PCPs, send a friend a modpack/design easy

# What if I want it more like MCDF?

Penumbra and Glamourer have added Penumbra Character Packs (PCP) that you can export and import like a mod that contains modded files and your design on your character at the time of export.

## Included files:

- Penumbra Mods on Character at the time of export.
- Glamourer Design at the time of export.
- Customize+ data on self at time of export

## This excludes files such as non-gear VFX and Animations.

Upon import it will set up its own collection and assign it to the named character who exported it as well as apply the design and c+ saved in the PCP.

## How to enter Testing (for future plugins requiring it)

~~**Plugin testing is NOT early access**, it is explicitly for bug testing so if you find bugs or issues, please please report them to the appropriate discord after confirming it's a bug instead of misunderstanding. Please make backups of your files first just in case.~~

~~Step by step for Testing~~

~~If you're okay entering testing you enable Testing in Dalamud under /xlsettings > Experimental > Get plugin testing builds.~~
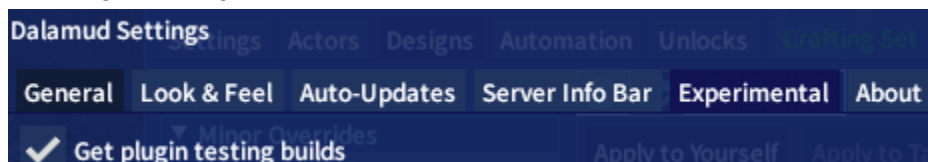


~~Then you enable testing builds per plugin in /xlplugin > right click the plugin you wish to test > Receive plugin testing versions > disable plugin > trash can > reinstall plugin.~~
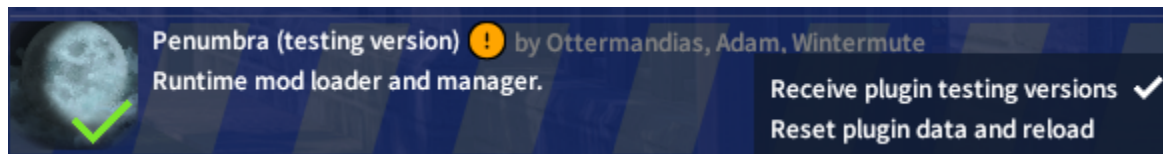
# How do I make a PCP?

Navigate to the On-Screen tab in the Penumbra Main Window and you'll find a new button has been added, Export Character Pack. You'll want to enter an Export note so your friend or you can identify what's in this PCP before clicking Export Character Pack.
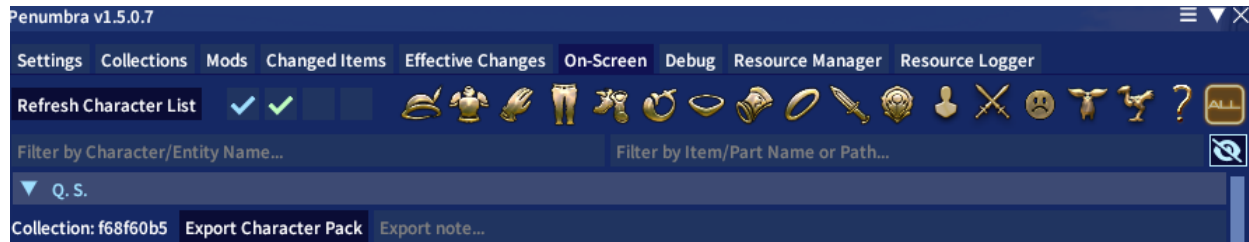


Any exported Character Pack will go in the Default Mod Export Directory. If you never touched this setting it defaults to inside of your Root Directory. Send this file to your friend along with the relevant Glamourer Design.

## How to use the PCP.

You can just import the PCP like any mod, navigate to the Mods tab, click the Import Mods button and find your PCP, afterwards Penumbra will import it and assign it to the character that it was made from all on it's own. Additionally Glamourer will add the design that was saved in the PCP to their actor *and* make a design you can also apply later shoved into a folder called PCP in both cases by default.

# My friend doesn't look right, why?

You or your friend isn't on the latest version of Penumbra/Glamourer or the testing version of Customize+ or they have used Textools and corrupted their files.The affected parties need to repair the game.

Or your friend changed job so their design is no longer relevant, you could make an all classes Automation to ensure the design sticks across All Classes or particular ones.

# Guide to send Mods

# I want others to collab with my modded self or see them as they see themselves. How do I do this now?

You have several options:
1. Pack up your entire Root Directory, Designs, and Collection in a Zip and send that to your friend.
2. As above but pick only the mods you use manually and zip those up, send it to your friend.
3. Create a Modpack per design with the On-Screen Tab
4. [Create a PCP with your Mods/Design packed inside.](#)
5. [Merge your mods into a megapack with options preserved and provide Design/Collections.](#)

[PCP](#) is the easiest if you don't care about letting your friend control your mod options.
[Merging](#) is slightly more difficult but is useful for VFX/Animation mod packing.
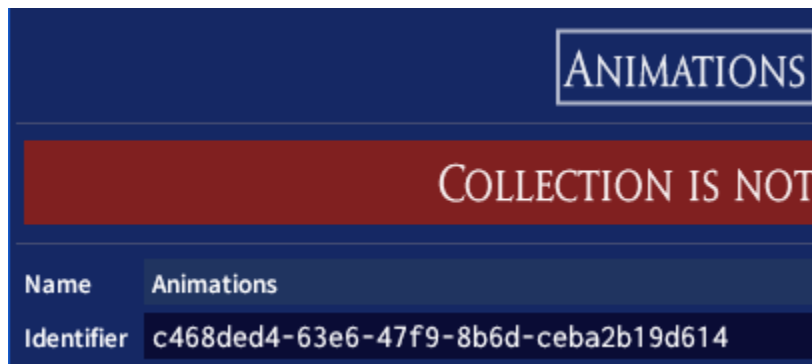For our example below lets go with 3, using the On-Screen tab for packing.

First, you'll want to get your collection and designs/automations.
Collections are under:
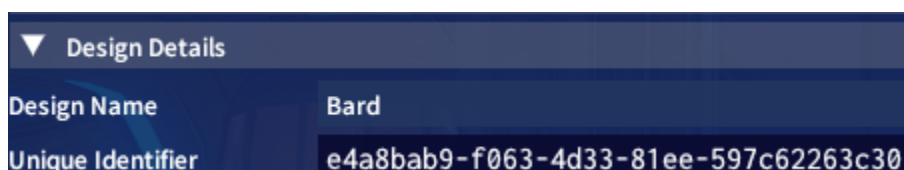%appdata%/xivlauncher/pluginConfigs/Penumbra/collections
The "random" name is the same as the Identifier listed under the collection in Collection Details.



Designs are under:
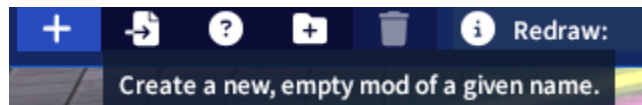%appdata%/XIVLauncher/pluginConfigs/Glamourer/designs
The design names are the same as what's listed under Designs > pick a design > Design Details > Unique Identifier.

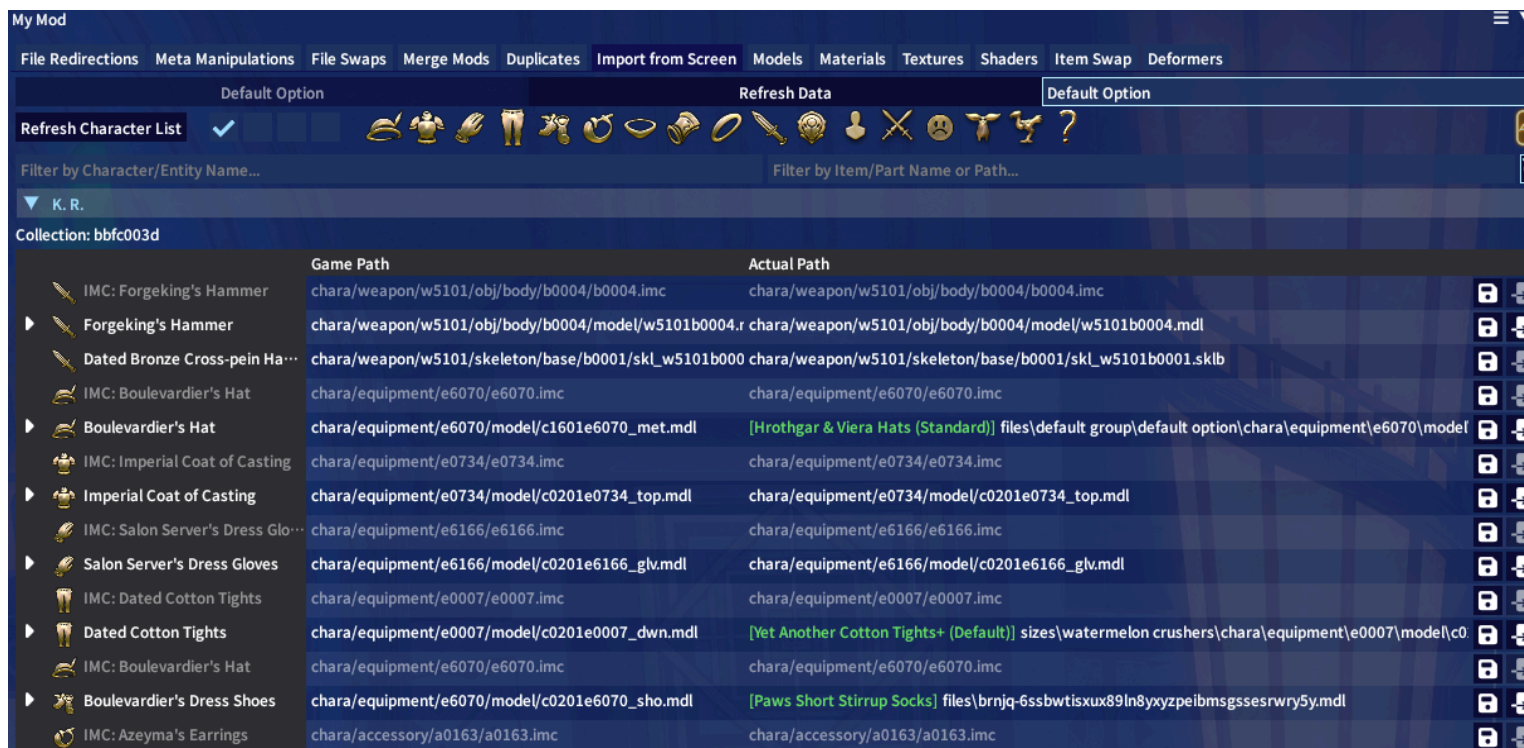# How do I create a modpack for my design/outfit?

Open up Penumbra
Go to the Mods tab, click the + at the bottom to create a new Empty Mod.
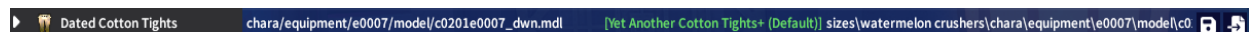


Name this mod to something easy to identify for you and your friends.

Now open up Advanced Editing > Import from Screen > Filter by your Character's Name (or untick all but the leftmost checkbox ion the top left.)
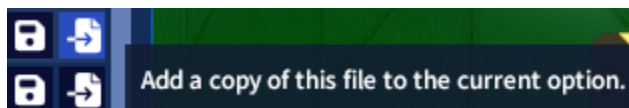


Now that it's filtering by your name you'll want to expand the window to the right so you can read the files.

On files under Actual Path, expand the files by clicking the arrow on the right side on any **Green** listings in Actual Path until you can't for each item there.



For each item in Green, you'll want the rightmost button on the same line.



Click Add a copy of this file to the current option for each green until you've selected all inside and the button is greyed out. Repeat all steps for all items you have modded on yourself. You should **NOT** have to include shpk files.

For each model in green, you will also want to control + right click to go into the mod's Meta Manipulations tab. From there select the Option(s) in the mod one at a time, click the clipboard (copy button), then return to the mod you're exporting from. Click Add from Clipboard rather than Set from Clipboard as it will add to your soon to be growing list of Meta Manipulations.



Be sure to click Apply Changes after each one before returning to the mod to copy from each Option in your currently being edited mod.

Once you're done with this, you can click Export Mod in the Edit Mod tab.
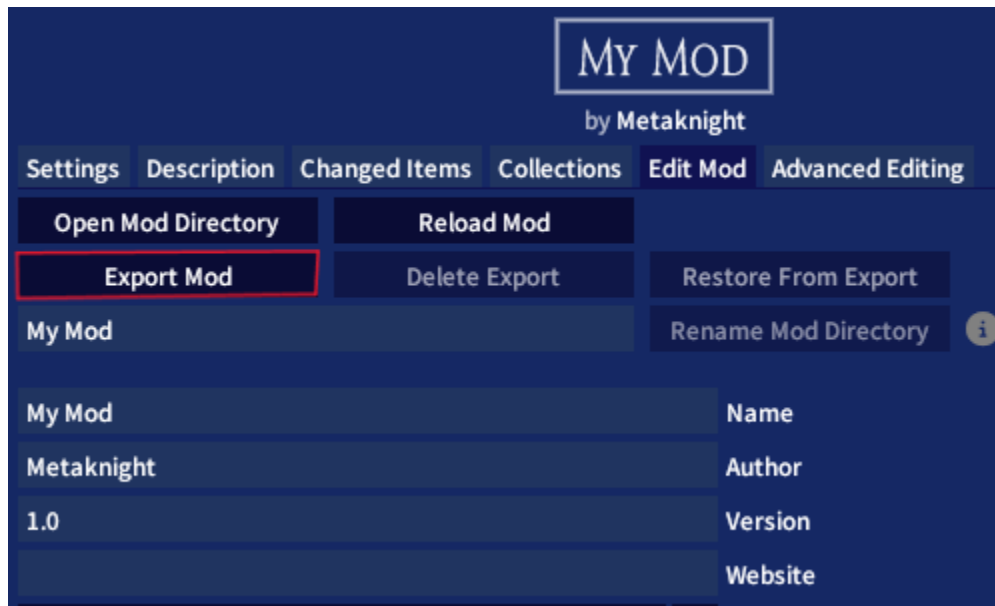


The Exported mod will tell you where it went if you hover over the button, by default unless you set otherwise, the .pmp exported goes to your set Root Directory.
You can now send the .pmp that has the modded files for your current design and collection (if necessary) as well to the other user.

# I received a container full of Mods/Designs/Collections, how do I use them?

Collections should be dropped into:
%appdata%/xivlauncher/pluginConfigs/Penumbra/collections

Designs should be dropped into:
%appdata%/XIVLauncher/pluginConfigs/Glamourer/designs

After dropping in a Design or Collection you may want to reload Penumbra or Glamourer via the plugin installer.

Mods depend on what you have been given. If your friend gave you a .pmp, then assign your friend a collection by clicking the assignment you just added and picking the collection you made.

Afterwards, go into the Mods tab, and enable the newly imported mod in the collection after switching to it, your current collection you're working with is in the top right.
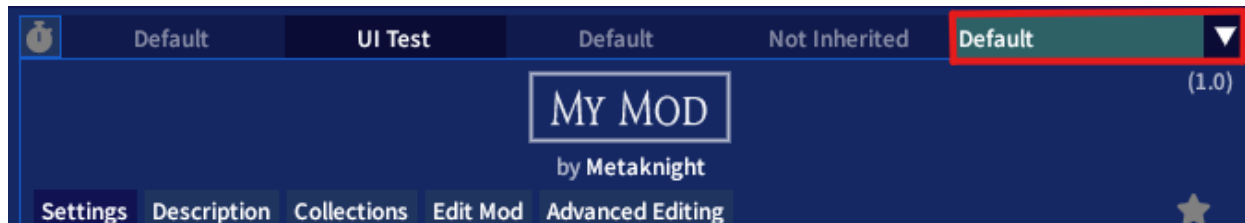


Afterwards, if your friend is in front of you and you assigned it correctly, redraw them. You can redraw others with either text commands like /penumbra redraw all or /penumbra redraw <t> if you target your friend or the handy buttons at the bottom of the mods tab. Keep in mind your friend isn't Self!



If you were given a .zip, .rar, .7zip or similar full of folders that are mods, you instead drop those directly into your root directory folders and all then click Rediscover Mods in Penumbra's



Settings tab and follow the same steps to edit your setup and ensure you drop the collections into the collections section

# What if the Mods conflict?

We can solve this using Mod Associations. The short of it is you can add mods to a given Design and have that design automatically toggle on/off mods and combine this with making an automation for your friend to have it work per job/gearset. This handy guide will help explain how they work.

If you don't want to use Mod Associations, then you'll simply have to enable/disable the various mods they give you to resolve the conflicts.

# What if I want to give a new design to friends?

You'll need to copy and paste Glamourer designs to and from clipboards.

Click the two squares overlapping in the Designs tab or Actors tab if it's currently applied. You'll get a funky string to send over to your friends.

Try to import a design from your clipboard.
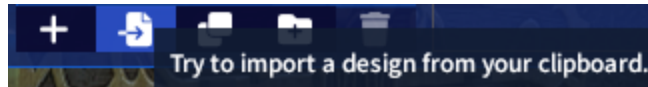
Your friend can then paste the design after clicking either the Clipboard to overwrite an existing design, or make an entirely new design from import by clicking the paper with an arrow at the bottom right of the Designs tab, then naming it as you wish.
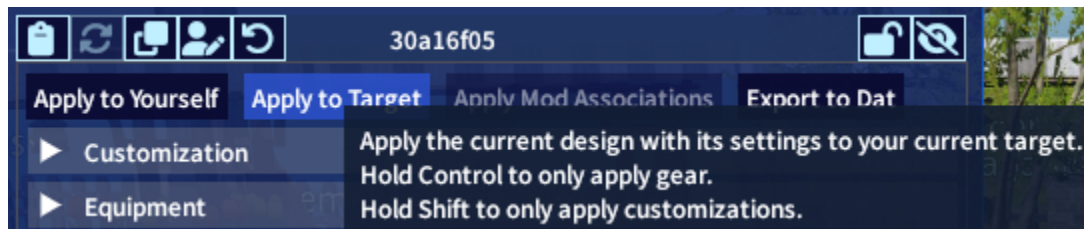


Glamourer v1.5.0.7 (Incognito Mode)

Settings  Actors  Designs  Automation  Unlocks  9c1950b9

b

▶ Characters
▼ Class Specific
  • e4a8bab9
  • 30a16f05
  • cf854954
  • 1545d187
▶ Male
▶ YAB
• e3f727cc
• 0b9b489e
• b0744042
• 8e246707
• fc758325
• 7a865f6e

Copy the current design to your clipboard.

Apply to Yourself    Apply to Target    Apply Mod Associations    Export to Dat

▶ Customization
▶ Equipment
▶ Advanced Customization
▶ Advanced Dyes
▶ Design Details
▶ Application Rules
▶ Mod Associations
▶ Design Links

From here you can apply the Design to your friends in the Designs tab by selecting them and clicking Apply to Target.



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Apply to Yourself    Apply to Target    Apply Mod Associations    Export to Dat

▶ Customization

▶ Equipment

Apply the current design with its settings to your current target.
Hold Control to only apply gear.
Hold Shift to only apply customizations.

Or you can make an Automation set for your friend's Character and set it up for All Classes if you want them to stick with that design (or on multiple Classes instead).

Keep in mind, you still need to give them the mods for your updated design!

# Preserving Options if you trust your Friend

# I want to preserve options in the mods I send.

By Ilgo (edited by Metaknight)

We can use the Merge functionality in Penumbra to create a "megapack" of mods <u>with</u> options rather than 10 individual ones. We can also set the options in the mod to default to what you wish via the Edit Mod tab. Be mindful that by doing this you will send your mods – even those you did yourself – to other
people, so be mindful to whom you send them.

## How to Merge mods

Go to your personal collection by going to the Mods tab, and selecting it in the drop down to the top right :
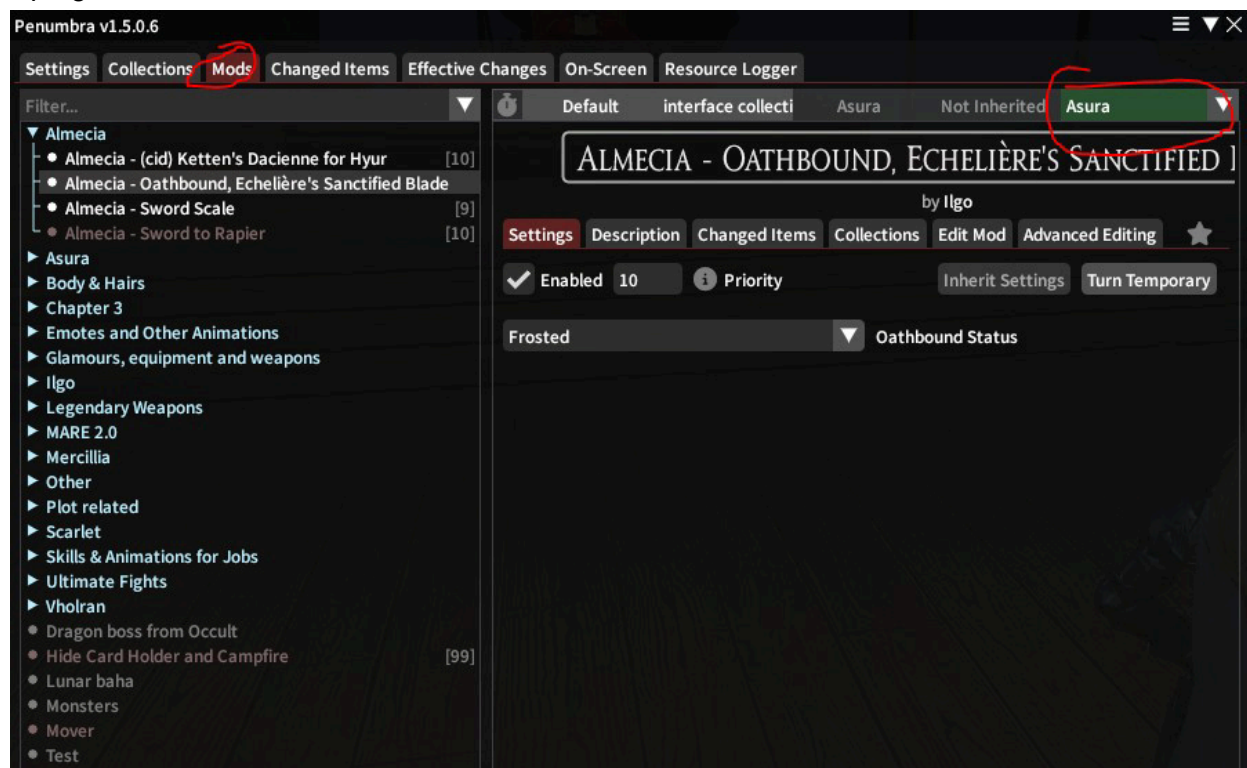


Now you'll be in your collection you use normally with the mods active you use, you can opt to filter by enabled mods only in the top right to find what's active currently on your collection. In this case we have opened a folder of mods we planned to merge together.

Create a new empty mod by clicking the "+" to the down left of the window, and give it a name that

your friends can identify easily and know it's your design!
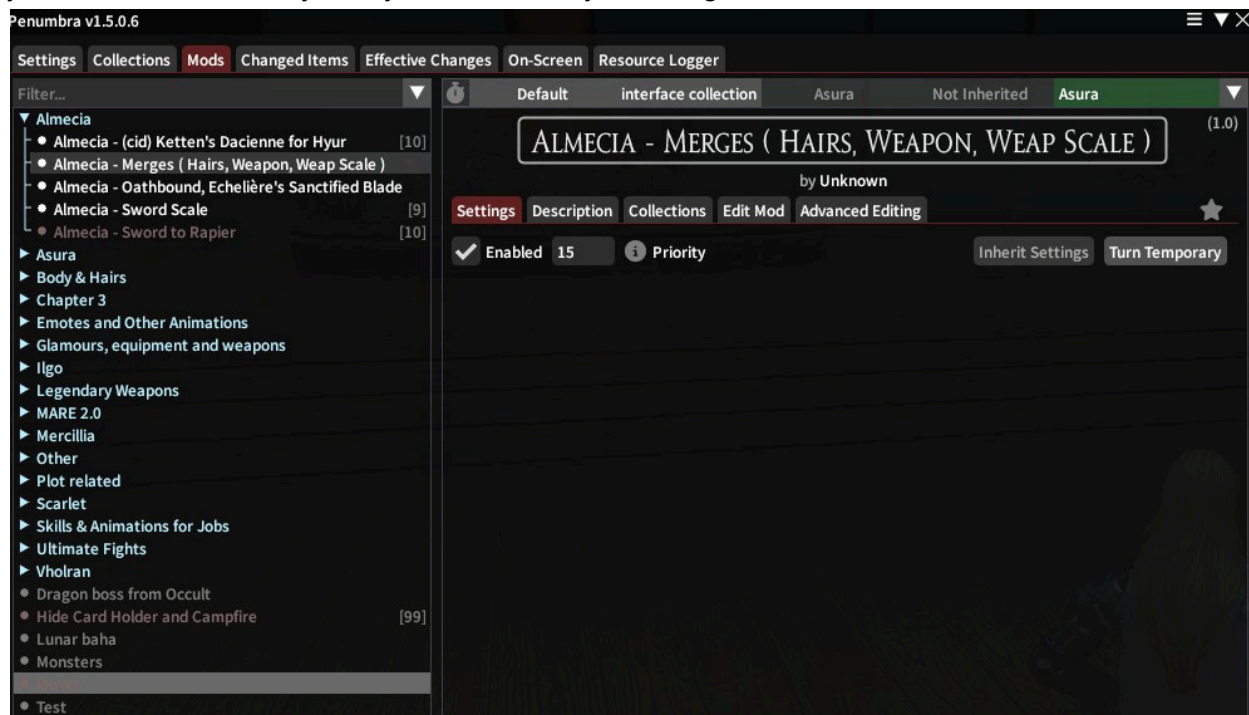


In this case we've created the empty mod "Almecia – Merges (Hair, Weapon, Weap Scale )". For now this new "merges" mod is empty, it's normal : we are going to merge every other mod inside this tne to have one big "modpack" of our character/design.

Now select the first mod you want to merge within this new "merges" one. Now look into the window to the right; notice the "Advanced editing" tab? It's time to use it. Click it. Then navigate in the "Merges" tab in the newly opened, very very intimidating window!
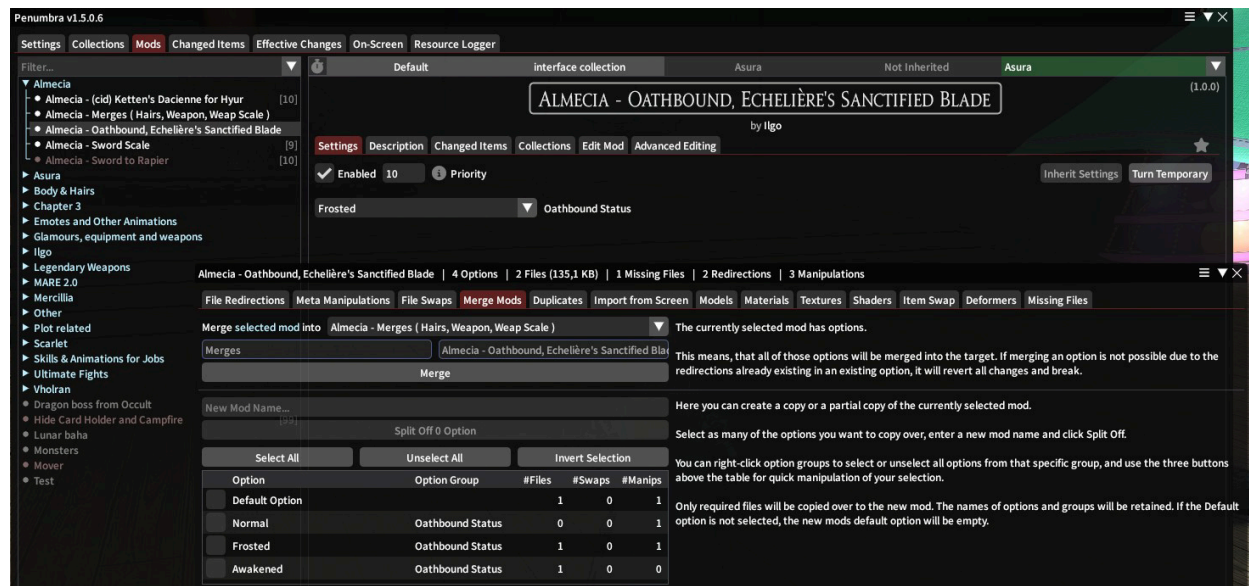
"Merge Selected Mod into" at the top is self explanatory ; select your recently created "Merges" mod here, like I did.

Then, you may have to input a name where "Merges" is written and another to it's right for the option's name. If it's greyed out, ignore that step, otherwise input something. Left side will be the group's name for the merges, and right side the name of the option found within it!

(If you merge a mod that can has no option tied to it, you will be able to make it appear as a checkbox that

way inside a "Merges" container, and this field lets you name that checkbox however you want)

Anyways, click the big "Merge" button now, and go back to your "Merges" mod !
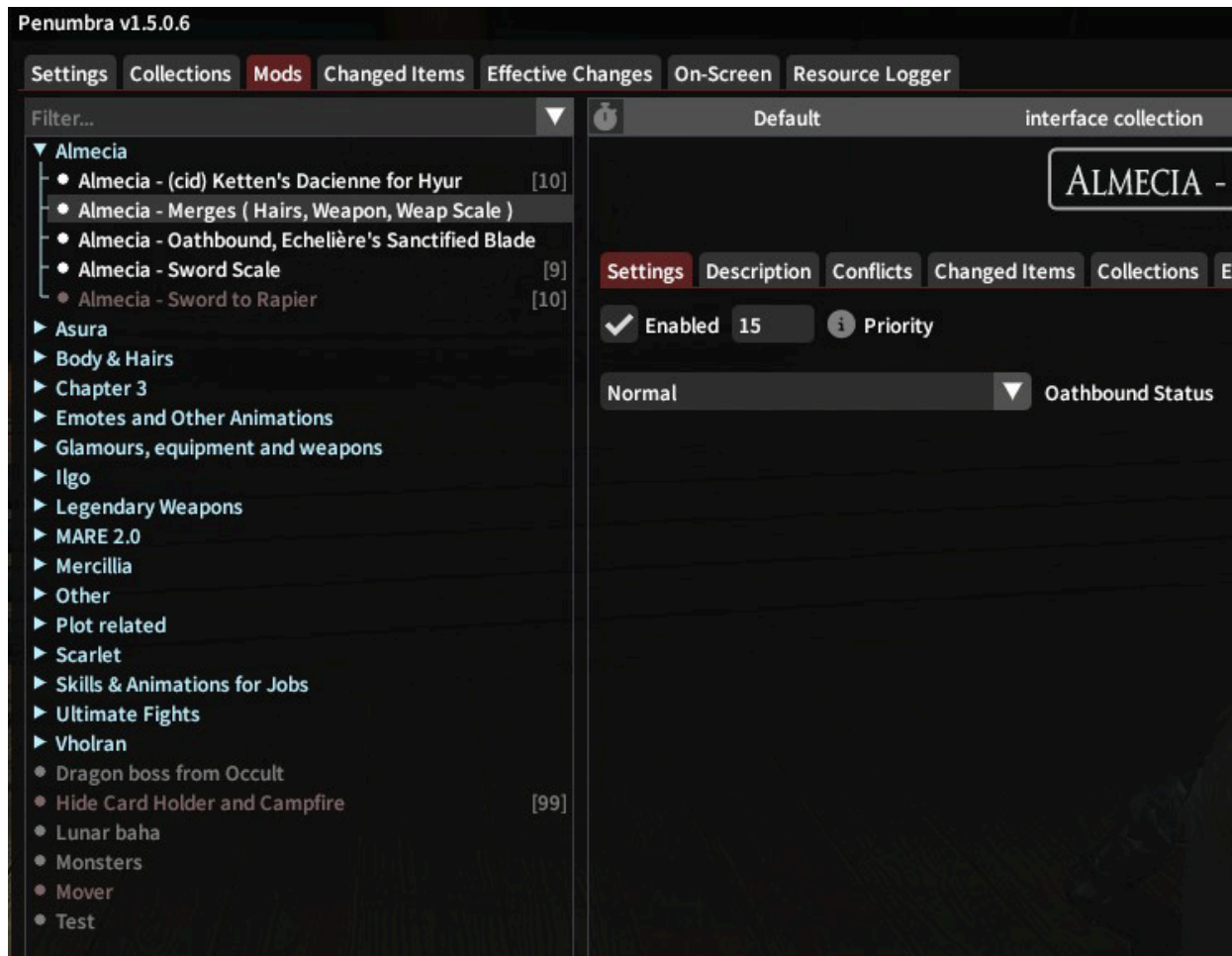


Inside your "Merges" mod, you can see the same option I had in the mod I just merged within it! It means we were successful ! (Look behind the advanced window in the previous screenshot to see what I mean)

Now repeat this step with every other mod you wish to include in your mod pack ;
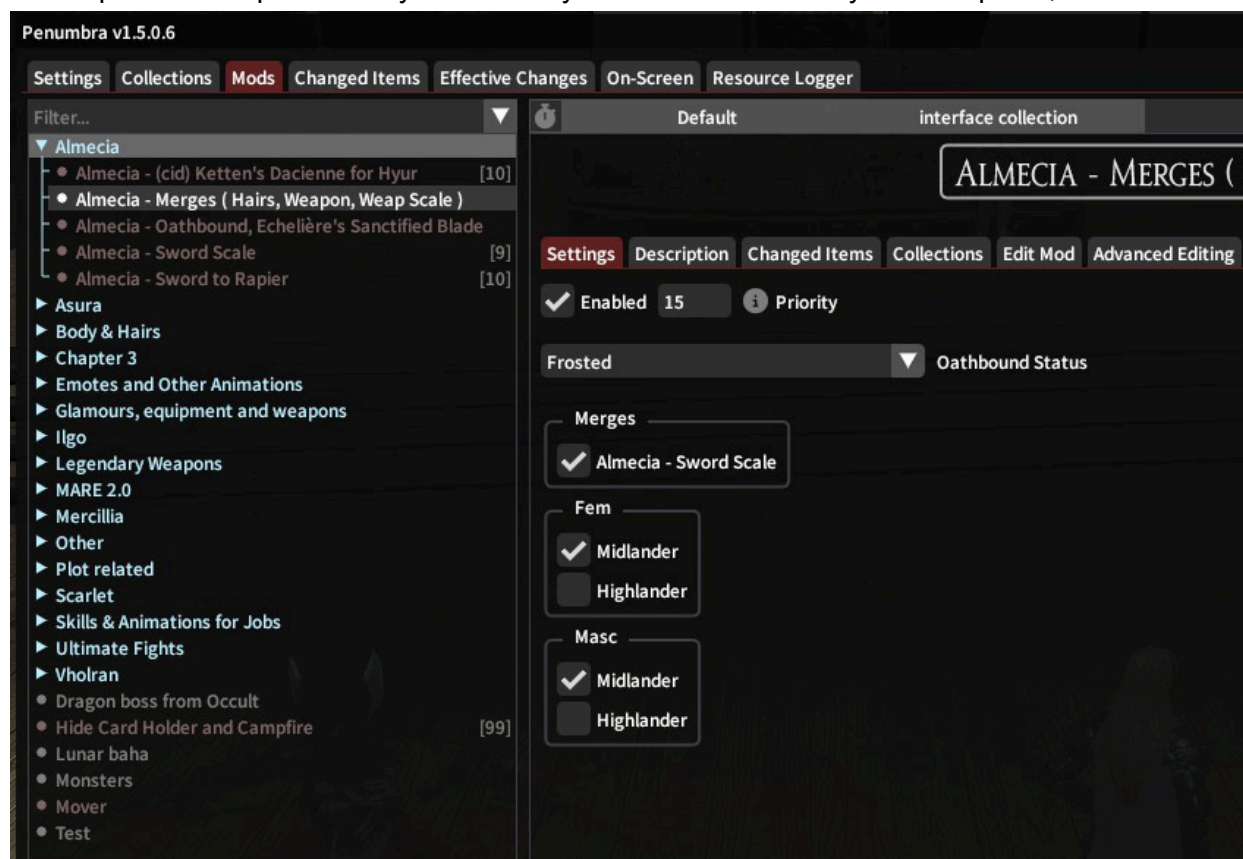


There we go, I included 3 different mods in there!
Next, you need to go to the "Edit Mod" tab for your "Merges" mod ! You are almost there, don't worry!

You can tweak the default options you want set in the mod pack from here. In options that allow only one selection, the Filled circle in the option group is what your friend would have set upon
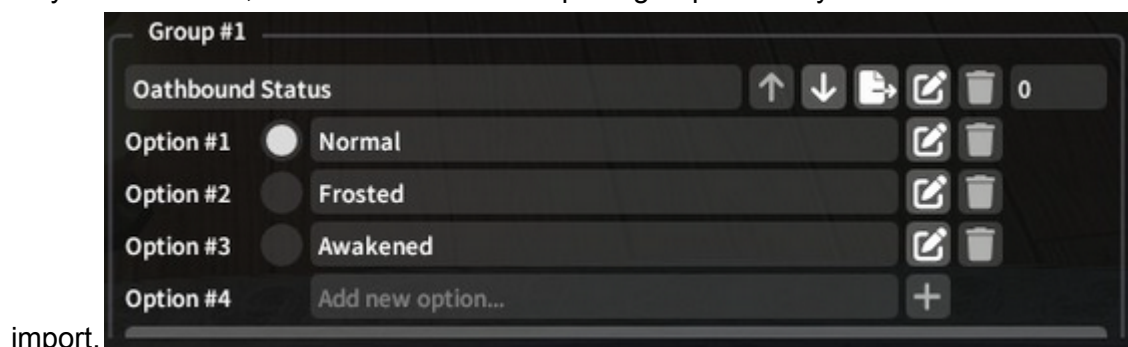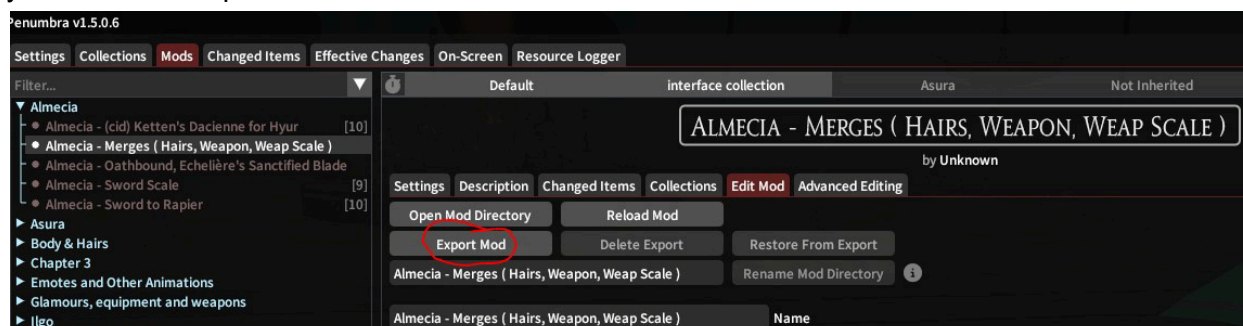


import.

In options that allow multiple selections the square to the left of the option name lets you set what options are ticked ON by default.



Once you're happy with the defaults for your options, simply click the "Export Mod" function that you see at the top here.



Then you need to find where your mods are located on your disk.
By default Exported mods go in the Root Directory (aka) your Penumbra Mod folder.Scroll down at the very bottom, and…

Your "Merges" mod is here. Now the only thing you need to do is cut and copy it somewhere safe so you can send this file to your friends whenever needed! If your mods are somehow too big once merged, you may need to send more than one modpack for your character.

Your friends will still need to assign a collection to you and enable the mod(s) to see any changes.

## Assigning a collection to your friend.

From here follow the steps on creating a new collection, enabling the mod, and assigning it to that friend you received the .pmp for.

# Other Plugin Files of Interest.

# I have other files that I want to share that aren't Penumbra/Glamourer, what do I do?

This is slightly different per plugin but we'll cover what to do in some of the more major ones, starting with Customize+.

# Customize+

By [pomcure](pomcure)

# How to export & import customize+ profiles

To export, in the customize+ window navigate to the profile you want to share and click "Copy the current template to your clipboard"
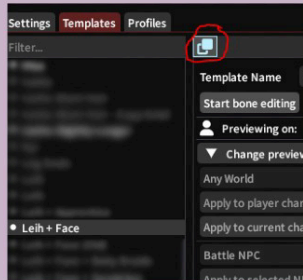


Doing so will give you a long string of numbers and letters, and that is what you'll want to give to whoever you want to share your profile with.

To import, copy the string of numbers and letters you received from your friend, then go down to the bottom left of the customize+ window and click "Try to import a template using your clipboard." It will ask you to make a name for it, name it whatever you like.
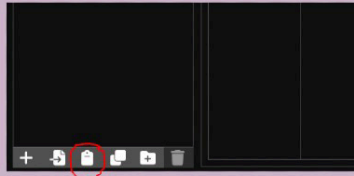


Once you've done that, head over to your profiles tab (located at the top), and go down to the bottom left again and click "Create a new profile with default configuration." It will once again ask you to name it, name it to your preference.
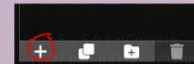


Now navigate to the profile you just created, click on it, and click on "Add character."
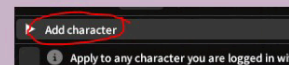


In this menu you'll just want to type in your friend's in game name (and world if you would prefer it doesn't affect anyone else that happens to share the same name on other worlds). Following that, click "Apply to player character" and their name should appear under character as shown here!
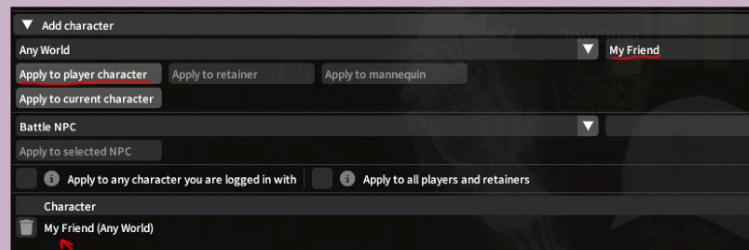


After that's done, look below, where it says Template, and select the template you imported and named earlier.
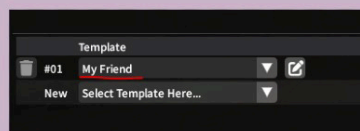


Make sure you enable the profile, and that's it! You're all done! :)