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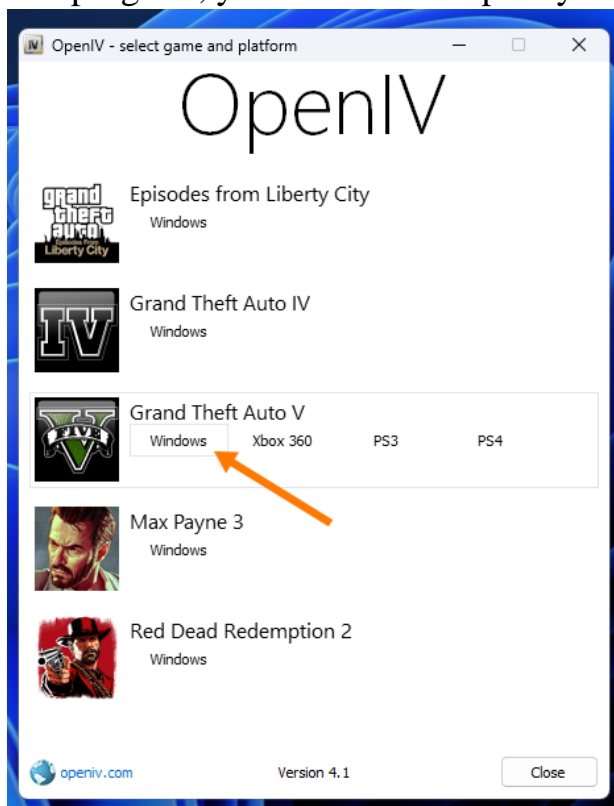
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Instructions for installing the Fortnite mod animations in GTA 5"

1. Installation in Open IV .

1.1 Opening Open IV

Open [OpenIV](#) and select the «Windows» platform. If this is your first time using this program, you will need to specify the path to the folder with GTA 5.



1.2. Copying the RPF archive to "mods" .

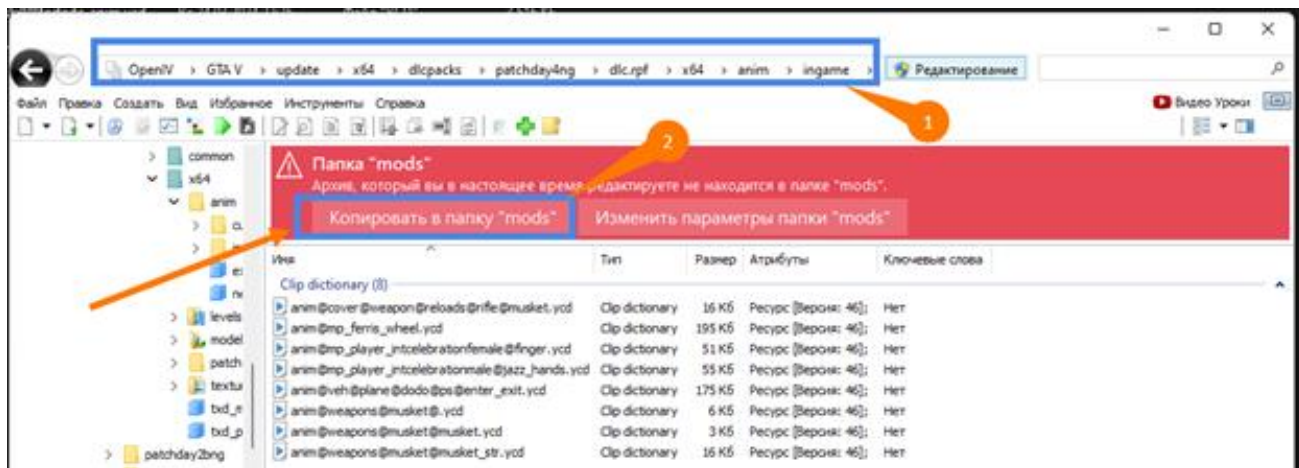
In OpenIV , go to:

«GTA V\\update\\x64\\dlcpacks\\patchday4ng\\dlc.rpf\\x64\\anim\\ingame\\clip_anim@.rpf\\»

Then follow these steps:

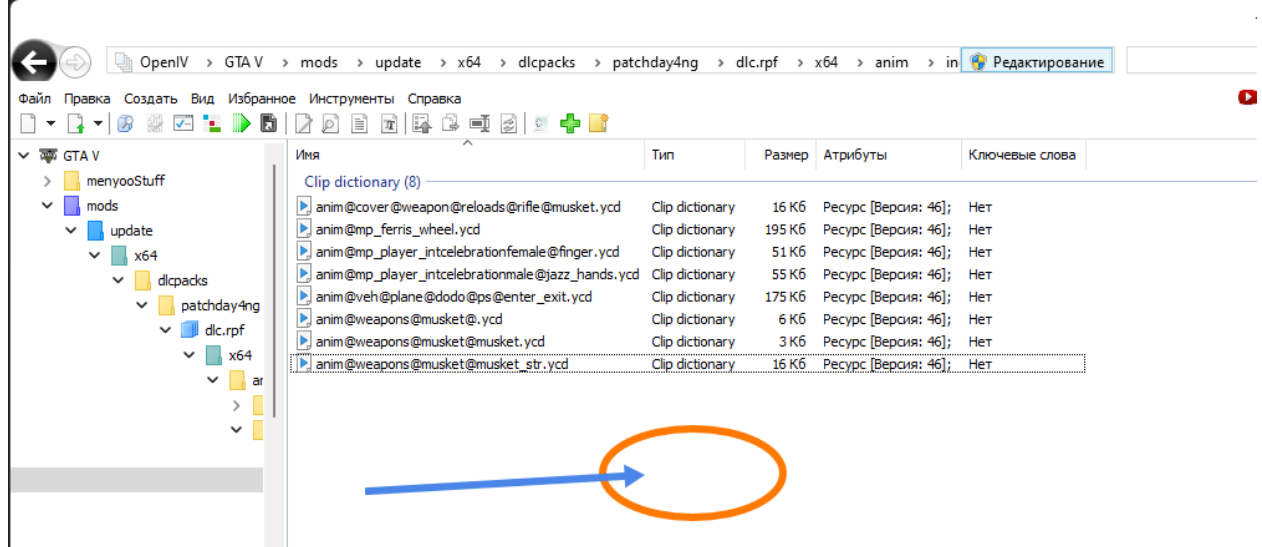
Step 1. Double-check that the path is correct

Step 2. Click "Copy to " mods " folder"



1.3. Adding an animation file

Drag the file "victorch4@multiskill@fortnite_anim.ycd" to this location:



It should be like this:

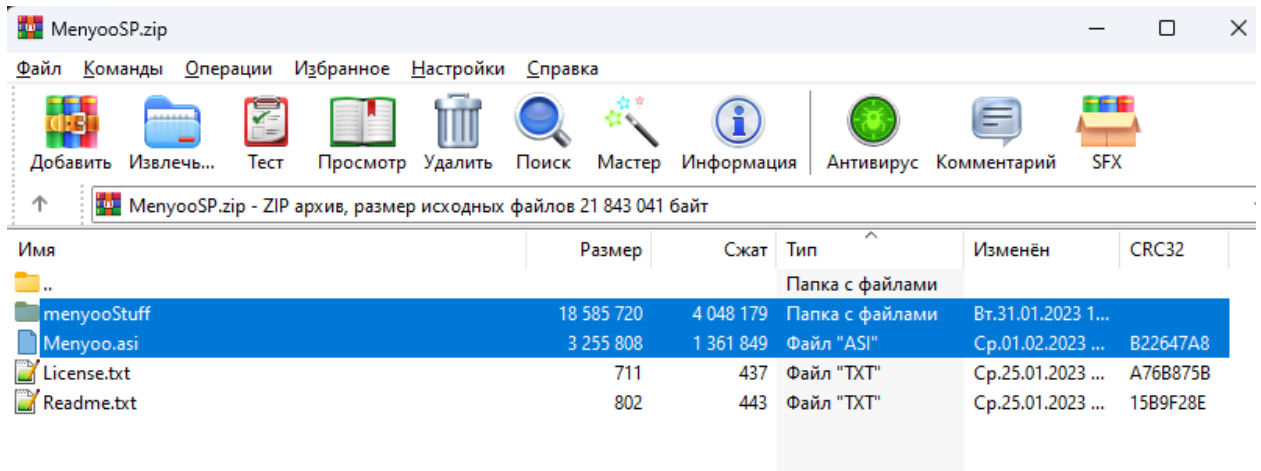
Имя	Тип	Размер	Атрибуты	Ключевые слова
Clip dictionary (9)				
anim@cover@weapon@reloads@rifle@musket.ycd	Clip dictionary	16 Kб	Ресурс [Версия: 46];	Нет
anim@mp_ferris_wheel.ycd	Clip dictionary	195 Kб	Ресурс [Версия: 46];	Нет
anim@mp_player_intcelebrationfemale@finger.ycd	Clip dictionary	51 Kб	Ресурс [Версия: 46];	Нет
anim@mp_player_intcelebrationmale@jazz_hands.ycd	Clip dictionary	55 Kб	Ресурс [Версия: 46];	Нет
anim@veh@plane@dodo@ps@enter_exit.ycd	Clip dictionary	175 Kб	Ресурс [Версия: 46];	Нет
anim@weapons@musket@.ycd	Clip dictionary	6 Kб	Ресурс [Версия: 46];	Нет
anim@weapons@musket@musket.ycd	Clip dictionary	3 Kб	Ресурс [Версия: 46];	Нет
anim@weapons@musket@musket_str.ycd	Clip dictionary	16 Kб	Ресурс [Версия: 46];	Нет
victorch4@multiskill@fortnite_anim.ycd	Clip dictionary	3 516 Kб	Ресурс [Версия: 46];	Нет

2. Installation of Manyoo .

2.1. Download [Manyoo](#).

2.2. Adding Manyoo files

Open the archive “ ManyooSP.zip ” and drag the 2 files highlighted on the screen into the folder with GTA 5.



2.3. Adding new animations to favorites.

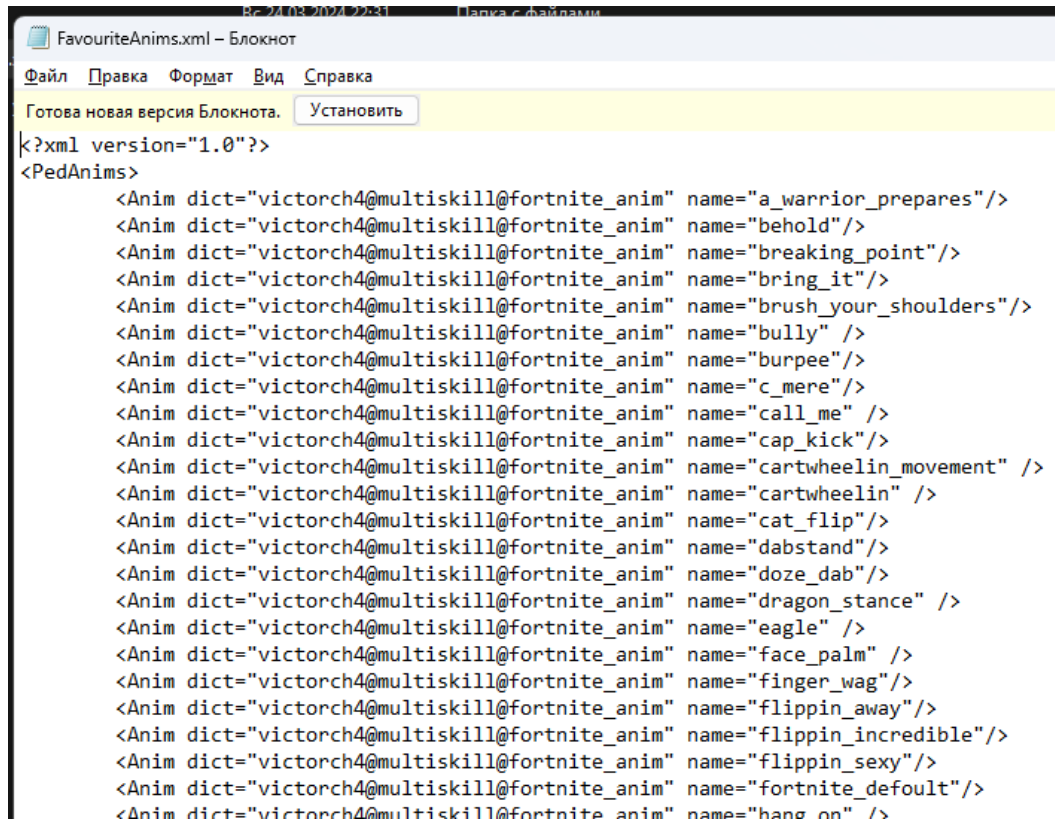
Move the " menyooStuff " folder from the downloaded archive to the " menyooStuff " folder

If you did everything correctly, new animations will appear in your favorite animations.

3. If you already have Manyoo and have favorite animations .

3.1. Opening "FavouriteAnims.xml".

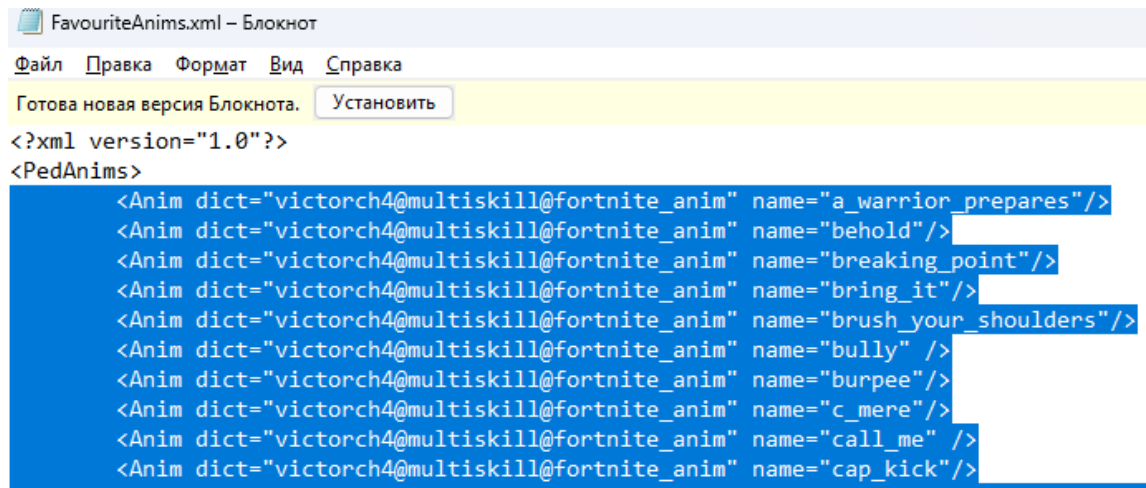
Open the file "FavouriteAnims.xml", which is located in the "menyooStuff" folder from the downloaded archive in notepad, if you have Notepad++, it's better in it.



```
<?xml version="1.0"?>
<PedAnims>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="a_warrior_prepares"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="behold"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="breaking_point"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="bring_it"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="brush_your_shoulders"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="bully" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="burpee"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="c_mere"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="call_me" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="cap_kick"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="cartwheelin_movement" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="cartwheelin" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="cat_flip"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="dabstand"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="doze_dab"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="dragon_stance" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="eagle" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="face_palm" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="finger_wag"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="flippin_away"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="flippin_incredible"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="flippin_sexy"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="fortnite_defoult"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="hang_on" />
```

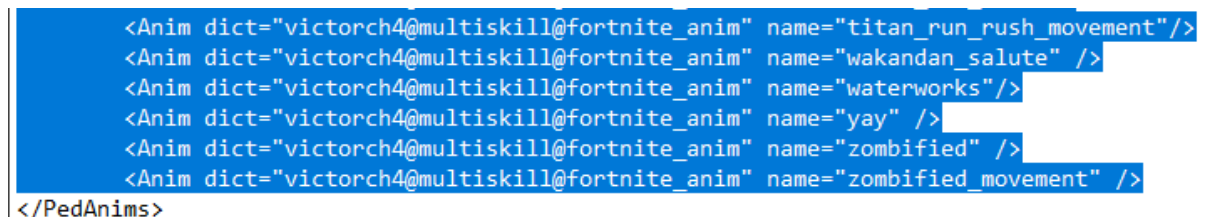
3.2. Selecting the required lines.

Select all lines after " <PedAnims> "



```
<?xml version="1.0"?>
<PedAnims>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="a_warrior_prepares"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="behold"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="breaking_point"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="bring_it"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="brush_your_shoulders"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="bully" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="burpee"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="c_mere"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="call_me" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="cap_kick"/>
```

and before " </PedAnims> "

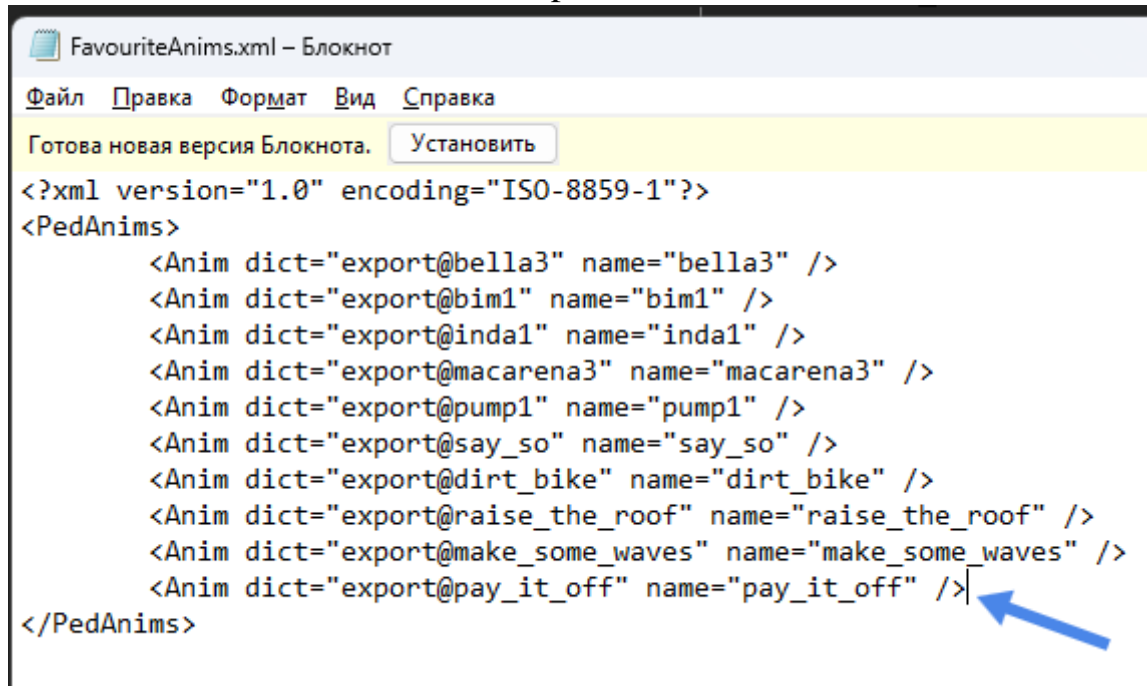


```
  <Anim dict="victorch4@multiskill@fortnite_anim" name="titan_run_rush_movement"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="wakandan_salute" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="waterworks"/>
  <Anim dict="victorch4@multiskill@fortnite_anim" name="yay" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="zombified" />
  <Anim dict="victorch4@multiskill@fortnite_anim" name="zombified_movement" />
</PedAnims>
```

and press Ctrl + C to copy.

3.3. Adding new animations

In the menyooStuff folder , open your FavoriteAnims.xml file, place your text cursor at the end of the last line and press Enter .



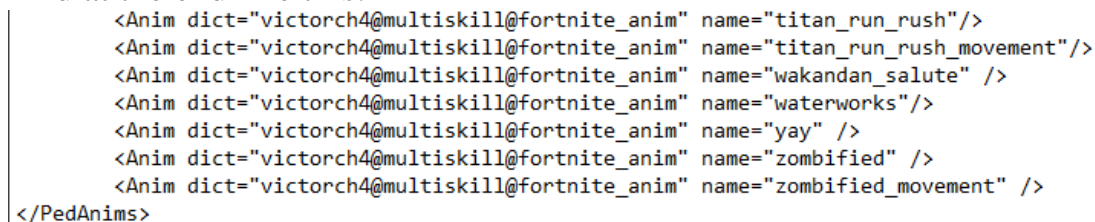
```
<?xml version="1.0" encoding="ISO-8859-1"?>
<PedAnims>
    <Anim dict="export@bella3" name="bella3" />
    <Anim dict="export@bim1" name="bim1" />
    <Anim dict="export@inda1" name="inda1" />
    <Anim dict="export@macarena3" name="macarena3" />
    <Anim dict="export@pump1" name="pump1" />
    <Anim dict="export@say_so" name="say_so" />
    <Anim dict="export@dirt_bike" name="dirt_bike" />
    <Anim dict="export@raise_the_roof" name="raise_the_roof" />
    <Anim dict="export@make_some_waves" name="make_some_waves" />
    <Anim dict="export@pay_it_off" name="pay_it_off" />
</PedAnims>
```

Paste the lines you copied earlier. It should be like this:



```
<?xml version="1.0" encoding="ISO-8859-1"?>
<PedAnims>
    <Anim dict="export@bella3" name="bella3" />
    <Anim dict="export@bim1" name="bim1" />
    <Anim dict="export@inda1" name="inda1" />
    <Anim dict="export@macarena3" name="macarena3" />
    <Anim dict="export@pump1" name="pump1" />
    <Anim dict="export@say_so" name="say_so" />
    <Anim dict="export@dirt_bike" name="dirt_bike" />
    <Anim dict="export@raise_the_roof" name="raise_the_roof" />
    <Anim dict="export@make_some_waves" name="make_some_waves" />
    <Anim dict="export@pay_it_off" name="pay_it_off" />
    <Anim dict="victorch4@multiskill@fortnite_anim" name="a_warrior_prepares"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="behold"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="breaking_point"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="bring_it"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="brush_your_shoulders"/>
```

And at the end like this:



```
    <Anim dict="victorch4@multiskill@fortnite_anim" name="titan_run_rush"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="titan_run_rush_movement"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="wakandan_salute" />
    <Anim dict="victorch4@multiskill@fortnite_anim" name="waterworks"/>
    <Anim dict="victorch4@multiskill@fortnite_anim" name="yay" />
    <Anim dict="victorch4@multiskill@fortnite_anim" name="zombified" />
    <Anim dict="victorch4@multiskill@fortnite_anim" name="zombified_movement" />
</PedAnims>
```

If you did everything correctly, new animations will appear in your favorite animations.

4. Installation of Script Hook V.

4.1 [Download Script Hook V](#).

Script Hook V

Script Hook V is the library that allows to use **GTA V** script native functions in custom *.asi plugins. Note that it doesn't work in GTA Online, script hook closes GTA V when player goes in multiplayer, see details in the readme.

This distrib also includes the latest **Asi Loader** and **Native Trainer**.

Installation

1. Copy *ScriptHookV.dll* to the game's main folder, i.e. where *GTA5.exe* is located.
2. In order to load asi plugins you need to have asi loader installed, you can download it separately or use the latest version that comes with this distrib (*dinput8.dll*). You must delete previous asi loader version (*dsound.dll*) if you have one installed.
3. This distrib also includes a sample asi plugin - native trainer, if you need a trainer then copy *NativeTrainer.asi* too.

Concept

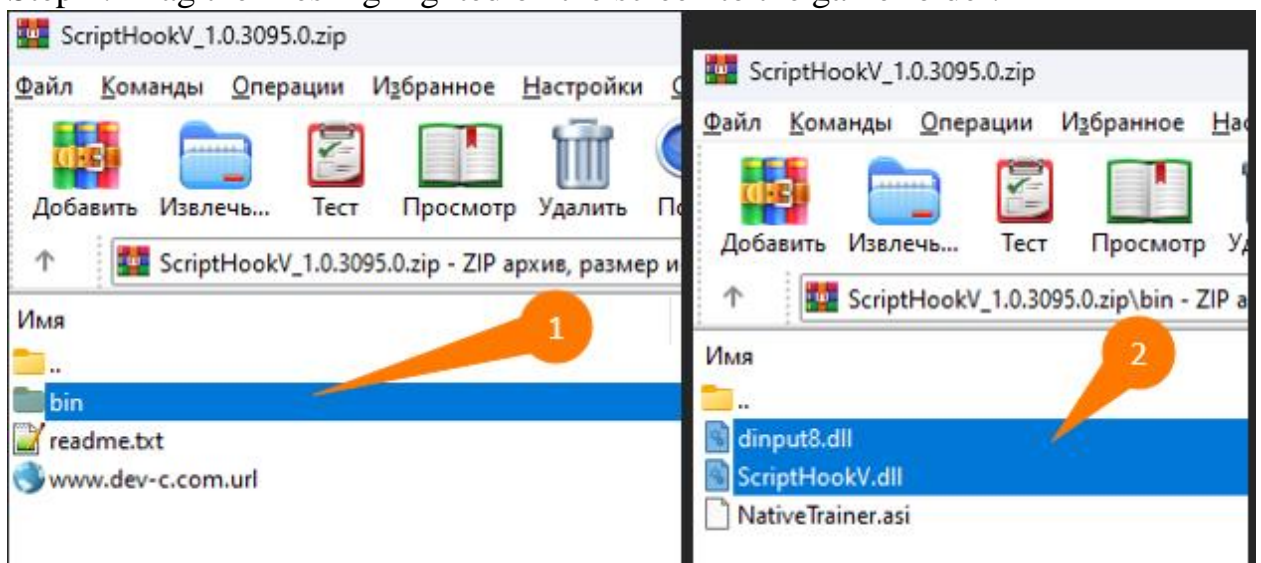
The main concept is that compiled script plugins depend only on ScriptHookV.dll, so when the game updates the only thing that user must do in order to make scripts working again is to update script hook runtime (i.e. ScriptHookV.dll).

Released	15 Dec 2023
Version	v1.0.3095.0
Supported patches	1.0.335.2-1.0.3095.0
Download	Download
For developers	Download SDK
International support	Topic on gtaforums

4.2 Adding Script Files Hook V.

Step 1. Open the “ bin ” folder in the archive

Step 2. Drag the files highlighted on the screen to the game folder.



5. View in game.

5.1 Open Manyoo on F8.

Step 1. In the main menu, select the 2nd item «Player».

Step 2. Select the 4th item «Animations».

Step 3: Select the 43th item «Favorites»

And if you did everything correctly, you will have a list of animations.