

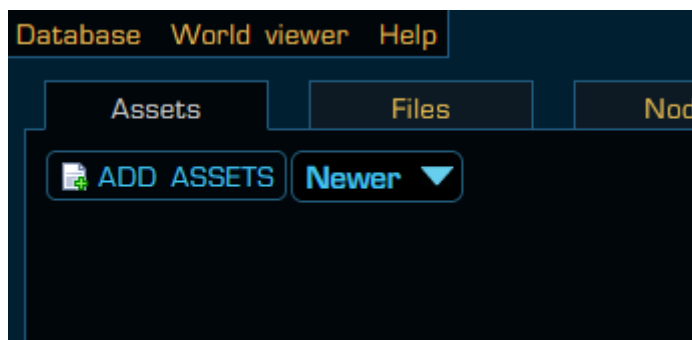
## HOW TO EXPORT THE INFORMATION NEEDED TO USE THE SWTOR AREA ASSEMBLER ADDON

If you go to <https://swtor.jedipedia.net/viewer> you'll see a list of locations. Clicking on the one you might be interested in, an ID will appear in the **Choose an area** field. For example, the Fury ship is 4611686051284477081.



Copy that ID, click on **File Reader** (top left) or use this link: <https://swtor.jedipedia.net/reader>.

There, you need to first **ADD ASSETS** so that it reads the game's .tor files.



**REMEMBER TO USE .TOR FILES FROM A SWTOR PREVIOUS TO GAME UPDATE 7.2.1.** if you have a backup of Windows from before the update, their location is:

- In a Steam installation of the game:  
C:\Program Files (86)\Steam\steamapps\common\Star Wars – The Old Republic\Assets>
- In EA's installation:  
C:\Program Files (x86)\Electronic Arts\BioWare\Star Wars - The Old Republic\Assets

If you don't, you can download them from:

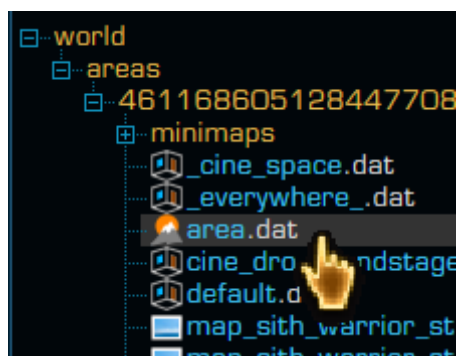
[https://drive.google.com/drive/folders/1ZkBNz1cK\\_IXBxBd4OIYL1jRImnnfHXKW?usp=sharing](https://drive.google.com/drive/folders/1ZkBNz1cK_IXBxBd4OIYL1jRImnnfHXKW?usp=sharing)

Select all files (ctrl-e or ctrl-a, depending on your Windows version) and confirm.

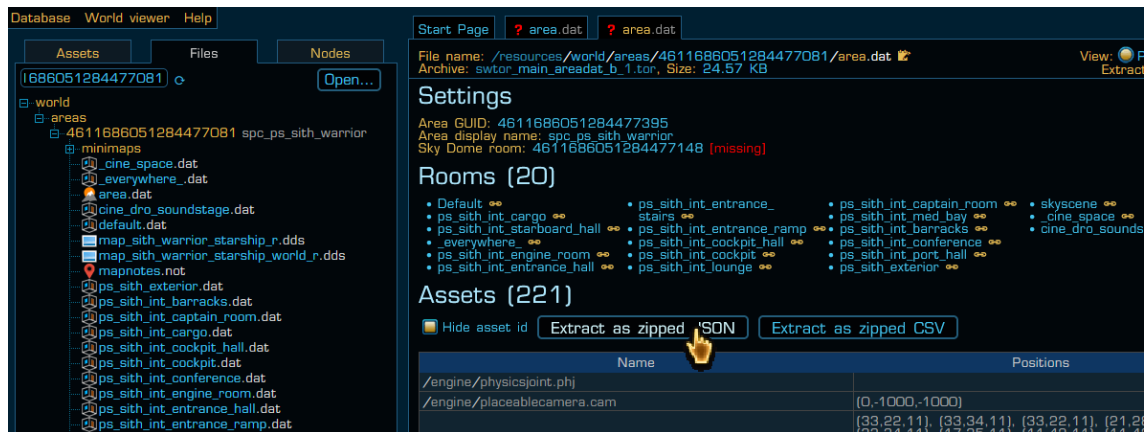
Once they are loaded, go to the middle tab, **Files**, and paste there the ID you had copied. You'll see that it lists all the related .dat files having to do with the location.



You could go “room” by “room” and export each part of the area you are interested in, or just export all “rooms” at once. For that, click on plain “area.dat”...



...And somewhere in the page (sometimes it is way down) you'll see an **Extract as zipped JSON** button. Use that.



The resulting .zip file will contain all the files needed for the whole area.

I recommend you don't do a whole area at once if you see that it has more than, say, twenty or thirty .json files, because the addon isn't really slow but there are so many objects that it can take its time. Try first picking small groups (the names of the files are fairly self-explanatory about which ones cover what rooms or buildings). Also, it is recommended that you toggle the System Console, as the addon generates lots of diagnostic information that will let you judge its progress (it's messy, but useful).

