1. The skin should be packaged as a .zip package
2. The folder for save texture can be divided into "2048", "1024", "512";folder depend on which image resolution is used.

Pistol and Mozambique only have that “1024” and “512”（All the Pistol weapon’s nml need fix）

(ChargeRifle only have that “1024” and “2048”)

1. Texture file names should be “FormatName\_ Default\_ Texture. DDS "

Example: R301\_Default\_col.dds(Case Sensitive and No Space!)

Example DDS Skin:[Google Driver](https://drive.google.com/file/d/1SUN-XK6-ux_eB7VJfc37OYCq3bwwucCt/view?usp=sharing)

Texture types can be written according to the types analyzed by rpak tool(col，nml，gls，spc)

ToDo:ao，cav，ilm

It can be understood by combination with the Example Skin zip Files in the Example folder. Other files, folders and compressed package names doesn’t need the format requirements.

Weapon name comparison table (Case Sensitive and No Space):

|  |  |
| --- | --- |
| Weapon Name | FormatName |
| Assault Rifle | |
| R-301 Carbine | R301 |
| Havoc | Havoc |
| Hemlock | Hemlok |
| VK-47 Flatline | VK47Flatline |
| Charge Rifle | ChargeRifle |
| Submachine Gun | |
| Alternator | Alternator |
| Prowler | PDW |
| R-99 | R99 |
| Light Machine Gun | |
| Devotion | Devotion |
| LSTAR | LSTAR |
| Spitfire | Spitfire |
| Sniper | |
| Triple Take | TripleTake |
| Kraber | Kraber |
| Longbow | Longbow |
| G7 | G2A7 |
| ShotGun | |
| EVA8 | EVA8 |
| Mastiff | Mastiff |
| Peacekeeper | Peacekeeper |
| Mozambique | Mozambique |
| Pistol | |
| P2020 | P2020 |
| RE45 | RE45 |
| Wingman | Wingman |