Essential Tools

Tools you should use when making Dark Ages level mods.

EntitySlayer

An editor for Doom Eternal and Dark Ages mapentities files. **Download EntitySlayer here.**

EntitySlayer has a number of useful tools that streamline the level modding process. Recent updates have added a diff-checking system that automates updating your level mods after a game update!

Check out EntitySlayer's **README** for more information.

Kaibz Mod

Kaibz Mod is the Dark Ages equivalent to Doom Eternal's Meathook mod. It adds a number of console commands useful to level modding. **Download Kaibz Mod here.**

Command	Description
k_spawninfo	Copies the player's spawnPosition and spawnOrientation to your clipboard. This command is equivalent to `mh_spawninfo` from Doom Eternal's Meathook mod. Currently, this command only works when playing as the Slayer.
k_activeEncounters	Prints a list of active idEncounterManagers to the console. This is extremely helpful for figuring out what encounter managers are orchestrating the current combat encounter.
k_noclip	Toggles noclip
k_hotReload	See **Hot Reloading** for instructions on the proper usage of this command.
setviewpos <x> <y> <z>	Teleports you to the desired location. The vanilla `teleportposition` command does not work in Dark Ages. Use this instead. (This is a vanilla command, but it's included here for reference)

Connecting EntitySlayer to Kaibz Mod

Doom Eternal's Meathook mod possesses an RPC interface. This lets other processes communicate with the game to execute console commands. EntitySlayer uses this interface to enable several convenient editor features, like setting an entity's spawnPosition from the player's current position.

Kaibz Mod offers equivalent functionality using a Windows Pipe interface. To enable this feature:

1. Launch the game, and open the Kaibz Mod menu by pressing the `F8` Key.
2. Open the `MISC.` menu. In that menu, set `Enable Mod Interface` to `YES`
3. You're good to go! Kaibz Mod saves your settings, so you don't need to turn the interface on every time you launch the game.

> Kaibz Mod does not support every feature offered by Meathook. A small number of options in EntitySlayer still won't work because of this.

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