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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.

>

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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