Adding Files to your Mods

Before building your mods, you must use **Atlan Resource Extractor** to obtain the game's files. **Please thoroughly read the information on the download page and in it's configuration file.**

To add a vanilla file to your mod:

1. Copy it from the extracted vanilla resources into your mod folder
2. Replicate the filepath produced by Atlan Resource Extractor

Example: Let's say you copy the following vanilla file into your mod folder

```
decls/string/ui/mainmenu/collectible_viewer.decl
```

You must replicate this filepath in your mod folder. This should be it's path when your mod is zipped up.

Fake Directories

A goal of Atlan Mod Loader is improving the developer experience when making mods. One way it does this, is by making directories optional. Instead of creating *literal* directories, add an `@` symbol in the filename. The mod loader translates these symbols into directories for you!

Example: Let's say we want to make a mod using the file:

`decls/string/ui/mainmenu/collectible_viewer.decl`

This file is nested inside of 4 directories! That's a real pain to create and navigate through each time you need to open the file! Instead of creating those directories, just name the file:

`decls@string@ui@mainmenu@collectible_viewer` `.decl`

You can also mix and match! For Example:

1. Have a folder named `decls@strings`
2. Name the file `ui@mainmenu@collectible_viewer` `.decl`

Find a setup and style most convenient for you and the mod you're making!

Example Mod

You can download an **example mod** that illustrates the "Fake Directory" concept. It also includes an example of the **mod config's** aliasing system. All files in this example mod replace the same game

asset.

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