

Porting Legacy Mods to Atlan

This page is a work in progress. The features discussed here are not publicly available and are subject to change.

Atlan Mod Loader now supports DOOM Eternal, and will be replacing Eternal Mod Loader. Mods created for Eternal Mod Loader will not work out-of-the-box with Atlan. This page discusses all changes that need to be made to a mod zip for it to work with Atlan.

Simple Changes

1. Decls

Decl paths are simplified as follows:

If your Eternal Mod Loader decl path is:

```
gameresources_patch1/generated/decls/damage/damage/my_damage.decl
```

Your Atlan Mod Loader decl path will be:

```
decls/damage/damage/my_damage.decl
```

2. Entities

Entities paths are adjusted as follows:

If your Eternal Mod Loader entities path is:

```
e5m1_spear_patch1/maps/game/dlc2/e5m1_spear/e5m1_spear.entities
```

Your Atlan Mod Loader entities path will be:

```
compfile/maps/game/dlc2/e5m1_spear/e5m1_spear.entities
```

Strings

If your Eternal Mod Loader string file path is:

```
gameresources_patch3/EternalMod/strings/english.json
```

Then your Atlan Mod Loader string file path is:

binaryFile/strings/english.txt

The capitalization in `binaryFile` matters. The file extension doesn't matter anymore.

Format

Atlan has changed the Doom Eternal string mod format. String mod files are now CSVs instead of JSON files.

Here is an example of a valid string CSV file.

```
#str_my_awesome_string, "Howdy"  
#cool_string, "Another string"  
#str_escape_sequences, "\n \t \\ \" Usable escape sequences"
```

Notes:

- The identifier must always be with a '#' symbol.
- The text contents must always be contained in a quote block "like this"

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