



### ☰ Skills > Skills Config

#### Skills

## Skills Config

All skills-related configuration lives under `skills` in `~/.openclaw/openclaw.json`.

```
{  
  skills: {  
    allowBundled: ["gemini", "peekaboo"],  
    load: {  
      extraDirs: ["~/Projects/agent-scripts/skills", "~/Projects/oss/some-skill-pa  
      watch: true,  
      watchDebounceMs: 250,  
    },  
    install: {  
      preferBrew: true,  
      nodeManager: "npm", // npm | pnpm | yarn | bun (Gateway runtime still Node;  
    },  
    entries: {  
      "nano-banana-pro": {  
        enabled: true,  
        apiKey: "GEMINI_KEY_HERE",  
        env: {  
          GEMINI_API_KEY: "GEMINI_KEY_HERE",  
        },  
      },  
      peekaboo: { enabled: true },  
      sag: { enabled: false },  
    },  
  },  
}
```

## Fields



`allowBundled` : optional allowlist for **bundled** skills only. When set, only bundled skills in the list are eligible (managed/workspace skills unaffected).

`load.extraDirs` : additional skill directories to scan (lowest precedence).

`load.watch` : watch skill folders and refresh the skills snapshot (default: true).

`load.watchDebounceMs` : debounce for skill watcher events in milliseconds (default: 250).

`install.preferBrew` : prefer brew installers when available (default: true).

`install.nodeManager` : node installer preference ( `npm` | `pnpm` | `yarn` | `bun` , default: `npm`). This only affects **skill installs**; the Gateway runtime should still be Node (Bun not recommended for WhatsApp/Telegram).

`entries.<skillKey>` : per-skill overrides.

Per-skill fields:

`enabled` : set `false` to disable a skill even if it's bundled/installed.

`env` : environment variables injected for the agent run (only if not already set).

`apiKey` : optional convenience for skills that declare a primary env var.

## Notes

Keys under `entries` map to the skill name by default. If a skill defines `metadata.openclaw.skillKey` , use that key instead.



Changes to skills are picked up on the next agent turn when the watcher is enabled.

&gt;

## Sandboxed skills + env vars

When a session is **sandboxed**, skill processes run inside Docker. The sandbox does **not** inherit the host `process.env`.

Use one of:

```
agents.defaults.sandbox.docker.env (or per-agent  
agents.list[].sandbox.docker.env )
```

bake the env into your custom sandbox image

Global `env` and `skills.entries.<skill>.env apiKey` apply to **host** runs only.

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