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\_ 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)

(Note1: Devotion is divided into two parts and should be in two zip file：the gun body should be “Devotion\_ Default\_ Col.dds”, and the clip should be “Devotion\_ clip\_ Default\_ col.dds”)

(Note2: XO16 the same with Devotion，the gun body should be “XO16\_Default\_col.dds”，and the clip should be”XO16\_clip\_Default\_col.dds”)

(Note3: Broad Sword use 2048x1024-512x256 image resolution，SkinPack Maker can identify it and auto pack)

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 |
| Titan Weapon | |
| Broad Sword | BroadSword |
| LeadWall | LeadWall |
| Plasma Railgun | PlasmaRailgun |
| Predator Cannon | PredatorCannon |
| Splitter Rifle | SplitterRifle |
| T-203 Thermite Launcher | ThermiteLauncher |
| 40mm Tracker Cannon | TrackerCannon |
| XO-16 | XO16 |
| XO-16 clip | XO16\_clip |
| Melee | |
| Pilot Sword | Sword |
| Kunai | Kunai |