Using FModel for Beginners

This guide will walk your through the beginning steps of using FModel and Exporting Assets from Palworld

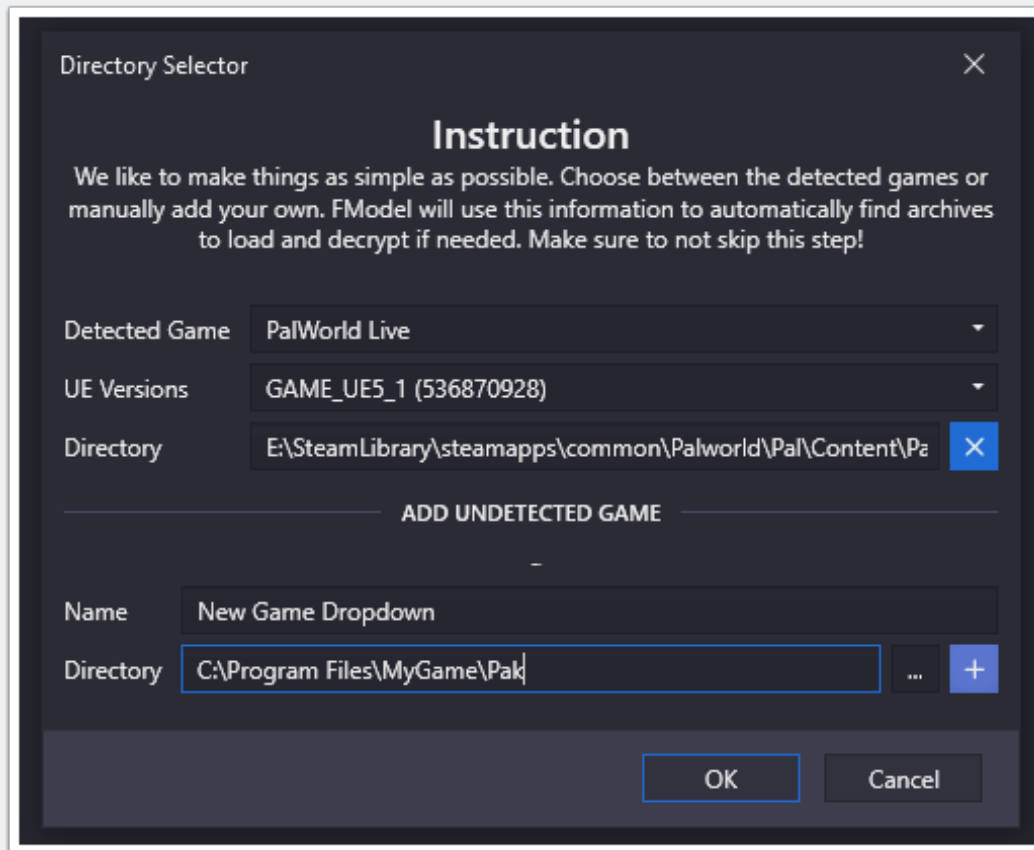## Setting up the FModel Directory for Palworld

In the Directory Selector we will define the detected game. If the game is automatically detected it will show under Detected Game.

If your game is not listed, select the option below "Add Undetected Game" and set a name you will recognize in the future.

TIP: If you have backups of the PAK you can set these as individual entries to switch between quickly.

Set the Directory to be the PAK folder containing your PAK file such as Pal-Windows.pak or PalWinGDK.utoc
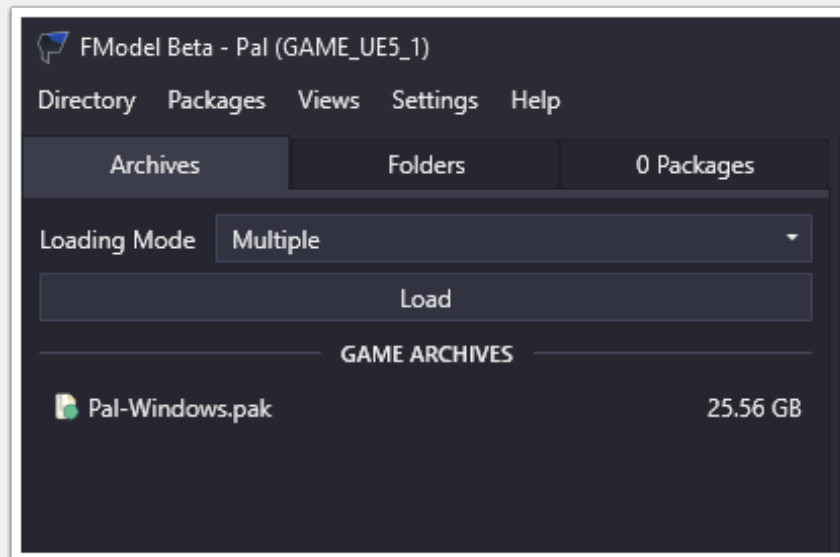
Using FModel for Beginners

Directory Selector   ✕

Instruction
We like to make things as simple as possible. Choose between the detected games or manually add your own. FModel will use this information to automatically find archives to load and decrypt if needed. Make sure to not skip this step!

Detected Game	PalWorld Live	▾
UE Versions	GAME_UE5_1 (536870928)	▾
Directory	E:\SteamLibrary\steamapps\common\Palworld\Pal\Content\Pa	✕

ADD UNDETECTED GAME

–

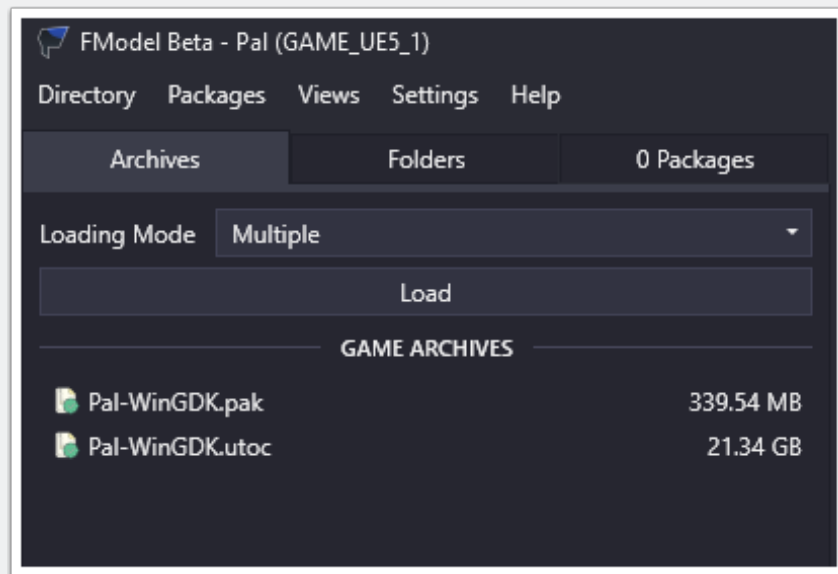| Name | New Game Dropdown | |
| Directory | C:\Program Files\MyGame\Pak | ... + |

OK   Cancel

PAK/UTOC Archive File

Next we will select the Archive which is often known as the PAK. Select Pal-Windows.pak if you are using the Steam version of Palworld.

GamePass uses the UTOC Archive

If on GamePass, you will select Pal-WinGDK.utoc instead to proceed.
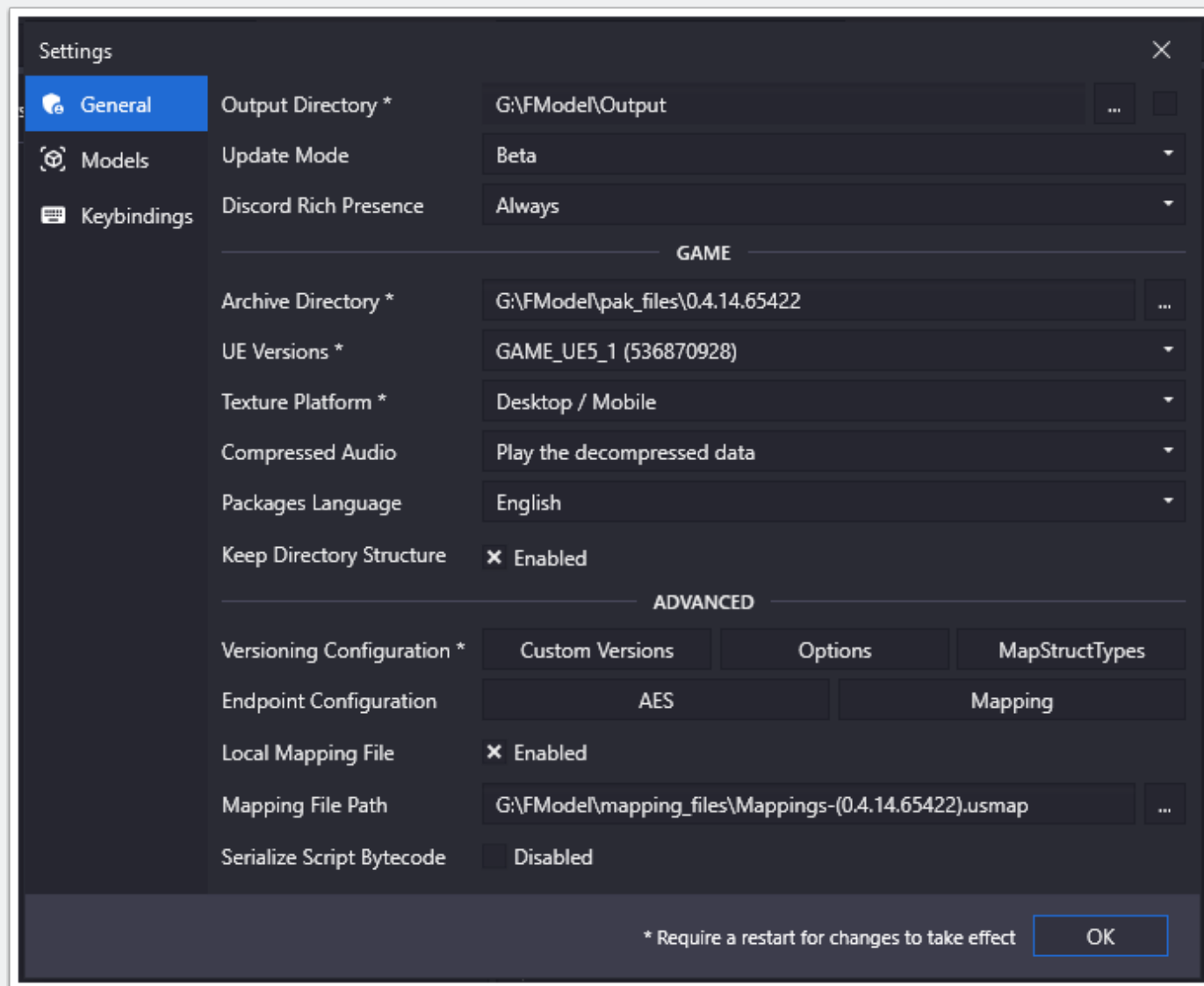
Mapping File Settings

Under Settings > General

Set Local Mapping File to Enabled

And set the Mapping File Path to the USMAP file

TIP: USMAP can be generated with UE4SS and contains the directory and encryption settings for the Archive. Remember this is specific to the game and specific to the version so any major game updates will require a new USMAP file.

Settings

General — Output Directory * — G:\FModel\Output — ...

Models

Keybindings

Update Mode — Beta

Discord Rich Presence — Always

GAME

Archive Directory * — G:\FModel\pak_files\0.4.14.65422 — ...

UE Versions * — GAME_UE5_1 (536870928)

Texture Platform * — Desktop / Mobile

Compressed Audio — Play the decompressed data

Packages Language — English

Keep Directory Structure — ✗ Enabled

ADVANCED

Versioning Configuration * — Custom Versions — Options — MapStructTypes

Endpoint Configuration — AES — Mapping

Local Mapping File — ✗ Enabled

Mapping File Path — G:\FModel\mapping_files\Mappings-(0.4.14.65422).usmap — ...

Serialize Script Bytecode — Disabled

* Require a restart for changes to take effect — OK

Additional Settings for Models

When exporting models you will find different assets use different formats when exporting.
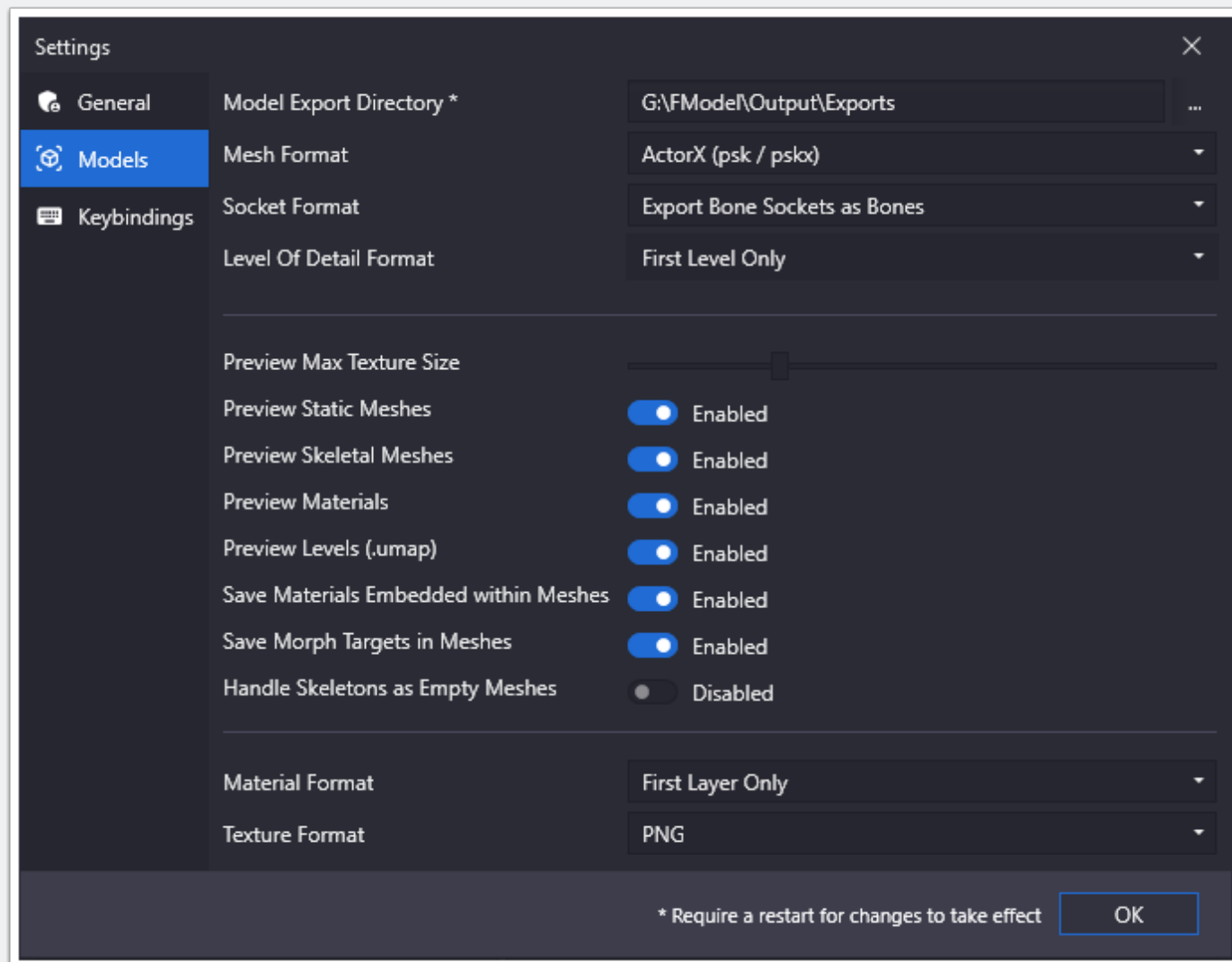
For example:

Skeletal Meshes export in PSK format also known as ActorX or PSKX

Textures export in PNG

Animation Sequences export in PSA

All other formats to note would be RAW UASSET and JSON which are used to read internal data.
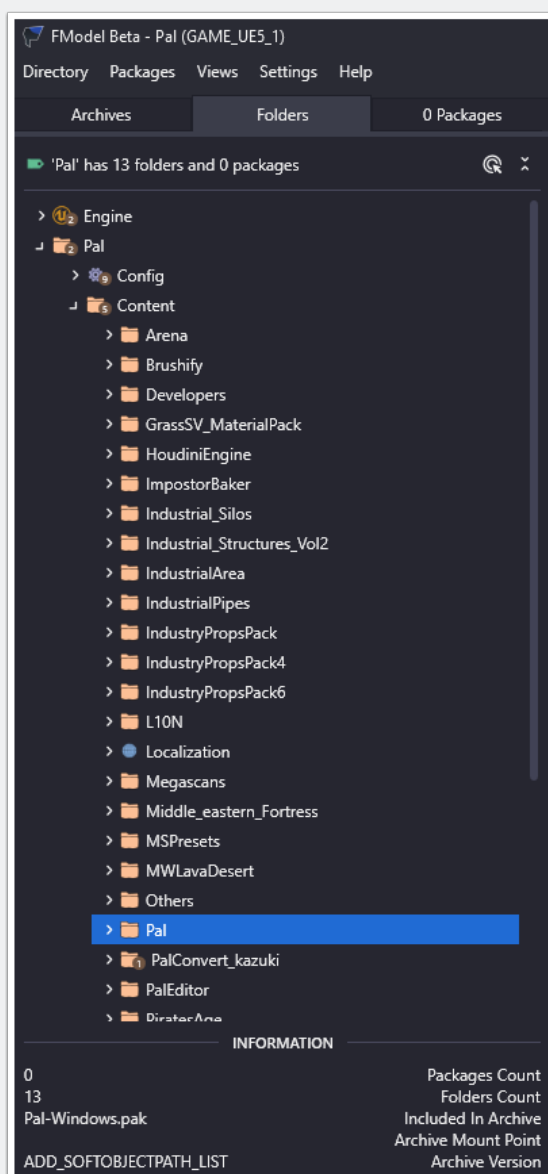
Browsing with FModel

Now you can drill into the subfolders such as Pal > Content > Pal

Using FModel for Beginners

This is where majority of the files are you will need to make mods in Palworld. Any mod replacing these existing files are known as Replacer mods which is generally beginner level to modding.

Folder Categories

In the Pal folder, you will find assets organized by purpose or category.

Animation contains the animation sequences for the in-game models and also animation modifiers. Usually prefixed with AS_ or AM_

Model contains the skeletal meshes and their respective resources such as material instances (different then materials) and textures. Usually prefixed with SK_ and MI_ and T_

Blueprint contains actor blueprints and animation blueprints to control everything in the game. Usually prefixed with BP_ or ABP_

Texture contains additional textures used with various aspects of the game such as the UI or User Interface. Usually preffixed with T_

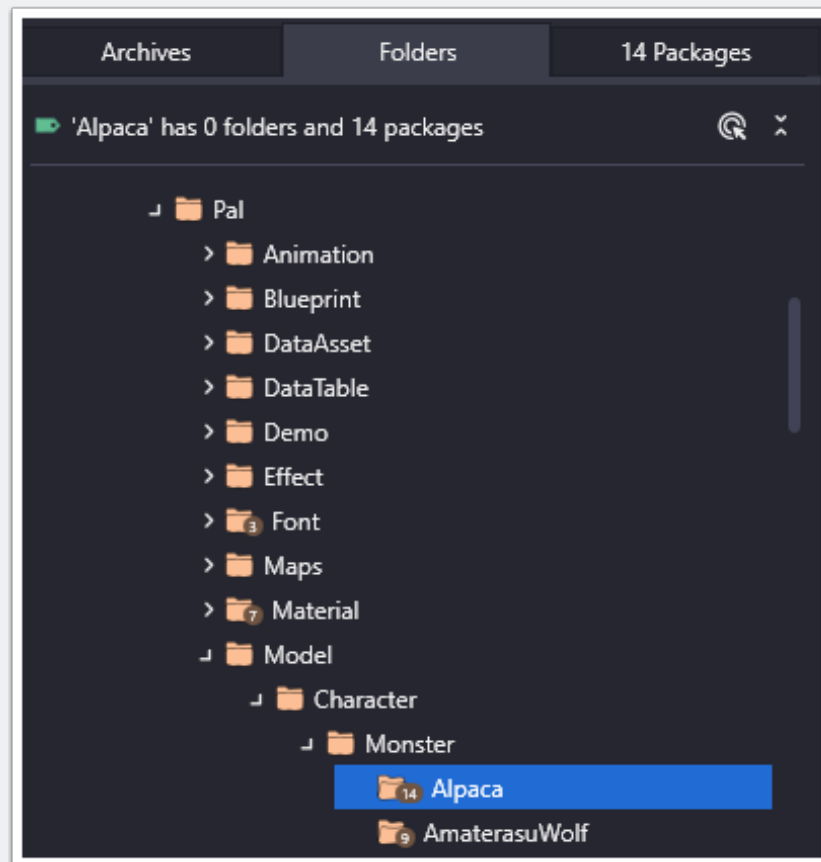TIP: It is best practice to use the appropriate prefix with your assets to stay organized
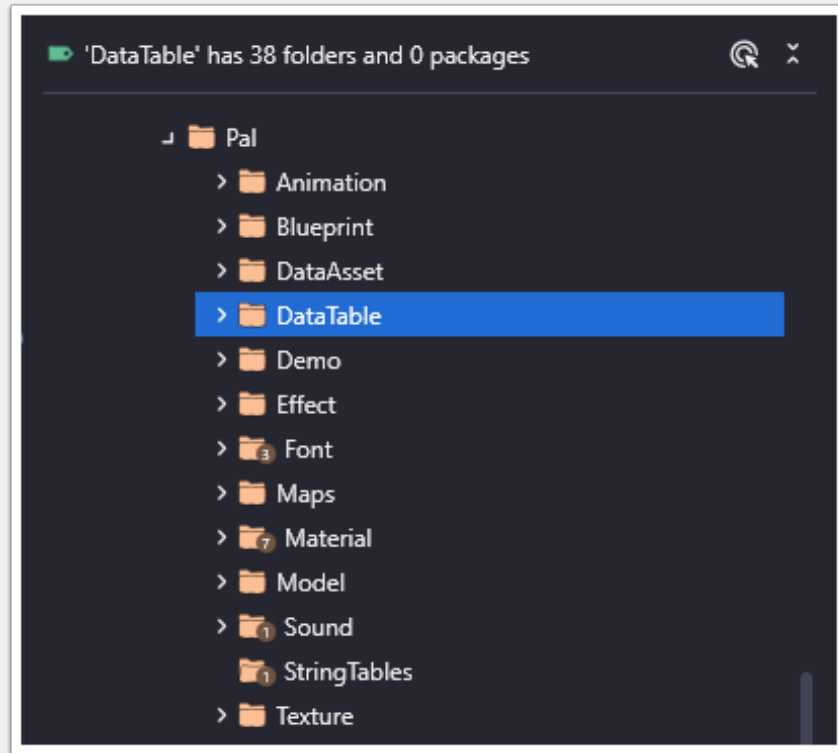
Using FModel for Beginners

Opening a Folder to access the Assets/Packages

Select the folder you wish to open, such as Pal > Content > Pal > Model > Character > Monster > Alpaca

Double click the folder to open it

Individual Assets

As we mentioned earlier files contain a prefix to make organization easier.
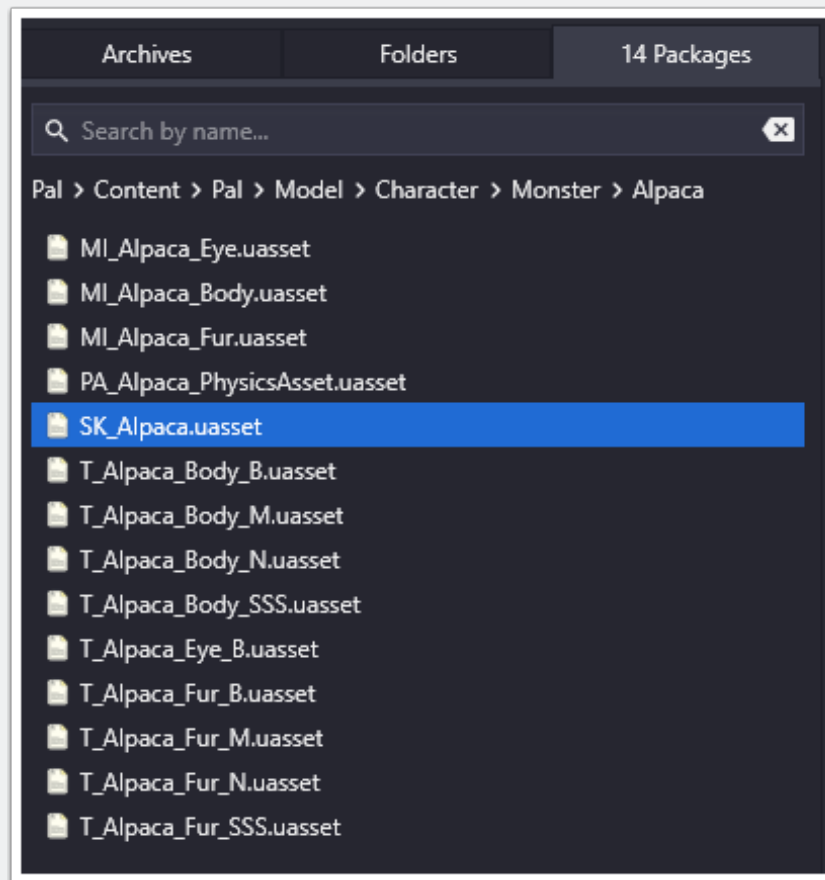
SK_Alpaca for example is the Skeletal Mesh and links to the Material Instances, Textures, Physics Asset, and also a Skeleton not shown here.

M = Material

MI = Material Instance
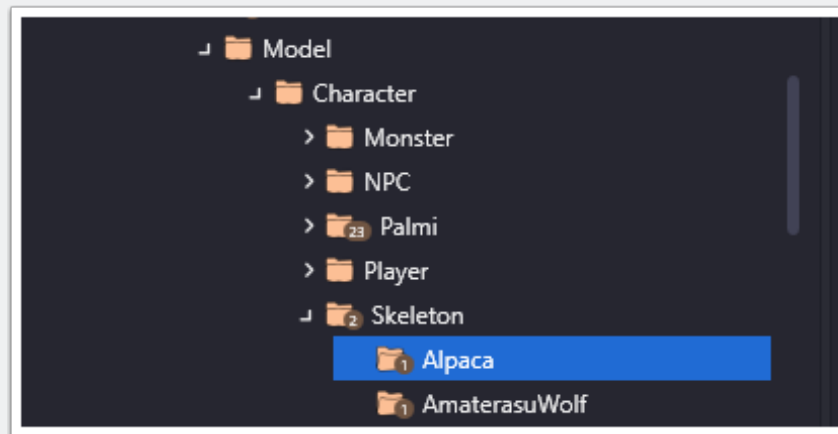
T = Texture

PA = Physics Asset

Locating Missing Skeleton for Reference

The Skeleton file we mentioned earlier is stored in Pal > Content > Pal > Model > Character > Skeleton > Alpaca

This file is named SK_Alpaca_Skeleton and will be exported with the Skeletal Mesh but is important to know where these file is located to attach it as a dummy asset which will be described in future guides.

Exporting an Asset/Package

Right click the asset you wish to export. In this example we are exporting the Skeletal Mesh for SK_Alpaca which we will select PSK for the export option as seen below.

If we were exporting the Texture such as T_Alpaca_Body_B then we would select PNG as the export option.

Afterward your exported assets will be located in the Output Directory or the Model Export Directory as defined in your Settings.