# What Files Should I Package For My idStudio Mod?

When developing a mod, many files will be generated in your idStudio base folder.
It is crucial that you ONLY package what is NECESSARY for your mod to avoid conflicts with other mods.

> **You may need to check "Show Binary + Raw Files" to view and package uncommon mod files in the Package Mod window.**

> **Never package anything inside an "editors" folder.**

## decl mod (.decl)

- Check `generated/decls/.../decl_name.decl`
- Only check the decls you've added or modified
- Do not package your declTree folder

> **Periodically delete everything in "generated/decls" so unused decl files can be removed and not accidentally packaged.**

## texture mod (.bimage)

- Check `generated/image/art/.../texture_name.bimage`
- Only check the textures you've added or modified
- Do not package anything in "editors"

## static model mod (.bmodel)

- Check `generated/model/art/.../model_name.bmodel`
- Do not package anything in "editors"

## animated model mod (.bmodel) (.bmd6anim)

- Check `generated/model/art/.../model_name.bmodel`
- Check `generated/anim/md6/.../animation_name.bmd6anim`
- Do not package anything in "editors"

## string mod (.blang)

- Check `strings/english.blang`
- Check other language .blang files if they exist
- Do not package .lang files

> **Delete all vanilla strings in the string editor if you haven't already done so.**

## audio mod (.wem)

- Check `sound/soundbanks/pc/sound_id.wem`
  - A sound_id will look something like 123456789.wem
- Do not package anything in sound/ModWavs
- Applies to sound effect, voice over, & music mods.

> Check "Show Binary + Raw Files" to view and package WEM files in the Package Mod window.

## map mod (.map)

- Check `maps/.../map_name.map`
- Do not package entities or other file types from the maps folder
- Clear your generated/decls folder after packaging a .map because it will be flooded with vanilla decls

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> **When you package a .map with decls, be sure to ONLY CHECK each individual decl class folder, not all of "generated/decls" as that would package many vanilla decl files into your mod.**

## entities mod (.entities.cbfile)

- Check `generated/compfile/maps/.../map_name.entities.cbfile`
- Check `packagemapspec.json` (if assetsInfo was used)
- This is for legacy mods only
- Do not package .entities files for custom maps built inside idStudo's World Editor

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Created 2024-08-08 17:47:15 PDT by Velser
Updated 2026-07-18 11:13:27 PDT by Velser