

How Do I Upload Mods To The Mod Portal?

- For most mods, the only file you need to upload the `base.pk5` file. The exception being custom maps.
- Don't upload anything else.

What About Custom Maps?

- Custom maps have extra files in addition to the `base.pk5` file.
- Package the entire contents of your ActiveMods (not idStudio) folder that was created when you selected "Test" directly after packaging your mod. This includes...
 - Everything in `dvdpc`
 - The `lightdb` file in `virtualtextures`
 - Do not package the large `rawdb` file. It is not utilized.
 - `base.pk5`
- Note that your mod will likely be around 700 MB in size, per unique map.

The Mod Portal will automatically fill in the relevant files for your mod so you may not need to worry about this.

Some models are invisible and the HUD "fuzzy"

This is an issue with the `packagemapspec` file. Here is how you can fix it as either the mod author or player who downloaded the mod from the DOOM Eternal Launcher.

- Open File Explorer
- Go to your "ActiveMods" folder for DE -> Open the folder with the mod ID
- Open `dvdpc\base\packagemapspec.json`
- Add the following within the "MapFileRefs" field (after `??????`file 6, map 3`??????` before `??????`file 8, map 4`????????????????`)
`??????`

```
{  
  "file" : 8,  
  "map" : 3,
```

```
"source" : 0
},
```

- Launch the game with mods

If you are the Mod Author

- Package your map as normal in idStudio
- Before selecting to "Test Your Mod", add the ??????`file 8, map 3`?????? "MapFileRefs" field from above to the same location `dvdpc\base\packagemapspec.json`, but in your "idStudioMods" folder
 - This will apply the same change to your ??????`packagemapspec.json`??????? file in the "ActiveMods" folder
 - If you skip this step, that is fine - you can always manually add the "MapFileRefs" field to the ??????`packagemapspec.json`??????? file in your "ActiveMods" & "idStudioMods" folders
- Upload the mod like normal in the DOOM Eternal Launcher

Miscellaneous

If your mod has 2 maps, insert the following into the "MapFileRefs" field in the "packagemapspec.json" file.

```
{
  "file" : 10,
  "map" : 3,
  "source" : 0
},
{
  "file" : 10,
  "map" : 4,
  "source" : 0
},
```

If your mod has 3 maps, insert the following.

```
{
  "file" : 12,
  "map" : 3,
  "source" : 0
```

```
  },  
  {  
    "file" : 12,  
    "map" : 4,  
    "source" : 0  
  },  
  {  
    "file" : 12,  
    "map" : 5,  
    "source" : 0  
  },  
}
```

Follow the patterns above if your mod has more than 3 maps.

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