

Getting Started

Entities Files

Levels are edited through ".entities" files and are saved in:

```
<resource>/maps/game/<campaign>/<level_name>/<level_name>.entities
```

Example:

```
e1m1_intro_patch1/maps/game/sp/e1m1_intro/e1m1_intro.entities
```

> This is the level file path for Hell on Earth.

Remember to check for the highest resource load priority for the level

M347h00k:

M347h00k (aka Meathook or MH) originally by Chrispy - [Download](#)

> M347h00k unlocks developer commands and allows you to edit your level in-game.

> Although not mandatory, this would make level modding significantly easier.

To install: Download [XINPUT1_3.dll](#) and place it into the DOOM Eternal installation directory (like how you installed the Mod Injector).

Tools for Editing Levels:

Text Editor - **[Notepad++](#)** **Recommended**

EntitySlayer by FlavorfulGecko5 - [Download](#)

> EntitySlayer is an easy yet powerful entity editing tool that lists entities as nodes, while providing advanced features such as filtering, searching, multi-node selection.

> *To install: Download the Entity Slayer zip and extract its contents to whatever folder you want. Make sure to copy [oocore_8_win64.dll](#) from DOOM Eternal's installation directory to the folder.*

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