

## Basic .ymt Editing Guide

In this document you will find a breakdown of a typical horse .ymt in RDR2 in the hopes of helping people to better understand how to do basic edits to horses. Please keep in mind that Rockstar has been inconsistent in their creation of .ymt files for horses, so clusters for each body part may be in any order. That being said, there is some consistency with clusters in many of the files, and for those that are different, there are a few ways to identify them. So, with some practise, trial and error, it will soon become apparent which cluster belongs to which body part.

Each separate cluster has been highlighted in light gray, and the important parts are highlighted in a darker gray. See the additional information section below for more information on how to identify a cluster and editable portions of the document.

To edit a .ymt you need a text editor like Notepad++, right click the file and select Edit with Notepad++.

The exert below is from a\_c\_horse\_mustang\_tigerstripedbay.ymt. This is the section focused on in this guide and covers basic edits to eyes, coats, manes/tails.

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
```

```
<0x04BD672F>
```

```
<UNK_MEMBER_0x124563FF>
```

```
<Item>
```

```
<name/>
```

```
<UNK_MEMBER_0x6BA0D406>0xAC2315DA</UNK_MEMBER_0x6BA0D406>
```

```
<UNK_MEMBER_0x7F2E3DC6/>
```

```
<UNK_MEMBER_0xC664B008/>
```

```
<UNK_MEMBER_0x3FD0C14E/>
```

```
<UNK_MEMBER_0x509F0480/>
```

```
<scale value="0.93750000"/> HORSE SIZE
```



Modify this value to change horse size

```
<UNK_MEMBER_0xC547BF6E value="0.00000000"/>
```

```
<UNK_MEMBER_0x0FA9BAB7 value="0.01562500"/>
```

```
<UNK_MEMBER_0x558AFB3E value="1.00000000"/>
```

```
<UNK_MEMBER_0x0F070A31 value="0.00000000"/>
```

```
<UNK_MEMBER_0x5D6502F4 value="0.00000000"/>
```

```
<UNK_MEMBER_0x3EEF3D09 value="0.15000000"/>
```

```
<UNK_MEMBER_0x6DE241BD value="0.00000000"/>
```

```
<UNK_MEMBER_0xBDB05E7E>0x3224DB51</UNK_MEMBER_0xBDB05E7E>
```

```
<UNK_MEMBER_0xAEC6FE73 value="true"/>
```

```
<UNK_MEMBER_0xD3DA0D6B value="true"/>
```

```
<UNK_MEMBER_0x3A67E76B value="true"/>
```

```
<UNK_MEMBER_0xA9973338/>
```

```
<UNK_MEMBER_0x685A958D>
```

```
<Item> EYES
```

```
<UNK_MEMBER_0xC720CAAA>0xB45BC8BF</UNK_MEMBER_0xC720CAAA>
```

```
<UNK_MEMBER_0xC8D27281>0x25D15B14</UNK_MEMBER_0xC8D27281>
```

```
<normal>0xB283DA4F</normal>
```

```
<UNK_MEMBER_0x7A84E7BF>0x1CA4EAA6</UNK_MEMBER_0x7A84E7BF>
```

```
<UNK_MEMBER_0x66771820/>
```

```
<UNK_MEMBER_0x48EA2F7E value="0"/>
```

```
<UNK_MEMBER_0x368C8AC3 value="0"/>
```

```
<UNK_MEMBER_0xB69E0AE8 value="0"/>
```

```
<probability value="255"/>
```

```
</Item>
```

To change the eye color find this part of the code cluster and replace with either  
0x25D15B14 Brown eyes  
0x74791D3A Blue eyes

```
<Item> HOOF
```

```
<UNK_MEMBER_0xC720CAAA>0x54198088</UNK_MEMBER_0xC720CAAA>
```

```
<UNK_MEMBER_0xC8D27281>0xD6E0FE5F</UNK_MEMBER_0xC8D27281>
```

```
<normal>0xDA0DD6F4</normal>
```

```
<UNK_MEMBER_0x7A84E7BF>0x56F58C7A</UNK_MEMBER_0x7A84E7BF>
```

```
<UNK_MEMBER_0x66771820/>
```

```
<UNK_MEMBER_0x48EA2F7E value="0"/>
```

```
<UNK_MEMBER_0x368C8AC3 value="0"/>
```

```
<UNK_MEMBER_0xB69E0AE8 value="0"/>
```

```
<probability value="255"/>
```

Hoof model  
0x54198088 No Shoes  
0xD140B63B Shoes  
See below for details on adding shoes

</Item>

#### <Item> **HEAD**

```
<UNK_MEMBER_0xC720CAAA>0x3E83CEA8</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x42D81168</UNK_MEMBER_0xC8D27281>
<normal>0xA377AC88</normal>
<UNK_MEMBER_0x7A84E7BF>0x36DFD0D7</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
<UNK_MEMBER_0x48EA2F7E value="174"/>
<UNK_MEMBER_0x368C8AC3 value="174"/>
<UNK_MEMBER_0xB69E0AE8 value="138"/>
```

Coat texture

Head color values

```
<probability value="255"/>
```

</Item>

#### <Item> **BODY**

```
<UNK_MEMBER_0xC720CAAA>0x4A4A3A1A</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x61F86FD2</UNK_MEMBER_0xC8D27281>
<normal>0xF50673B6</normal>
<UNK_MEMBER_0x7A84E7BF>0xB36C0BE0</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
<UNK_MEMBER_0x48EA2F7E value="174"/>
<UNK_MEMBER_0x368C8AC3 value="138"/>
<UNK_MEMBER_0xB69E0AE8 value="160"/>
```

Coat texture

Body color values

```
<probability value="255"/>
```

</Item>

#### <Item> **EYELASHES**

```
<UNK_MEMBER_0xC720CAAA>0x1E1A542F</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0xA178B8E5</UNK_MEMBER_0xC8D27281>
<normal>0x8B41FFE8</normal>
<UNK_MEMBER_0x7A84E7BF>0x8662582C</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
<UNK_MEMBER_0x48EA2F7E value="219"/>
<UNK_MEMBER_0x368C8AC3 value="219"/>
<UNK_MEMBER_0xB69E0AE8 value="219"/>
```

Eyelash color values

```
<probability value="255"/>
```

</Item>

#### <Item> **TAIL**

```
<UNK_MEMBER_0xC720CAAA>0x3378CD6E</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x0B940125</UNK_MEMBER_0xC8D27281>
<normal>0xE205E86E</normal>
<UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
<UNK_MEMBER_0x48EA2F7E value="219"/>
<UNK_MEMBER_0x368C8AC3 value="219"/>
<UNK_MEMBER_0xB69E0AE8 value="219"/>
```

Tail model

Tail color values

```
<probability value="255"/>
```

</Item>

#### <Item> **MANE**

```
<UNK_MEMBER_0xC720CAAA>0xA90EBD77</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x0B940125</UNK_MEMBER_0xC8D27281>
<normal>0xE205E86E</normal>
<UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
<UNK_MEMBER_0x48EA2F7E value="219"/>
<UNK_MEMBER_0x368C8AC3 value="219"/>
<UNK_MEMBER_0xB69E0AE8 value="219"/>
```

Mane model

Mane color values

```
<probability value="255"/>
```

</Item>

#### <Item> **LEG FEATHERS**

```
<UNK_MEMBER_0xC720CAAA>0x408B84F2</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x6ED7F8B9</UNK_MEMBER_0xC8D27281>
<normal>0xE205E86E</normal>
<UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
```

This cluster may not be present in a .ymt file depending on the horse breed. Ardennes, Belgian, Breton, Gypsy Cob, Mustangs and Shires have feathers.

```

<UNK_MEMBER_0x48EA2F7E value="138"/>
<UNK_MEMBER_0x368C8AC3 value="138"/> ← Leg feather color values
<UNK_MEMBER_0xB69E0AE8 value="138"/>
<probability value="255"/>
</Item>

```

## ADDITIONAL INFORMATION

### Identifying Clusters

One of the easiest ways to identify each cluster of code is by searching a .ymt for the normal map of each cluster. See below for the most common hash codes for each clusters normal map. This is not a foolproof method of identifying which cluster belongs to each horse part, as some horses use different normal maps for certain body parts, so please keep that in mind. Manes, tails, and leg feathers will typically share normal maps as they're all hair. If you're having trouble identifying a cluster, experiment with different color values to see which part of the horse is affected.

0xB283DA4F	Eyes
0xDA0DD6F4	Hoof no shoe
0x130A9377	Hoof with shoe
0xA377AC88	Head
0xF50673B6	Body
0x8B41FFE8	Eyelashes
0xE205E86E or 0xCCFB6448	Tail/Mane/Leg Feathers

### Color Values

Below is an explanation of what each color value for a horses face and body usually affects.

```

<UNK_MEMBER_0x48EA2F7E value="174"/>   Base color
<UNK_MEMBER_0x368C8AC3 value="138"/>   Face and body markings
<UNK_MEMBER_0xB69E0AE8 value="160"/>   Hooves and face highlights like pink noses

```

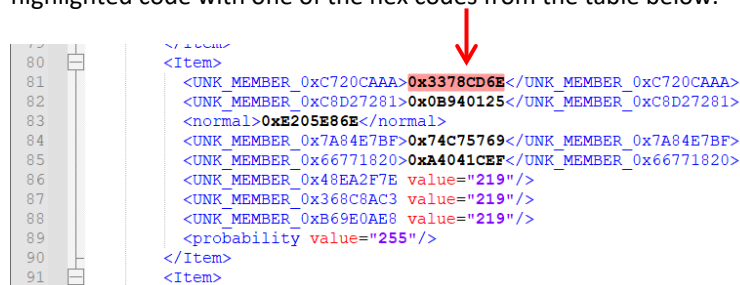
Sometimes this may differ but you can almost always guarantee that the first value will be for the base color.

Manes and tails are slightly different and will depend on the model used. I encourage you to test the values and it will soon become apparent which values affect which color.

You can use bojlu's color pallet from Nexus Mods to understand what color each number values is.

### Changing Manes and Tails

In order to change manes and tails, locate the cluster for manes and/or tails using the method above and replace the highlighted code with one of the hex codes from the table below.



```

<Item>
  <UNK_MEMBER_0xC720CAAA>0x3378CD6E</UNK_MEMBER_0xC720CAAA>
  <UNK_MEMBER_0xC8D27281>0x0B940125</UNK_MEMBER_0xC8D27281>
  <normal>0xE205E86E</normal>
  <UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
  <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
  <UNK_MEMBER_0x48EA2F7E value="219"/>
  <UNK_MEMBER_0x368C8AC3 value="219"/>
  <UNK_MEMBER_0xB69E0AE8 value="219"/>
  <probability value="255"/>
</Item>
</Item>

```

### Tails

0x3813569F	Regular
0x434D6D13	Long
0x3378CD6E	Short
0x062AA1DE	Regular (can be tinted differently than the regular above)
0x577FC48B	Wild

## Mane

0x287A3C54	Regular
0x61E12F21	short
0x3DD0E701	long
0xA90EBD77	Tousled
0xBC8A646E	Regular (can be tinted differently than the regular above)
0xF2C450E1	Regular split color
0x850C7577	Unkempt
0xA4944E58	Regular split forelock
0x019B9335	Sleek
0xEE446C83	Frayed
0xDC40C87C	Loose

## Leg Feathers

### Adding Feathers

You may add feathers to any section of the clusters featured in this guide, but I find it most practical to put them at the end under the mane section. Copy/paste this entry into the horses .ymt

```
<Item>
  <UNK_MEMBER_0xC720CAAA>0x408B84F2</UNK_MEMBER_0xC720CAAA>
  <UNK_MEMBER_0xC8D27281>0x6ED7F8B9</UNK_MEMBER_0xC8D27281>
  <normal>0xE205E86E</normal>
  <UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
  <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
  <UNK_MEMBER_0x48EA2F7E value="138"/>
  <UNK_MEMBER_0x368C8AC3 value="138"/>
  <UNK_MEMBER_0xB69E0AE8 value="138"/>
  <probability value="255"/>
</Item>
```

It should look like this red highlighted area.



## Removing Feathers

To remove feathers search for cluster containing the feathers information, highlight and delete it. Make sure to keep everything in line and that there are no spaces between lines.

It should look like this with the feathers removed.

```
87 <UNK_MEMBER_0x368C8AC3 value="219"/>
88 <UNK_MEMBER_0xB69E0AE8 value="219"/>
89 <probability value="255"/>
90 </Item>
91 <Item>
92 <UNK_MEMBER_0xC720CAAA>0xA90EBD77</UNK_MEMBER_0xC720CAAA>
93 <UNK_MEMBER_0xC8D27281>0x0B940125</UNK_MEMBER_0xC8D27281>
94 <normal>0xE205E86E</normal>
95 <UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
96 <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
97 <UNK_MEMBER_0x48EA2F7E value="219"/>
98 <UNK_MEMBER_0x368C8AC3 value="219"/>
99 <UNK_MEMBER_0xB69E0AE8 value="219"/>
100 <probability value="255"/>
101 </Item>
102 </UNK_MEMBER_0x685A958D>
103 <UNK_MEMBER_0x86CF602A>
104 <Item>
105 <id value="10726"/>
106 <UNK_MEMBER_0x1E720953 value="-0.02000000"/>
107 </Item>
108 <Item>
109 <id value="3015"/>
110 <UNK_MEMBER_0x1E720953 value="-0.28000000"/>
111 </Item>
112 <Item>
113 <id value="42991"/>
114 <UNK_MEMBER_0x1E720953 value="0.50000000"/>
115 </Item>
```

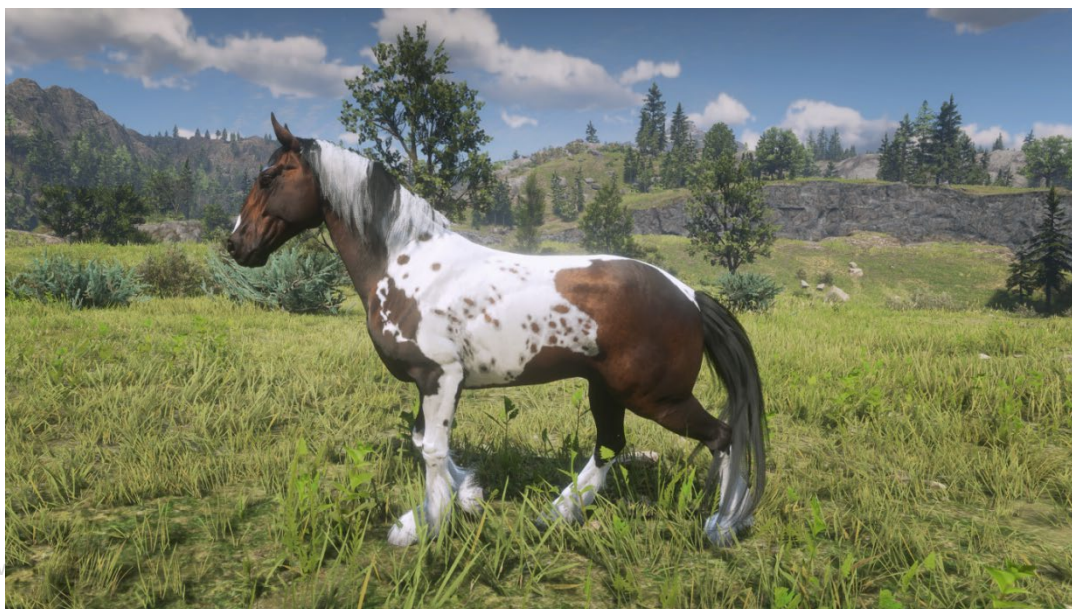
## Adding Shoes

To add horse shoes, find the hoof code cluster and replace with this entry

```
<Item>
<UNK_MEMBER_0xC720CAAA>0xD140B63B</UNK_MEMBER_0xC720CAAA>
<UNK_MEMBER_0xC8D27281>0x60C257DA</UNK_MEMBER_0xC8D27281>
<normal>0x130A9377</normal>
<UNK_MEMBER_0x7A84E7BF>0x39578DD1</UNK_MEMBER_0x7A84E7BF>
<UNK_MEMBER_0x66771820/>
<UNK_MEMBER_0x48EA2F7E value="0"/>
<UNK_MEMBER_0x368C8AC3 value="0"/>
<UNK_MEMBER_0xB69E0AE8 value="0"/>
<probability value="255"/>
</Item>
```

## Swapping Coat Textures

Swapping coat textures allows any horse breed to use any coat. For the purpose of this guide I'll be replacing the Tiger Striped Bay Mustangs coat with the Norfolk Roadster's Spotted Tricolor.



Step 1. Open both a\_c\_horse\_mustang\_tigerstripedbay.ymt and a\_c\_horse\_norfolkroadster\_spottedtricolor.ymt  
In a\_c\_horse\_norfolkroadster\_spottedtricolor.ymt highlight from the beginning of the eye cluster to the end of the mane cluster. Right click > copy or Ctrl+C

```
a_c_horse_norfolkroadster_spottedtricolor.ymt a_c_horse_mustang_tigerstripedbay.ymt
2 <0x04BD672F>
3 <UNK_MEMBER_0x124563FF>
4 <Item>
5 <name/>
6 <UNK_MEMBER_0x6BA0D406>0xAc2315DA</UNK_MEMBER_0x6BA0D406>
7 <UNK_MEMBER_0x7F2E3DC6/>
8 <UNK_MEMBER_0xC664B008/>
9 <UNK_MEMBER_0x3FD0C14E/>
10 <UNK_MEMBER_0x509F0480/>
11 <scale value="1.01700000"/>
12 <UNK_MEMBER_0xC547BF6E value="0.00000000"/>
13 <UNK_MEMBER_0x0FA9BAB7 value="0.01562500"/>
14 <UNK_MEMBER_0x558AFB3E value="1.00000000"/>
15 <UNK_MEMBER_0x0F070A31 value="0.00000000"/>
16 <UNK_MEMBER_0x5D6502F4 value="0.00000000"/>
17 <UNK_MEMBER_0x3EEF3D09 value="0.20000000"/>
18 <UNK_MEMBER_0x6DE241BD value="0.00000000"/>
19 <UNK_MEMBER_0xBDB05E7E>0x3224DB51</UNK_MEMBER_0xBDB05E7E>
20 <UNK_MEMBER_0xAEC6FE73 value="true"/>
21 <UNK_MEMBER_0xD3DA0D6B value="true"/>
22 <UNK_MEMBER_0x3A67E76B value="true"/>
23 <UNK_MEMBER_0xA9973338/>
24 <UNK_MEMBER_0x685A958D>
25 <Item>
26 <UNK_MEMBER_0xC720CAAA>0xB45BC8BF</UNK_MEMBER_0xC720CAAA>
27 <UNK_MEMBER_0xC8D27281>0x25D15B14</UNK_MEMBER_0xC8D27281>
28 <normal>0xB283DA4F</normal>
29 <UNK_MEMBER_0x7A84E7BF>0x1CA4EAA6</UNK_MEMBER_0x7A84E7BF>
30 <UNK_MEMBER_0x66771820/>
31 <UNK_MEMBER_0x48EA2F7E value="0"/>
32 <UNK_MEMBER_0x368C8AC3 value="0"/>
33 <UNK_MEMBER_0xB69E0AE8 value="0"/>
34 <probability value="255"/>
35 </Item>
36 <Item>
37 <UNK_MEMBER_0xC720CAAA>0x54198088</UNK_MEMBER_0xC720CAAA>
38 <UNK_MEMBER_0xC8D27281>0xD6E0FE5F</UNK_MEMBER_0xC8D27281>
39 <normal>0xDA0DD6F4</normal>
40 <UNK_MEMBER_0x7A84E7BF>0x56F58C7A</UNK_MEMBER_0x7A84E7BF>
41 <UNK_MEMBER_0x66771820/>
42 <UNK_MEMBER_0x48EA2F7E value="0"/>
43 <UNK_MEMBER_0x368C8AC3 value="0"/>
44 <UNK_MEMBER_0xB69E0AE8 value="0"/>
45 <probability value="255"/>
46 </Item>
47 <Item>
48 <UNK_MEMBER_0xC720CAAA>0x8591E73A</UNK_MEMBER_0xC720CAAA>
49 <UNK_MEMBER_0xC8D27281>0x041F78EF</UNK_MEMBER_0xC8D27281>
50 <normal>0x59FA709B</normal>
51 <UNK_MEMBER_0x7A84E7BF>0x700BF538</UNK_MEMBER_0x7A84E7BF>
52 <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
53 <UNK_MEMBER_0x48EA2F7E value="244"/>
54 <UNK_MEMBER_0x368C8AC3 value="18"/>
55 <UNK_MEMBER_0xB69E0AE8 value="195"/>
56 <probability value="255"/>
57 </Item>
58 <Item>
59 <UNK_MEMBER_0xC720CAAA>0x53A5483F</UNK_MEMBER_0xC720CAAA>
60 <UNK_MEMBER_0xC8D27281>0x4074852B</UNK_MEMBER_0xC8D27281>
61 <normal>0xAAB5F570</normal>
62 <UNK_MEMBER_0x7A84E7BF>0x508981E0</UNK_MEMBER_0x7A84E7BF>
63 <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
64 <UNK_MEMBER_0x48EA2F7E value="244"/>
65 <UNK_MEMBER_0x368C8AC3 value="18"/>
66 <UNK_MEMBER_0xB69E0AE8 value="160"/>
67 <probability value="255"/>
68 </Item>
69 <Item>
70 <UNK_MEMBER_0xC720CAAA>0x1E1A542F</UNK_MEMBER_0xC720CAAA>
71 <UNK_MEMBER_0xC8D27281>0xA178B8E5</UNK_MEMBER_0xC8D27281>
72 <normal>0x8B41FFB3</normal>
73 <UNK_MEMBER_0x7A84E7BF>0x8662582C</UNK_MEMBER_0x7A84E7BF>
74 <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
75 <UNK_MEMBER_0x48EA2F7E value="138"/>
76 <UNK_MEMBER_0x368C8AC3 value="138"/>
77 <UNK_MEMBER_0xB69E0AE8 value="138"/>
78 <probability value="255"/>
79 </Item>
80 <Item>
81 <UNK_MEMBER_0xC720CAAA>0x434D6D13</UNK_MEMBER_0xC720CAAA>
82 <UNK_MEMBER_0xC8D27281>0x0B940125</UNK_MEMBER_0xC8D27281>
83 <normal>0xE205E86E</normal>
84 <UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
85 <UNK_MEMBER_0x66771820>0xA4041CEF</UNK_MEMBER_0x66771820>
86 <UNK_MEMBER_0x48EA2F7E value="138"/>
87 <UNK_MEMBER_0x368C8AC3 value="138"/>
88 <UNK_MEMBER_0xB69E0AE8 value="138"/>
89 <probability value="255"/>
90 </Item>
91 <Item>
92 <UNK_MEMBER_0xC720CAAA>0xF2C450E1</UNK_MEMBER_0xC720CAAA>
93 <UNK_MEMBER_0xC8D27281>0x6ED7F8B9</UNK_MEMBER_0xC8D27281>
94 <normal>0xE205E86E</normal>
95 <UNK_MEMBER_0x7A84E7BF>0x74C75769</UNK_MEMBER_0x7A84E7BF>
96 <UNK_MEMBER_0x66771820>0x3DA3FDCB</UNK_MEMBER_0x66771820>
97 <UNK_MEMBER_0x48EA2F7E value="249"/>
98 <UNK_MEMBER_0x368C8AC3 value="117"/>
99 <UNK_MEMBER_0xB69E0AE8 value="117"/>
100 <probability value="255"/>
101 </Item>
102 </UNK_MEMBER_0x685A958D>
103 <UNK_MEMBER_0x86CF602A>
104 <Item>
105 <id value="10726"/>
106 <UNK_MEMBER_0x1E720953 value="0.26000000"/>
107 </Item>
108 <Item>
109 <id value="3015"/>
110 <UNK_MEMBER_0x1E720953 value="0.59999900"/>
111 </Item>
112 <Item>
113 <id value="18278"/>
```

Step 2. Switch to a\_c\_horse\_mustang\_tigerstripedbay.ymt and highlight the same section as in the previous step. I want to keep the feathers on the mustang so I don't highlight the feather cluster, however if I did want to remove the feathers I would highlight that cluster as well. Right click > paste or Ctrl+P

```
a_c_horse_norfolkroadster_spottedtricolor.ymt a_c_horse_mustang_tigerstripedbay.ymt
2 <0x04BD672F>
3 <UNK_MEMBER_0x124563FF>
4 <Item>
5 <name/>
6 <UNK_MEMBER_0x6BA0D406>0xAC2315DA</UNK_MEMBER_0x6BA0D406>
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Save the file and place it in Red Dead Redemption 2 > lml > stream

Boot up the game and test your results. If it's not as expected, check your file to make sure everything lines up and there are no spaces in between lines.

Thank you for viewing this guide, I hope the information provided is helpful.

**Happy Horsing Around!!**

