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.
3. Texture file names should be “FormatName\_ Default/ Skin31 (Data not import)\_ Texture. DDS "

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

Example DDS Skin:[Google Driver](https://drive.google.com/file/d/1w07kx7yCClFbJWtNVqNt7jxTcW388OfV/view?usp=sharing)

(PS: Devotion is divided into two parts：the gun body should be “Devotion\_ Default\_ Col.dds”, and the clip should be “Devotion\_ clip\_ Default\_ col.dds”)

Texture types can be written according to the types analyzed by rpak tool(ao，gls，nml，col，cav，spc，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-201 Carbine | R201 |
| R-101 Carbine | R101 |
| Hemlock BF-R | HemlokBFR |
| V-47 Flatline | V47Flatline |
| G2A5 | G2A5 |
| Submachine Gun | |
| Alternator | Alternator |
| CAR | CAR |
| R-97 | R97 |
| Volt | Volt |
| Light Machine Gun | |
| Devotion | Devotion |
| Devotion’s clip | Devotion\_clip |
| L-STAR | LSTAR |
| Spitfire | Spitfire |
| Sniper | |
| Double Take | DoubleTake |
| Kraber | Kraber |
| Longbow DMR | LongbowDMR |
| ShotGun | |
| EVA-8 Auto | EVA8 |
| Mastiff | Mastiff |
| Grenadier | |
| Cold War EM-4 | ColdWar |
| EPG | EPG |
| Sidewinder SMR | SMR |
| Softball | Softball |
| Pistol | |
| Mozambique | Mozambique |
| P2016 | P2016 |
| RE-45 Auto | RE45 |
| Smart Pistol | SmartPistol |
| Wingman B3 | Wingman |
| Wingman Elite | WingmanElite |
| Anti-Titan | |
| Archer | Archer |
| Charge Rifle | ChargeRifle |
| MGL | MGL |
| Thunderbolt LG-97 | Thunderbolt |