# Extracting Resources

> In order to create mods, you will need to have the game's resources extracted into the various files that can be edited. Resources are divided by levels or general categories. They will be sorted into folders when extracted.

> It is recommend that you extract assets from resources that end in .backup or uninstall all mods before extracting to avoid getting modified files.

## Extraction Tools:

**EternalResourceExtractor by PowerBall253 - Download**
Command-line tool. Exports everything, but textures/models are exported as "headers" only - not for texture mods. You may wish to filter the extraction to .decl files only. CMD Syntax:
`EternalResourceExtractor.exe [path to .resources file] [out path] [options]`

**[Documentation & Source Code]**

**SAMUEL Asset Extraction Tool by SamPT - Download**
GUI tool. Exports textures, models, .decls, and .entities files in a readable format.

**[Documentation & Source Code]**

**VEGA by DTZxPorter - Download**
GUI tool. Exports textures and models. Preferred tool for texture modding.

> Make sure you have enough disk space when extracting resources. As of Game Update 6.66 rev 2, EternalResourceExtractor requires 20.0 GB of free space to extract everything. SAMUEL or VEGA require even more space, since they export full-size images. If using those tools, you should only export the textures you need.

## List of Resources:

> **gameresources** contains general information that will be used for all levels.
> You will be using this resource frequently.

| Resource | Description |
|---|---|
| **gameresources** | General |
| **e1m1_intro** | Hell on Earth |
| **e1m2_battle** | Exultia |
| **e1m3_cult** | Cultist Base |
| **e1m4_boss** | Doom Hunter Base |
| **e2m1_nest** | Super Gore Nest |
| **e2m2_base** | ARC Complex |
| **e2m3_core** | Mars Core |
| **e2m4_boss** | Sentinel Prime |
| **e3m1_slayer** | Taras Nabad |
| **e3m2_hell** | Nekravol |
| **e3m2_hell_b** | Nekravol - Part II |
| **e3m3_maykr** | Urdak |
| **e3m4_boss** | Final Sin |
| **e4m1_rig** | UAC Atlantica Facility |
| **e4m2_swamp** | The Blood Swamps |
| **e4m3_mcity** | The Holt |
| **e5m1_spear** | The World Spear |
| **e5m2_earth** | Reclaimed Earth |
| **e5m3_hell** | Immora |

| | |
|---|---|
| **e5m4_boss** | The Dark Lord |
| **e6m1_cult_horde** | Horde Mode - Cultist Base |
| **e6m2_earth_horde** | Horde Mode - Reclaimed Earth |
| **e6m3_mcity_horde** | Horde Mode - The Holt |
| **hub** | Fortress of DOOM |
| **dlc_hub** | ARC Carrier |
| **shell** | Main Menu |
| **pvp_bronco** | Battlemode - Celestial |
| **pvp_darkmetal** | Battlemode - Corrosion |
| **pvp_deathvalley** | Battlemode - Penance |
| **pvp_inferno** | Battlemode - Tundra |
| **pvp_laser** | Battlemode - Forsaken |
| **pvp_shrapnel** | Battlemode - Torment |
| **pvp_sideswipe** | Battlemode - Stronghold |
| **pvp_thunder** | Battlemode - Armageddon |
| **pvp_zap** | Battlemode - Extraction |
| **tutorial_sp** | Slayer Tutorial |
| **tutorial_demons** | Demon Player Tutorial |
| **tutorial_pvp_laser** | Battlemode - Tutorial |
| **warehouse** | Skins |
| **meta** | Contains "container.mask" |

> *There are folders with "_patch_#" appended at the end and they contain overriding files for their parent folder.*
> *The patch number does not always mean it has a high priority because DOOM Eternal often changes the priorities with each update. You can see the priorities by checking the vanilla version of base/packagemapspec.json. As of update 6.66 rev-2.2, here are the known unusual patch priorities:*

- *gameresources_patch1 is higher than gameresourcces_patch2.*
- *e5m1_spear_patch1 is higher than e5m1_spear_patch2.*
- *e3m1_slayer_patch2 is higher than e3m1_slayer_patch3.*
- *e2m3_core_patch2 is higher than e2m3_core_patch3.*
- *e5m3_hell_patch1 is higher than e5m3_hell_patch2.*

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