the duplicate! warning in the counter. Try Mod roulette or loadouts to bisect.
Saves/settings clash between mods	Tick Separate saves on each profile.

PROBLEM	FIX
No sound	The Doorbell sound box is greyed out if QtMultimedia is missing from PySide6. Reinstall PySide6.
Discord shows nothing	Run the Discord desktop app; check Presence is ticked and hover it for the status.
Imported profile is full of red	Paths came from another computer. Relocate each one or re-add the files.
Config looks reset	Check config.backup.json in the data folder; the launcher tries it automatically.
Window vanished off-screen	It's kept within your screen automatically; restart the launcher.

TIP

When in doubt, press **Copy command** and run it in a terminal. Any engine error text will show up there.

MAP17

CHEAT SHEET

Print me and stick me on the fridge

DAILY USE

F5 launch
Ctrl+0 add mods
Ctrl+N new profile
Ctrl+1..9 switch profile
Ctrl+F filter mods
Ctrl+H stats

MOD LIST

Space toggle
Del remove
Alt+Up/Down reorder
Ctrl+Z / Y undo / redo
Ctrl+V paste paths
Right-click more

SECRETS

iddqd god mode
idclev random map
Roll random map
Surprise random profile
Roulette random mods
Click face quote



DING DONG!

Rip and tear, until it is done. - StudioDeurbel 2026