Known Fixable Issues

Some decls are Inaccurate when Testing in the Sandbox

The Sandbox uses the packaged .decl files from the `base\generated\decls` folder. Older decls that were previously removed from the `base\declTree` folder may still be present in the packaged mod. Here is how you can clean up your decls.

- Delete ALL files under the `base\generated\decls` folder.
  - New decls will automatically be generated before you package your mod.
  - If your mod has a custom map, DO NOT delete the other folders in your `base\generated` folder because they are needed to package your map. If they were accidentally deleted, be sure to do a Slow Map, Full Map, & Collision/Nav build before packaging your mod.

Custom Maps have unusually-large File Sizes

Fully-baked custom maps can have very large file sizes. Here is how you can reduce it.

- DO NOT package the `virtualtextures\maps\...\custom_map_name.rawdb` file.
  - This is a very large file that is not utilized on the Doom Eternal Sandbox.
  - Delete the .rawdb file for the mod in your "ActiveMods" folder to conserve file space. Keep the file in your "idStudio" folder because idStudio reads it.

- For more information on what files you should package for your mod, see guide: **https://wiki.eternalmods.com/books/eternal-idstudio/page/what-files-should-i-package-for-my-idstudio-mod**

Most Geo are Invisible when Testing in the Sandbox

Geo are mostly invisible or flickering in the Sandbox due to an issue with the `dvdpc\base\packagemapspec.json` file. Here is how to fix it.

- See guide (scroll down to the "Some models are invisible..." header): **https://wiki.eternalmods.com/books/eternal-idstudio/page/how-do-i-upload-mods-to-the-mod-portal**
- If geo are invisible after loading an existing save or checkpoint, see the "Loading a Custom Map may crash at 80%" guide below.

Loading a Custom Map may crash at 80%

Loading an existing save for a custom map may crash at 80%. If the game does not crash, then all geo on a custom layer will be invisible unless a checkpoint is loaded. The 80% crash stems from the use of custom visibility layer. Here is how to fix it.

- If custom layers were used, replace them all with vanilla layers. Repurposing vanilla layers will not impact the levels they are associated with.
- Replacing layers on entities can be done quickly by opening a .refmap file in `base\maps\...\custom_map_name\refmap_name.refmap` with a raw text editor and issuing a mass find/replace command to find the full custom layer name and replace it with the full repurposed vanilla layer name.
- Be sure that the repurposed vanilla layer decl only has its layerParent set to "world" and each custom layer should be repurposed to a different vanilla layer.

For example, change the custom layer:

```
layers {
  "game/custom_map_name/visibility/vis_visibility_layer"
}
```

To:

```
layers {
"game/sp/e1m1_intro/visibility/vis_barge"
}
```

- Any other custom layers that are not for visibility (main_level, master_level, etc) should be activated in a **target/change_layer** entity or **devMenuOption** decl.

Here is what activating a layer in a **devMenuOption** decl looks like:

```
declType( devMenuOption ) {
edit = {
devMenuList = {
num = 1;
item[0] = {
devMenuDisplayName = "Custom Map - Master Level";
devMenuMapName = "maps/custom_map_name.map";
devMenuInventoryLoadout = "devinvloadout/dlc/e4m1_rig";
devMenuActiveLayers = {
num = 1;
item[0] = "game/custom_map_name/master_level";
}
}
}
}
```

- For more information on how to create idStudio mods, see guide: **https://wiki.eternalmods.com/books/0-idstudio/page/how-do-i-create-idstudio-mods**

> Changing layers on a entities does not require you to rebuild your map.

Custom SFX & Music prevent Vanilla Audio from Playing

There are issues with both the `mods.pck` & `music_mods.pck` files that is generated when a new idStudio mod is created. Here is how to fix them.

- See guide: **https://wiki.eternalmods.com/books/eternal-idstudio/page/fixing-custom-audio-idstudio**

.map Files are not Correctly Packaged

Packaging a `.map` file when the custom map exists in your `DOOMEternal\base\modarchives` folder will cause idStudio to not add all the necessary files in the `.streamdb` or `.resources` files. Here is how to fix it.

- Delete the custom map parent folder in `DOOMEternal\base\modarchvies\...`
- Delete the custom map virtualtextures folder in `DOOMEternal\virtualtextures\...`

Created 2026-07-18 18:11:53 PDT by Velser
Updated 2026-10-11 20:45:42 PDT by Velser