# Creating String Mods

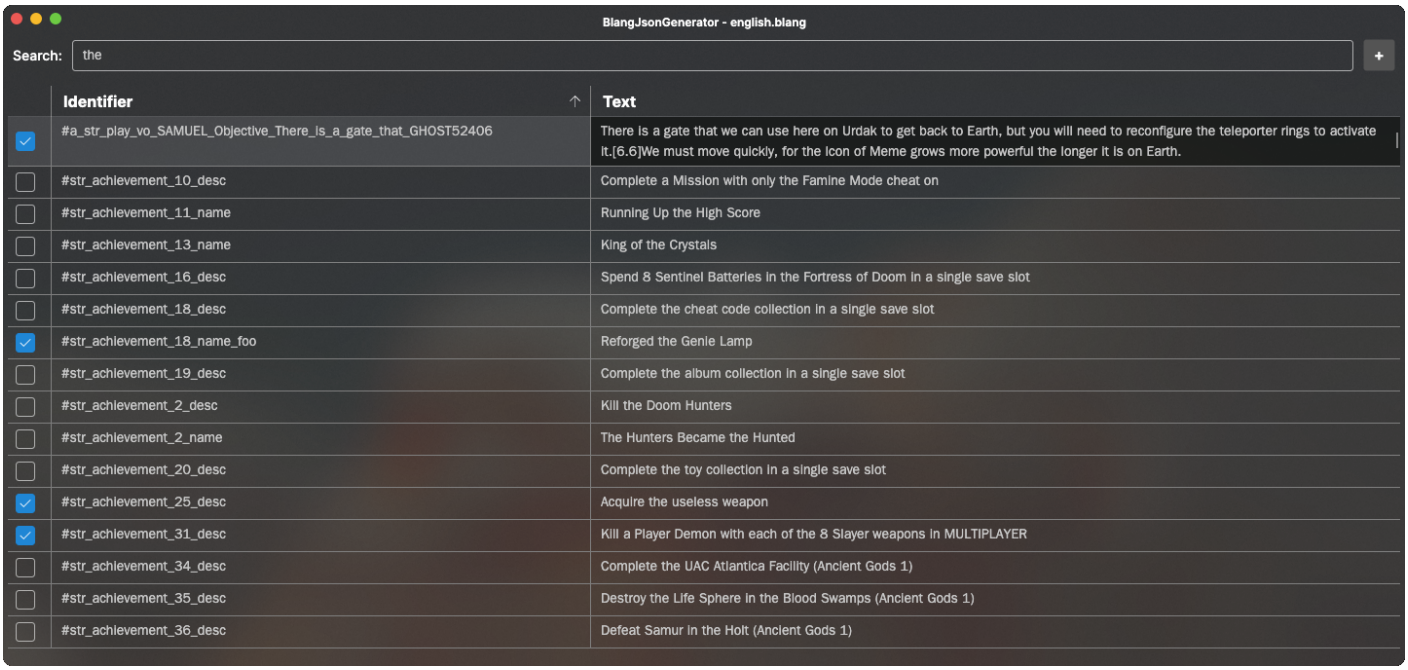
> See **Extracting Strings** before proceeding.

> Make sure to backup the unmodified **BLANG** file.

> Strings can be added to **BLANG** files, but you must reference them with **decls** files.

## String Editing ( BlangJsonGeneratorUI )

- Extract the contents of **BlangJsonGenerator-*.zip**.
- Open **BlangJsonGenerator.exe**, then go to **File** -> **Open blang file...** to edit an existing BLANG file, or to **File** -> **Open blang from .resources file** to edit a BLANG file contained in a .resources file. You can also go to **File** -> **New...** to create a new BLANG JSON mod from scratch.
- You should now see something like this:




- You may edit any string **Identifier** or **Text** you wish.
- To add a string, use the **+** button in the top-right corner.

- After modifying the strings go to **File** -> **Save...** -> Give it the same name as its original BLANG file, with the extension changed to JSON. (ex: **english.json**).
- Create the following folder directories in your **DOOMEternal\Mods** folder:

**gameresources_patch1\EternalMod\strings**

- Copy your **modified** JSON file into the strings folder.
- Run the **EternalModInjector** like normal.

## String Editing ( BlangJsonGenerator )

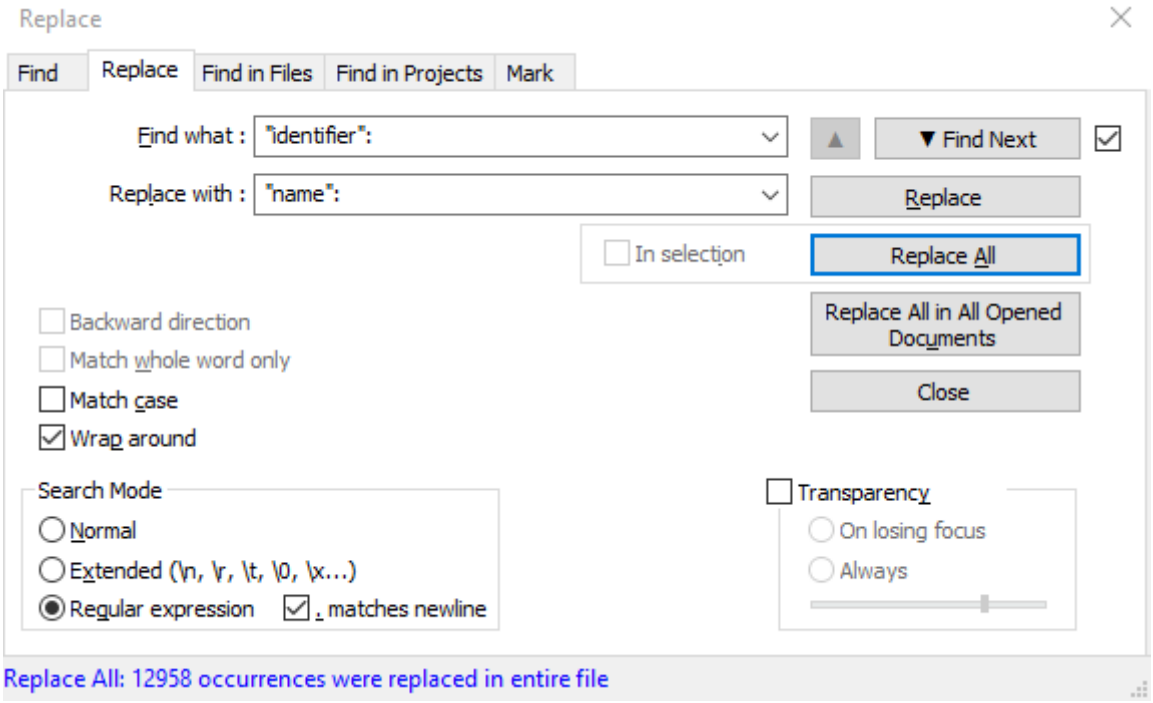
> Any unused string can be **deleted**, so it can be **compatible** with other mods that affect other strings.

- Create a backup for the string JSON file.
- Open the string JSON file. ( ex: **english.json** )
- The strings should be formatted like this:

```
{
  "strings": [
    {
      "identifier": "#STR_SWF_ACCEPT",
      "text": "Accept",
      "modified": 0
    },
    {
      "identifier": "#STR_SWF_CANCEL",
      "text": "Cancel",
      "modified": 0
    },
    {
      "identifier": "#STR_SWF_CLOSE",
      "text": "CLOSE",
      "modified": 0
    },
```

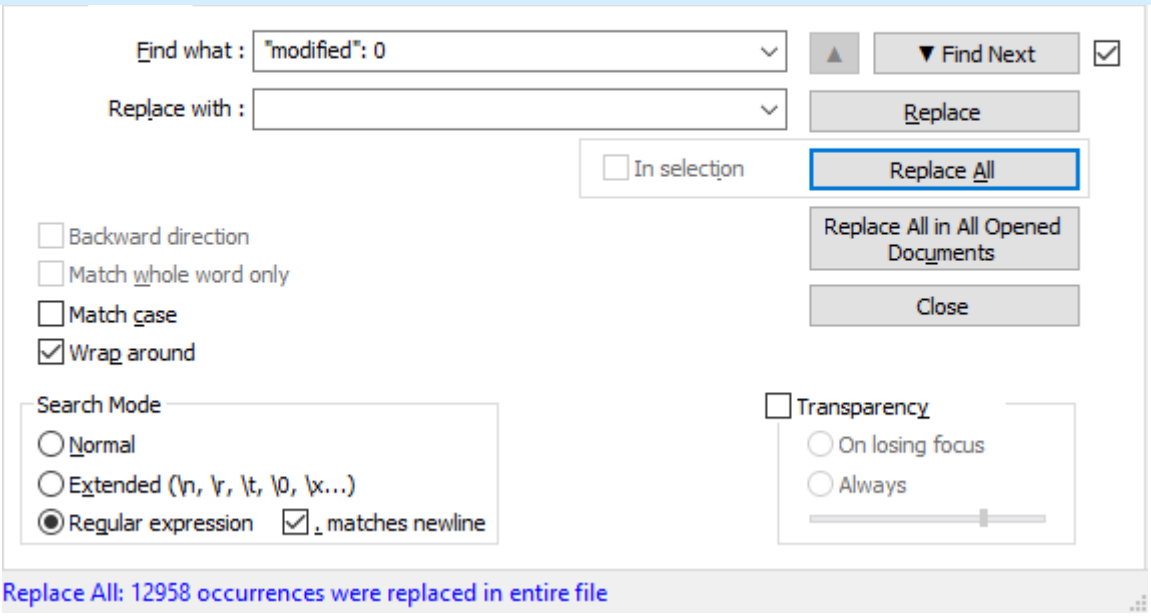
- If they are not, see the **Extracting Strings** page, under **Extraction Instructions: ( BlangJsonGenerator )**
- Go to the Replace tab (CTRL + F) -> Replace -> Search Mode: Check **Regular expression**
- Input the following and select **Replace All** for each:

**1)**




**"identifier":**
**"name":**

> The "**Replace with :** " box is empty for screenshot 2.

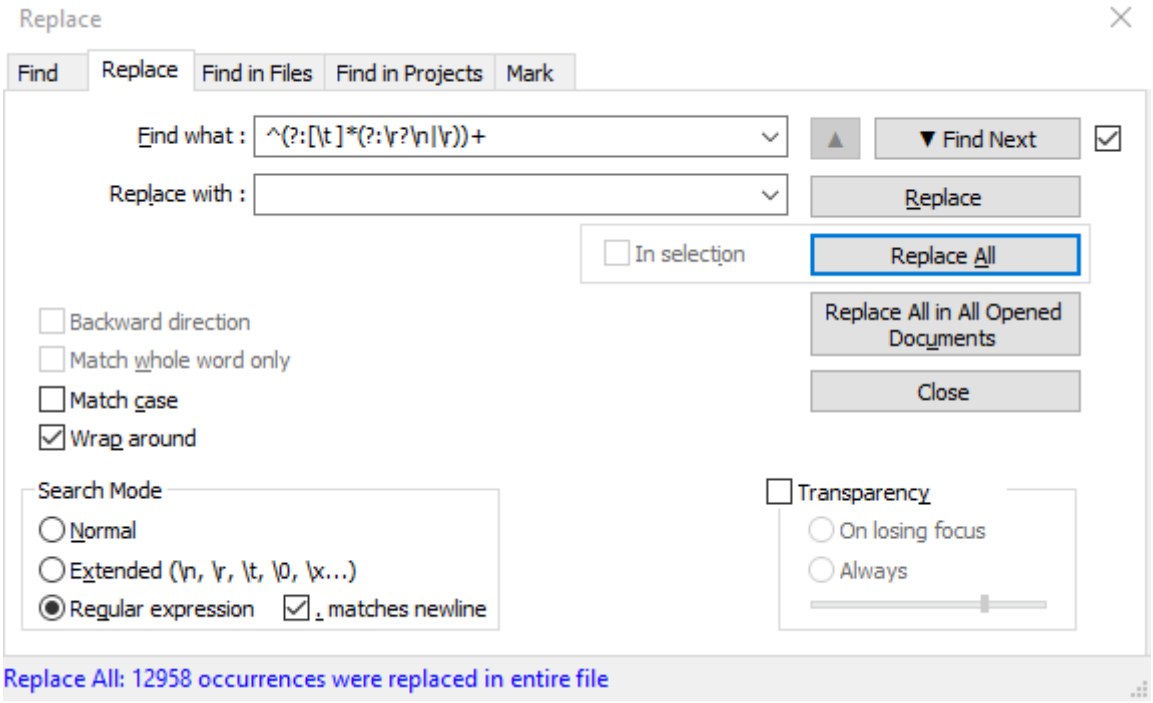



**2)**

**"modified": 0**

> The "**Replace with :** " box is empty for screenshot 3.

**3)**




**^(?:[\t ]*(?:\r?\n|\r))+**

- The results should be formatted like this:

```
{
  "strings": [
    {
      "name": "#STR_SWF_ACCEPT",
      "text": "Accept",
    },
    {
      "name": "#STR_SWF_CANCEL",
      "text": "Cancel",
    },
    {
      "name": "#STR_SWF_CLOSE",
      "text": "CLOSE",
    },
```

- The JSON file is now in a format that can be properly re-injected into DOOM Eternal.
  Save a backup of this JSON file as well, so you would not need to go through this process again
  (before the next DOOM Eternal update).
- Find the strings that you wish to modify. (CTRL + F)
- After modifying the strings of your choice, delete all other **unmodified** strings.
- Save your **modified** JSON file with the same name as it was exported. ( ex: **english.json** )
- Create the following folder directories in your **DOOMEternal\Mods** folder:

**gameresources_patch1\EternalMod\strings**

- Copy your **modified** JSON file into the strings folder.
- Run the **EternalModInjector** like normal.

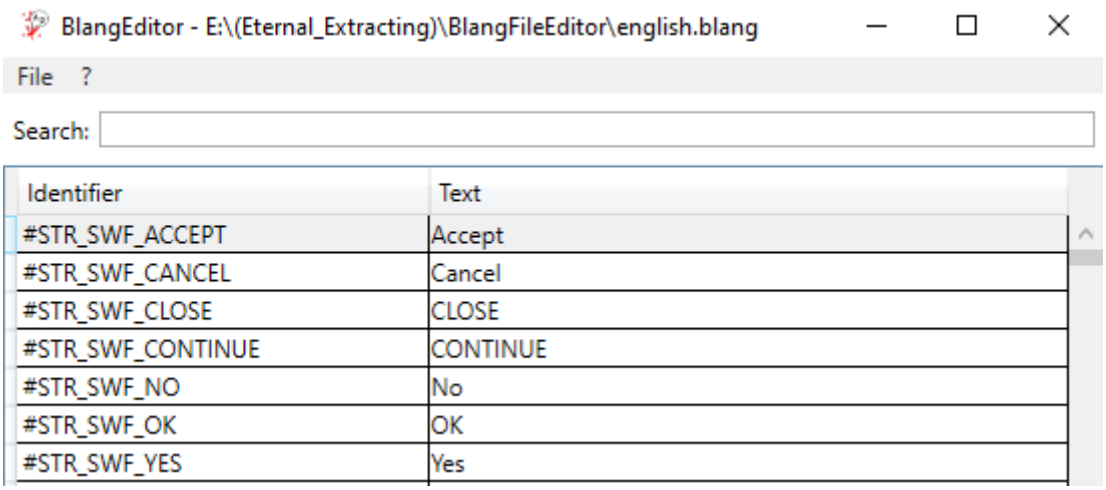
> The commas "," at the end of each string name and text are unnecessary and can be deleted. However, they do not impact the syntax in any way.

> Since JSON files can be edited with raw text editors,
>
> you can execute scripts or **regular expressions** to edit strings more efficiently.

# String Editing ( BlangParser )

> The entire **BLANG** file will be modified, which means it will be **incompatible** with other string mods.

- Extract the contents of **BlangEditorv#.#.zip**
- Open **BlangEditor.exe** you should be prompted with the following:




- You may edit any string **Identifier** or **Text** you wish.
- Upon highlighting a string line, you may select the **DELETE** key to remove it.
- To add a string, scroll down to the bottom of the list and add your own **Identifiers** and **Text** lines.
- After modifying the strings go to **File** -> **Save As...** -> Give it the same name as its original BLANG file.

(ex: **english.blang**)

- Create the following folder directories in your **DOOMEternal\Mods** folder:

**gameresources_patch1\strings**

- Copy your **modified** BLANG file into the strings folder.
- Run the **EternalModInjector** like normal.

> It is not recommended to delete existing string lines because DOOM Eternal will fail to recognize them.

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Created 2021-09-09 11:56:07 PDT by Velser
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