

Porting Legacy Mods to Atlan

This page is a work in progress. The features discussed here are not publicly available and are subject to change.

Atlan Mod Loader now supports DOOM Eternal, and will be replacing Eternal Mod Loader. Mods created for Eternal Mod Loader will not work out-of-the-box with Atlan. This page discusses all changes that need to be made to a mod zip for it to work with Atlan.

Atlan Legacy Converter

To convert an Eternal Mod Injector zip to an Atlan zip, use Atlan Legacy Converter! This tool is built into Atlan Mod Packager. To use it:

1. Download **Atlan Mod Packager** and unzip it into your DOOM Eternal installation folder.
2. Drag and drop your Eternal Mod Injector zip files onto `AtlanModPackager.exe`
3. Output: For each zip file you convert, you'll receive an output zip with the name `<Original_Zip_Name>_AtlanPackage.zip`
4. Pay attention to the output log, named `packager_log.txt`. If any files failed to convert, or require manual conversion, the output log will tell you. If this is the case, proceed to the next section in this page.

Advanced users may wish to run the legacy converter through the command line. Here is an example of how to do this:

```
AtlanModPackager.exe --gamedir "path_to_doom_eternal_folder" "zip_1.zip" "zip_2.zip"
```

Any number of zip files may be specified.

Manual Conversion

The overwhelming majority of legacy injector mods should convert to an Atlan zip without issue. However, some specific file types will require manual conversion. See the following table.

File Type	Remarks
Decls	Fully supported. New path is <code>decls/<path>.decl</code>

Entities	Fully supported. New path is <code>compfile/<path>.entities</code>
SWF Files	Fully supported. New path is <code>cswf/<path>.swf</code>
Strings JSON	Fully supported. New path is <code>binaryFile/<path></code>
Eternal Mod JSON	Fully supported. New path is <code>atlanmod.txt</code>
Assets Info JSON	Manual conversion required. See below.
Static Model	Fully supported. New path is <code>model/<path></code>
Audio: .wem	Fully supported. New path is <code>audio/<path></code>
Audio: .opus	Manual conversion required. See below.
Images	Manual conversion rarely required. See below. New path is <code>image/<path></code>
Other Files	Presumably unsupported. Please discuss with tool creators.

Converting Assets Info JSONs

Atlan uses a completely different format for it's Assets Info. You must manually convert your Assets Info JSON files to this new format. See [this page](#) for instructions.

Converting OPUS Audio Files

Atlan Mod Loader cannot load OPUS audio files. In order to load legacy SFX audio mods with Atlan, you must convert your OPUS files to WEMs.

1. Convert your OPUS file back to a WAV. Tools like Audacity can do this.
2. Use Wwise to convert your WAV to a WEM. See [this page](#).
3. The new path of your file in your mod zip should be `audio/<path>.wem`

Converting Image Files

Atlan Legacy Converter will successfully convert the majority of texture files. However, some files have ambiguous names that must be manually resolved. To do this:

1. Extract the texture file from your Legacy zip
2. Rename the file to have the exact extension metadata of the file you want to replace. Use resource explorer tools like [Valen](#) to identify the correct extension metadata.

3. Put the image into a new zip file, keeping the same path as it had in the legacy zip. Convert that zip with Atlan Legacy Converter.

Revision #2

Created 12 September 2026 08:43:52 by FlavorfulGecko5

Updated 11 October 2026 20:17:51 by FlavorfulGecko5