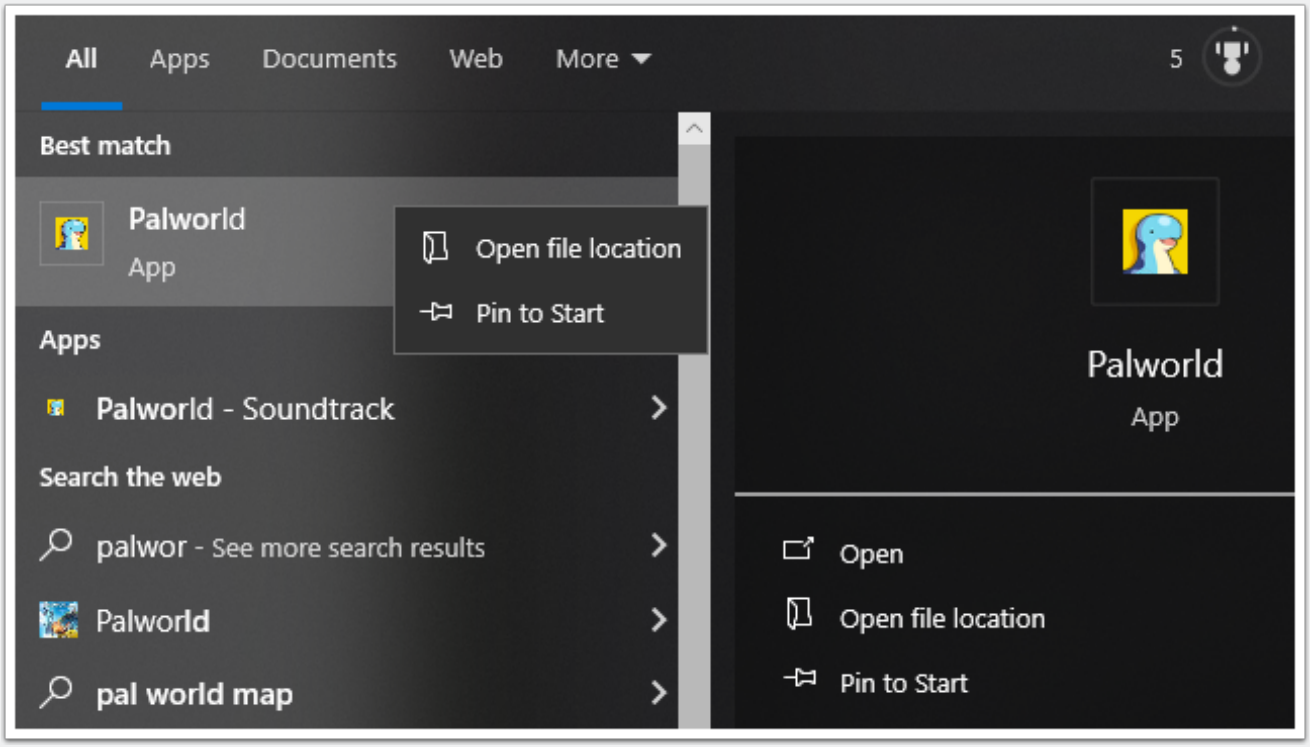
Installing UE4SS and Generating Mapping file

This guide will walk you through installing UE4SS and for the Developers instructions on generating your own Mapping file

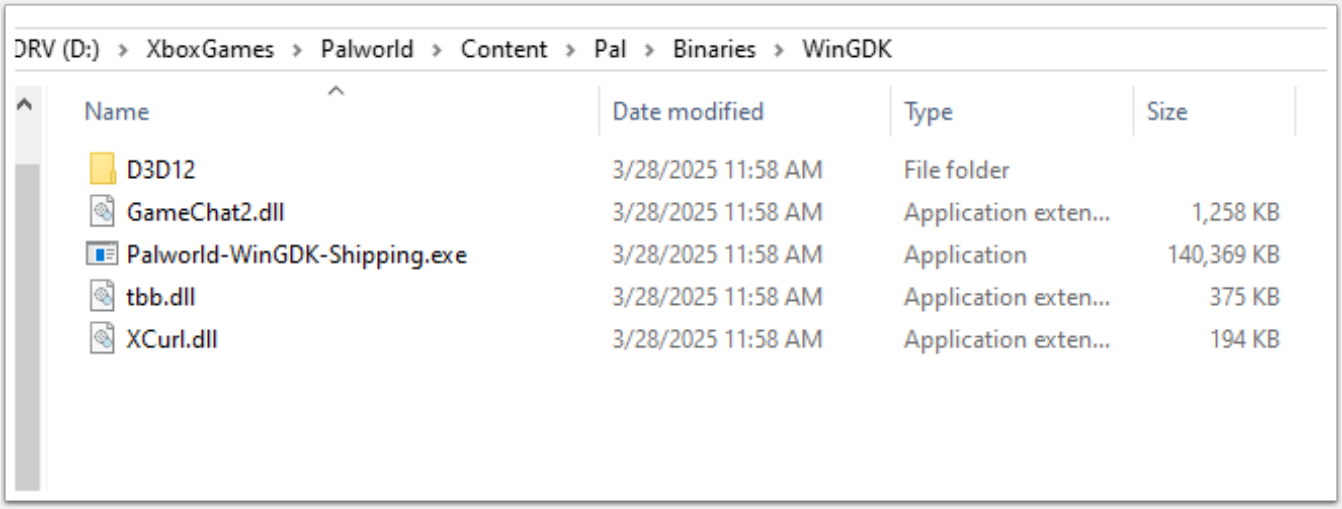
Find your Palworld Install Directory

By right clicking on the Palworld shortcut or Palworld app, select Open file location to get the install directory



Find your WinGDK folder on GamePass Edition

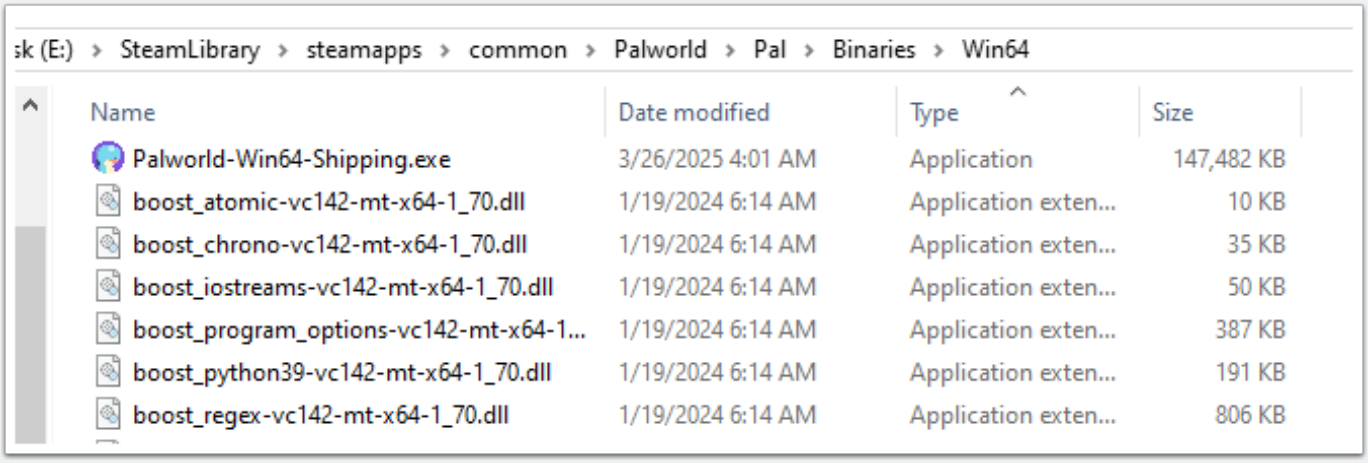
This will be the path to setup UE4SS if you are using the XBOX GamePass version of Palworld



Installing UE4SS and Generating Mapping file

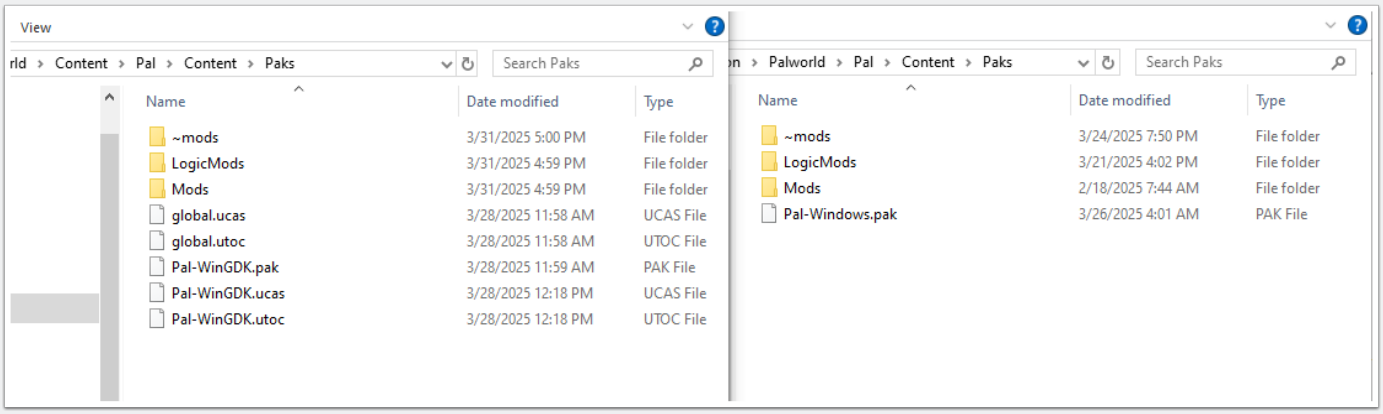
Find your Win64 folder on Steam Edition

This will be the path to setup UE4SS if you are using the Steam version of Palworld



Find you PAKS folder

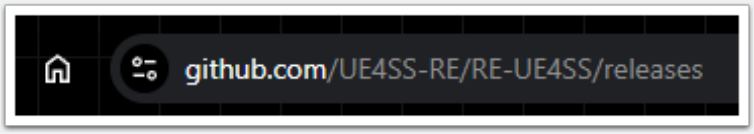
Although not needed during install, you will also want to find your Paks folder which contains either the Pal-Windows.pak or Pal-WinGDK.utoc



Installing UE4SS and Generating Mapping file

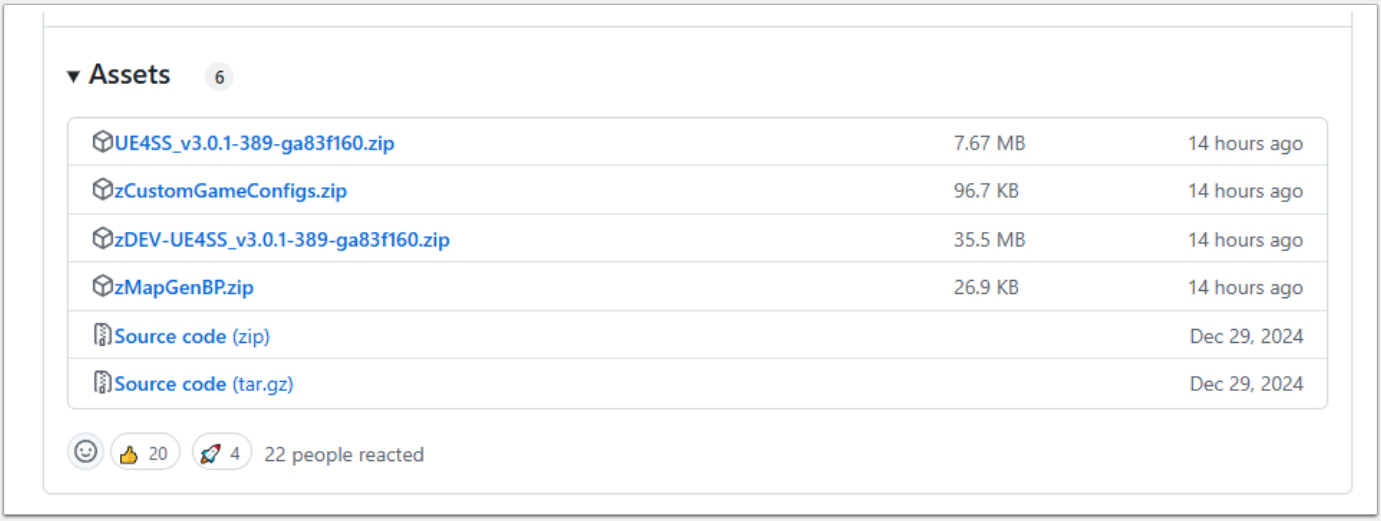
Access UE4SS GitHub for the Latest Version

Go to https://github.com/UE4SS-RE/RE-UE4SS/releases



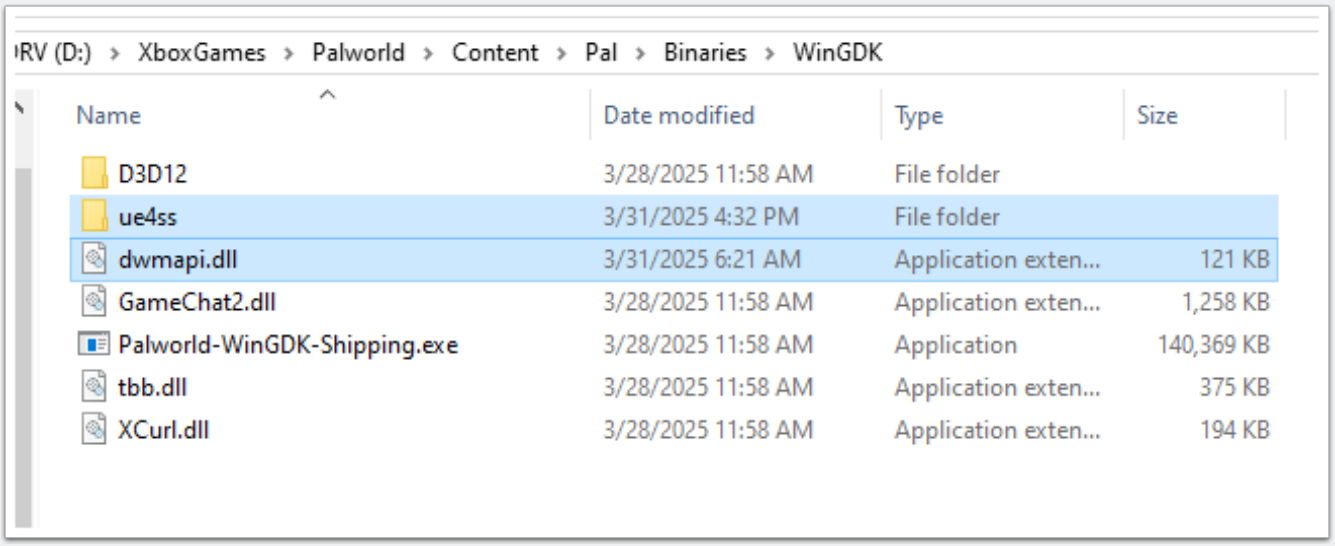
Download the ZIP for UE4SS

In the Assets section under latest release select the UE4SS ZIP from https://github.com/UE4SS-RE/RE-UE4SS/releases



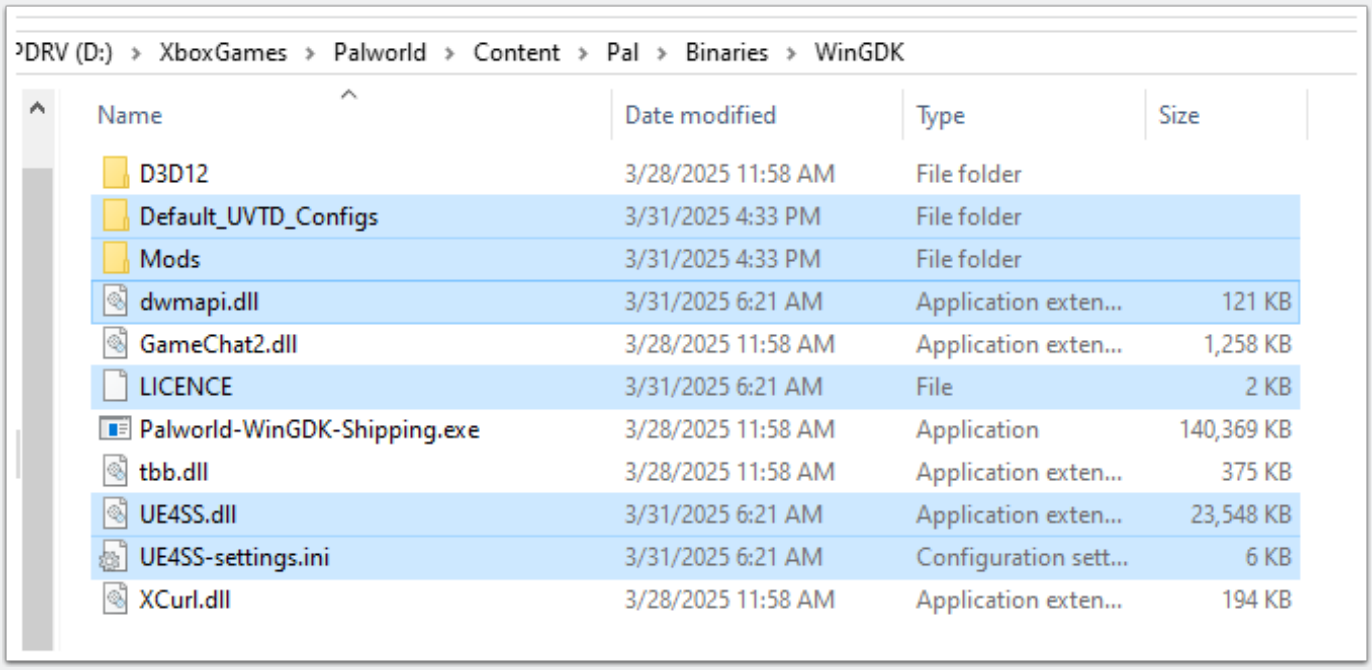
New Organized Install of UE4SS

It is best practice to now copy your ue4ss folder and dwampi to the WinGDK or Win64 folder. This will keep your UE4SS files more organized and separated from the original game files.



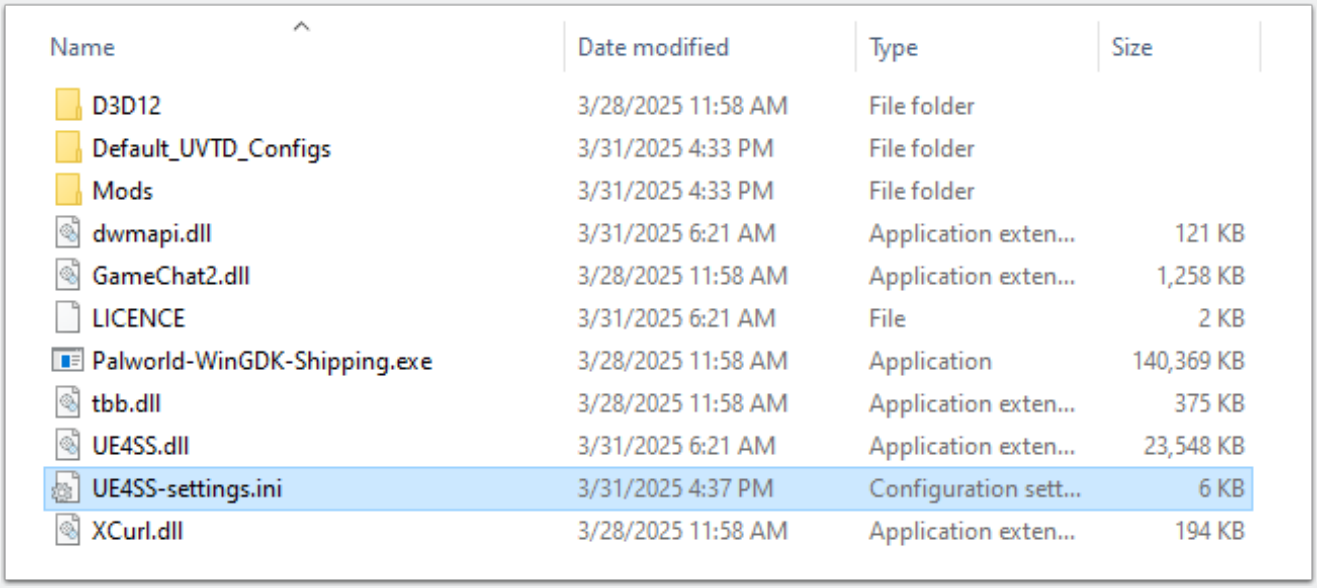
Traditional Install of UE4SS

Although not recommended, you can copy the UE4SS files and dwmapi to the root of your WinGDK or Win64 folder



Optional: Prepare UE4SS to Generate Mapping

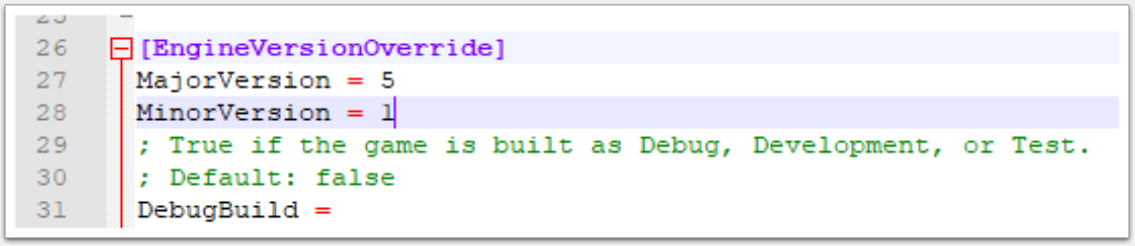
If you wish to generate a Mapping file to create Mods then continue steps below by editing the UE4SS-settings.ini file



Name	Date modified	Type	Size
D3D12	3/28/2025 11:58 AM	File folder	
Default_UVTD_Configs	3/31/2025 4:33 PM	File folder	
Mods	3/31/2025 4:33 PM	File folder	
dwmapi.dll	3/31/2025 6:21 AM	Application exten...	121 KB
GameChat2.dll	3/28/2025 11:58 AM	Application exten...	1,258 KB
LICENCE	3/31/2025 6:21 AM	File	2 KB
Palworld-WinGDK-Shipping.exe	3/28/2025 11:58 AM	Application	140,369 KB
tbb.dll	3/28/2025 11:58 AM	Application exten...	375 KB
UE4SS.dll	3/31/2025 6:21 AM	Application exten...	23,548 KB
UE4SS-settings.ini	3/31/2025 4:37 PM	Configuration sett...	6 KB
XCurl.dll	3/28/2025 11:58 AM	Application exten...	194 KB

Set UE version to 5.1

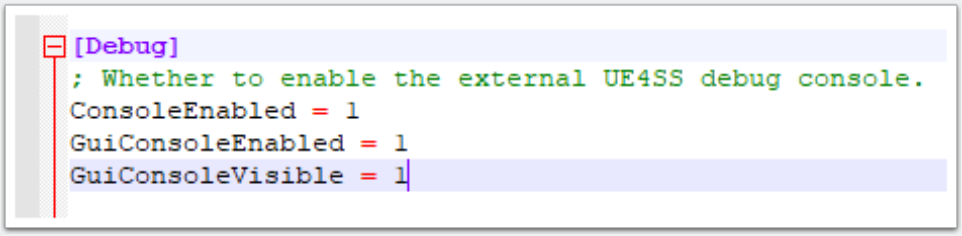
Set Version to 5.1 by modifying MajorVersion as 5 and MinorVersion as 1



```
26  [EngineVersionOverride]
27  MajorVersion = 5
28  MinorVersion = 1
29  ; True if the game is built as Debug, Development, or Test.
30  ; Default: false
31  DebugBuild =
```

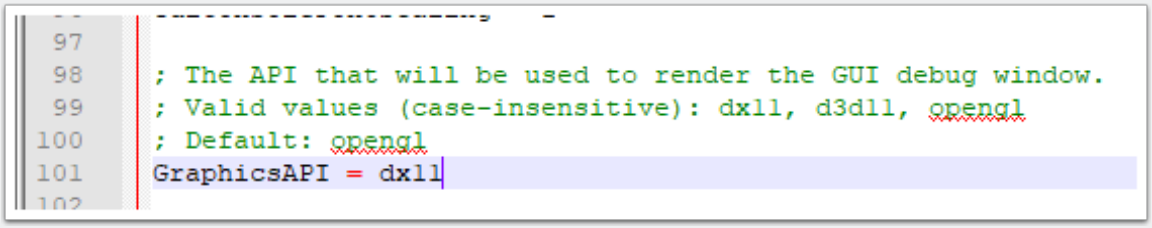
Set Consoles to Enabled

Set GUI and Console options to enabled by setting to 1 for all three options



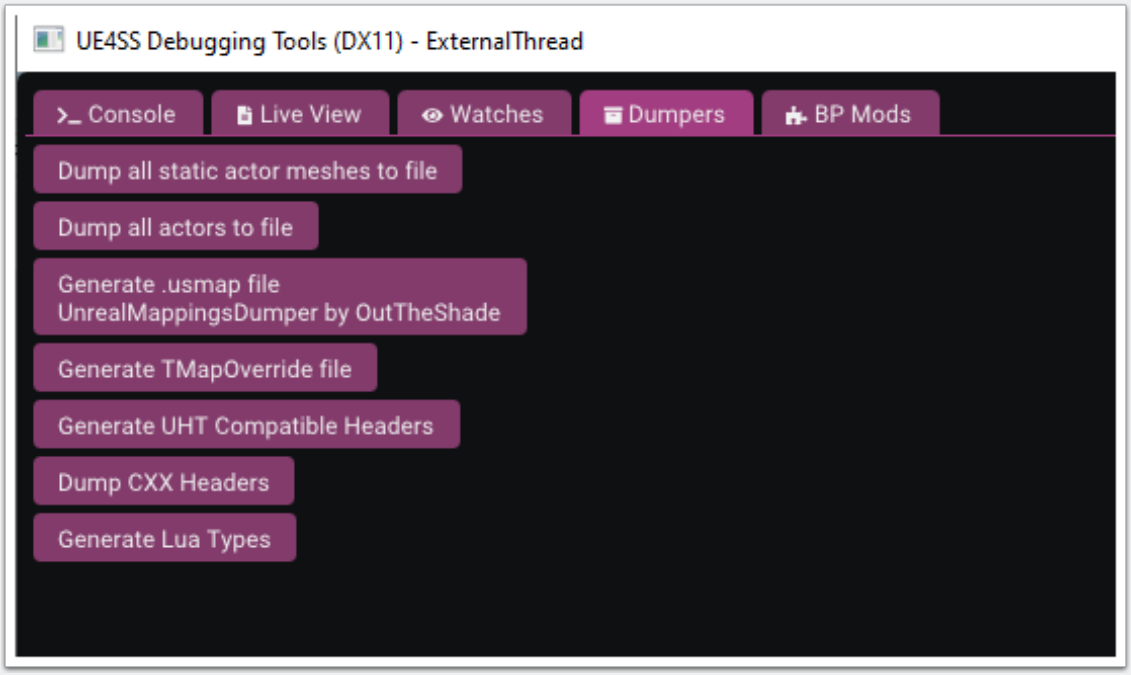
Set DirectX11 Support for Graphics

Set graphics to dx11 for DirectX11 Support



Generate Mapping.usmap

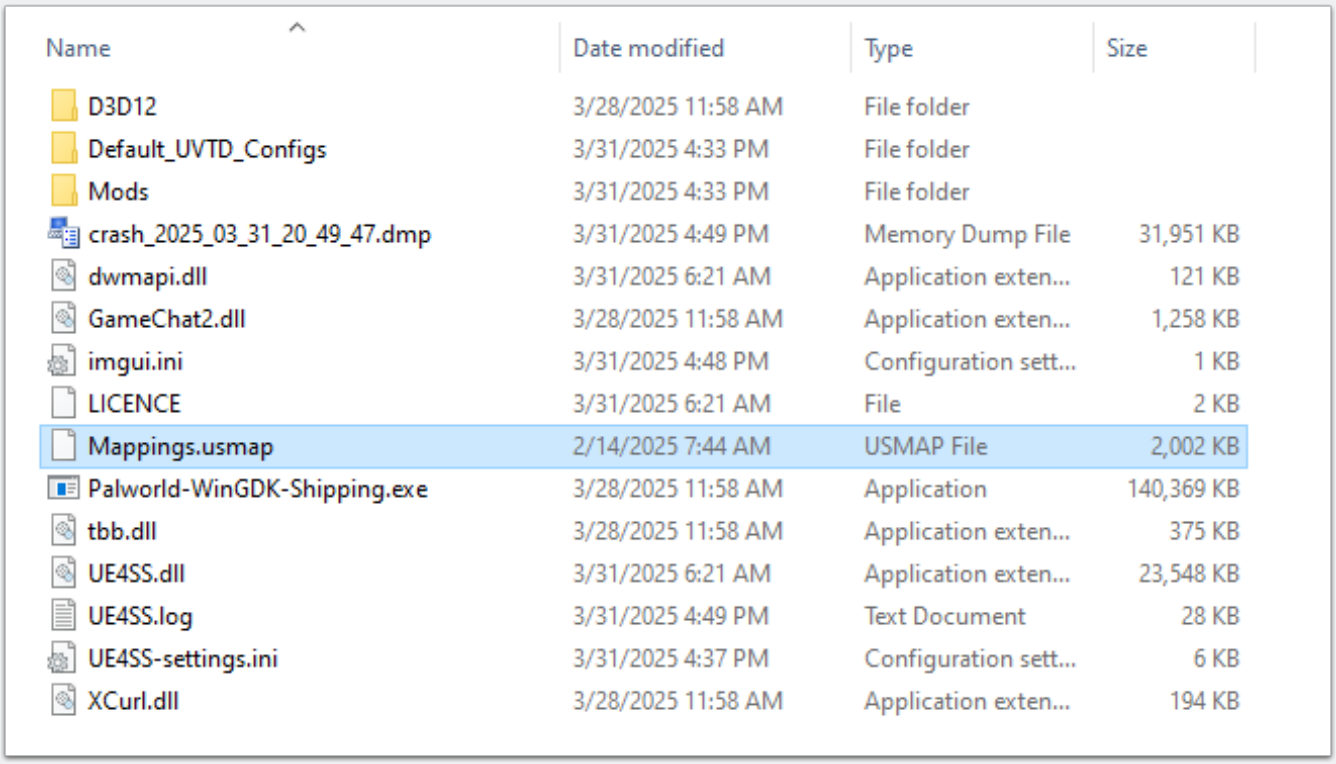
Go to Dumpers and select Generate .usmap file



Successful USMAP file for Mapping

In the UE4SS directory will now be a copy of your Mapping.usmap file

If you do not see this file, then the generation failed and will likely generate a crash file instead. You can try generating this file again or tweak your UE4SS-settings.ini to see if it works with other options



Name	Date modified	Type	Size
D3D12	3/28/2025 11:58 AM	File folder	
Default_UVTD_Configs	3/31/2025 4:33 PM	File folder	
Mods	3/31/2025 4:33 PM	File folder	
crash_2025_03_31_20_49_47.dmp	3/31/2025 4:49 PM	Memory Dump File	31,951 KB
dwmapi.dll	3/31/2025 6:21 AM	Application exten...	121 KB
GameChat2.dll	3/28/2025 11:58 AM	Application exten...	1,258 KB
imgui.ini	3/31/2025 4:48 PM	Configuration sett...	1 KB
LICENCE	3/31/2025 6:21 AM	File	2 KB
Mappings.usmap	2/14/2025 7:44 AM	USMAP File	2,002 KB
Palworld-WinGDK-Shipping.exe	3/28/2025 11:58 AM	Application	140,369 KB
tbb.dll	3/28/2025 11:58 AM	Application exten...	375 KB
UE4SS.dll	3/31/2025 6:21 AM	Application exten...	23,548 KB
UE4SS.log	3/31/2025 4:49 PM	Text Document	28 KB
UE4SS-settings.ini	3/31/2025 4:37 PM	Configuration sett...	6 KB
XCurl.dll	3/28/2025 11:58 AM	Application exten...	194 KB