

Backups

Information about how to backup various aspects of DOOM Eternal.

- [Backup Save Files](#)
- [Backup DOOM Levels](#)

Backup Save Files

This technique essentially gives the player infinite save slots for each campaign.

Finding Save Files

Find your remote folder for DOOM Eternal, ex: **C: \Program Files**

(x86) \Steam\userdata\#####\782330\remote

The ##### will be your Steam ID.

You should now see all of your saves and profile data as folders.

Save Folders

The following are valid save folders:

GAME-AUTOSAVE0
GAME-AUTOSAVE1
GAME-AUTOSAVE2
DLC1-AUTOSAVE3
DLC1-AUTOSAVE4
DLC1-AUTOSAVE5
DLC2-AUTOSAVE6
DLC2-AUTOSAVE7
DLC2-AUTOSAVE8
HORDE-AUTOSAVE9
PROFILE

GAME = Base Campaign

DLC1 = The Ancient Gods Part 1

DLC2 = The Ancient Gods Part 2

HORDE = Horde Mode

PROFILE = DOOM Level Data

You may not have all of these folders. That means you do not have a saved game for every slot. However, you should always have a PROFILE folder.

Backing Up Save Files

- Copy any one of these in a safe location.
- After you have saved a copy, you may delete the original save file and start a new one in game.

- If you want to restore a save, simply copy your backed save slot back into your remote folder.

Backup DOOM Levels

This technique also allows the player to modify their DOOM level freely, as it is stored client-side.

Your **DOOM Level** and **Event XP** are not the same thing. A DOOM Level measures how much you have played the game and essentially serves no value other than prestige.

Finding Your DOOM Level File

This step is not required, but it provides an alternative way to copy your save files and profile data.

This is also relevant to [Backup Save Files](#).

Find your remote folder for DOOM Eternal, ex: **C: \Program Files (x86) \Steam\userdata\#####\782330\remote**

The ##### will be your Steam ID.

You should now see all of your saves and profile data as folders. **PROFILE** is the only folder you should worry about. It contains **profile.bin** which stores your DOOM Level.

Profile Tools

idProfile by emoose - Download

De-serializes the profile.bin file into a readable JSON format.

DOOMSaveManager by GoobyCorp - Download

Makes exporting and importing saves easier.

Instructions

1. Unzip both files in the same folder
2. Launch **DOOM Save Manager.exe** -> Continue if prompted with a warning -> Action: **Export Backup** -> OK -> Save the **backup.zip** file somewhere safe
3. Extract **PROFILE\profile.bin** -> Drag & Drop it onto **idProfile.exe** -> **profile.bin.json** will now be created -> Open the file with a text editor

4. CTRL + F -> Type: **experienceGained** -> Find Next and look in the line directly below **experienceGained** -> If it is present, change: "**Int8**" to "**Int32**" -> Change the current value after "**Int32**" to whatever you want -> Save
5. Drag & Drop **profile.bin.json** into **idProfile.exe** -> **profile.bin.json.bin** will now be created -> Rename the file to **profile.bin** -> Delete the old file if need-be
6. Open: **backup.zip** -> Replace the old **profile.bin** with the new one
7. Launch **DOOM Save Manager.exe** -> Continue if prompted with a warning -> Action: **Import Backup** -> Select: **backup.zip** -> OK

DOOM Level Key - Reference Image

1 Level = 10,000 XP

250 Levels = 2,500,000 XP | 1 Echelon (Stone Star)

2250 Levels = 22,500,000 XP | 9 Echelon (Bronze Star)

4250 Levels = 42,500,000 XP | 17 Echelon (Silver Star)

6250 Levels = 62,500,000 XP | 25 Echelon (Gold Star)

8250 Levels = 82,500,000 XP | 33 Echelon (Platinum Star)

10250 Levels = 102,500,000 XP | 41 Echelon (Slayer Star)

12000 Levels = 122,500,000 XP | 48 Echelon (Max Level)

Each star is **250 Levels**, with **8 stars** being **2000 Levels (20,000,000 XP)** for each **Echelon**. You can only have a **maximum of 8 stars** before you unlock the next tier.

You cannot level up past **48 Echelon**.