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Map Packager 1.2.0

Documentation version 1.0

This document includes documentation of features, and tutorials for the Map Packager app.

Features

Overview



1. Project menu opens projects and creates new ones.

2. Packager menu lets you change the packager settings and check for updates.

3. File path of the project that is currently loaded. Use 14 to open this path in file explorer.

4. Select a key art to add to this project

5. Select a partner art to add to this project

6. Refresh Map Packager if you make external changes to the project.

7. World/Skin pack tabs. See the next image for an overview of the skin pack tab

8. Select 5 screenshots to add to this project

9. Select a pack icon to add to this project.

10. Select a panorama to add to this project

11. Browse for a Minecraft world to

import the world straight into the project.

12. Create a .mcworld file for this project and launch Minecraft with the world imported.

- 13. Error and warning messages letting you know about the status of your project.
- 14. Opens the current project files in Windows file explorer.
- 15. Opens the mcworlds folder where your Minecraft worlds are stored
- 16. Opens Auger in your default browser. Doesn't give access to Auger if you don't have it, it's just a shortcut.

Skin Pack tab

Marketplace Packager 1.2.0	- 🗆 X
Project Packager	
Project: C:\Users\Sparks\Downloads\un-invoiced packs\Jan_Week_1\Mob Pie\mobshadows	4
Key At Partner Art Refresh Change MOB PIE Change Change	
World Skin Pack	1.20
Unpacked Skins Packed Skins	12.25
Drop your skin files into /Content/skin_pack/ 2 Then click [Refresh] 2 1 Pack Skins -> 2 Custom.png 4_custom.png 5_custom.png 6_custom.png 8_custom.png 3 Skins	1 custom.png
[ERROR] mobshadows_Thumbnail_0.jpg is not a valid file in the Store Art folder.	Illegal pixels are coloured red in the above image. The console will tell you whether a pixel should be transparent or opaque in that location.
	Helper Mask (To help find illegal pixels) 6 Export
	7
Open Current Project Folder Open MC Worlds Folder Visit Auger Validator	Hide Skin Helper

- 1. A list of skin textures Map Packager finds inside the skins folder that aren't listed in the skins.json file yet
- 2. Press this button to create the files necessary to add any unpacked skins, moving them from Unpacked Skins to Packed Skins
- 3. A list of skins that have been successfully added to the project. Clicking any skin in the list will open the Skin Helper (4)
- 4. The skin helper is a tab that shows you any illegal pixels in your skin texture.
- 5. A greyscale view of the selected skin, with illegal pixels marked in red to help you spot them. This will not ALWAYS catch illegal pixels that Auger validator notices, but flags the vast majority.
- 6. The helper mask is a transparent PNG that can be saved, then dropped on top of your skin in your image editor to help locate illegal pixels.
- 7. Hide the skin helper tab again.

Menus and settings

Project	Packager		
Nev	v		
Ope	en		μ
Оре	en Recent	•	

- **New**: Opens the "Create New Template" window shown below.
- **Open**: Browse to a folder on your computer containing a packaged roject

- **Open Recent**: a list of the 10 most recently opened projects.

🔡 Create New	/ Template	_		\times
Map Name				
Short Name				
Location				
Browse	C:\Users\Sparks	\Downloads\u	un-invoice	ed pa
	Creat	e		

- **Map Name**: The name of your project, exactly as you would like it to appear on the Marketplace

- **Short Name**: This field is automatically generated as you enter a name but can be edited if needed. It is used by the project's internal packaging to keep file paths within required lengths.

- **Location**: Enter a folder location where you would like the project to be created or click browse to navigate to a folder. The project will

make a new sub-folder within the selected directory to store the project files.

Create: Create the new project. This becomes clickable once you have a name and short name.

Packager	
Settings	4
About	b
Versions^	

- Settings: Opens the settings window shown below
- About: Information about this program

- Versions...^: Opens the Map Packager web page in your default rowser.

🖳 Settin	igs	
General	World Manifest	Skin Manifest
Default	t world description	1
Amap) by	
🗹 W	am me if a world n	natches this description exactly (recommended)

General Settings

- **Default world description:** text to automatically fill into the description field of this project. This may be empty by default.

- Warn me if... Will display a warning in Map Packager if the project has this exact text as its description (to stop you forgetting to change it)

🖳 Settings

General World Manifest Skin Manifest

The template used to generate new project manifests. \$u1 and \$2 are replaced with UUIDs

World/Skin Manifest Settings

- **Template:** A textbox where you can make changes to the manifest template used to create new projects. Generally you don't need to touch this except to update the base_game_version to match Minecraft when Minecraft gets an update.

Tutorials

Projects can contain worlds, skins, or both. Projects are created the same way to begin with, then a world or a skin set can be added to the project using their respective tabs.

Creating a New Project

Marketplace Packager 1.2.0 Project Packager New Open Recent Art Change	ickager and in the top right, click Project then New
Image Name X Map Name X My Awesome Project X Short Name X MyAwsmPrjct X Location X Browse E:\Marketplace\Mob Pie Create X	 Enter a project name (Map Name) exactly as you wish the offer to appear on the Marketplace. The short name will automatically generate as you type the name. You can edit the suggested short name, but I recommend you leave it as it is. It is only used internally and players will not see it. Choose a location for your project files to appear. The project will make a new folder inside that location to store everything. Then click Create

You'll see that a blank project has been created called My Awesome Project_v1.0.0. Some files have been generated in your project folder, with blank, placeholder images in the marketing and store art folders. There is a **warning** that the project is empty. You'll need to add a skin pack, world, or both to create your offer.

	🔜 II 🛃 🔜 🖛 I		Manage	My Awesome Project	_v1.0.0
Darketplace Packager 1.2.0	_	× /iew	Picture Tools		
Project Packager Project: E:\Marketplace\Mob Pie\My Awesome Project_v1.0.0		ut opy pati	h Move	Copy Delete Rename	New item + The synaccess + New Prope
Key Art Partner Art		iste sno	to -	to 👻 🗆 👻 Organise	folder •
Change	Refresh	> Loc	al Disk (E:) → N	Aarketplace → Mob Pie →	My Awesome Project_v1.0.0
World Skin Pack					
Add world template					
		Ma	rketing Art	Store Art	
[WARNING] This project is currently empty. Add a world and/o	r skinpack.				
Open Current Project Folder Open MC Worlds Folder	Visit Auger Validator				

Adding a World to Your Project

Project: E:\Marketplace\Mob	Pie\My Awesome Project_v1.0.0
Key Art	Partner Art
Chang	ge Change
World Skin Pack	
Add world template	Add template Enter the project name My Awesome Project Enter the project description A map by the documentation Add

Under the world tab of a new project, click "Add world template".

Because Map Packager can't store any data in the project or Auger will complain, you will need to re-enter your project name. Make sure it's exactly the same as you entered when creating the project.

Enter a description. This is not your store description and most people just put a credit note here.

Click Add to continue.

Map Packager will now create a bunch of default files and folders in your project. These blank images are the size Auger expects so that you can edit and replace them manually if you wish.



You can see that we have an **error** because we don't have a world added yet. You can paste this manually in to the Content/world_template folder, but it's recommended you just use the "Import World Files to Project button and navigate to the level.dat file of your world.



In the example above, you can see we have an error and a warning. Map Packager has imported our world files, including any behavior and resource packs, and scanned the level.dat for potential issues.

Errors: Map Packager considers this a big issue that must be fixed before Auger will accept this world. In the above case, the map wasn't named the same thing as our project. I'll change the name of the world in Minecraft to "My Awesome Project" to fix this.

Warnings: These are things Map Packager has noticed that MIGHT be an issue. For example if your map contains command blocks, SendCommandFeedback should probably be off. Warnings might not be an issue though, it's just worth reviewing them. Common warnings are that the default gamemode is Creative or that daylight cycle is off.

Warnings are tuned to survival world style maps. They will warn you if mob spawning is off, or weather is off, or keep inventory is on, for example, so if you're making a puzzle map, you might get a lot of

warnings. It's up to you to review your settings to make sure they make sense for your project. Map Packager just offers you information.

Let's add our promotional art and store assets

Each asset is represented in Map Packager by a preview picture, and a Change button. Clicking Change opens a file browser that you can use to select the **full size**, **1080p version of your art.**



Map Packager will import and rename the image for you, as well as downscaling the image for the store art folder if applicable:



This saves you having to rename the image, resize it, or import it twice!



Add all of your marketing assets. If anything is the wrong size, Map Packager will warn you and not import the image.



And we're done! Once we've cleared all the errors, and checked that the warnings don't apply to our map, we're ready to test and pack.

If you want to test a fresh copy of your packaged map (Recommended), click the "Copy packaged world to Minecraft and Open" button. You might want to check, for example, that the player spawn is set close to where they log in, and that their inventory makes sense for your game - things Map Packager won't check for you.

Add a Skin Pack to Your Project

Marketplace Packager 1.2.0	
Project Packager	Go to the
Project: E:\Marketplace\Mob Pie\My Awesome Pro	skin templ
Key Art Change	Because M Auger will name. Mal creating th
Wond Chart Bart	
Add skin template	
Add template	
Enter the project name	
My Awesome Project	
MyAwesomeProject	
Add	

Go to the Skin Pack tab of Map Packager and click "Add skin template". A new section will appear.

Because Map Packager can't store any data in the project or Auger will complain, you will need to re-enter your project name. Make sure it's exactly the same as you entered when creating the project.

Inpacked Skins	Packed Skins	
Drop your skin files into 'Content/skin_pack/ Then click [Refresh]	Pack Skins	
	->	

[WARN] SendCommandFeedback gamerule is ON [ERROR] skins.json is missing from folder E:\Marketplace\Mob Pie\My Awesome Project_v1 The Skin Pack tab will now look like this. You can see that there are instructions to add skin images to the project. There's also an error saying that skins.json is missing from the project. Don't worry, that will be created automatically in a later step.

Click the **Open Current Project Folder** button at the bottom of Map Packager. This will open the folder in Windows explorer. You can now navigate to Content/skin_pack



You'll see a mostly empty folder. This is where your skins go.

How you name your skins is very important.

Map packager uses the name if your skin file to decide:

- 1. What to call the skin
- 2. What order to show the skins on the marketplace.

For example if your skin is called "Cyborg.png" then it will appear as "Cyborg" on the store.

By default, Map Packager will order the skins arbitrarily! This means that if you have the skins "Cyborg.png" and "Robot.png", Cyborg will appear first on the store and Robot second. To choose a custom order and make Robot appear first, you can add a number and an underscore to the start of your file name. "01_Robot.png" and "02_Cyborg", the store will display the skins Robot and Cyborg in that order.

Paste your skins as PNG files into the skin_pack folder

Note: Currently Map Packager will tell you that HD skins are invalid. It will still pack them, but will complain at you.

Legal Dick (E) > Marketalage > Mah Die >	Mu Awarama Draiast v100 × C	entent & chin mack &				
Local Disk (E) > Marketplace > Mob Pie >	Wiy Awesome Project_V1.0.0 > C	ontent > skin_pack >				Search skin_pack
texts 1_Creeper.png 2_1	Pig.png 3_Zombie.png	4_Slime.png 5_Spider.png	6.Bee.png 7.Skelet	i iiiii b iiiiii on.png 8_Drowned.png	manifest.json	
	Marketplace Packager 1.2.0				– 🗆 X	7
	Project Packager					
	Project: E:\Marketplace\Mob Pi	e\My Awesome Project_v1.0.0				
	World Skin Pack	Partner Art	Refresh			
	Unpacked Skins	Packed	ikins			
	(custom) 1_Oreper png (custom) 2_Pig.png (custom) 3_Zombie png (custom) 4_Silme png (custom) 5_Spider png (invalid) 6_Bee png (custom) 6_Beepng (custom) 8_Drowned.png	Pack Skins ->	Kulis			
				6_Bee.png		
				Illegal pixels are colou The console will tell y transparent or opaqu	red red in the above image. ou whether a pixel should be e in that location.	
	[WARN] SendCommandFe	edback gamerule is ON		Helper	Mask (To help find illegal pixels)	
	[ERROR] skins.json is miss [ERROR] 6 Bee.png: Pixel	ing from folder E:\Marketplace\Mo x: 40, y:33 is translucent or opaque	b Pie\My Awesome Project_ . It can only be transparent.	v1	Export	
	[ERROR] 6_Bee.png: Pixel [ERROR] 6_Bee.png: Pixel	x: 41, ý:33 is translucent or opaque x: 41, y:34 is translucent or opaque	It can only be transparent. It can only be transparent.			
	<			>		
	Open Current Project Folder	Open MC Worlds Folder	Visit Auger Validator	Н	ide Skin Helper	

After copying my skins into the folder, I clicked **Refresh** in Map Packager. You can see that there are now 8 skins listed in **Unpacked Skins**. In front of the name in brackets you can see that it has detected that 6 skins are for the custom (Steve) model, one is for the customSlim (Alex) model, and one skin has **invalid pixels**. Looks like the artist in this example case has drawn some pixels that aren't allowed. The error messages show us the coordinates of the invalid pixels, and the **Skin Helper** has opened to show a black and white version of the skin with the offending pixels that need to be removed highlighted in red.

Let's go into our image editor and remove the pixels, then Refresh again.

Marketplace Packager 1.2.0	- 🗆 X	
Project Packager		Great, atter refreshing, Skin
Project: E:\Marketplace\Mob Pie\My Awesome Project_v1.0.0		Helper has closed itself and the
Key Art Partner Art Change	Refresh	Custom model.
World Skin Pack		We can now click the Pack Skins -> button
Unpacked Skins Packed Skins		
(custom) 1_Creeper.png (custom) 2_Pig.png (custom) 3_Zombie.png (custom) 4_Sline.png (custom) 5_Spider.png (custom) 5_Bee.png (customSlim) 7_Skeleton.png (custom) 8_Drowned.png		
[WARN] SendCommandFeedback gamerule is ON		
[ERROR] skins.json is missing from folder E:\Marketplace\Mob Pie\My A	wesome Project_v1	

All of the skins have been moved to the Packed Skins list! Success! The warning about the missing skins.json is now also gone. Map Packager has created the skins json with the skins ordered based on our number prefix, and update the language file to include the skin names from the file name.



skins.json



en_US.lang

```
skinpack.MyAwesomeProject=My Awesome Project
skin.MyAwesomeProject.Skin1=Creeper
skin.MyAwesomeProject.Skin2=Pig
skin.MyAwesomeProject.Skin3=Zombie
skin.MyAwesomeProject.Skin4=Slime
skin.MyAwesomeProject.Skin5=Spider
skin.MyAwesomeProject.Skin6=Bee
skin.MyAwesomeProject.Skin6=Bee
skin.MyAwesomeProject.Skin7=Skeleton
skin.MyAwesomeProject.Skin8=Drowned
```

You're all done!

You can now zip up your project and submit it on Auger.