

Atlan Config File

Atlan Mod Loader uses `darkagesmod.txt` as the configuration file for DOOM: The Dark Ages mods. If you're making a mod for DOOM: Eternal, you should use `atlanmod.txt` as your file name. Including a config in your mod zip is optional, but highly recommended!

The config file consists of several optional properties.

ModInfo Chunk

The ModInfo properties are the only ones that should be included in every config file. Here is an example:

```
modinfo = {  
    name = "Your  Awesome Mod"  
    game = "Doom The Dark Ages"  
    author = "Your  Name Here"  
    description = "Your Mod Description"  
    version = "3.0"  
    loadPriority = 1  
    requiredVersion = 1  
}
```

Property Name	Description
name	Your mod's name. Displayed in the Mod Manager
game	What game this mod is made for. Atlan will not install <i>DOOM: Eternal</i> mods in <i>DOOM: The Dark Ages</i> and vice versa
author	Author information. Displayed in the Mod Manager
description	Your mod's description. Displayed in the Mod Manager
version	Your mod's version. Displayed in the Mod Manager
loadPriority	If multiple mods edit the same file, their load priority is used to help resolve conflicts. Mods with a lower load priority override mods with a higher load priority

requiredVersion	The version of <i>Atlan Mod Loader</i> you must be running to load this mod. • Dark Ages Decl mods require a minimum version of 1 • Dark Ages Entitydef and Logic Decl mods require a minimum version of 2 • Dark Ages Mapentities mods require a minimum version of 4 • Dark Ages Sound Mods require a minimum version of 5 • Dark Ages Texture Mods require a minimum version of 6 • Dark Ages Font Mods require a minimum version of 7 • Dark Ages Mods utilizing assets-info require a minimum version of 9 • All DOOM: Eternal mods require a minimum version of 10
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Aliasing Chunk

The aliasing block is optional. It is meant to help with mod files whose paths are extremely long and convoluted. You may choose to name the files something simple, then alias them to their real asset paths.

The format for an alias is `"Real Path In Zip File" = "Game Asset Path"`

```
aliasing = {
  "my_first_decl.decl" = "decls/ability_dash/my_ability_dash_decl.decl"
  "other/my_second_decl.decl" = "decls/ability_dash/default.decl"
}
```

Assets, MapSpec, and MapResources Chunks

These chunks are used for assets info manipulation. These are advanced properties that require some experience to use correctly. Their usage is explained in-depth on [this page](#)

Load Level Chunk

This chunk enables idStudio level mods that were installed by Atlan. You can use it to load any number of level mods.

```
// This example causes two idStudio level mods to be loaded
// Their respective installation paths would be:
// 1. base/modarchives/coop_hordamex/
// 2. base/modarchives/pvp_hurricane/

load_level {
  [coop_hordamex
    pvp_hurricane
}
```

Atlan Mod Packager requires this property to be set when packaging an idStudio level mod.

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