DOOM Eternal Official Mod Support Details

> Official idStudio Guides: **https://idstudio.idsoftware.com/**

New Tools for Modding

The Doom Eternal Launcher is available on Steam

- Access by playing DOOM Eternal on Steam. If the Mod Portal does not open, verify file integrity on Steam then try again.
- This is a browser and publishing tool for mods. Be sure to define where you want your Mods to be located in the Settings.
- Multiplayer and achievements are disabled.

idStudio is available on Steam

- Download here:

  https://store.steampowered.com/app/2545650/DOOM_Eternal_idStudio/
- This is the environment modders will use to create and test their mods.

What we CAN do with idStudio

- Modify or create new decls
- Modify or create new textures
- Modify or create new static or animated models
- Modify or create new animations
- Modify or create new strings
- Modify or create new sound effects & music
- Modify vanilla map geo, nav, entities, etc (need asset packs)
- Build your own maps with new geo, nav, entities, etc

What we CANNOT do with idStudio

- Modify DLC maps, but the assets packs are available
- Play multiplayer mods

Some Drawbacks with idStudio

- idStudio itself is ~60 GBytes
- Individual map asset packs are 5-10 GBytes
- You will need to login to your Bethesda account to access/publish mods
- You need a fairly powerful PC to optimally run idStudio (32 GBytes of RAM is recommended)
- idStudio may take a some time to do the following
  - Boot up
  - Open a map
  - Load into a map
  - Package a .map file (packaging decls, strings, textures, & audio will only take a few seconds)
- Packaged map files can range from 500 MByes to 2 GBytes in size depending on how large the maps are

---

Created 2024-08-08 17:30:53 PDT by Velser
Updated 2026-07-18 19:09:05 PDT by Velser