

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

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

Revision #8

Created 8 August 2024 17:47:15 by Velser

Updated 18 July 2026 11:13:27 by Velser