

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/
```

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