

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

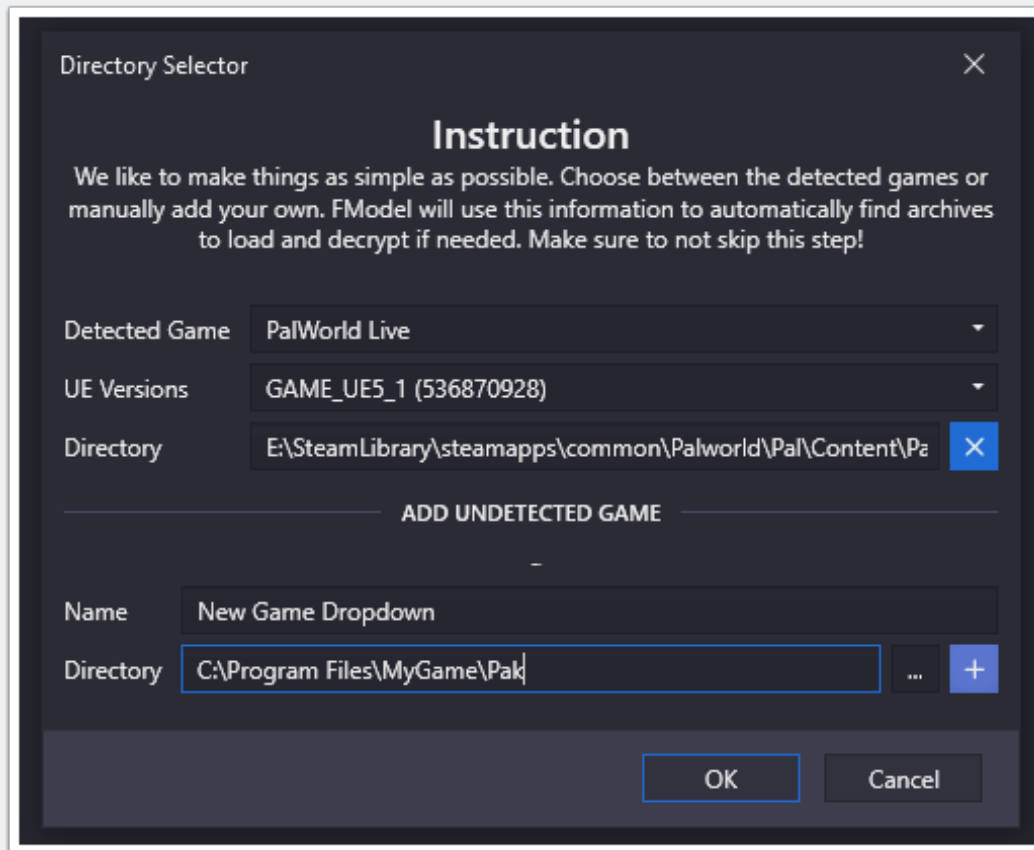
In the Directory Selector we will define the detected game. If the game is automatically detected it will show under Detected Game.

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

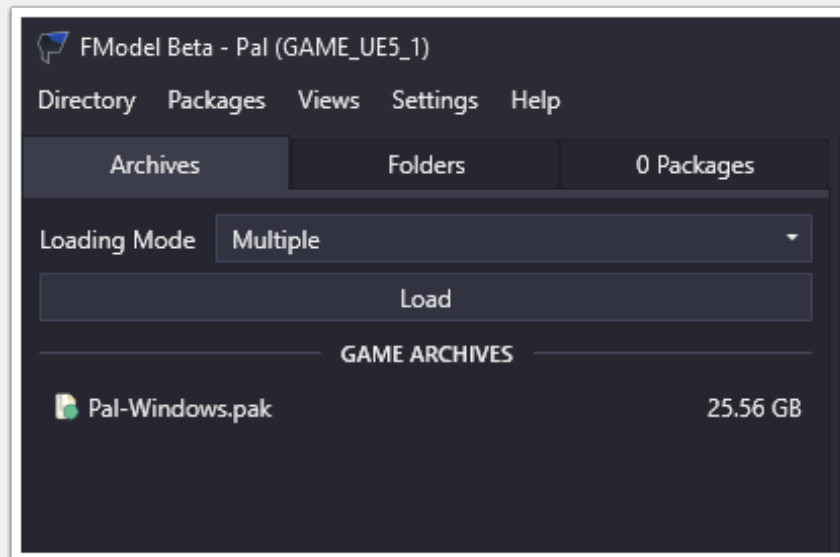
Using FModel for Beginners



Using FModel for Beginners

PAK/UTOC Archive File

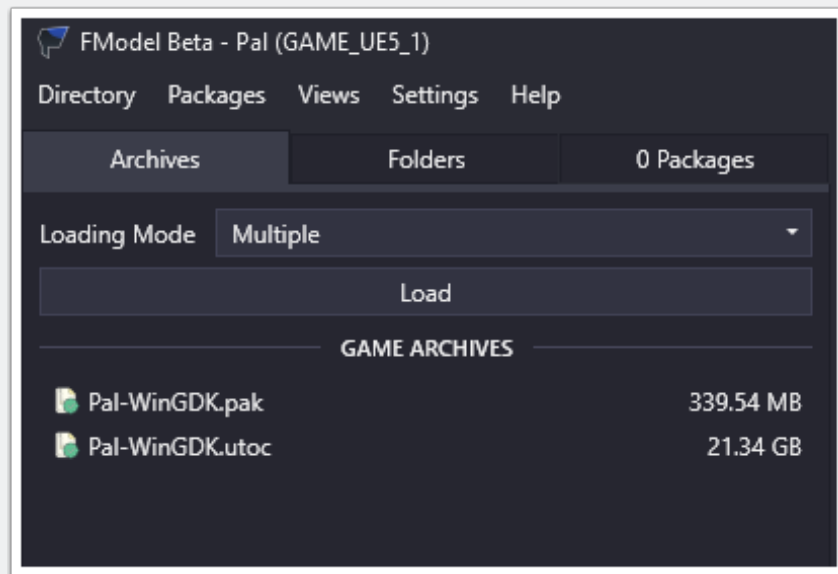
Next we will select the Archive which is often known as the PAK. Select Pal-Windows.pak if you are using the Steam version of Palworld.



Using FModel for Beginners

GamePass uses the UTOC Archive

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



Using FModel for Beginners

Mapping File Settings

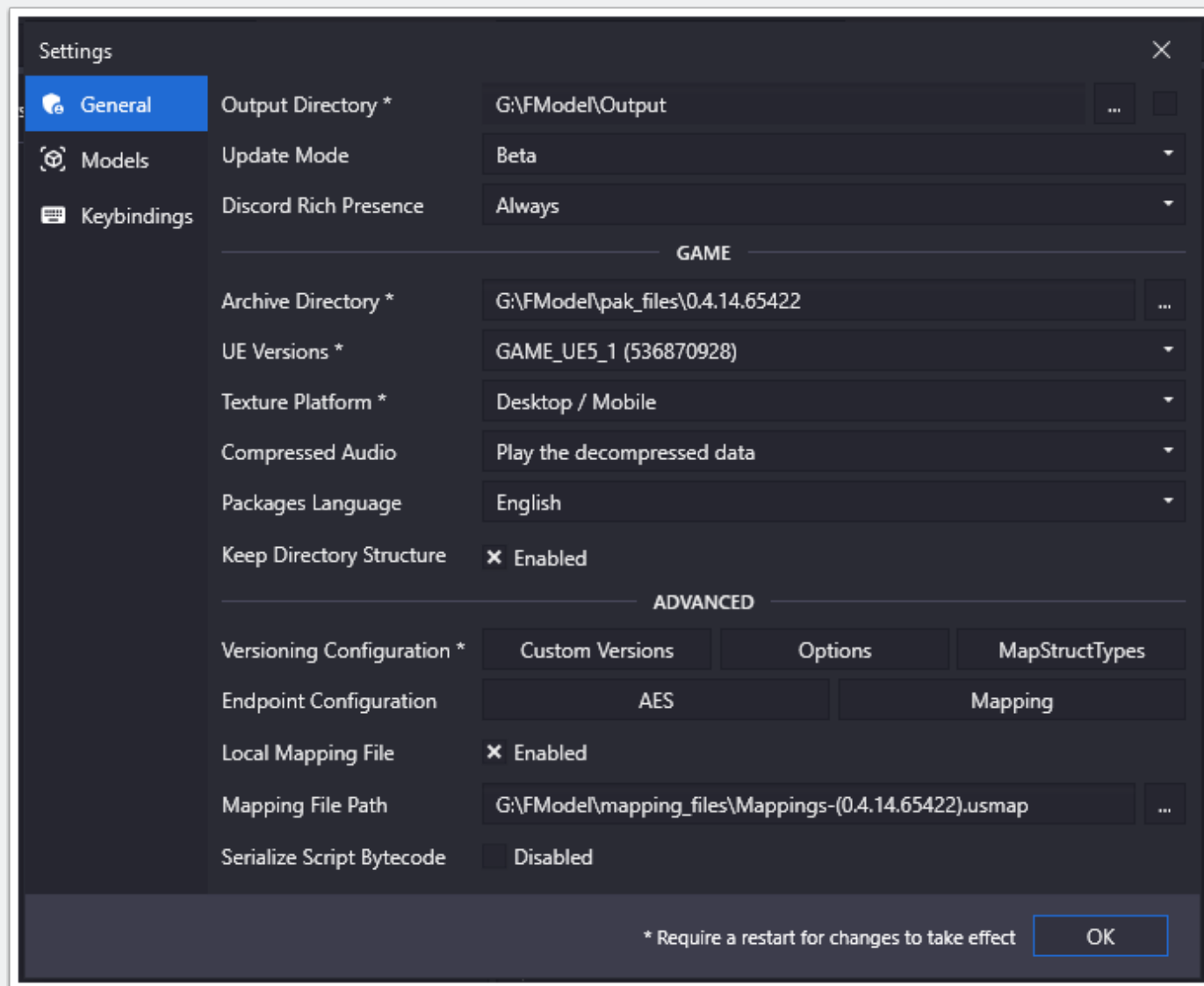
Under Settings > General

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.

Using FModel for Beginners



Additional Settings for Models

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

Using FModel for Beginners

For example:

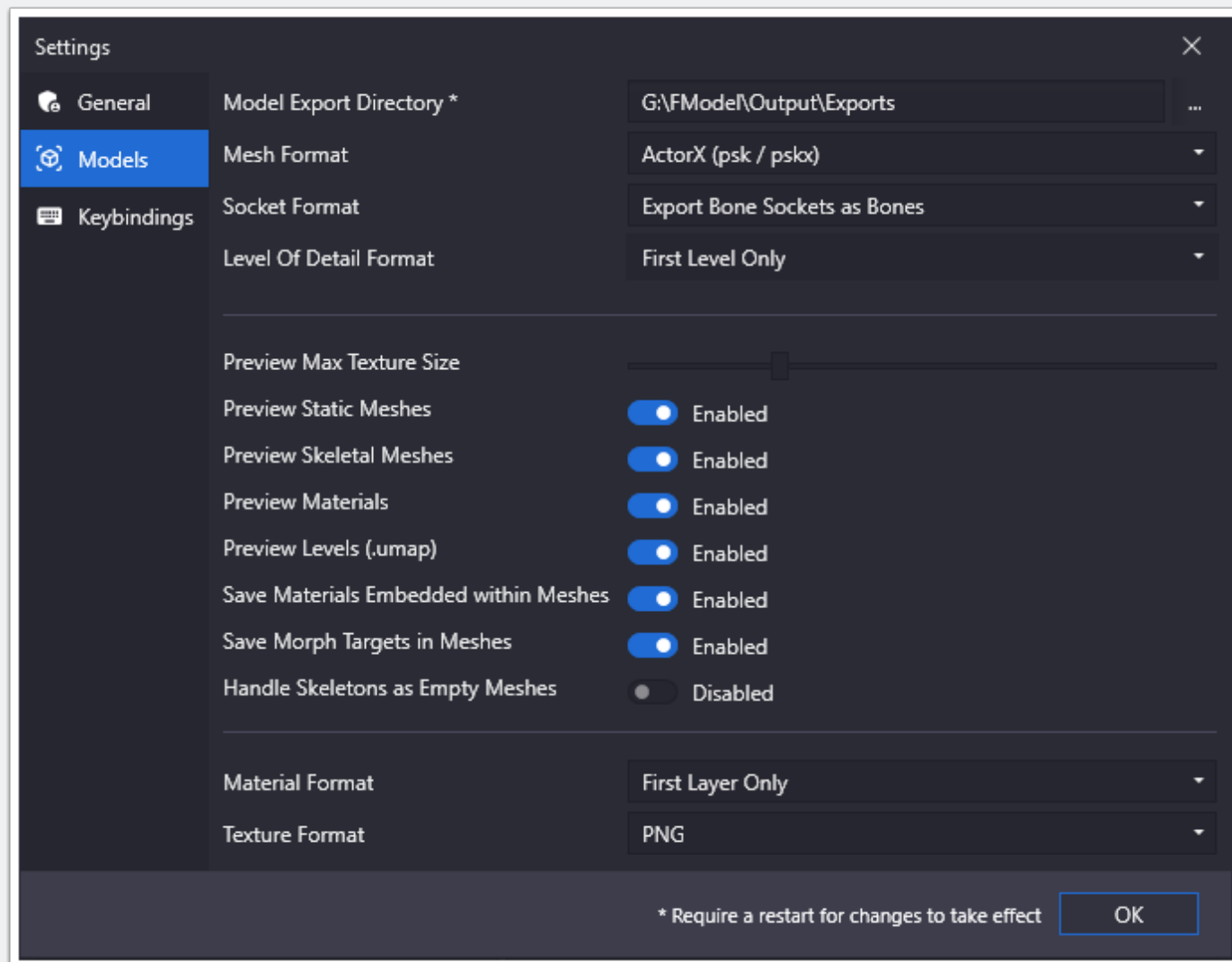
Skeletal Meshes export in PSK format also known as ActorX or PSKX

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.

Using FModel for Beginners

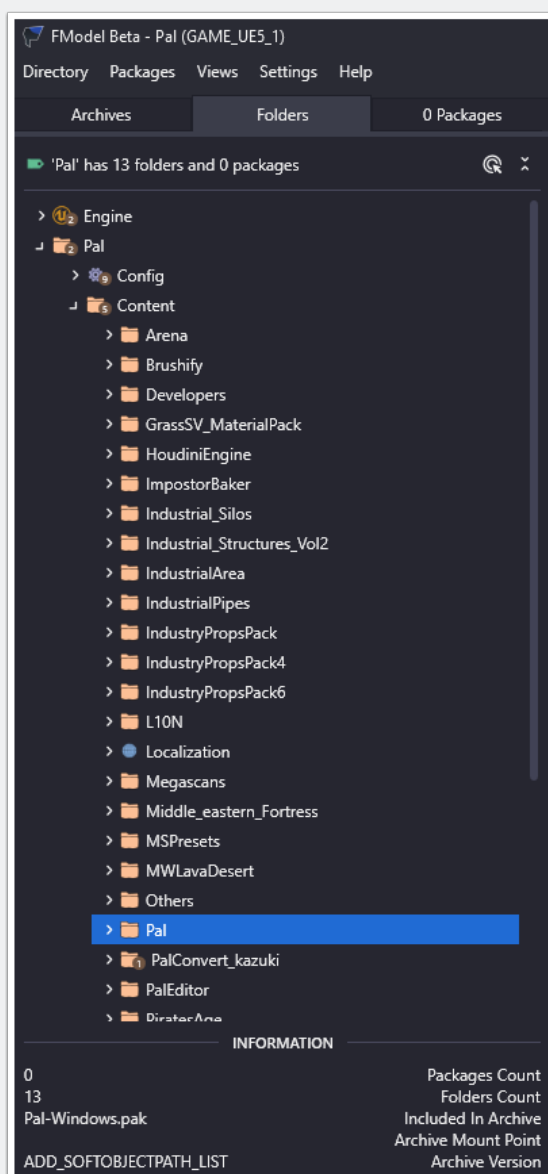


Browsing with FModel

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.



Using FModel for Beginners

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_

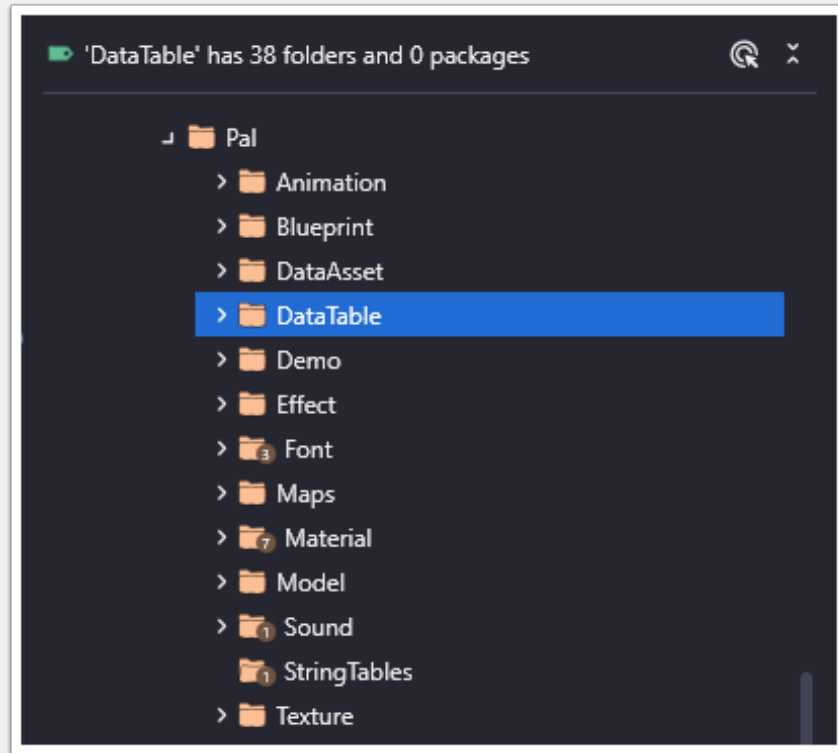
Model contains the skeletal meshes and their respective resources such as material instances (different then materials) and textures. Usually prefixed with SK_ and MI_ and T_

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 prefixed with T_

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

Using FModel for Beginners

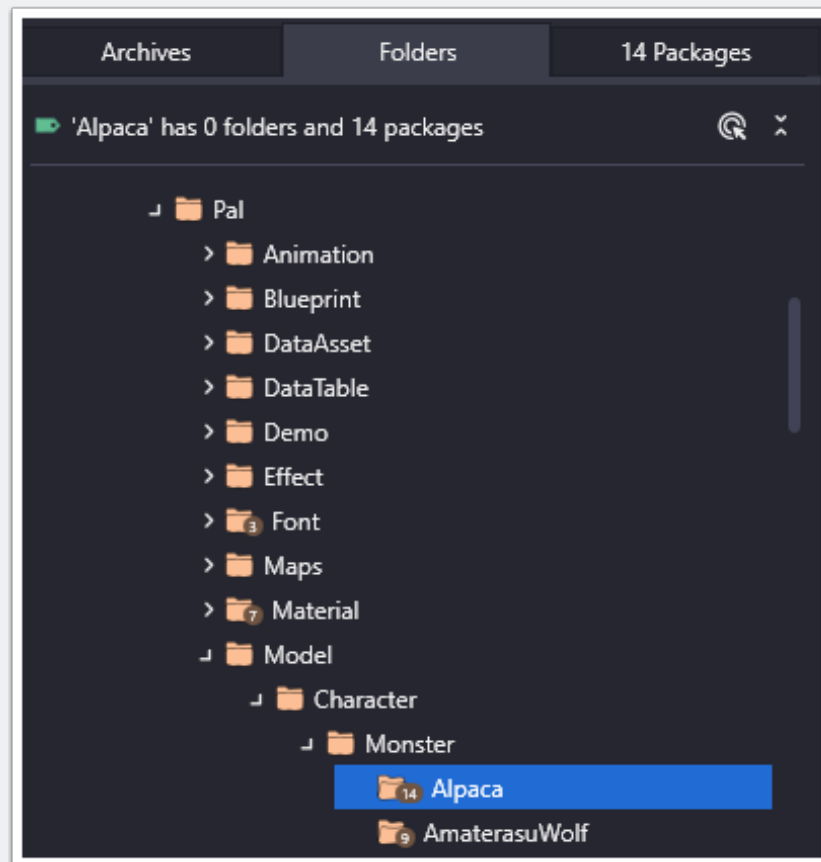


Using FModel for Beginners

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.

Using FModel for Beginners

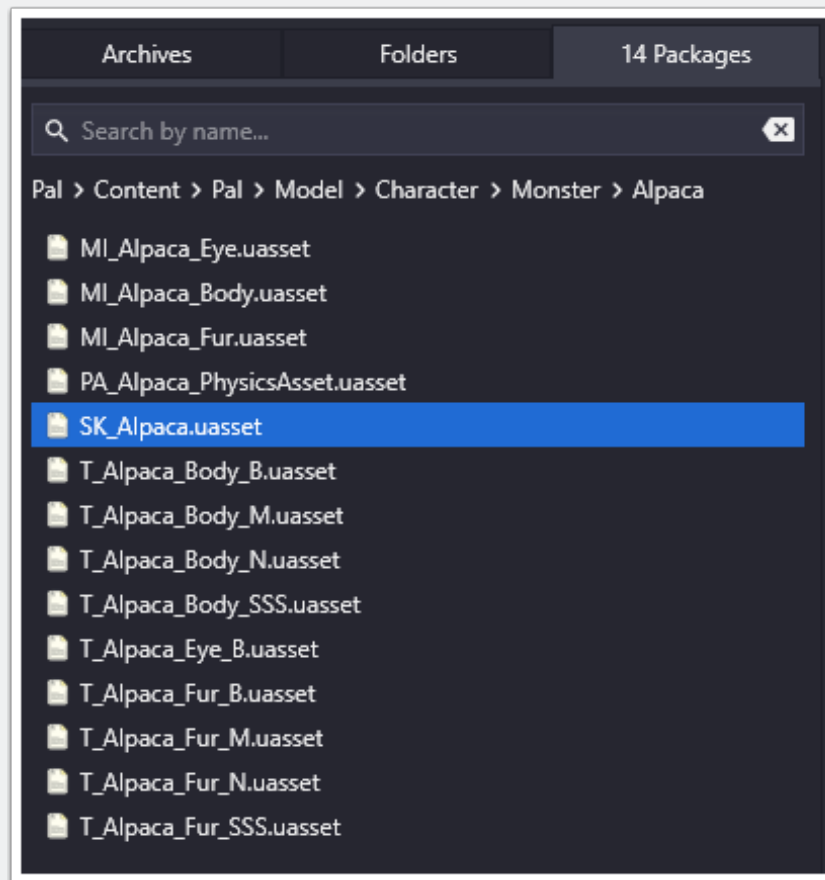
SK_Alpacas for example is the Skeletal Mesh and links to the Material Instances, Textures, Physics Asset, and also a Skeleton not shown here.

M = Material

MI = Material Instance

T = Texture

PA = Physics Asset

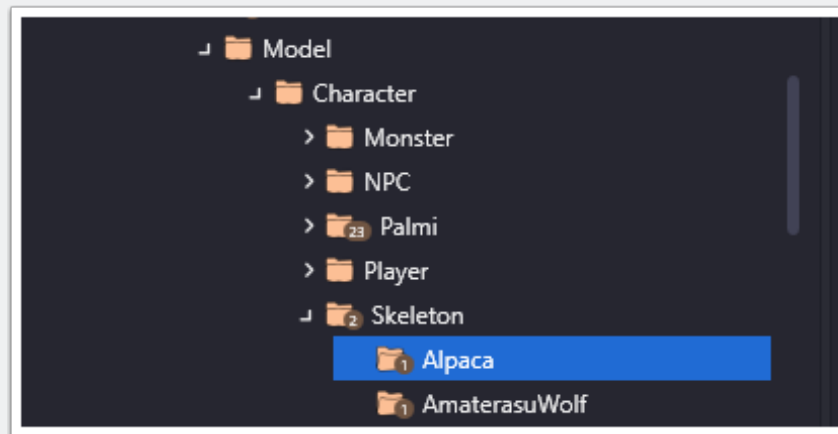


Using FModel for Beginners

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.



Using FModel for Beginners

Exporting an Asset/Package

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

If we were exporting the Texture such as T_Alpacas_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.

