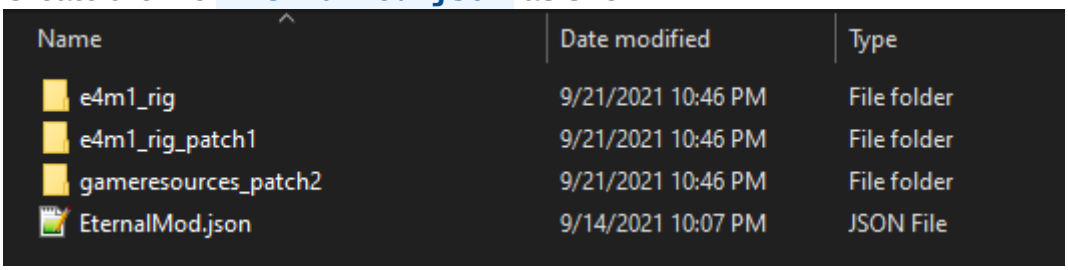
EternalMod.json

> You can provide additional info for your mod by creating a file called "EternalMod.json" in the .zip file alongside the rest of your resource folders.

> This file is not required when creating mods, but it can be helpful for users when organizing their mods.

Create the file `EternalMod.json` as shown:



Usage:

```
{
"name":"", \\ Mod Name
    "author":"", \\ Mod Author
"description":"", \\ Mod Description
"version":"", \\ Version Number
"loadPriority":0, \\ Injector Load Priority
"requiredVersion":0 \\ Required Mod Loader Version
}
```

Example:

```
{
"name":"My First Mod",
    "author":"Newbie Modder",
"description":"This is my first Doom Eternal Mod.",
"version":"1.0",
"loadPriority":500,
"requiredVersion":14
```

```
}
```

These contents are only visible for users if they are using the GUI-based application, **EternalModManager.exe** which comes packaged with the Mod Injector.

Loading Priorities:

> Manually setting loading priorities can be helpful when considering file conflictions with other mods.

`loadPriority` has greater importance than the other fields as it determines what order the mod will be injected.
By default, the value is 0. The higher the number, the sooner the individual mod will be injected.
Load priority numbers can get to the negatives.

The Mod Injector loads its mods from **highest load priority to smallest**, meaning that if two mods change the same files, **the mod with the smaller load priority number will override the mod with the larger load priority number**.

Required Version:

`requiredVersion` refers to the version number of the Mod Loader, known as `DEternal_loadMods.exe` and not the Mod Injector itself.

To figure out what the current Mod Loader version, issue type in a command prompt:
"DEternal_loadmods.exe --version"
Be sure to be in the same directory as the .exe file before issuing the command.

See Also:

- **Command Prompt Tips**

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