

Chapter 5.B:

Importing custom

animation through

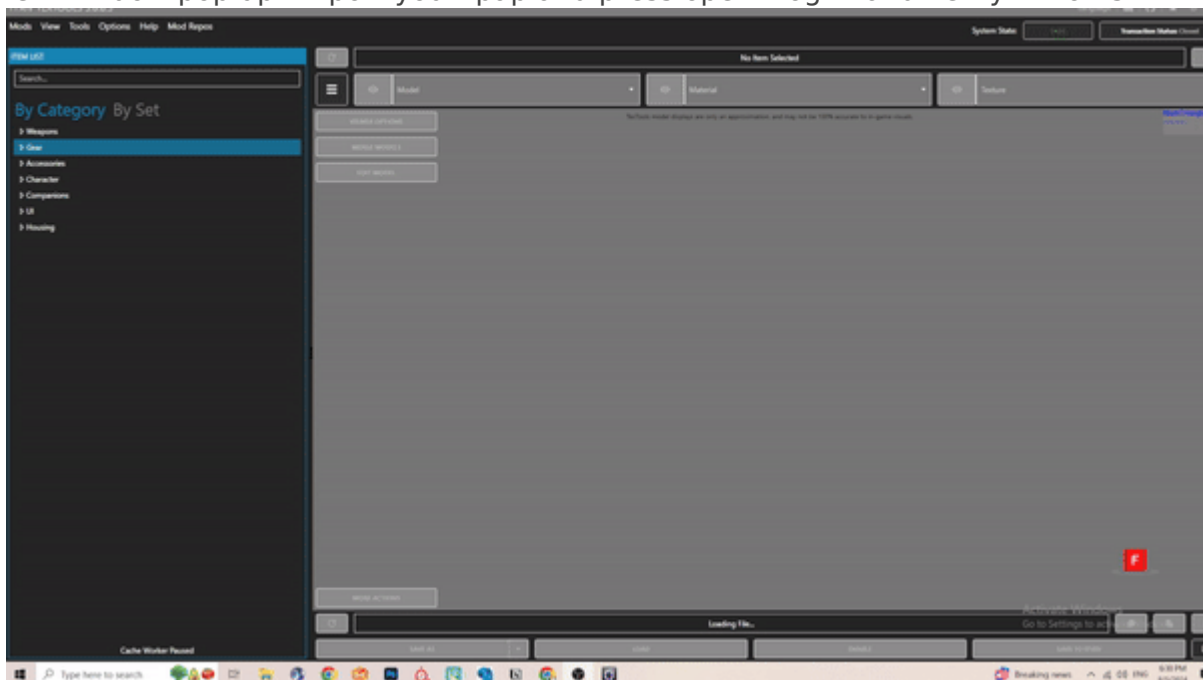
Textools

Now by the chance if you dont have vfxedit installed or dalamund is down for whatever reason, it is possible to import your animations through Textools! Though will recquire additional information.

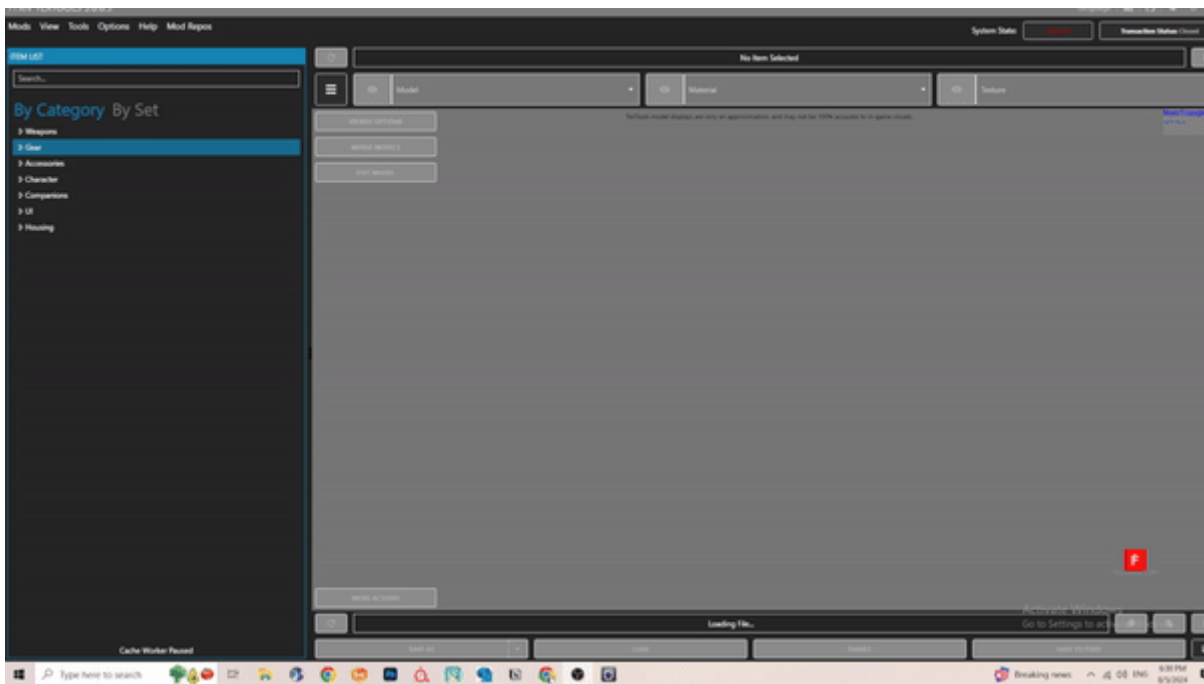
- [Textools](#)

Texttools

- Open TextTools and change system state to unsafe (or transaction on, I havent worked with transactions myself yet)
- Go to Tools > File operations > Import File
- Input the path for your emote. In this case the path for Gold Dance is (for midlanders adjacent races atleast) :
chara/human/c0101/animation/a0001/bt_common/emote/dance04_loop.pap
- A new window pop up. Import your .pap and press open. Log in and verify it works.



- Afterwards , open up Texttools again. Go to Mods > Create Modpack > From Files > Select your .pap and give your mod a name.



- Finally go to Help > Start Over if needed