

1. How to Install Mods

Information for people who want to learn how to play DOOM Eternal with mods.

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How to Install Mods (Doom Eternal)

Mod Portal

Mods can now be downloaded from the DOOM Mod Portal, available on Steam and the Microsoft Store.

Details on how to play DOOM Eternal mods: <https://idstudio.idsoftware.com/doom-eternal-launcher/mods/play-mods>

Legacy Information

A minor update for DOOM Eternal adding support for GOG was released on April 3, 2026, with a GOG-only update released on April 9, 2026. The download links below have been updated to these GOG and Steam versions.

If you are updating from a previous version of EternalModInjector, you must [verify/repair](#) the game before installing the new mod-loading tools. If you skipped the verify/repair step and you are having problems, please follow the steps to [reset your backups](#).

Step 1 - Mod-Loader Installation

The DOOM Eternal mod-loading tools are maintained by the DOOM 2016+ Modding Discord. The files you need and the installation instructions depend on what version of the game you have.

Important: Download links are available in the DOOM 2016+ Modding Discord. To join, click this invite link: <https://discord.com/invite/ymRvQaU>. If you're still having trouble after joining, look for **#eternal-faq** channel and scroll to the very top for download/install instructions.

If you are **unable to access** the DOOM 2016+ Modding Discord using the invite link above, you can find the download mirrors below.

Steam/GOG versions:

If you use the Steam Launcher version on Windows, go to

<https://gamebanana.com/tools/download/7475> and follow these steps:

1. Download the `EternalModInjector.zip` file from the message linked above.
2. Locate your DOOM Eternal installation directory. **Steam version:** right-click DOOM Eternal in your Steam library, and choose "Properties..." > "Local Files" > "Browse...". This will open a File Explorer window inside your DOOM Eternal installation folder. **Bethesda version:** click on DOOM Eternal's icon in the Bethesda.net launcher, click "Game Options" near the top-right, and choose "Show in Folder".
3. Extract the contents of this .zip file into your DOOM Eternal installation's root directory, (the one you found in step #2), e.g. `C:\Program Files (x86)\Steam\steamapps\common\DOOMEternal\`. Overwrite any existing files if prompted.
4. Verify the files were properly extracted. You should end up with these files in your DOOM Eternal directory. If so, the mod-loading tools are now installed.

```
- /EternalModInjector.bat
- /EternalModManager.exe
- /EternalModManager.exe.config

- /base/BlangParser.dll
- /base/DEternal_loadMods.exe
- /base/DEternal_patchManifest.exe
- /base/EternalPatcher.def
- /base/EternalPatcher.exe
- /base/EternalPatcher.exe.config
- /base/idRehash.exe
- /base/Newtonsoft.Json.dll
- /base/opusdec.exe
- /base/opusenc.exe
- /base/rs_data
- /base/zlib64.dll

- /Mods/
```

Microsoft Store (Xbox Game Pass) version:

Read the separate guide at [Microsoft Store / Xbox Game Pass \(PC\)](#)

Important: The instructions for Steam/Bethesda are **not** the same as for the Microsoft Store version. If you're using the Microsoft Store (Xbox Game Pass) version, follow the instructions at the link above.

Linux version:

The Linux version of the mod-loading tools can be found at

<https://github.com/leveste/EternalBasher/releases/latest>

Give `EternalModInjectorShell.sh` executable permission. Most graphical file managers have this option in their file properties dialog, but you can also open a terminal and run `chmod +x EternalModInjectorShell.sh`. When following the instructions in the next section, this is the file you will run instead of `EternalModInjector.bat`.

Step 2 - Playing with Mods

Follow the "[Mod-Loader Installation](#)" instructions above if you haven't already.

Once you've installed the mod-loading tools, you can download and install mods as follows:

1. Download one or more "mod loader"-based mods (they should be saved as .zip archives).
You can find mods for download in Discord servers, and on websites like [Nexus Mods](#).
2. Put the zip archive(s) into the "Mods" folder in your DOOM Eternal installation. (You don't have to extract them, just keep them as zip archives.)
3. Run `EternalModInjector.bat`. If this is the first time that you run it, it should tell you some first-time information about what the batch file does, and what to do if something goes wrong with it. Please pay attention while reading it, as the information may come in handy for you at some point.
4. If this isn't the first time that you run it, it should automatically load mods and launch DOOM Eternal for you without requiring user input.
5. From now on, simply launch DOOM Eternal as normal (e.g. through Steam or GOG Galaxy), and it should run with the mods that you last loaded.
6. If you want to change which mods are/aren't loaded, move mods into/out of the "Mods" folder and run `EternalModInjector.bat` again.

Please be wary that you don't enter **BattleMode** while you have any mods loaded. We take no responsibility for if you get yourself banned from it as a result of using mods.

Mod Removal

In most cases, mods can be removed simply by emptying your "Mods" folder and running the `EternalModInjector.bat` file again.

Removing Mods

Provided that you followed the "**Mod Loader Installation**" and "**Playing With Mods**" instructions correctly, simply empty the "Mods" folder and run `EternalModInjector.bat` again.

Resetting Backups

In rare cases, you may end up with mods that are "stuck" in your game files. In such a case, follow these steps to completely remove mods and perform a "clean" reinstallation:

1. Verify/repair your game installation through Steam/Bethesda (for the Microsoft Store version, you may be required to reinstall the game).
2. Open your DOOM Eternal installation directory and find the file called `EternalModInjector Settings.txt`.
3. Use a raw text editor (e.g. Notepad or Notepad++) to open the `EternalModInjector Settings.txt` file, and change the line that says `RESET_BACKUPS=0` to `RESET_BACKUPS=1`. Save the file and close it.
4. Run `EternalModInjector.bat` again. When prompted, press the key to delete your backup files and take new ones.

How to Verify/Repair (Steam version)

Right-click DOOM Eternal in your Steam library, choose "Properties..." > "Local Files" > "Verify Integrity of Game Files...", and wait for Steam to re-download the original resource files. When the download is complete, follow the steps above (starting at #2) to complete the removal of mod files.

How to Verify/Repair (Bethesda version)

Open the Bethesda.net Launcher, click on DOOM Eternal's game icon in the launcher, click "Game Options" near the top-right, choose "Scan and Repair", and wait for the Bethesda.net launcher to re-download any non-default files. When the download is complete, follow the steps above (starting at #2) to complete the removal of mod files.

How to Uninstall the Modding Tools

If you want to remove the modding tools, you can simply delete the files from your Doom Eternal directory.

After deleting the files, you must verify/repair your game installation through Steam/Bethesda in order to complete the removal. (If you have the Microsoft Store version, it may be necessary to reinstall the game).

Below is a list of files added by the EternalModInjector package. These files are safe to delete:

```
- /EternalModInjector.bat
- /EternalModManager.exe
- /EternalModManager.exe.config

- /base/BlangParser.dll
- /base/DEternal_loadMods.exe
- /base/DEternal_patchManifest.exe
- /base/EternalPatcher.def
- /base/EternalPatcher.exe
- /base/EternalPatcher.exe.config
- /base/idRehash.exe
- /base/Newtonsoft.Json.dll
- /base/opusdec.exe
- /base/opusenc.exe
- /base/rs_data
- /base/zlib64.dll

- /Mods/
```

Troubleshooting: Common Problems & How to Fix

The majority of problems with the mod-loading tools are caused either by installing them incorrectly, or trying to use an old/outdated version of the tools. If in doubt, make sure you downloaded the correct tools from the [How To Install Mods](#) page.

Common Error Messages

Below is a list of common error messages, along with explanations, and suggestions of how to fix them.

DOOMEternalx64vk.exe has a wrong MD5 hash

"DOOMEternalx64vk.exe has a wrong MD5 hash!"

Explanation:

Each version of EternalModInjector is designed to work with a specific version of the game. This error means EternalModInjector.bat is looking for a different version of the DOOMEternalx64vk.exe file than the one you have.

How to Fix:

There are three common reasons why this error can occur:

1. Most likely, you are using an out-of-date version of the mod-loading tools. You can always find the most updated version by following the links in the [How To Install Mods](#) page.
2. If you're certain your mod-loading tools are up-to-date, then you may need to update your game to the latest version (in this case, run the game update through Steam/Bethesda/Microsoft/etc).
3. It's possible you downloaded tools from the wrong version of the game. If you have the Microsoft Store version, make sure you download the Microsoft Store version of the tools (not Steam/Bethesda).

If the game itself was recently updated, it's possible that no version of EternalModInjector supports it yet. In that case, you will need to wait for an updated EternalModInjector to be released. This usually occurs within 24 - 48 hours of the latest game update.

<Other Filename> has a wrong MD5 hash

e.g. "packagemapspec.json" has a wrong MD5 hash!

Explanation:

This usually means you updated the game or mod-loading tools without following the proper steps. In general, you must always verify/repair your installation through Steam/Bethesda before updating the mod-loading tools.

How to Fix:

1. If you recently downloaded an update for EternalModInjector, make sure you extract all of the files from the EternalModInjector.zip archive. A common issue is that you might forget to extract the "base" folder - the files here need to be moved from the .zip folder into your own Doom Eternal "base" directory. Press "yes" to overwrite any existing files.
2. If you're certain that you installed the EternalModInjector update correctly, the other possibility is that you have corrupted or pre-modded backup files. This can be fixed by following the steps on this page:

Resetting Your Backups.

idRehash couldn't find the resource hash offsets!

"idRehash couldn't find the resource hash offsets!"

How to Fix:

If you recently downloaded an update for EternalModInjector, make sure you extract all of the files from the EternalModInjector.zip archive. A common issue is that you might forget to extract the "base" folder.

If you're certain that you installed the EternalModInjector update correctly, follow these steps:

1. Keep the console window open with the error message visible. Read the line just above the red error message. You should see text that says "Failed to get offset for resource:" followed by a file path. An example of the file path might be `. \game\dlc\e4m3_mcity\e4m3_mcity_patch2.resources` - make note of this file path, because this is the file that is causing a problem.
2. Close the console window and navigate to the file you found in step 1. This path is relative to your Doom Eternal "base" directory. So in this case you'd open your Doom Eternal installation folder, then the `base` folder, then `game > dlc > e4m3_mcity` - finally, you should see a file called `e4m3_mcity_patch2.resources`. Delete this file, then run `EternalModInjector.bat` again.

3. Run the injector again, and repeat steps 1 and 2 for any additional files that you see an error for.

If the issue still persists, or you have other issues with the game: follow the steps to [Reset Your Backups](#).

Meta.resources is outdated or pre-modded

"meta.resources is outdated or pre-modded!"

How to Fix:

This error message isn't used anymore. This means your version of the mod-loading tools is out-of-date. To fix this, go to the [How To Install Mods](#) page and follow the instructions there to download the latest version.

Microsoft Store / Xbox Game Pass (PC)

- Dump the game using the UWPDumper:

<https://github.com/Wunkolo/UWPDumper/releases/tag/latest>

If the game executable is being dumped "endlessly", then you may need to restart the process. If that does not work, then there is potentially no solution to modding your version of DOOM Eternal.

90 GB of free space is needed to dump.

- Optional: Delete the Microsoft Store version of the game after the UWPDumper has finished. Not through the Microsoft Store, instead delete the files.
- Optional: When you launch the game, it may say that you do not own the campaign, even if you do.
When that happens, enter the following links into a browser.

```
Campaign: ms-windows-store: //pdp/?productId=9PC4V8W0VCWT
TAG1:      ms-windows-store: //pdp/?productId=9P2MSCGJPKJC
TAG2:      ms-windows-store: //pdp/?productId=9NB788JLSR97
```

- Download the Windows version of the EternalModInjector:
<https://gamebanana.com/tools/7475>
- Extract the EternalModInjector into the dumped folder (the same folder as DOOMEternalx64vk.exe).
- Put your mods into the "DOOMEternal/Mods" folder then run "DOOMEternal/EternalModManager.exe" and select "Run mod injector" at the bottom left to install mods.

How to Install Configuration (.cfg) files.

Text files with the .cfg extension are not installed through the mod injector like zipped mods are. Instead, you place them in DOOM Eternal's "base" folder and run them with the `exec` console command. Suppose you save a configuration file named performance.cfg. You would press the ``` key to open the game's command line console, type `exec performance.cfg`, and press enter.

Running configuration files automatically.

If you want a particular .cfg file to be run every time you start up the game without needing to run a command, add the exec line to candidate.cfg.

The candidate.cfg file is overwritten by Steam whenever you verify the integrity of files, or when a new game update is installed. For this reason it is recommended to put your preferred commands in a separate file and executing that instead of placing anything other than exec commands here.

Using hidden commands.

Sometimes, configuration files will use console variables that are normally not executable in the main engine. If when running such a file in the main game, you get error messages saying that a command was not found, then these commands will need to be unlocked. Simply download and run the mod injector as explained in [How to Install Mods](#).

The sandbox engine that natively integrates with the official mod portal already has these hidden commands and variables. No additional steps are needed to use these configs when playing the game via the "Play DOOM Eternal with mods" button in the mod portal.