

Atlan Mod Loader

General information related to Atlan Mod Loader

- **[Atlan Patch Notes](#)**
 - **[Atlan Mod Loader Patch Notes](#)**
 - **[Atlan Mod Packager Patch Notes](#)**
 - **[Atlan Resource Extractor Patch Notes](#)**

Atlan Patch Notes

Patch notes for Atlan tools

Atlan Mod Loader Patch Notes

Patch Notes for Atlan Mod Loader

Version 9

- Added support for PackageMapSpec and MapResources manipulation.
 - See the [this page](#) for more information.
- Hot Reloading can now be performed while other mod files are installed.
 - See the [this page](#) for more information.

Version 8

- Replaces DarkAgesPatcher with a built-in executable patcher
 - You can safely delete DarkAgesPatcher and it's other files from your game folder
 - Replacing the executable patcher is a necessary step to eventually bringing Atlan Mod Loader support to DOOM Eternal.

Version 7

- Add support for loading custom Slug Fonts!
- See [this page](#) to learn how to create font mods!

Version 6.1

- Updated for Revelations
- Improve clarity of some error messages
- Includes the latest update and patch definitions for DarkAgesPatcher
- 6.1 Hotfix: Added executable patcher definitions for Revelations Hotfix 1
- 6.1.1: Prevent crash caused by encoding multiple images on the GPU simultaneously

Version 6

- Added support for loading texture mods!
 - See [this page](#) for more information
- Refactored unzipped mod loading to improve flexibility and convenience when testing multiple mods.
 - See

[this page](#) for more information

- Optimize unzipped mod loading
- Fix an issue where the executable patcher would fail to re-run after verifying game files due to a stale cache file, resulting in startup crashes when mods were installed.

Version 5

- Added support for loading sound mods!
- See [this page](#) to learn how to create sound mods.
- Version 5.0.1: Add checksum validation when downloading Oodle

Version 4

- Added experimental "Hot Reload Mode". See [this page](#) for more information
 - Version 4.0.1: Fix potential integer overflow involving Hot Reload Mode and very large entities files.
- Added the `--notimer` argument to skip the 10 second exit timer.
- Added the DarkAgesPatcher definition file for game Update 3
- Updated the reserializer's reflection code for Game Update 3

Version 3.1

- Added the DarkAgesPatcher definition file for game Update 2.2
- Added better support for users manually updating DarkAgesPatcher's definition file
- Always replace backups if the existing files are vanilla, instead of only when the game is updated
- The backup restoration system now executes even when DarkAgesPatcher fails.
- Disable resource murmur hashing since DarkAgesPatcher disables those hash validations.
- Updated reserializer's reflection code for Game Update 2.2

Version 3.0

- * Added support for mapentities files
- * Updated DarkAgesModManager to v1.1

Version 2.0

- * Added support for entityDef mods
- * Added tentative support for Logic Decl mods.

Atlan Mod Packager Patch Notes

Patch notes for Atlan Mod Packager

Version 2.3

- * Image Encoder: Small performance and memory usage improvements
- * Reserializer: Improve and fix some bugs with error logging

Version 2.2:

- * Add support for packaging Slug Fonts.
- * Add command line arguments

Version 2.1:

- * Updated for Revelations
- * Improve clarity of image encoding error messages
- * v2.1.1: Prevent crash caused by encoding multiple images on the GPU simultaneously.

Version 2.0:

- * Added the texture mod packager
- * Added dialogues for selecting a folder to package and for choosing the output location of your zip file
- * All invalid files are now excluded from the final mod zip. The full list of ignored files is logged.

Version 1.2:

- * Log some more error messages to the console.
- * Version 1.2.1: Add checksum validation when downloading Oodle

Version 1.1:

- * Updated reserializer's reflection code for Game Update 3
- * Oodle-compress packaged mapentities files. This massively decreases their zipped and unzipped file sizes.
- * Stop serializing mapentities metadata.

Version 1.0.2:

* Updated the reserializer's reflection code for Game Update 2.2

Version 1.0.1:

* Add support for serializing mapentities files.

Atlan Resource Extractor Patch Notes

Patch notes for Atlan Resource Extractor

Version 4.0

Extra Scripts

- * Added an "extra scripts" section controlled by the config. file
- * Currently, the extra scripts will:
 - * Dump a complete list of correctly-capitalized resource types
 - * Decode .mapresources files into text
- * v4.1: Add more extra scripts

Resource Extractor:

- * Added support for decompressing compfiles (DOOM Eternal .entities files)
- * Added blang-to-text conversion (DOOM Eternal language files, resource type is "binaryFile")

Audio Extractor:

- * Added full support for extracting DOOM Eternal audio files.
- * Eternal samples are extracted to their original sample paths/names.
- * Improved multithreading setup
- * Fixed some rare vgmstream file-locking problem that could cause file decoding to fail
- * v4.1: Add warning when no audio files are extracted

Soundbank Extractor:

- * Add support for extracting DOOM Eternal's soundbanks

Version 3.3:

- * Updated for Revelations
- * Include sector names in the mapentities files

Version 3.2:

- * Added the AudioKinetic Soundbank extractor!
- * Improved how the audio extractor categorizes SFX samples.
 - * If you've previously extracted SFX, you should rename your SFX output folder before running the extractor again. Otherwise, you'll likely end up with duplicate copies of many samples.

Version 3.1:

- * Decl's are now extracted to `decls/` instead of `rs\_streamfile/generated/decls/`
 - * The extractor will automatically move the original decl folder if it exists.
 - * Atlan Mod Loader recognizes this new extraction path and handles it correctly. The original path will still be recognized. Existing decl mods won't require an update because of this change.
- * Output path length limit has been raised to 40 characters
- * Added a decode_samples toggle to the audio extractor
- * v3.1.1: Fixed a crash when running the audio extractor while sound mods are installed
- * v3.1.2: Add checksum validation when downloading Oodle

Version 3.0:

- * Added audio extraction
- * Fixed a very rare issue where outdated versions of certain files could be extracted.
- * v3.0.1: Fixed a crash when running the extractor on a modded game.

Version 2.3:

- * Updated deserializer's reflection code for Game Update 3
- * Mapentities header chunks are now encoded in alphabetical characters. This fixes issues where certain text editors would mangle the header chunk due to automatic line ending replacement.

Version 2.2:

- * Updated deserializer's reflection code for Game Update 2.2
- * Simplified extraction paths for mapentities files
- * Added support for extracting logicObjectDescriptor files
- * Added support for extracting files from DOOM Eternal's resource archives

Version 2.1:

- * Heavily revise the deserialized mapentities file format
- * Added eventcall strings.

Version 2.0.1:

- * Fix a bug where the deserializer would not correctly format multi-line strings in entityDef files.

Version 2.0:

- * Integrated the Entity Deserializer!

Version 1.3:

- * Optimize the extraction process

Version 1.2:

- * Added config file
- * Added log file
- * Added 16-character limit to the length of the output directory.

Version 1.1:

- * Properly decompress mapentities
- * Add logicEntities and binarymd6defs