Chapter 5.A : Importing .pap through VFXEditor

Congrats on getting this far! With this, you're almost finished with porting your custom animation into the game.

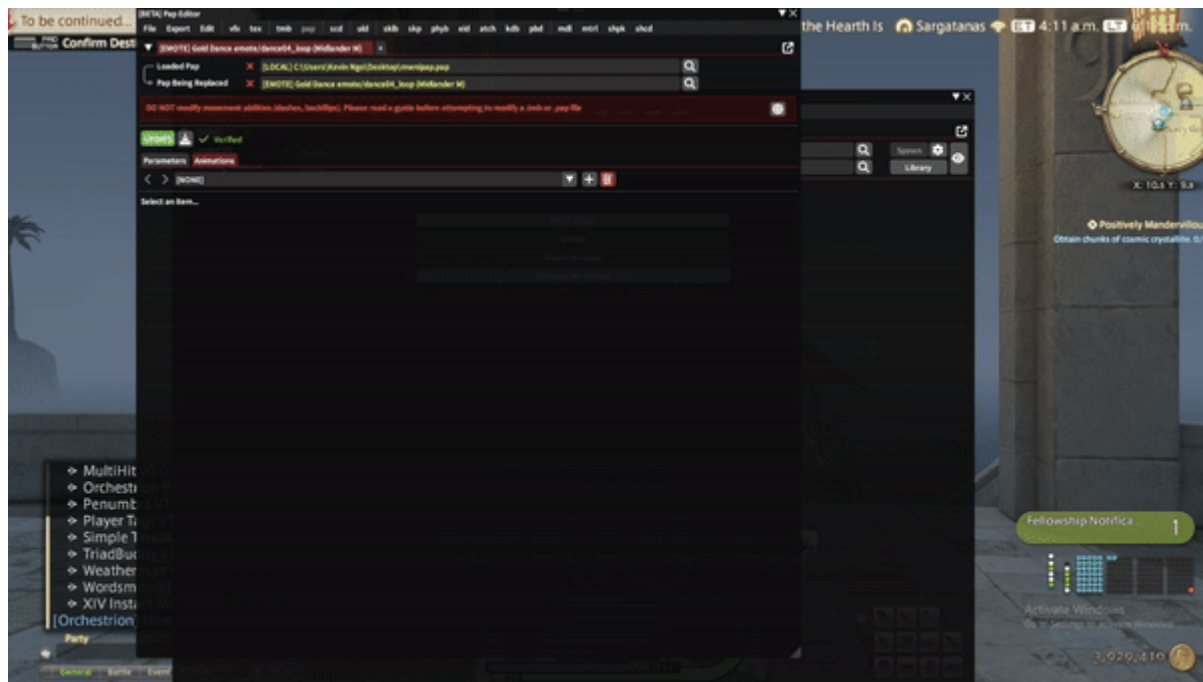If you dont already have VFXedit install, here is the repo:

https://raw.githubusercontent.com/0ceal0t/Dalamud-VFXEditor/main/repo.json

- [VFXEditor](#)

VFXEditor

1. Open VFX edit by using the command /vfxbeta
2. Find the pap section and click on the pap button
3. In the Loaded pap section, click on the magnifying glass. Here we're importing our custom pap from XAT.
4. Select the Paths section and in the Local path section, click on the folder icon and find where you saved your custom .pap. Double click or press okay
5. In the Pap being replaced field, click on it's magnifying glass and select the Emote tab. For this tutorial we're replacing Gold dance. So search for Gold Dance
6. Outside of specific ARR emotes, we will be replacing the loop.
7. Additionally in this tutorial we'll be replacing the Midlander M version of the dance. Click on the checkmark.

8. Navigate to the Animations tab and select the drop down menu. In the TMB section and under the parameters, change the length to the duration of your animation.
9. Since we already edited the information in the actor section we don't have to do it here. Click on update and perform the emote (or use amanesis/brio if its an emote you don't have) to see if it works correctly!

10. Once you've verified it works, click on Export and export as either .pmp or ttmp2.
11. In the export field , scroll down till you see the pap section, click on the left most box to confirm to export the pap. Give it a name and export :D!
12. Back in Pap editor, click on the red X for both fields and do a redraw to ensure a clean environmen.
13. Import your newly made modpack into penumbra and enjoy your new ported dance!