

# HOW TO USE MY MODS by Hunk

## 1.1 *NativeUI.dll* and *Naudio.dll* Do I need, or can I replace them?

First of all, I would like to explain to You, that some of my mods has included **NAudio.dll** and **NativeUI.dll** files in archives and some people may think that files can't be replaced if some other scripters included them in their archives, for example, you download script from another author and his script requires Naudio.dll or NativeUI.dll that author included in theirs archives as well. So, you may ask the reasonable question: "Hey, what should I do? It can be only replaced, will Hunks or other Authors mod will still be working if I'll replace one with another Naudio.dll or NativeUI.dll? The answer is - "yes, it doesn't matter whose file you use, since we downloaded it from the same source and it may only be different in file version (I'm using NativeUI 1.7 version, which is the latest version on current moment). So, you can just replace it if you want or not if you already have those files in your **../Grand Theft Auto V/scripts/** folder.



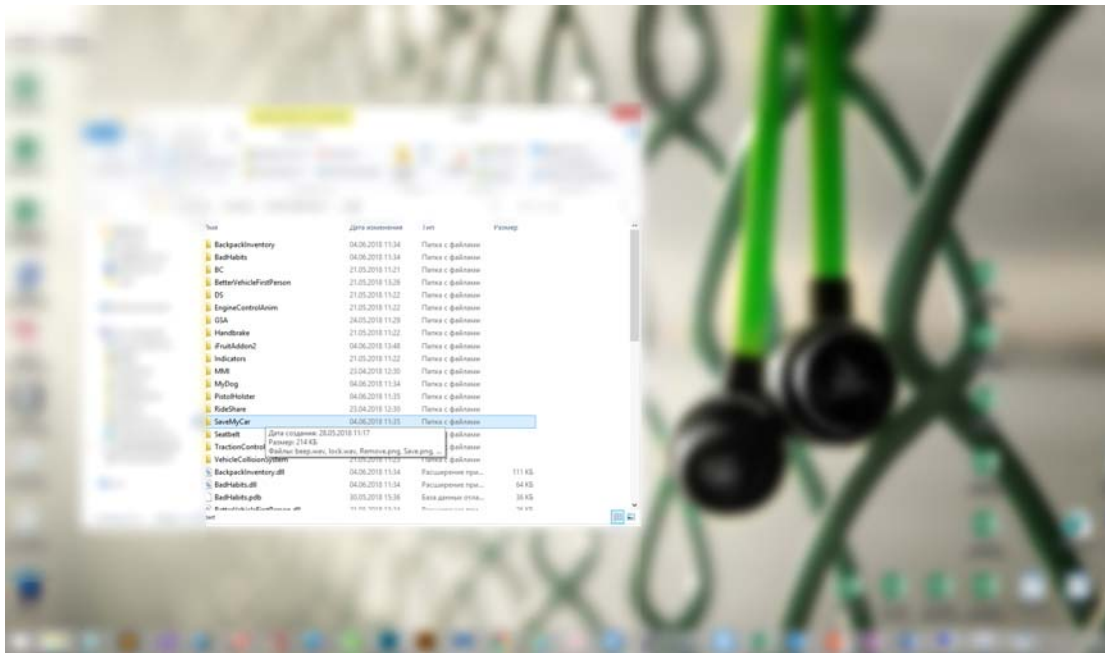
**NativeUI.dll**



**Naudio.dll**

## 1.2 How do i change controls in *.ini* file?

For example, let's take a look on one of my latest mods that i called "Save my car (Save vehicle + mileage)". Let's open SaveMyCar.ini file that must be installed in your scripts root folder (**../Grand Theft Auto V/scripts/SaveMyCar/...**).



There you will see line: **“SAVE\_REMOVE\_CAR\_BUTTON = 131”**

```
[SETTINGS]
AUTO_UPDATE_VEHICLE_STATUS = True
SHOW_CROSSHAIR = True
HINT_TOGGLE = True
VEHICLE_MILEAGE_EXPLOTTATION_LIMIT = 50000
GLOBAL_VOLUME_DOWN = 10
SAVE_REMOVE_CAR_BUTTON = 131
LOCK_UNLOCK_CAR = 76
SHOW_MPH_TRAVELLED = 37
```

Remember this number (“131”) and open Control Inputs.txt included in archive. Look there for line: **INPUT\_VEH\_SUB\_ASCEND = 131**. As you can see, that number represents the action button, that you press to Lift-Up Tow hook or Give a tilt to your vehicle while in the air. (As for me its Shift by default). To find out what key is this for you, you need to go to your GTAV settings > **Key Bindings** (in different language versions it has different name, so just figure out how its named on yours. You can achieve this menu while pause game.



**Notice:** The different input key names can have the same button. For example, while character is on foot, if you press **INPUT\_VEH\_SUB\_ASCEND** he will Sprint, but when character is in tow car, the tow car hook will lift up.

Now, find any suitable key action button for yourself in Control Inputs.txt file, for instance lets pick up "INPUT\_CONTEXT = 51", which is the key you press to chat with some random peds (Action key, "E" by default). Copy or remember number "51", and paste/type it in SaveMyCar.ini file in the **SAVE\_REMOVE\_CAR\_BUTTON**, right after "=", so it would look like this: **"SAVE\_REMOVE\_CAR\_BUTTON = 51"**. And now, to save your car you will need to press "E" button or whatever is assigned for your action button in main GTAV control settings.

### 1.3 In your mods you often using "PHONE\_LEFT\_BUTTON", what the heck does it mean?

Remember what I told you in previous guide section (1.2)? It's the key, that you use to scroll phone left while using phone UI, **BUT**, like I said. It doesn't mean that you have to pull out your phone, the button on your keyboard or joystick doesn't disappear if character hiding phone in pocket, right? (:

So, **WITHOUT** taking out the phone from characters pocket, just press this button. Simple, huh?