

How to Install Mods (Doom Eternal)

Game Update 6.66 rev. 1 for DOOM Eternal was released on November 18, 2021. The download links below have been updated to the newest version of the mod-loading tools that support Game Update 6.66-r1.

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/Bethesda.net versions:

If you use the Steam/Bethesda.net 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:

The Microsoft Store (Xbox Game Pass) version of the mod-loading tools can be found at <https://github.com/SEWsam/DOOMdumper/releases/latest>.

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>.

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 the Bethesda.net Launcher), 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.

Revision #28

Created 6 September 2021 20:58:02 by SamPT

Updated 19 November 2021 12:39:22 by SamPT