

MOVING TARGET TRACKER V1.1.X GUIDE

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1. PREFACE

Probably you know my VAutodrive mod (<https://www.gta5-mods.com/scripts/vautodrive>). The GTA IV version (Autodrive) was able to escort or chase moving targets already and of course I wanted to implement this in the GTA V version as well. A reasonable way of implementing a new feature is to create a standalone project for research before a developer messes with the main code.

MovingTargetTracker is such an experimental project which resides on my drive for quite a while now. I have never implemented it into VAutodrive for personal reasons and it wasn't even my intention to make it public but due to popular demand, I did it anyway.

Important Note: As this is an experimental release I will not take feature requests or complaints! So take it or leave it.

2. ABOUT THIS MOD

MovingTargetTracker lets you escort or chase other vehicles while they drive or fly. It works with cars, bikes, boats and even helicopters. I haven't tested it with planes but feel free to try it.

3. INSTALLATION INSTRUCTIONS

- Download and install Alexander Blade's ScriptHookV
<http://www.dev-c.com/gtav/scripthookv>
- Download and install ScriptHookVDotNet V2.10
<https://github.com/crosire/scripthookvdotnet/releases>
- Go to your GTA V installation and look if there is a folder named **Scripts**. If it's not there, create it.
- Open the Scripts folder and copy **MovingTargetTracker.dll** and **VCommonFunctions.dll** into the Scripts folder.
- Go to "C:\Users[LocalAccountName]\Documents\Rockstar Games\GTA V" and create a folder named **ModSettings**. If you run either VAutodrive or my Teleportals mod, this ModSettings folder should already exist.
- Copy the **MovingTargetTrackerConfig.xml** into the ModSettings folder.

4. HOW TO USE THIS MOD

Note: All key bindings mentioned here can be changed in the configuration. Please read section 5.1 for details.

There are two ways to lock a moving target (you must sit in a driver seat either way).

1. Aim at the target and press the **space** bar while aiming. Once locked you will see a message at the bottom of the screen `"Escort mode activated"`. If you don't see this message, the lock was not successful. Try again.
2. If the moving target has a blip, you can lock on that blip. Press Shift+Space. A message `"Go to map view now and mark the blip."` appears. Go to the map view and place a waypoint onto the blip. Leave the map view and the message `"Escort mode activated"` appears.

Please note the escort mode tries to keep a certain distance while the target is not moving. So don't wonder that you don't move as long as the target is closer than 15 meters.

You can change from escort mode to chase mode by pressing the **Right Arrow** key.

Change back to escort mode by pressing the **Left Arrow** key.

Dismiss a target by pressing **Ctrl+Shift+D**.

As this mod is an experimental project, there is a test entity which can be spawned. Do this by pressing **Ctrl+Shift+C**. A caddy (configurable) with a driver and a light-green blip will appear somewhere near your current position. This test entity will not move as long as you haven't locked it as target. Once done it will start to drive around with 30 Mph (configurable). When you change to chase mode, the entity will try to flee from you at max speed.

In case you are in water with a boat, the test entity will spawn on a seashark (configurable).

You can dispose the test entity by pressing **Ctrl+Shift+X**. I will automatically be dismissed.

5. HOW TO CHANGE SETTINGS

All settings are persisted in the **MovingTargetTrackerConfig.xml**.

Here is what it looks like when you open it with any text editor. I recommend Notepad++ for syntax highlighting.

```
<ConfigurationContainer xmlns:i="http://www.w3.org/2001/XMLSchema-
instance" xmlns="http://schemas.datacontract.org/2004/07/MovingTargetTr
acker">
  <BoatModel>seashark</BoatModel>
  <GroundVehicleModel>caddy</GroundVehicleModel>
```

I removed the key containers here because that's something I am going to explain in the next section.

```
  <MinDistanceOnEscort>15</MinDistanceOnEscort>
  <TestEntityCruiseSpeed>30</TestEntityCruiseSpeed>
  <Version>1</Version>
</ConfigurationContainer>
```

As you can see this is pretty self-explanatory. If you want to change the boat model for the test entity then simply enter another model name. CAUTION! This mod was originally not meant for the public. So there is no fool-proof mechanism. The mod will cease to function if you enter an invalid model name! Also watch out to not destroy the structure. Just one missing bracket and POOF! Also don't touch the Version number.

5.1 HOW TO CHANGE KEY BINDINGS

Here is the Keys section of the configuration. Think of it as a box. Its boundaries are defined by the

```
<Keys xmlns:d2p1="http://schemas.datacontract.org/2004/07/Cyron43.GtaV.Common">
```

at the start and the `</Keys>` at the end.

Inside that box are a bunch of key containers. Each key container consists of settings for the Alt-, Ctrl-, Shift- and Main-keys. Valid keys are listed here: [https://msdn.microsoft.com/en-us/library/system.windows.forms.keys\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.windows.forms.keys(v=vs.110).aspx)

Please **never** touch the Name parameter! This one is used by the mod to find the corresponding key containers for its functions.

```
<Keys xmlns:d2p1="http://schemas.datacontract.org/2004/07/Cyron43.GtaV.Common">
  <d2p1:KeyContainer>
    <d2p1:Alt>false</d2p1:Alt>
    <d2p1:Ctrl>false</d2p1:Ctrl>
    <d2p1:Key>Right</d2p1:Key>
    <d2p1:Name>ChaseMode</d2p1:Name>
    <d2p1:Shift>false</d2p1:Shift>
  </d2p1:KeyContainer>
  <d2p1:KeyContainer>
    <d2p1:Alt>false</d2p1:Alt>
    <d2p1:Ctrl>true</d2p1:Ctrl>
    <d2p1:Key>C</d2p1:Key>
    <d2p1:Name>CreateTestEntity</d2p1:Name>
    <d2p1:Shift>true</d2p1:Shift>
  </d2p1:KeyContainer>
  <d2p1:KeyContainer>
    <d2p1:Alt>false</d2p1:Alt>
    <d2p1:Ctrl>true</d2p1:Ctrl>
    <d2p1:Key>D</d2p1:Key>
    <d2p1:Name>DismissTarget</d2p1:Name>
    <d2p1:Shift>true</d2p1:Shift>
  </d2p1:KeyContainer>
  <d2p1:KeyContainer>
    <d2p1:Alt>false</d2p1:Alt>
    <d2p1:Ctrl>true</d2p1:Ctrl>
    <d2p1:Key>X</d2p1:Key>
    <d2p1:Name>DisposeTestEntity</d2p1:Name>
    <d2p1:Shift>true</d2p1:Shift>
  </d2p1:KeyContainer>
  <d2p1:KeyContainer>
    <d2p1:Alt>false</d2p1:Alt>
    <d2p1:Ctrl>false</d2p1:Ctrl>
    <d2p1:Key>Left</d2p1:Key>
    <d2p1:Name>EscortMode</d2p1:Name>
    <d2p1:Shift>false</d2p1:Shift>
  </d2p1:KeyContainer>
</Keys>
```

```
<d2p1:KeyContainer>
  <d2p1:Alt>false</d2p1:Alt>
  <d2p1:Ctrl>false</d2p1:Ctrl>
  <d2p1:Key>Space</d2p1:Key>
  <d2p1:Name>LockTarget</d2p1:Name>
  <d2p1:Shift>false</d2p1:Shift>
</d2p1:KeyContainer>
<d2p1:KeyContainer>
  <d2p1:Alt>false</d2p1:Alt>
  <d2p1:Ctrl>false</d2p1:Ctrl>
  <d2p1:Key>Space</d2p1:Key>
  <d2p1:Name>MarkBlip</d2p1:Name>
  <d2p1:Shift>true</d2p1:Shift>
</d2p1:KeyContainer>
</Keys>
```