How Do I Create idStudio Mods?

> See the official website for more in-depth guides: **https://idstudio.idsoftware.com/**

The mod file locations idStudio reads & writes is not always what you package.
All editors are located in the "Windows" tab located on idStudio's top bar.

decl mod

- Edit or create a new decl in the Asset Browser
- Decls are located in your `base/declTree` folder

texture mod

- Edit textures with the Material Editor & Material Painter
- Added textures should be in a standard .tga format
  - Use GIMP or Paint.net to export textures into .tga
- Create a folder for your newly-added textures manually in File Explorer if you haven't already done so
  - Not applicable if textures are being replaced, not added
- Menu & Custom textures are located in your `base/art` folder
- Character textures are located in your `base/models` folder
- GUI textures are located in you `base/textures` folder

static / animated model mod

- Edit models with Blender (not in idStudio)
- Export models as .fbx
- Import the .fbx model in the Static Model Editor or Animated Model Editor

- Create a folder for your newly-added models & animations manually in File Explorer if you haven't already done so
  - Not applicable if models & animations are being replaced, not added
- Static models are located in your `base/art` folder
- Animated models & animations are located in your `base/md6` folder

string mod

- Edit strings with the String Editor
- Language -> English
- Be sure to save BOTH the String Contents then the String Table
- Strings are located in your `base/strings` folder

sound effect / voice over mod

- Convert sfx/vo with Wwise as **PCM Auto Detect High** (**not in idStudio**)
- Export sfx/vo as .wem
- Manually place them in `base/sound/soundbanks/pc`
- Rename each file to ONLY contain the sfx ID (ex: 123456789.wem)

music mod

- Convert music with Wwise as **Ogg Vorbis Quality High** (**not in idStudio**)
- Export music as .wem
- Manually place them in `base/sound/soundbanks/pc`
- Rename each file to ONLY contain the music ID (ex: 123456789.wem)

entities mod

- Import zipped mod with the Legacy Mod Importer tool
- Entities are located in the `base/maps` folder

map mod

- Save As in the World Editor
- Be sure to add brushes for geo, some light points for visibility, & a playerStart entity
- Do a Slowmap build for quick testing
- Execute a slowmap command in the Engine window to load into the map
- Do a Full Map bake & Collision + Nav build before packaging your map
- Maps are located in the `base/maps` folder

map mod (how to load)

- To load into a custom map, the `devmenuoption/devmenuoption/new_campaign.decl` file should be modified.
  - This will ensure that creating a new save for the base Campaign will load the player into the custom map.
- Set the `devMenuMapName` to the path of a custom map.
- Set the `devMenuInventoryLoadout` to the path of a `devInvLoadout` decl.

`devmenuoption/devmenuoption/new_campaign.decl`

```
declType( devMenuOption ) {
	edit = {
		devMenuList = {
			num = 1;
			item[0] = {
				devMenuDisplayName = "Custom Map";
				devMenuMapName = "maps/custom_map_name.map";
				devMenuInventoryLoadout = "devinvloadout/dlc/e4m1_rig";
			}
		}
	}
}
```

Created 2024-08-08 17:40:50 PDT by Velser
Updated 2026-09-12 09:19:28 PDT by Velser