How to Play Multiplayer Mods

> See **Commands (CMD)** before proceeding.

> When starting DOOM Eternal from the launcher on Steam, launch the main version of DOOM Eternal, and *not* "Play DOOM Eternal with Mods". The latter specifically refers to the official idMods format and bears no relevance to the community mod injector format. This will run a separate version of the game that does not support multiplayer.

How to Play

- How to Install Mods (general guide): **https://wiki.eternalmods.com/books/eternal-how-to-install-mods/page/how-to-install-mods-doom-eternal**

- Get the latest version of the Eternal Mod Injector.

  Windows (Steam): **https://gamebanana.com/tools/download/7475**

  Linux (Steam): **https://github.com/leveste/EternalBasher/releases**

- All players should have the same multiplayer-related mods installed (most addons are client-sided and not every player needs to have them installed). If a player has different or extra mods installed, their game may de-sync and crash. Texture, Model, String, & Audio mods should be unaffected. Everything in the "Overrides" folder must be removed if it exists.

- A player (the host) should create a private lobby and invite a friend or two (the clients). The host invite players by selecting the **Social Menu** (**P**) and finding their friend or favorite profiles.
  Some multiplayer mods only require 2 players, the mod author should specify this.

- Once all players are ready, the host should select a map in the lobby menu to instantly load all players into the map. Alternatively, players may ready-up with mods that require 3 players such BATTLEMODE & **INVASION**.

- The host may execute a console command to load into a map for testing purposes. Here is an example of a command to load into a multiplayer map: `loadDevMenuOption`

`devmenuoption/pvp 7 1`

This command will load the Torment map from BATTLEMODE.

You can learn more about loading into BATTLEMODE maps here:

https://wiki.eternalmods.com/books/eternal-command-console/page/load-battlemode-maps

Multiplayer modding guides: **https://wiki.eternalmods.com/books/eternal-multiplayer-modding**

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