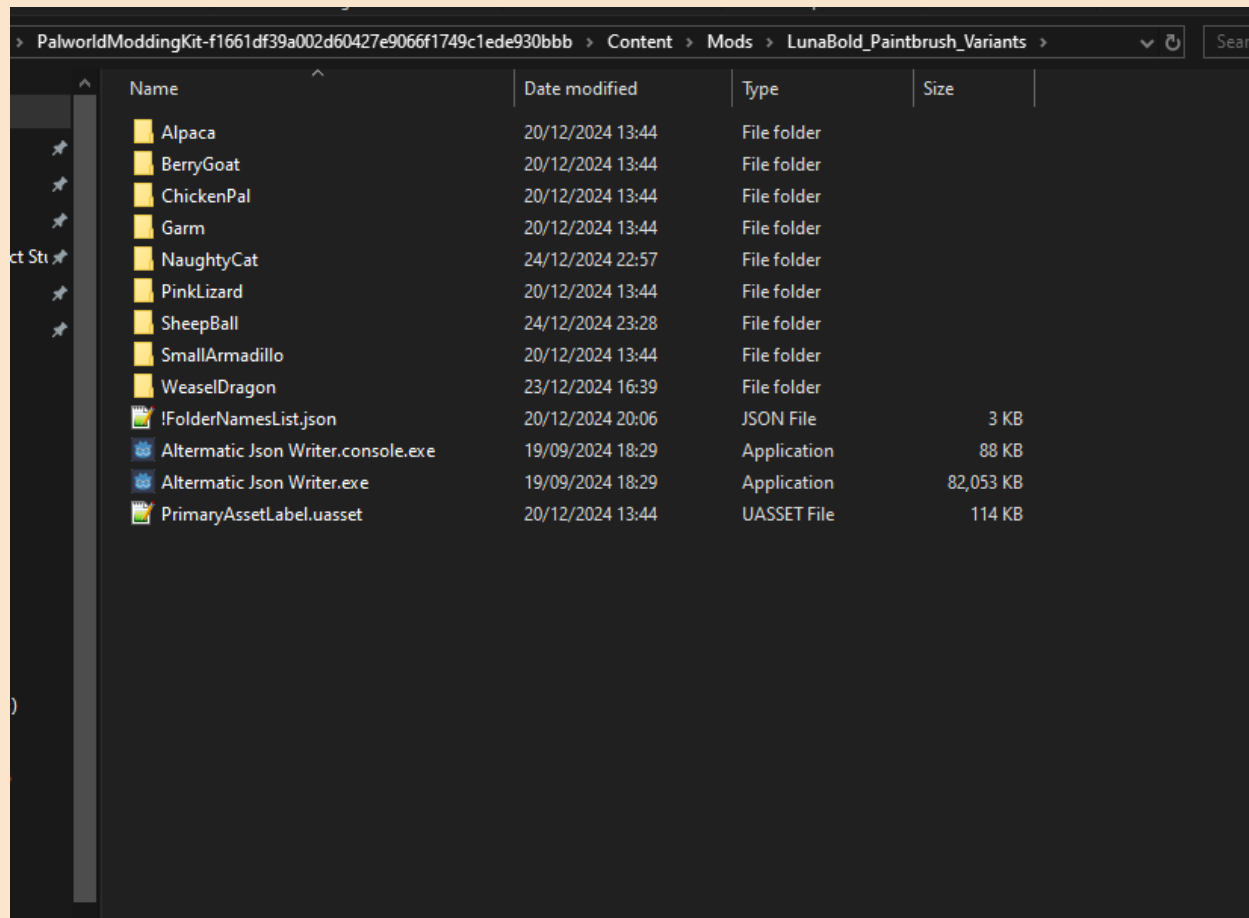


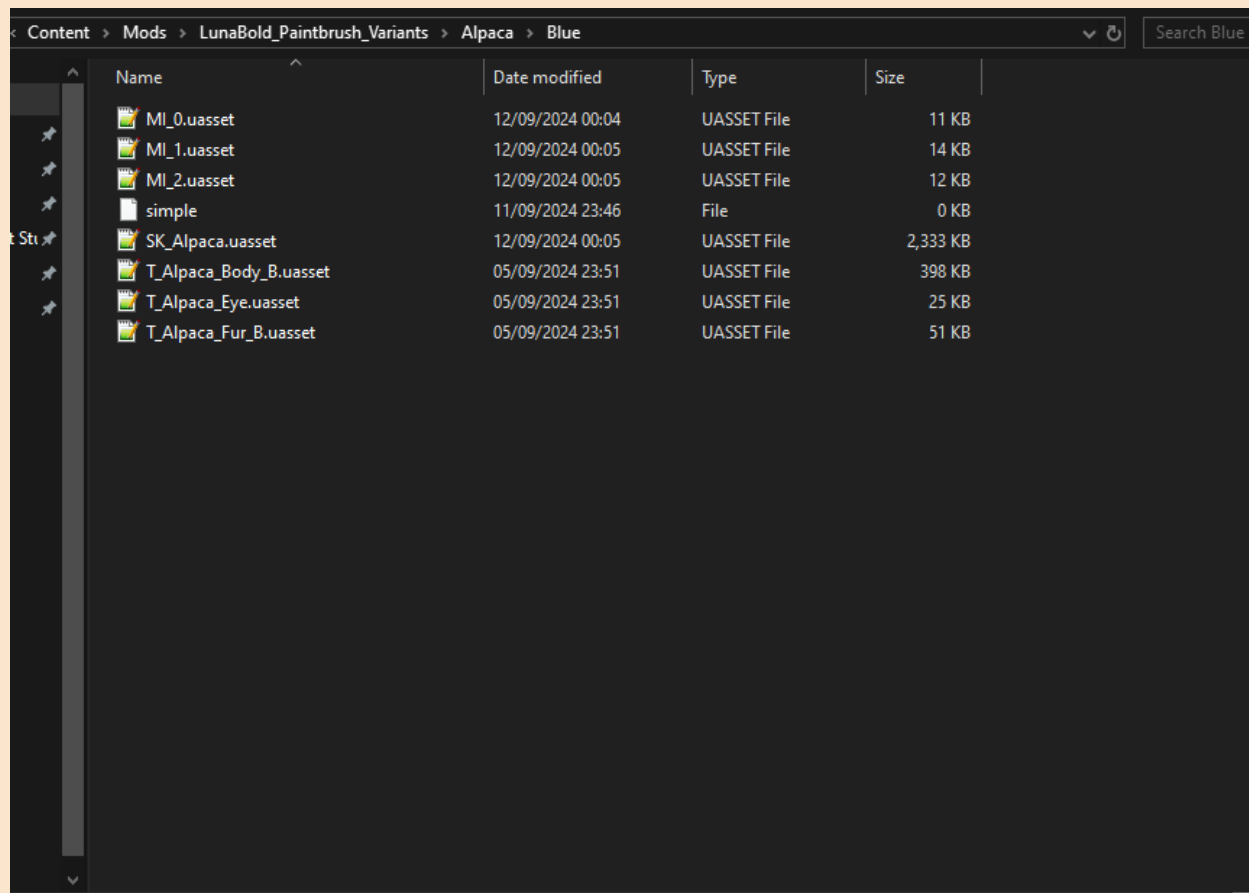
To start with, you should have your mod in “Content/Mods” in its own folder like this:



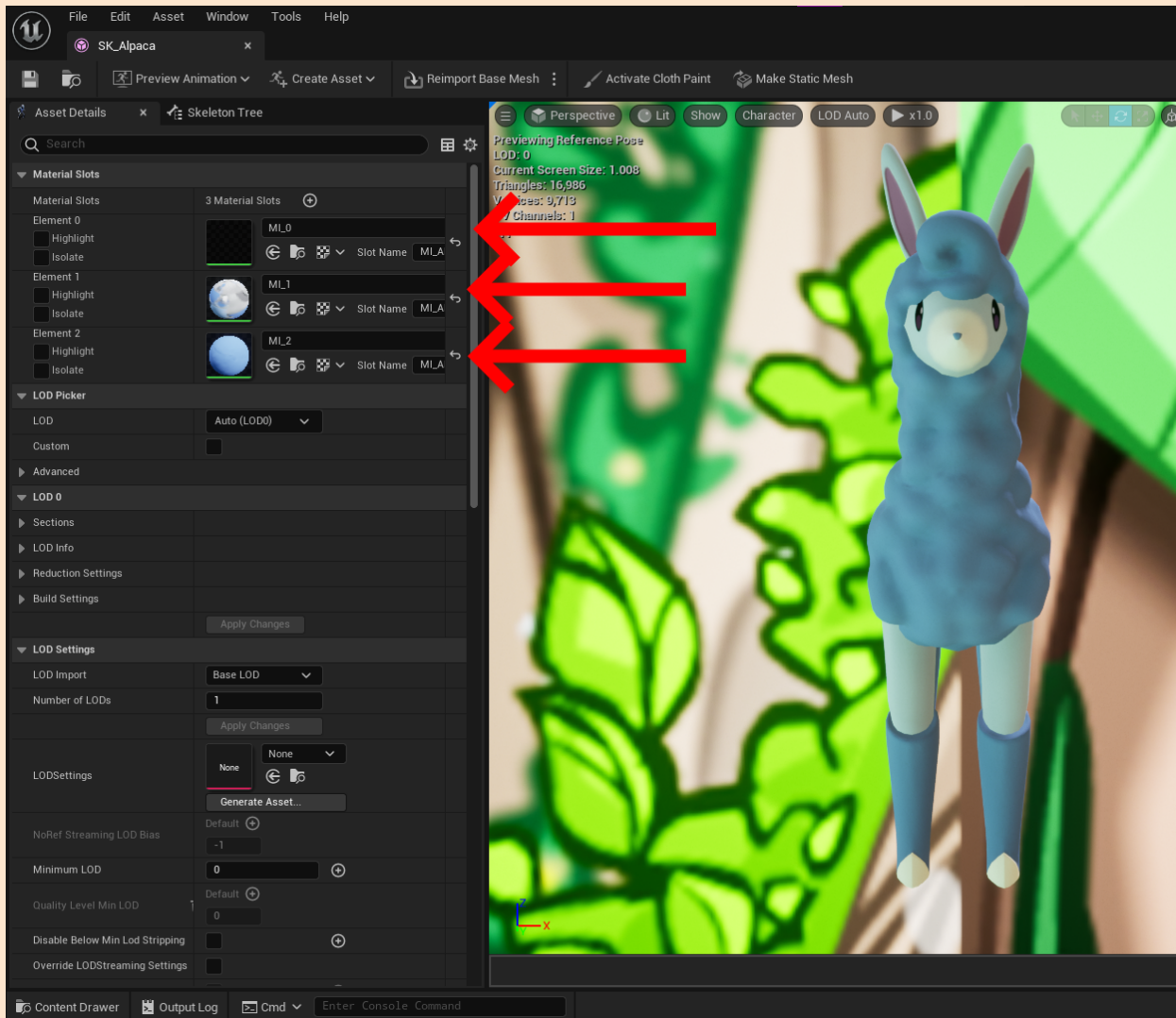
Inside of this folder, place the exe file for Altermatic Json Writer.exe as shown. Each of your skins should have their own folder inside of another folder with a name identical to the internal name of the pal you wish to reskin like this:

Content > Mods > LunaBold_Paintbrush_Variants > Alpaca >				
	Name	Date modified	Type	Size
	Blue	12/09/2024 00:05	File folder	
	Cloud	11/09/2024 18:43	File folder	
	Eventide	12/09/2024 00:05	File folder	
	Fairy	06/09/2024 15:00	File folder	
Stu	Grayscale	19/09/2024 23:33	File folder	
	Green	12/09/2024 00:05	File folder	
	Grey	12/09/2024 00:05	File folder	
	Pink	12/09/2024 00:05	File folder	
	Placeholder	12/09/2024 00:05	File folder	
	Purple	12/09/2024 00:05	File folder	
	Rainbow	12/09/2024 00:05	File folder	
	Red	12/09/2024 00:05	File folder	
	StarryBrush	12/09/2024 00:05	File folder	
	Valentine	12/09/2024 00:05	File folder	
	White	12/09/2024 00:05	File folder	
	Yellow	12/09/2024 00:05	File folder	

Inside of these folders we must have a skeletal mesh asset prefixed with “SK_” and your material assets which need to be named MI_[index] (that’s Material Index, as in that’s a capital i not a lower case l even though they look the same: l l) as in the following image. Additionally you may include an empty file called “simple” with no extension (one of these is included in the zip file for the tool) which labels this skin as a simple texture swap rather than a full mesh replacement. This can help with issues such as broken ankle syndrome.



The number after “MI_” is important, they must follow the index of the material slots on your model. You can find the numbering you should use by opening the model in your Pal Modding Kit Unreal Engine setup and looking at the numbering of the “Element” entries under Material Slots such as here:



Next up, All we have to do is write our !FolderNamesList.json file. Inside this folder you must list each folder name you are going to use, followed by the internal name for the passive trait your pal needs in order for the skin to be used, for example:

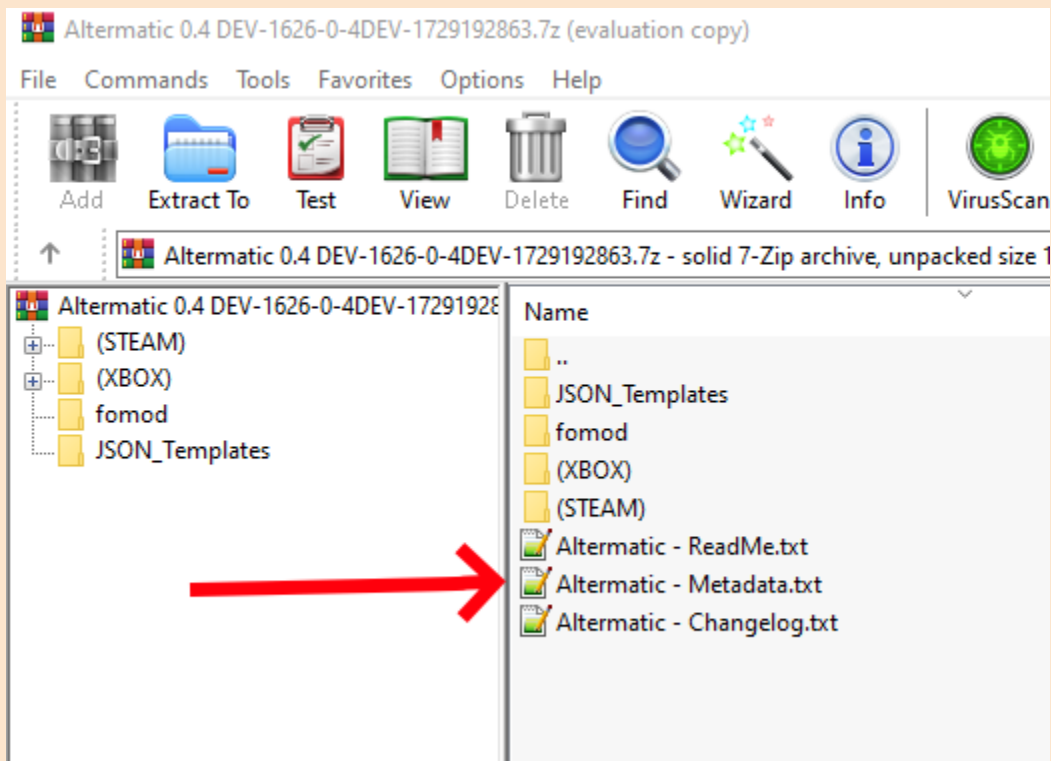
!FolderNamesList.json

```

1  {
2    "Pink": "ElementResist_Normal_1_PAL",
3    "Speckled ": "PAL_oraoa",
4    "Marble ": "CraftSpeed_up2",
5    "Custard": "ElementBoost_Dragon_1_PAL",
6    "Strawberry ": "ElementResist_Leaf_1_PAL",
7    "Chocolate": "PAL_FullStomach_Up_2",
8    "Glowing": "PAL_ALLAttack_up1",
9    "Cookie": "Deffence_down2",
10   "Spotted": "Deffence_up2",
11   "Electric Blue": "ElementBoost_Thunder_1_PAL",
12   "Placeholder": "ElementResist_Dark_1_PAL",
13   "Valentines": "CraftSpeed_down1",
14   "Valentine": "CraftSpeed_down1",
15   "Snow": "ElementBoost_Ice_1_PAL",
16   "Plushie": "PAL_conceited",
17   "Ghost": "PAL_ALLAttack_down1",
18   "Fairy": "PAL_FullStomach_Down_1",
19   "Darigan": "PAL_Sanity_Up_2",
20   "Pastel": "PAL_FullStomach_Down_2",
21   "Split": "Deffence_down1",
22   "Merridell": "ElementResist_Dragon_1_PAL",
23   "Brown": "ElementResist_Earth_1_PAL",
24   "Tyranian": "PAL_ALLAttack_up2",
25   "Orange": "ElementBoost_Leaf_1_PAL",
26   "Candy": "PAL_FullStomach_Up_1",
27   "Maracite": "Deffence_up1",
28   "Evantide": "ElementResist_Ice_1_PAL",
29   "Eventide": "ElementResist_Ice_1_PAL",
30   "Striped": "PAL_rude",
31   "Maraquan": "ElementBoost_Aqua_1_PAL",
32   "Cloud": "ElementResist_Thunder_1_PAL",
33   "Woodland ": "TrainerLogging_up1",
34   "Not Used": "Rare",
35   "Polka Dot": "PAL_masochist",
36   "EasterEgg": "PAL_SpiritualInst",
37   "Checkerred": "TrainerMining_up1",
38   "Blue": "TrainerWorkSpeed_UP_1",
39   "Disco": "Noukin",
40   "Yellow": "MoveSpeed_up_1",
41   "Grey": "PAL_Sanity_Down_1",
42   "Gray": "PAL_Sanity_Down_1",
43   "Green": "ElementBoost_Earth_1_PAL",
44   "Pants On Fire": "ElementBoost_Fire_1_PAL",
45   "Fire": "ElementBoost_Fire_1_PAL",
46   "Purple": "MoveSpeed_up_2",
47   "Candyfloss": "PAL_sadist",
48   "Skunk": "CraftSpeed_up1",
49   "Cosmic": "TrainerDEF_UP_1",
50   "Lost Desert": "ElementResist_Fire_1_PAL",
51   "Starry": "MoveSpeed_up_3",
52   "StarryBrush": "MoveSpeed_up_3",
53   "Grayscale": "PAL_Sanity_Up_1",
54   "Greyscale": "PAL_Sanity_Up_1",
55   "GreyscaleBase": "PAL_Sanity_Up_1",
56   "GrayscaleBase": "PAL_Sanity_Up_1",
57   "Silver": "TrainerATK_UP_1",
58   "Shadow": "ElementBoost_Dark_1_PAL",
59   "Water": "ElementResist_Aqua_1_PAL",
60   "Red": "PAL_CorporateSlave",
61   "White": "PAL_Sanity_Down_2",

```

You can find each of these internal names by opening up the “Altermatic - Metadata.txt” file found in the zip for the Altermatic mod itself



Once you have all of this done, run the exe file. After a few moments it will open up the folder containing your new JSON files. You now just need to drop them into the SwapJSON folder in your ~mods folder found in your Palworld install, and make sure you run __Create_Load_List__.bat.