Customize+ & Glamourer
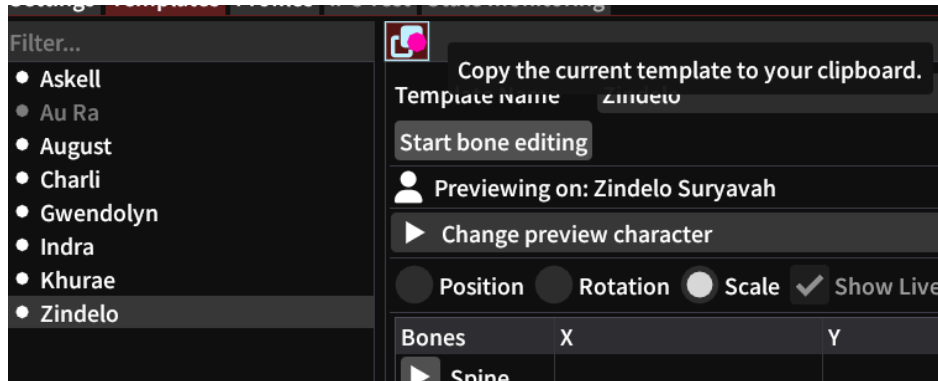
Thankfully this one is pretty easy - create a new file you can paste text into, whether it be in Notepad, Word, Google Docs etc.

Now navigate to your template/design in the Templates tab, and hit 'Copy the current template to your clipboard'.

Customize+:

Glamourer:
- Make sure in 'Application Rules' you only have the options set that you want **fixed** - if you want any of them to change with your vanilla appearance (ie gear, make sure it's unchecked). For example, I only want Zindelo's customizations and rings to be set, as the rest of his gear should match whatever vanilla gear I'm wearing on my end.
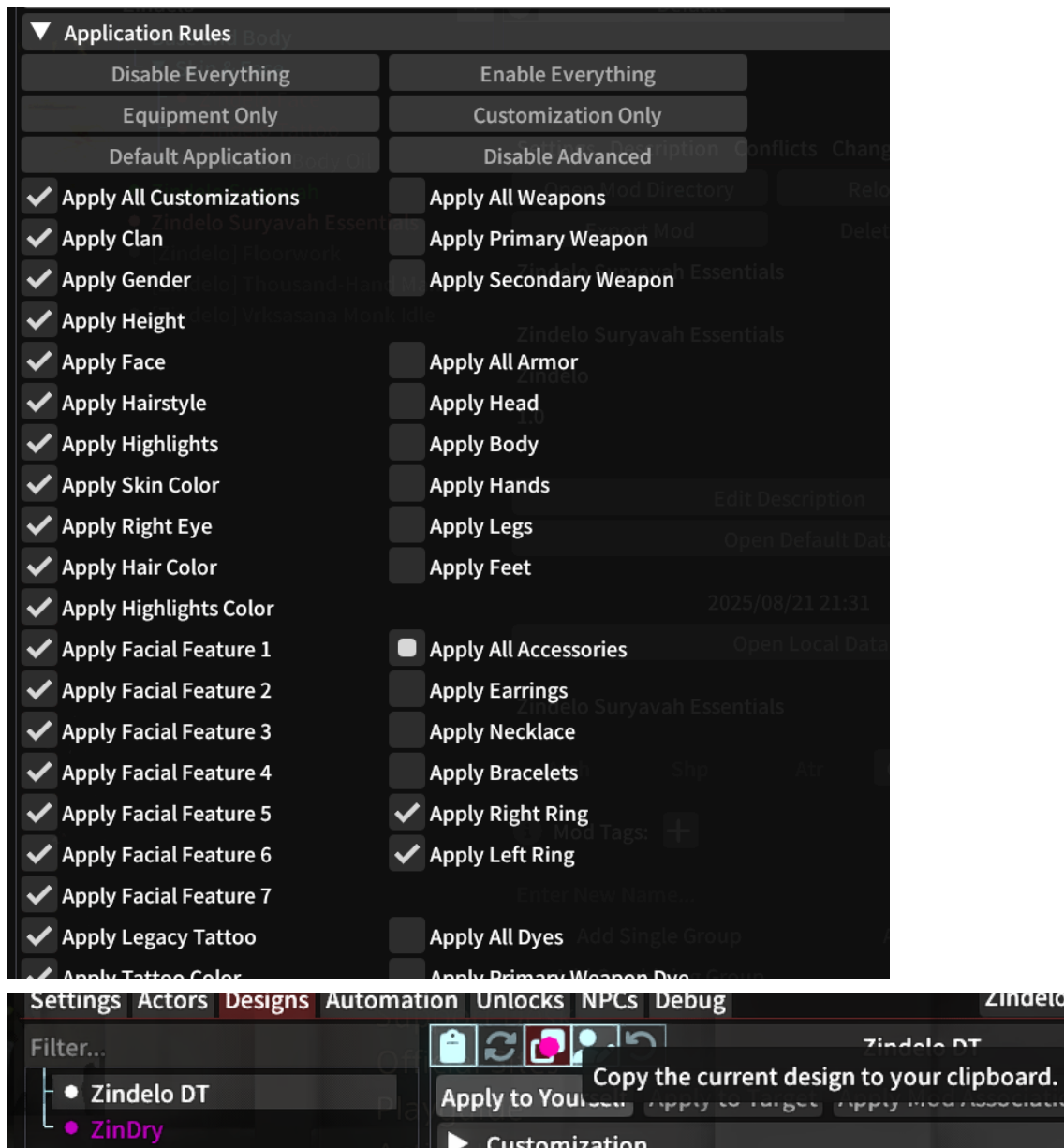
Now go paste it in your document, and send it to your friend.

Penumbra

Ok, here's the big/finnicky one. What you CAN do is just upload/send your mods one by one but it does mean people have to download/enable them individually too. What I've chosen to do is just take my most essential mods (what makes Zindelo…. Zindelo) without any body mods and merge them into one modpack.

Here's what I've included if it helps:
- Face Sculpt
- Hair Mod
- Eye Mod
- His little nose ring/chain (since he always wears it)
- Height Scaling Mod (I haven't but if you use one, include it)

Why am I skipping body mods? Because I'm hoping this workaround is temporary and I don't want people who don't know what they're doing installing 20 different versions of the same body mod over the top of each other - it's just asking for trouble, or bloating your mod folder hugely. In the meantime, C+ will help 'shape' him to still be him, and I can live with vanilla gear models being used for everyone else.

This **does** mean that tattoo mods will only work if the person installing them has a custom body mod set for your collection. But in the meantime, this is still the best solution I feel. There **IS** an optional step below for body mods if you wish.

1. First, go to your Mods tab, click the + at the bottom left and create a new mod - name it after your character.
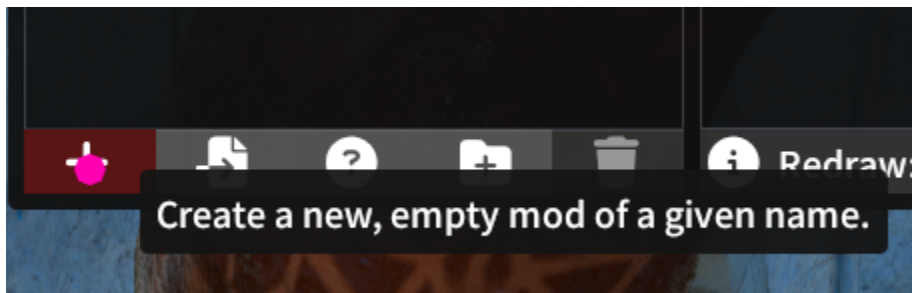
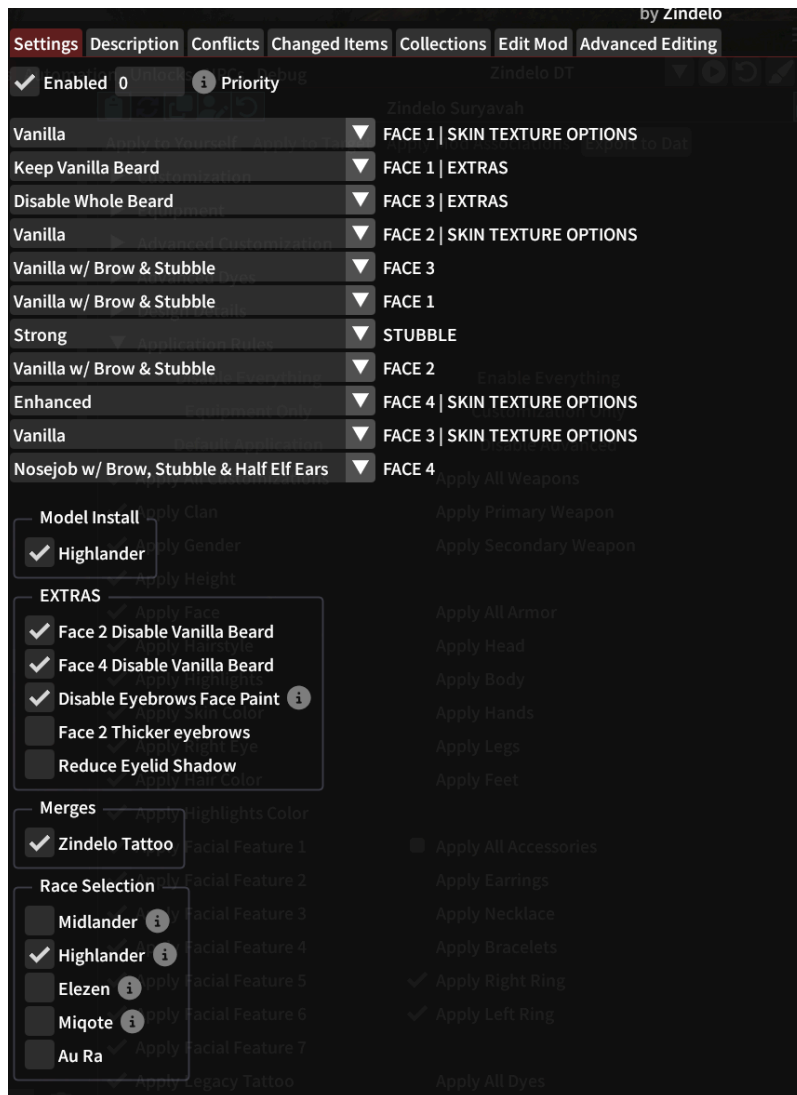2. Check you can see your new mod in the list (coloured Green by default).
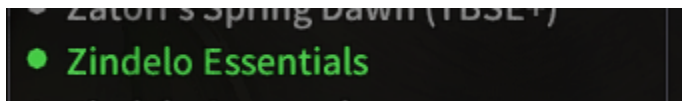
3. Navigate to the mods you want to include, and go to Advanced Editing.
   If you have mods that conflict, do this in the same order as your priority in Penumbra (i.e. if you have Mod A set to 0 and Mod B set to 1, do Mod A then Mod B). They will overwrite each other so the order matters if you have any conflicts.
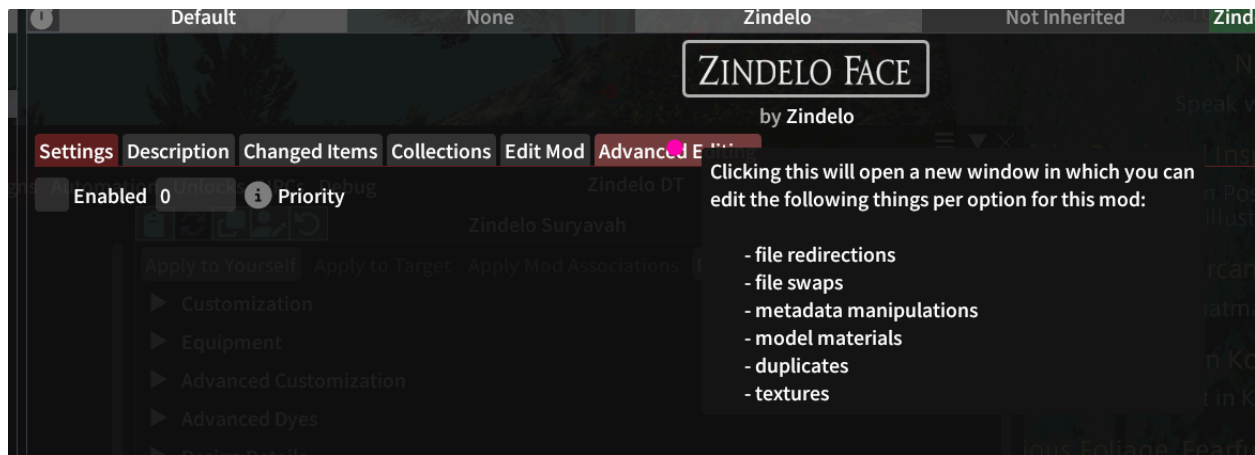
4. Navigate to the Merge Mods tab at the top (don't worry, your original mod won't be deleted). Select your new mod in the dropdown (the one you created in Step 1), then click Merge.

5. Repeat until you have one fully merged mod with your character name that includes everything you want people to install to see your character correctly. It will contain each of the original mods' options, so you might want to make a note of which dropdowns to pick for anyone installing the modpack on their end (as it will have default options rather than what you've picked).

Settings Description Conflicts Changed Items Collections Edit Mod Advanced Editing

✔ Enabled 0   ⓘ Priority

Vanilla	▼	FACE 1	SKIN TEXTURE OPTIONS
Keep Vanilla Beard	▼	FACE 1	EXTRAS
Disable Whole Beard	▼	FACE 3	EXTRAS
Vanilla	▼	FACE 2	SKIN TEXTURE OPTIONS
Vanilla w/ Brow & Stubble	▼	FACE 3
Vanilla w/ Brow & Stubble	▼	FACE 1
Strong	▼	STUBBLE
Vanilla w/ Brow & Stubble	▼	FACE 2
Enhanced	▼	FACE 4	SKIN TEXTURE OPTIONS
Vanilla	▼	FACE 3	SKIN TEXTURE OPTIONS
Nosejob w/ Brow, Stubble & Half Elf Ears	▼	FACE 4

Model Install
✔ Highlander

EXTRAS
✔ Face 2 Disable Vanilla Beard
✔ Face 4 Disable Vanilla Beard
✔ Disable Eyebrows Face Paint ⓘ
☐ Face 2 Thicker eyebrows
☐ Reduce Eyelid Shadow

Merges
✔ Zindelo Tattoo

Race Selection
☐ Midlander ⓘ
✔ Highlander ⓘ
☐ Elezen ⓘ
☐ Miqote ⓘ
☐ Au Ra

6. In your new mod, navigate to Edit Mod and click Export Mod. This will save the new modpack you've created to your Penumbra folder (wherever you selected that to be).
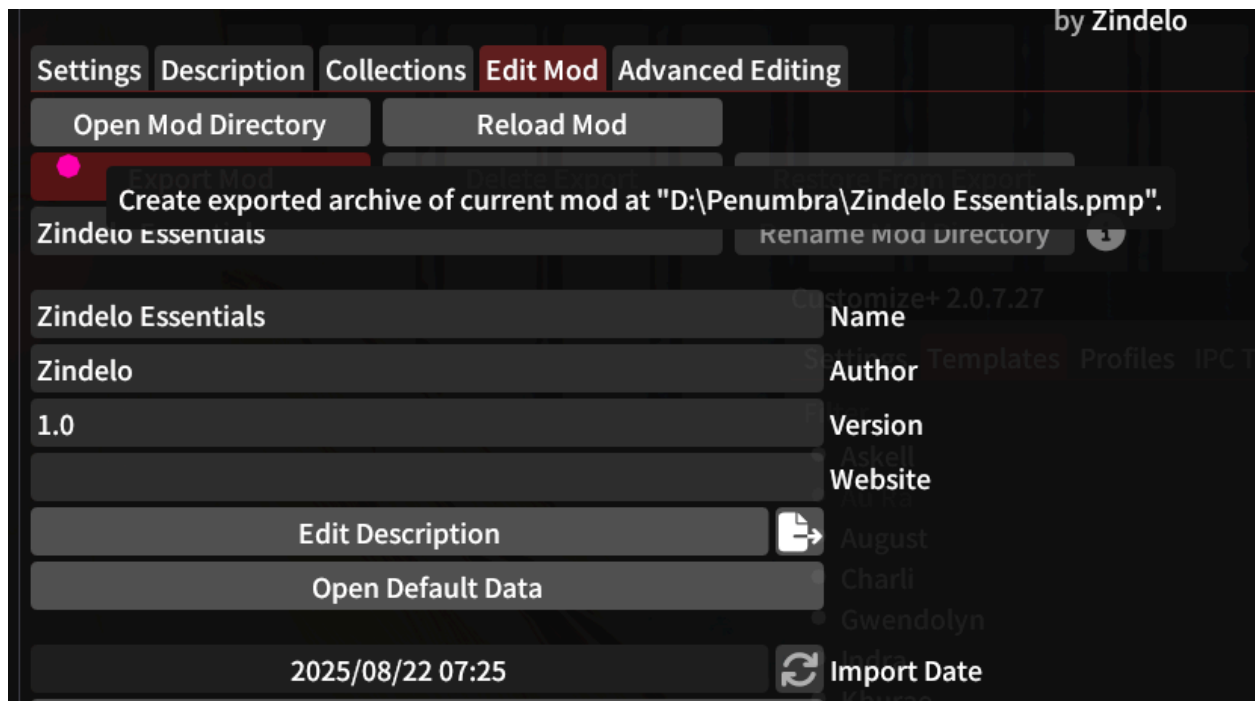
7. Copy it out of your Penumbra folder and send it to your friend.