

Krunker Modding Guide

Here is a comprehensive guide to everything you gotta know about modding Krunker.io!

Overview:

- A. Open the [Default Krunker Mod Google Drive Link](#)
 - a. Click "DOWNLOAD ALL"
 - b. Extract the mod's contents from the zip file in a place you can easily find.
- B. **Edit the sounds & textures as you see fit** ([see heading below](#)).
 - a. Note if you don't edit the texture or sound file there is no need to include it in your mod
 - b. Things you can't edit:
 - i. Also included in the mod files are "fonts," "models," & "texture UV's" These files will have no effect if you mod them. These files are supplementary.
 1. For instance, if you edit a weapon texture and would like to see how it might look in the game, you could apply that texture to the model(.obj) in a 3d editor to see how it looks.
 2. The Texture UV's purpose is to show you what parts of the texture are actually important and which parts are not
- C. Once you are done editing your new textures and/or sounds make sure to remove any files that you did not edit. This will make it take longer to load in game, or not load at all.
 - a. In order to use your mod, you must create a zip file. When opening your zip file it should contain at most two folders:
 - i. textures
 - ii. sound
 - b. Note: the names are very specific and must NOT be capitalized, and must be spelled exactly the same way, or your mod will not load properly.
- D. Once you have a zip file containing your mod you will need to upload it to a drop-box account.
 - a. Note: A free account will work fine as long as your mod does not become "too popular" if dropbox detects that too many people are accessing/downloading your mod it may turn its link sharing off. If you want to prevent this you'll have to pay dropbox money to upgrade your account.
 - b. Once you have uploaded your mod to Dropbox:
 - i. you will need to click "share"
 - ii. Then click copy link
- E. Using your mod!
 - a. Now that you have created a mod, you have two places that you can use it.
 - i. In the map editor under Map Config, you can paste your URL there.
 - ii. When you host a map on Krunker.io there is a section "**Mod URL**" where you can paste your URL.
 - b. You are also able to test your mod. This method will only display your mod for your own game session. No one else will be able to "see" your mod in-game.
 - i. In the game menu when you click on "mods" in the top-right corner of your screen, there is a section "**Paste Mod URL**" where you can paste your URL, you can drop your mod.zip file, or click the upload box to chose the file.

Edit the sounds & textures as you see fit.

Weapons:

The weapon file names may be confusing. Below is a description of what each means:

Weapon file names:

- weapon_1 = Sniper Rifle
- weapon_2 = Assault Rifle
- weapon_3 = Pistol
- weapon_4 = Submachine Gun
- weapon_5 = Revolver
- weapon_6 = Shotgun
- weapon_7 = Light Machine Gun
- weapon_8 = Semi Auto
- weapon_9 = Rocket Launcher
- weapon_10 = Akimbo Uzi
- weapon_11 = Desert Eagle
- weapon_13 = Alien Blaster

Textures:

- Open the folder named "textures"
 - Open the folder named "weapons"
 - Replace the texture(s) you want the game to change.

NOTE: (Weapon mods will only work in-game on the default weapon skins i.e. if a player has any skin selected but the default one they will not see your skin.)

Sounds:

Below is a description of what each sound means:

- **Ambient:** ambient_1 (Responsible for any ambient music in the game's background)
- **Headshot:** headshot
- **Hitmarker:** hit_0
- **Jump:** jump_0, jump_1
- **Nuke:** nuke_0
- **Reload Sounds:** reload_1, reload_2
- **Footsteps:** step_0, step_1, step_2
- **Weapons:** (Same naming system from above)

NOTE:

- **Make sure all sounds files are .mp3**
- Open the folder named "sound"
- Replace the sound file(s) you want the game to change.

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