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## How dsCore works

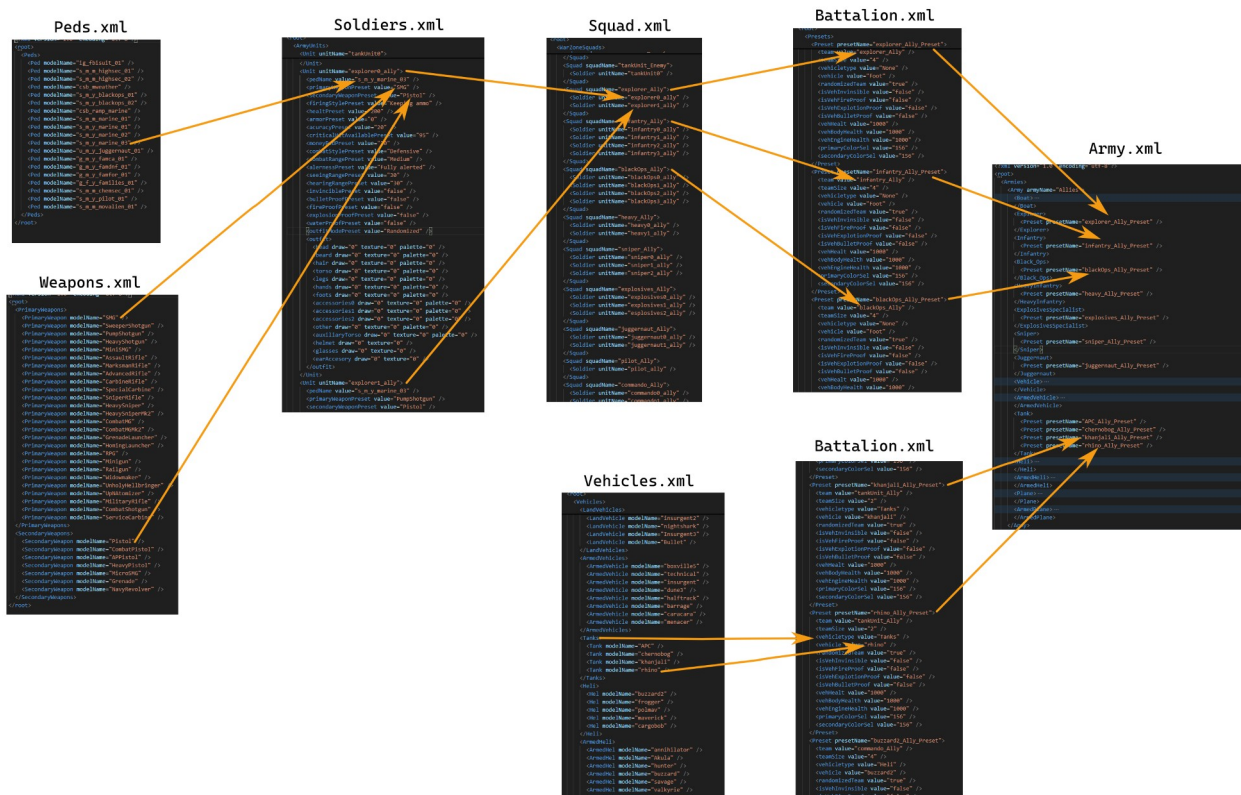
Personal army, Warzone and Head hunters are mods that work with dsCore, which means they share a similar configurations files. These files are saved into “User” folder in the installation of this mod.

To understand how to customize files, you have to know how files work and what is contained in each one.

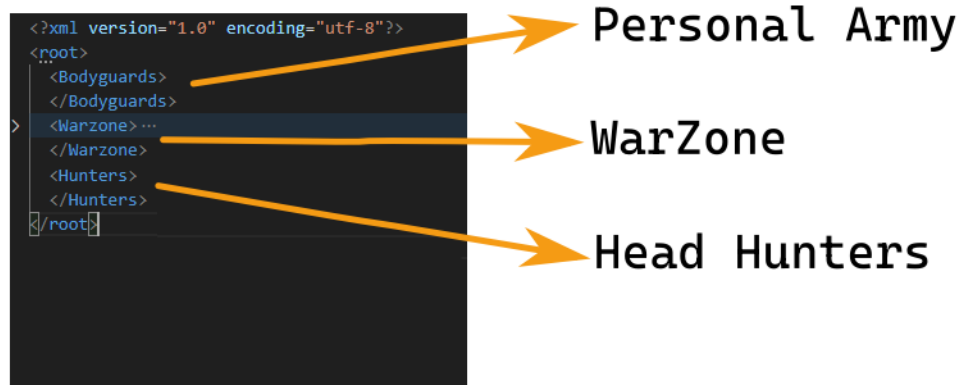
- Weapons.xml: This file contains a list of weapons spawn names. These names can be used in mod menus in the game and to be spawned into the game.
- Vehicles.xml: This file contains a list of vehicle spawn names. These names can be used in mod menus in the game and to be spawned in the game; they are also separated into several categories to use.
- Peds.xml: This file contains a list of character (also called “Peds”) spawn names, this names can be used in mod menus to be spawned into the game.
- Soldiers.xml: the concept of “soldier” in dsCore represents a ped (character) with customized parameters, like health, armor, weapon, resistance, etc. This file contains that customization using ped spawn names contained in Peds.xml and weapons from Weapons.xml.
- Squad.xml: A “squad” represents a group of “soldiers” to have a set of soldiers in the same category. This file contains a list of all squads, with the soldiers of each squad.
- Battalion.xml: A “Battalion” is mainly the way of how a squad will be deployed in the game, and it’s a conjunction of a squad and a vehicle, however. It is used to deploy them on foot or also in parachute. This file contains a list of battalions with the configuration of each one, like the selected squad, selected vehicle and characteristics of how they will be deployed.
- Army.xml: An “Army” is a conjunction of several battalions separated into categories to be deployed. This file contains a list of armies with their categories and the battalions in each category.

There are other files, but these are the main ones to know. Other files save options for each mod. You can explore and modify all files, remember that there is a folder with a backup of default files.

(Full size image include in “Guides” folder)



File content is separated by tags for their corresponding mods, which allow for different configurations for each mod. The tags are the next:



# How to customize files

## Step 1: Adding spawn names






Step 1 is adding the spawn name of peds (characters), weapons or vehicles that you want to use. The spawn name is the name with which the game recognizes that element and allows it to be created in the game.

### *Where can I find the spawn names?*



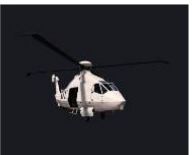


You can find spawn names by simply searching the internet for something like “GTA V ped models” or “GTA V vehicle models”, There are webpages like altV that shows information about game assets.

These are some examples:


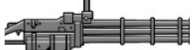

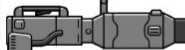
<https://docs.altv.mp/gta/articles/ped/models.html>

<b>DLC:</b> mptuner	<b>DLC:</b> mp2023_01			
				
<b>Name:</b> CSB_Billionaire <b>Hash:</b> 0xCA846157 <b>Type:</b> CIVMALE <b>DLC:</b> mpsecurity	<b>Name:</b> CSB_Bogdan <b>Hash:</b> 0x5F06D73D <b>Type:</b> CIVMALE <b>DLC:</b> mpchristmas2017	<b>Name:</b> CSB_Bride <b>Hash:</b> 0x82BF7EA1 <b>Type:</b> CIVFEMALE <b>DLC:</b> basegame	<b>Name:</b> CSB_Brucie2 <b>Hash:</b> 0xC860AE15 <b>Type:</b> CIVMALE <b>DLC:</b> patchday22ng	<b>Name:</b> CSB_Bryony <b>Hash:</b> 0x7791ADDD <b>Type:</b> CIVFEMALE <b>DLC:</b> mpchristmas2018
				Missing image

<https://docs.altv.mp/gta/articles/vehicle/models.html#military>

				
<b>Name:</b> akula <b>Hash:</b> 0x46699F47 <b>Display Name:</b> Akula <b>DLC:</b> mpchristmas2017	<b>Name:</b> annihilator <b>Hash:</b> 0x31F0B376 <b>Display Name:</b> Annihilator	<b>Name:</b> annihilator2 <b>Hash:</b> 0x11962E49 <b>Display Name:</b> Annihilator Stealth <b>DLC:</b> mpheist4	<b>Name:</b> buzzard <b>Hash:</b> 0x2F03547B <b>Display Name:</b> Buzzard Attack Chopper	<b>Name:</b> Buzzard2 <b>Hash:</b> 0x2C75F0DD <b>Display Name:</b> Buzzard

<https://docs.altv.mp/gta/articles/weapons/models.html>

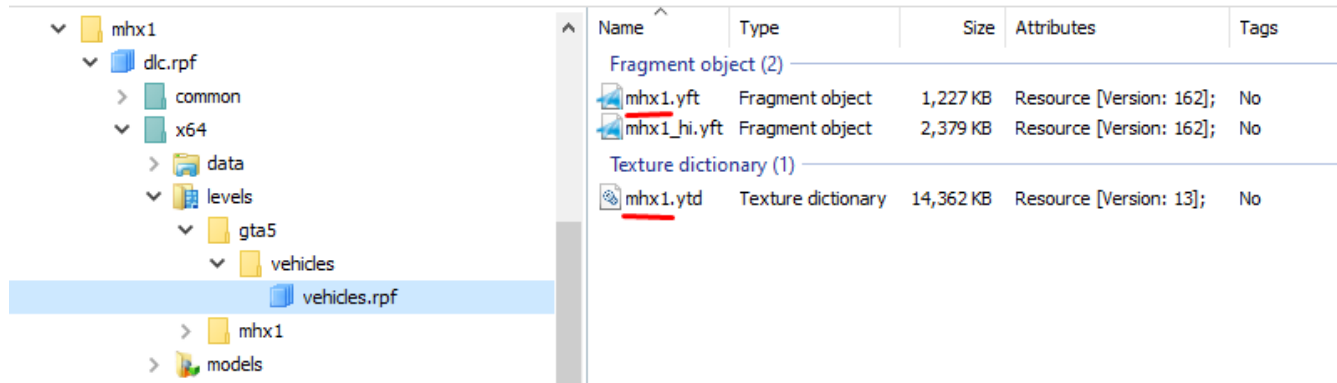
			Missing image "WEAPON_RAILGUNXM3.png"	
<b>Name:</b> WEAPON_HOMINGLAUNCHER <b>Hash:</b> 0x63AB0442 <b>Display Name:</b> Homing Launcher <b>DLC:</b> mpchristmas2	<b>Name:</b> WEAPON_MINIGUN <b>Hash:</b> 0x42BF8A85 <b>Display Name:</b> Minigun	<b>Name:</b> WEAPON_RAILGUN <b>Hash:</b> 0x6D544C99 <b>Display Name:</b> Railgun <b>DLC:</b> spugrade	<b>Name:</b> WEAPON_RAILGUNXM3 <b>Hash:</b> 0xFE23564 <b>Display Name:</b> Railgun <b>DLC:</b> mpchristmas3	<b>Name:</b> WEAPON_RAYMINIGUN <b>Hash:</b> 0xB62D1F67 <b>Display Name:</b> Widowmaker <b>DLC:</b> mpchristmas2018

## How can I use add-on peds or add-on vehicles?

Usually creators include spawn names in their descriptions, however a good way to know the spawn name is using “OpenIV” or the software that you use to install the add-ons, to search for downloaded files of that vehicle of a ped and locate the files with extension .yft or .ytd this files always has the spawn name and works for vehicles and for peds.

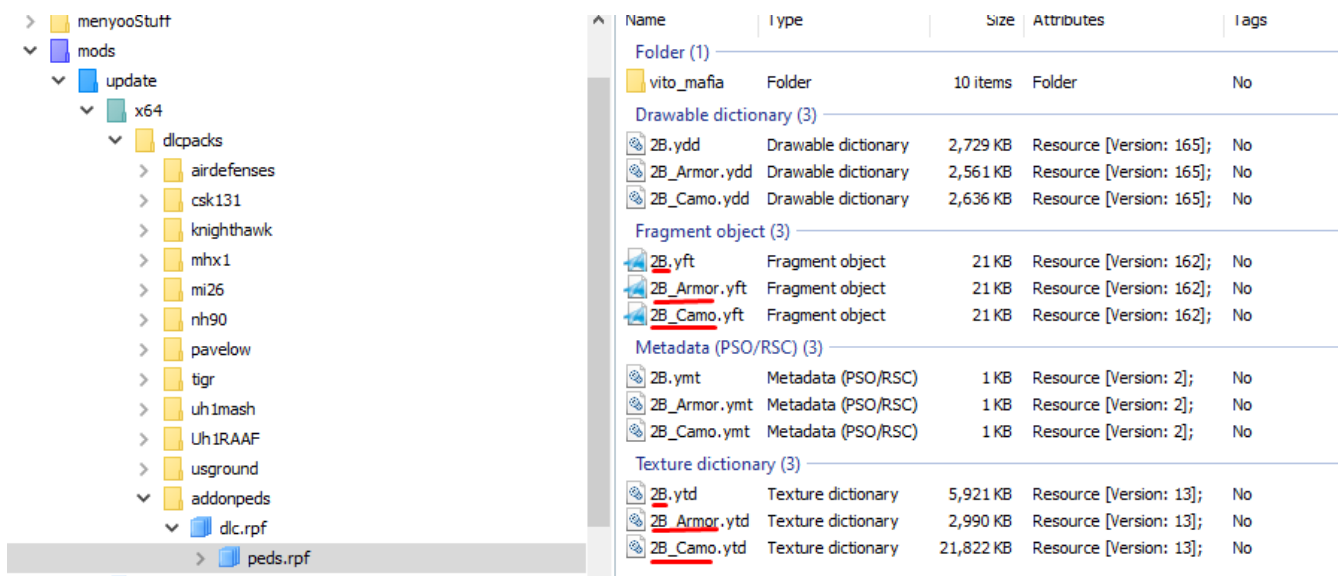
Example:

Helicopter MH-X Ghost Hawk by SkylineGTRFreak



Name	Type	Size	Attributes	Tags
Fragment object (2)				
<u>mhx1.yft</u>	Fragment object	1,227 KB	Resource [Version: 162];	No
<u>mhx1_hi.yft</u>	Fragment object	2,379 KB	Resource [Version: 162];	No
Texture dictionary (1)				
<u>mhx1.ytd</u>	Texture dictionary	14,362 KB	Resource [Version: 13];	No

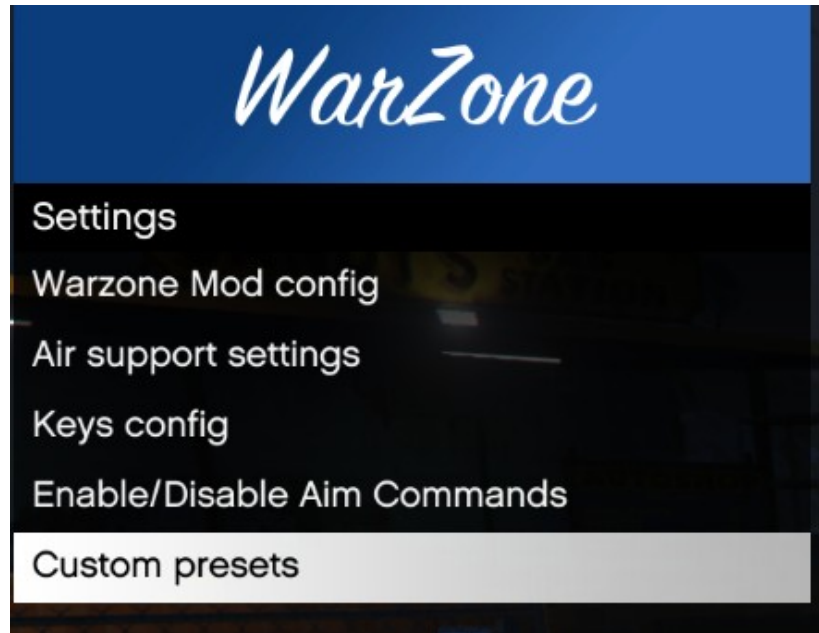
Ped 2B & A2 Nier Automata by alex189 & Kniouky (Each name is ped with a different suit)



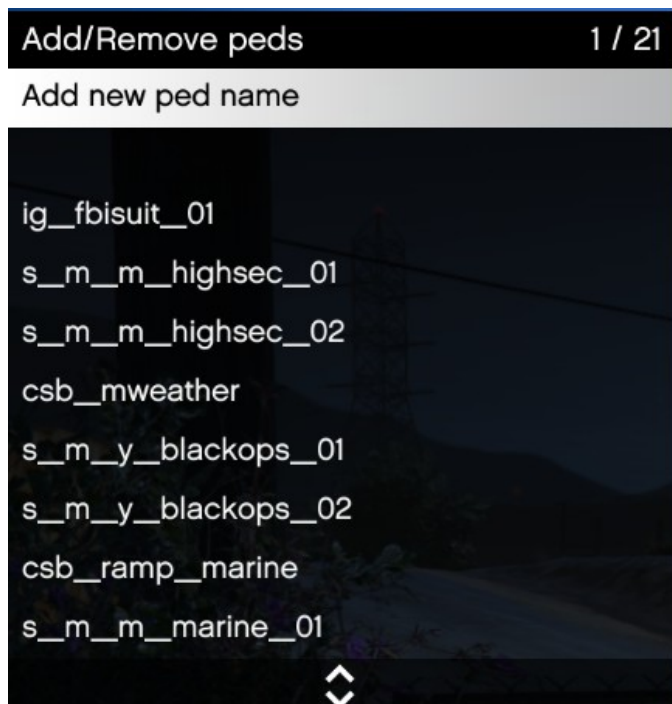
Name	Type	Size	Attributes	Tags
Folder (1)				
vito_mafia	Folder	10 items	Folder	No
Drawable dictionary (3)				
2B.ydd	Drawable dictionary	2,729 KB	Resource [Version: 165];	No
2B_Armor.ydd	Drawable dictionary	2,561 KB	Resource [Version: 165];	No
2B_Camo.ydd	Drawable dictionary	2,636 KB	Resource [Version: 165];	No
Fragment object (3)				
<u>2B.yft</u>	Fragment object	21 KB	Resource [Version: 162];	No
<u>2B_Armor.yft</u>	Fragment object	21 KB	Resource [Version: 162];	No
<u>2B_Camo.yft</u>	Fragment object	21 KB	Resource [Version: 162];	No
Metadata (PSO/RSC) (3)				
2B.ymt	Metadata (PSO/RSC)	1 KB	Resource [Version: 2];	No
2B_Armor.ymt	Metadata (PSO/RSC)	1 KB	Resource [Version: 2];	No
2B_Camo.ymt	Metadata (PSO/RSC)	1 KB	Resource [Version: 2];	No
Texture dictionary (3)				
2B.ytd	Texture dictionary	5,921 KB	Resource [Version: 13];	No
<u>2B_Armor.ytd</u>	Texture dictionary	2,990 KB	Resource [Version: 13];	No
<u>2B_Camo.ytd</u>	Texture dictionary	21,822 KB	Resource [Version: 13];	No

## Adding peds to list

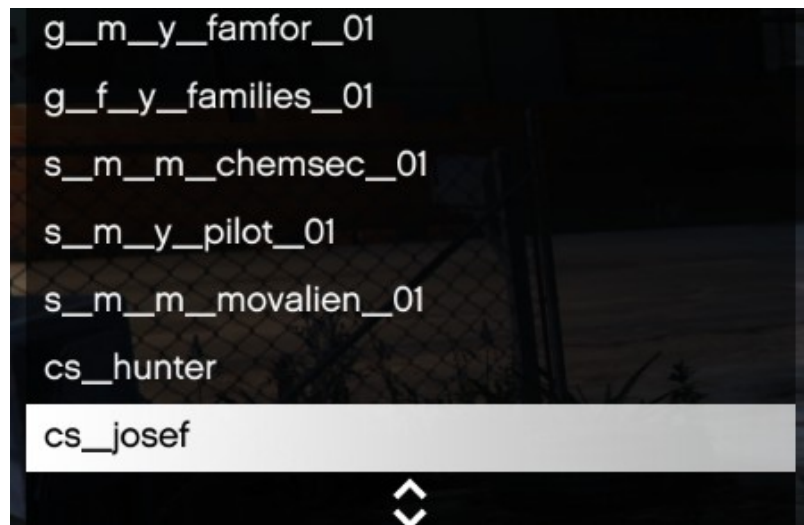
Open the mod menu and find the “Custom presets” option, which is usually in the configuration menu.



Select the “Add/Remove peds” option, then select “Add new ped name” and put the spawn name of the ped that you want to add. In this case, I will add “CS\_Hunter ” and “CS\_Josef ”.

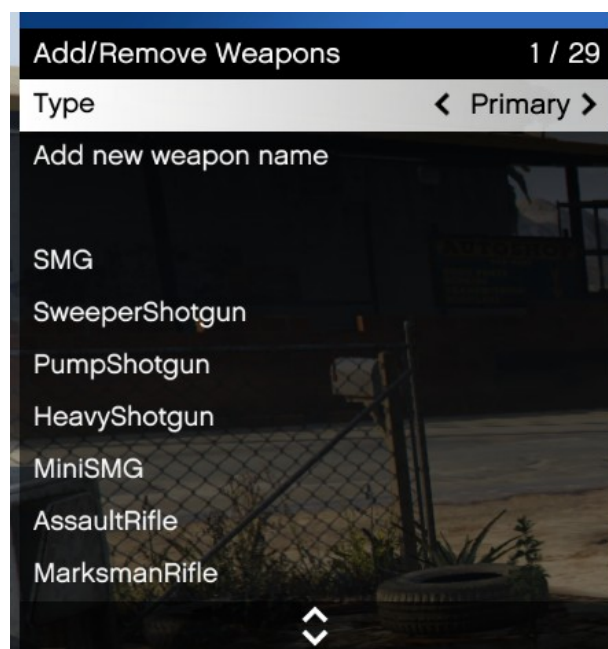


A new element will add to the end of the list. If you want to delete an element from the list, just select it, will appear a confirmation window, then clear the text and type “yes”.



### ***Adding weapons to list***

Select the “Add/Remove weapons” option. Next, select the type of weapon “Primary” is the main gun, and “Secondary” is a short weapon. The secondary weapon will be used mainly in vehicles where it is not possible to use long weapons.

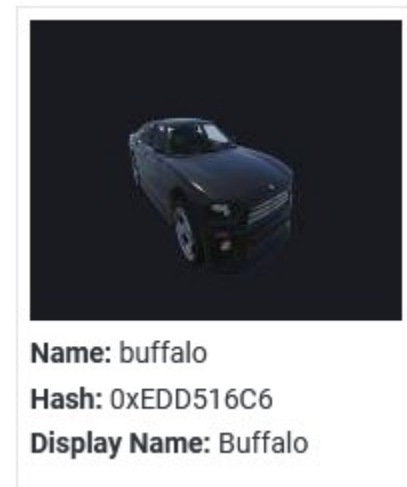
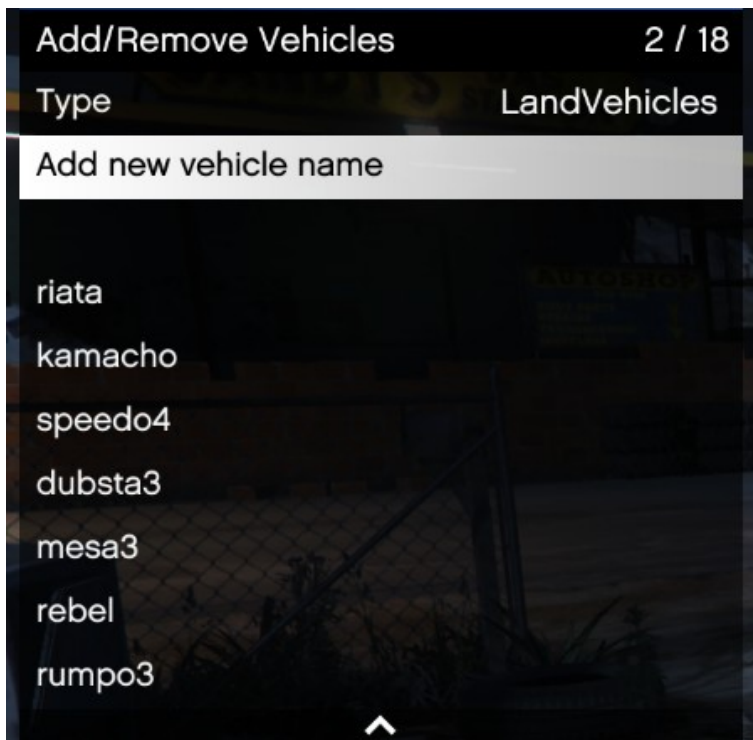




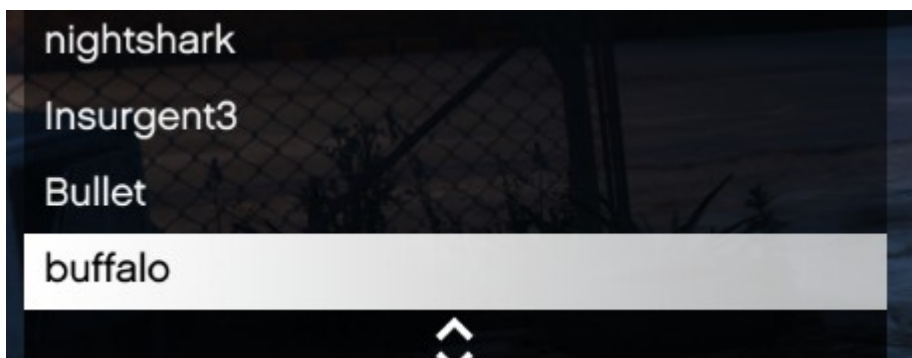
## ***Adding vehicles to list***

Select the “Add/Remove vehicles” option, next select a category where you will add the vehicle, and finally select “Add new vehicle name”, I will add “Buffalo”.

If there aren't any categories in the list, you have to manually add them to the file. Check the “Default files” folder if you need it.



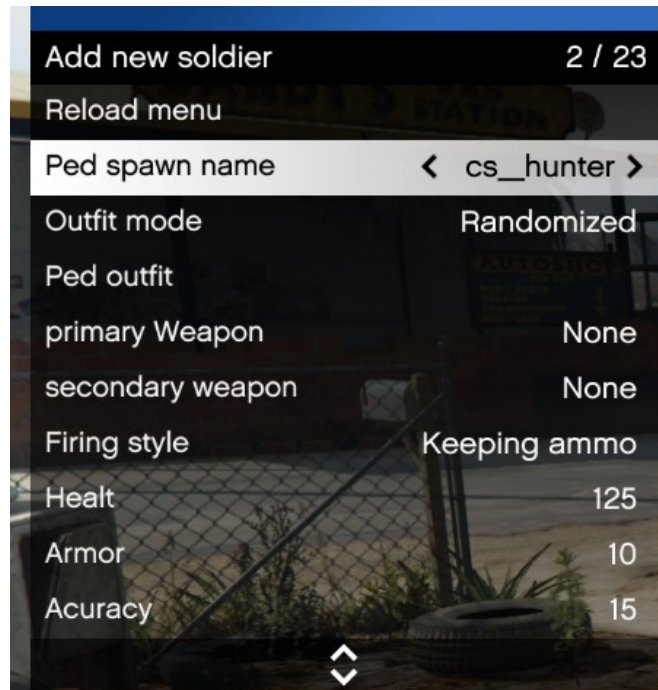
A new element will be added to the end of the list. If you want to delete an element from the list, just select it, a confirmation window will appear, then clear the text and type “yes”.





## Step 2: Creating a soldier

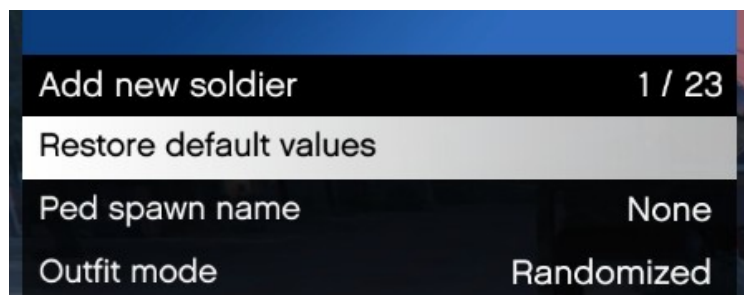
Select the "Create/Edit soldier" option, then select "Add new soldier" here we will use the ped name and weapon name added in the previous step.



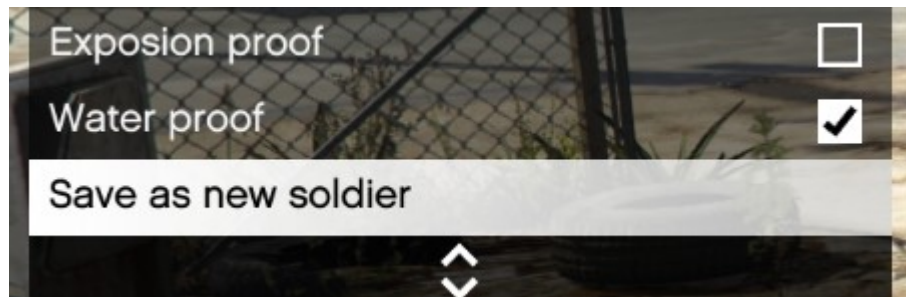
Select the "Restore defaults values" option, use this option before to make changes to create a new soldier or update it.

This option is important to remove changes made previously with this menu that could keep stored, also to be sure that list like peds or weapons shows the content added recently.

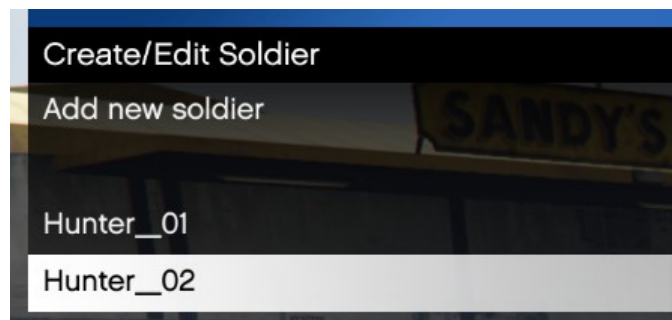
Also use this to be sure that "Ped outfit" option shows correct model in preview



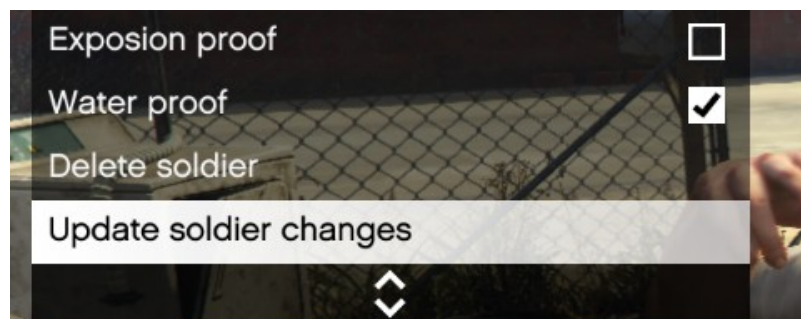
Finally, After configure your soldier, select the “Save as new soldier” option and type the name to identify your soldier. Remember that you can make several soldiers using the same ped, that's why you have to add an identifiable name for each one.



It will be added to the end of the list.

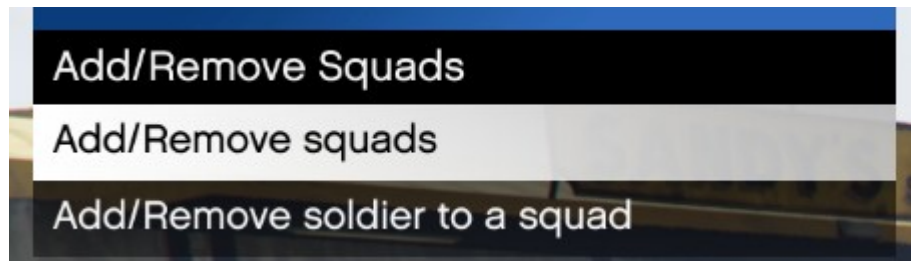


If you want to update it or delete it in an element in the list, just select it, to see its configuration and the options to update or delete it. You can also you can use “Reload menu” option to update all values and lists to default values, is specially useful before to edit ped outfit.



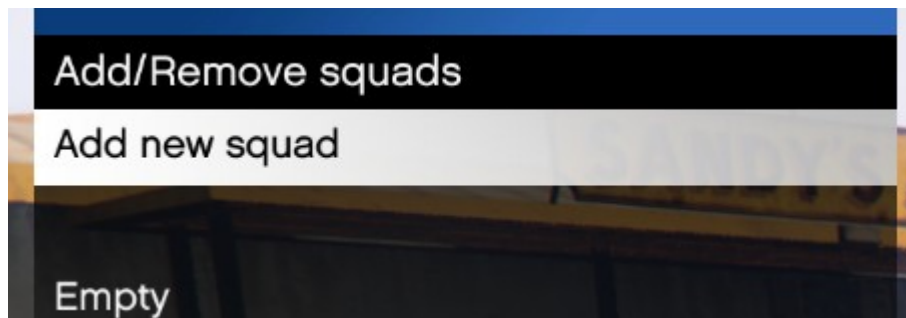
### Step 3: Creating a squad

Select the “Add/remove squad” option, and then you will have two options, first, to create the squad, second, to assign soldiers previously created to the squad.

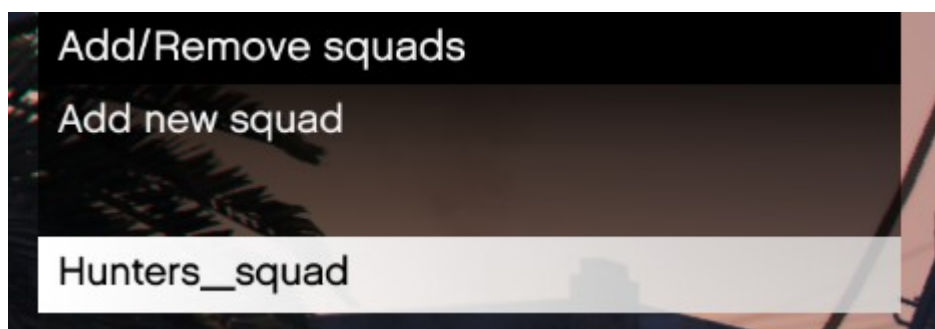


#### *Creating a new squad*

Select the “Add/remove squads” option, then select “add new squad” and type a identifiable name for your squad.

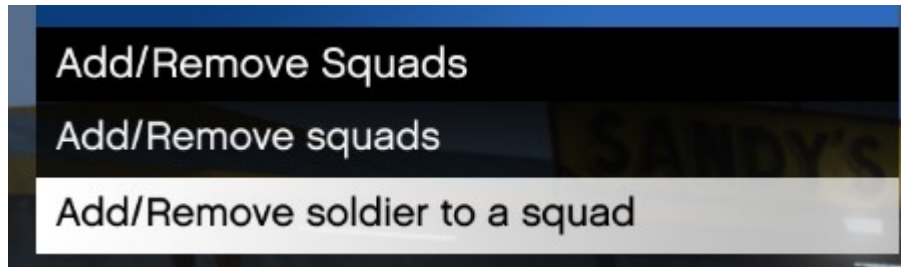


The squad will be added to the end of the list. If you want to delete an element from the list, a confirmation window will appear. Just select it, clear the text and type “yes”, take care because it will also be deleted if it is not empty.

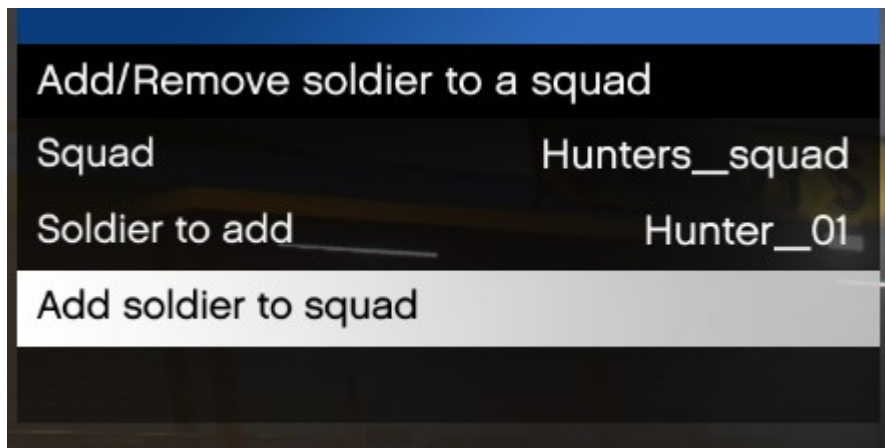


## ***Assigning a soldier to a squad***

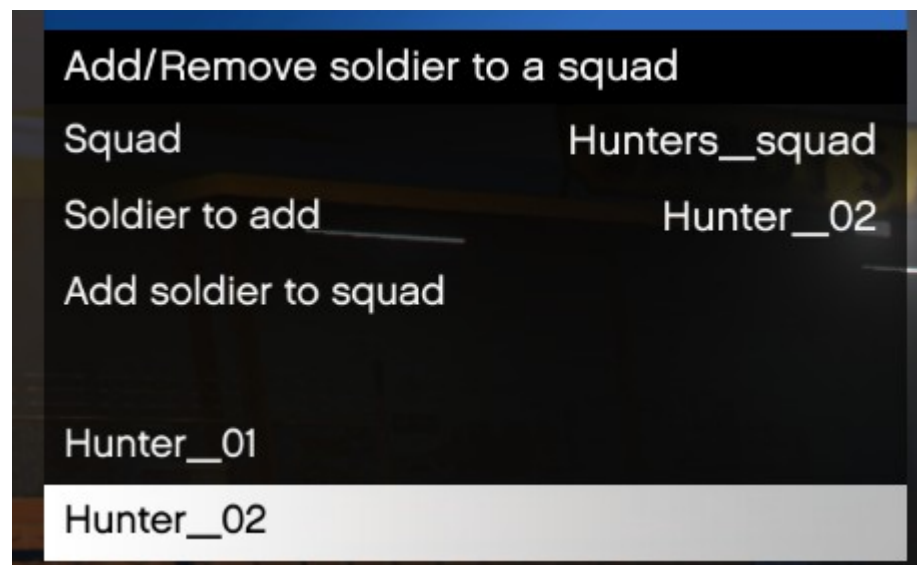
Select the “Add/remove soldier to a squad” option.



Next, select a squad to assign in it, and select a soldier to assign in that squad, finally select “add soldier to squad” option.

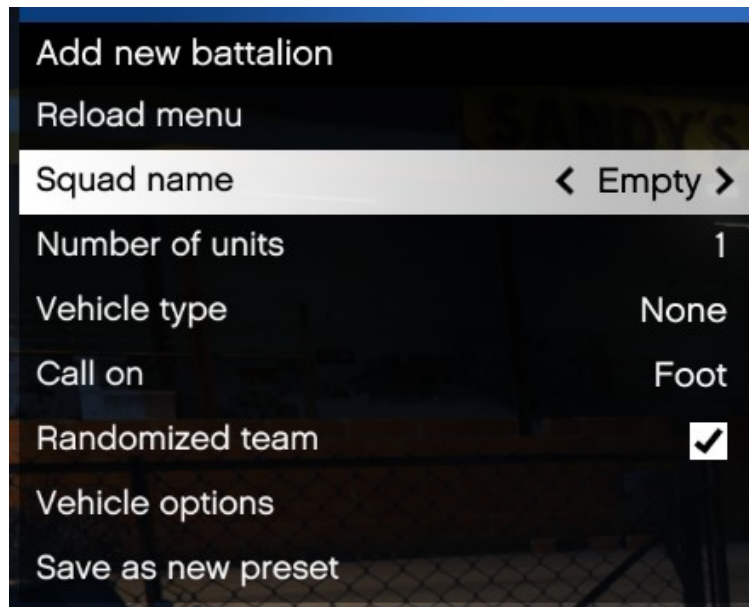


The soldier will be added to the end of the list. If you want to unassign a soldier, just select it, a confirmation windows will appear, then clear the text and type “yes” to remove it from that squad.



## Step 4: Creating a battalion

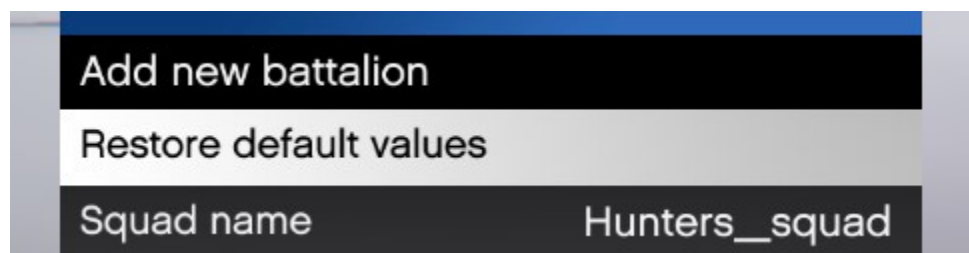
Select the “Create/Edir Battalion” option, next select “Add new battalion”.



Select the "Restore defaults values" option, use this option before to make changes to create a new battalion or update it.

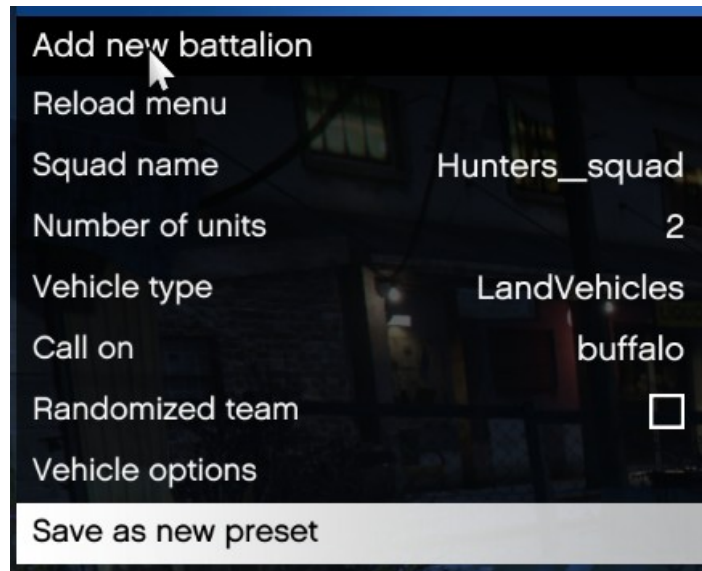
This option is important to remove changes made previously with this menu that could keep stored, also to be sure that list like squads shows the content added recently.

Also use this to be sure that "Vehicle options" option shows correct model in preview.

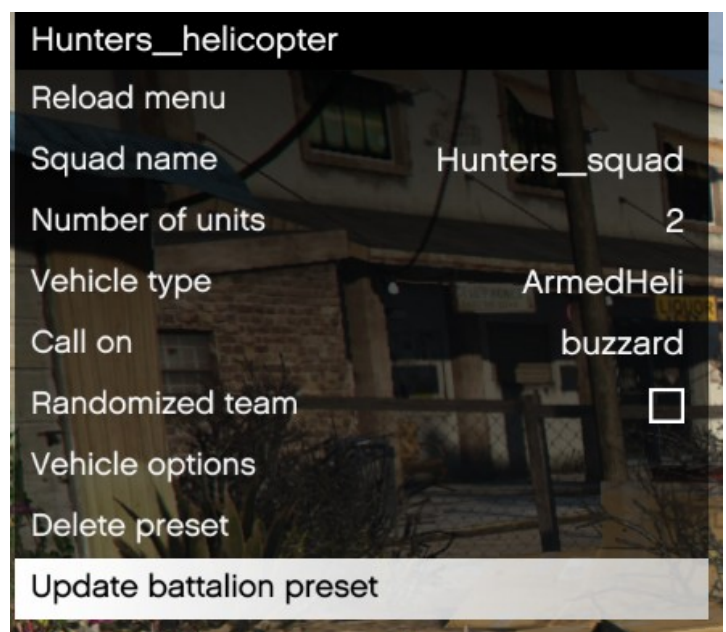
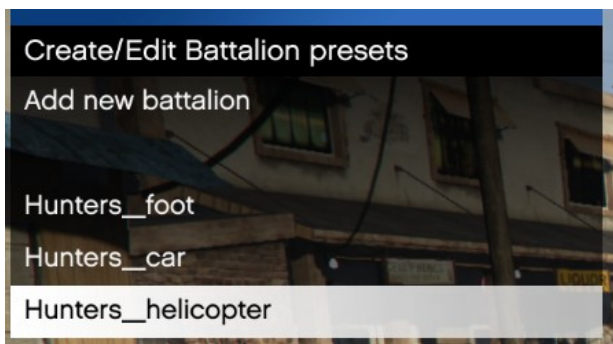


Then choose all values to configure how it will be deployed the battalion.

Finally, select the “Save as new preset” option and type the name to identify your battalion. Remember that a battalion is mainly a way to deploy a squad, then you can make several battalions with the same squad, for example: a battalion on foot, another in vehicle, another in helicopter etc.



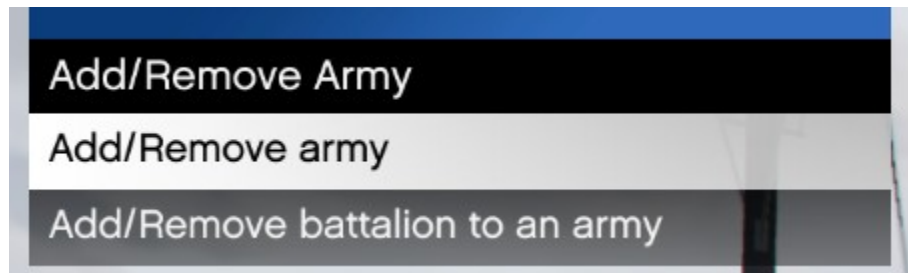
Your battalion will be added to the end of the list. If you want to update it or delete it in an element of the list, just select it, to see their configuration and the options to update and delete.





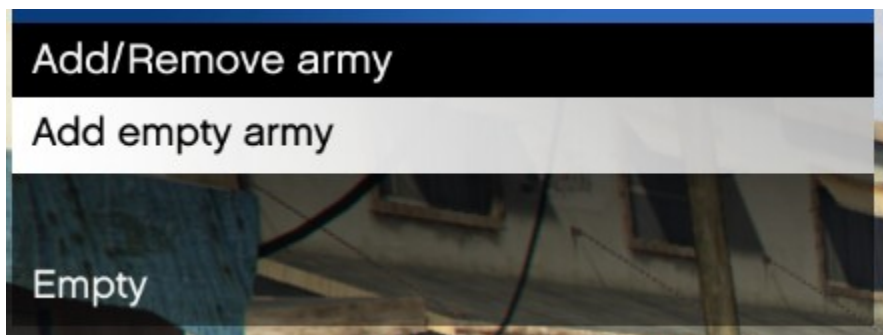
## Step 5: Creating an army

Create an army is really similar to a squad, select “Add/remove army” option, and then you will have two options: first, to create the army; second, to assign a battalion previously created into the army.

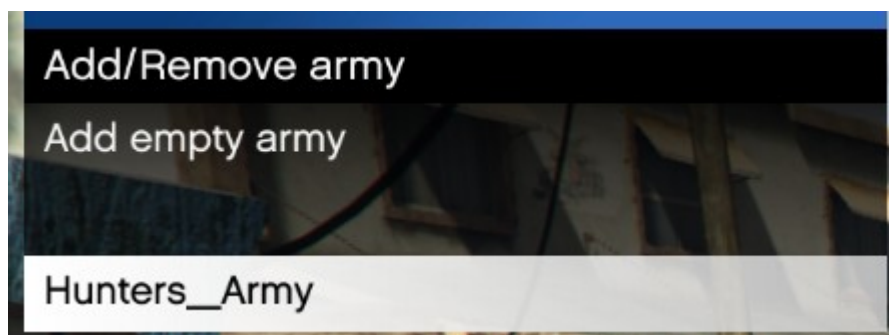


### *Adding a new army*

Select the “Add/remove army” option, then select “Add empty army” and type a name for your army.



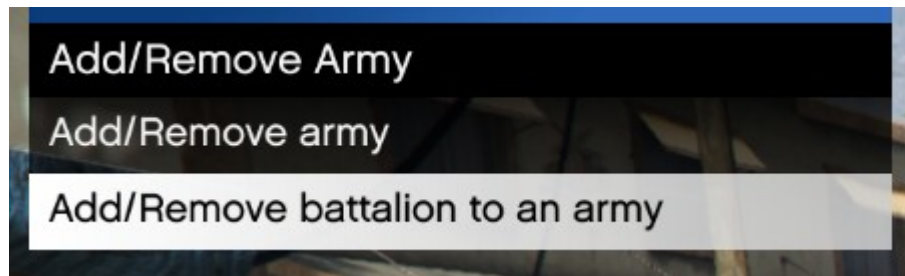
A new army will be added to the end of the list. If you want to delete an element of the list, just select it, a confirmation window will appear, clear the text and type “yes”, Take care because it will also be deleted if it is not empty.



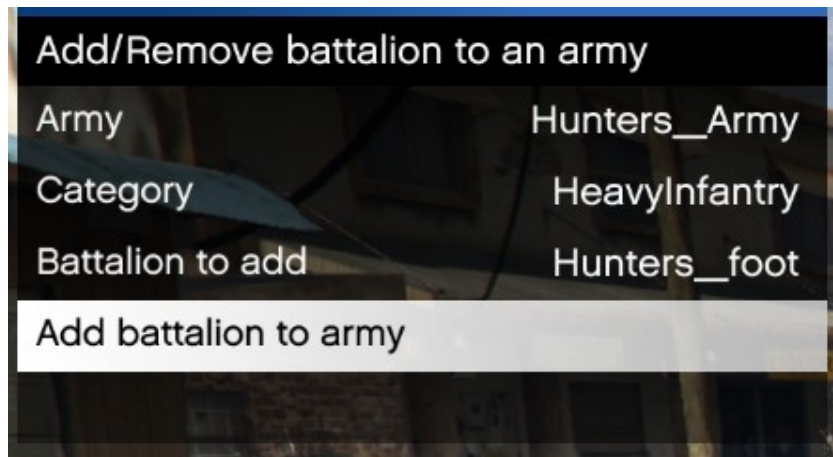


## ***Assigning a battalion into an army***

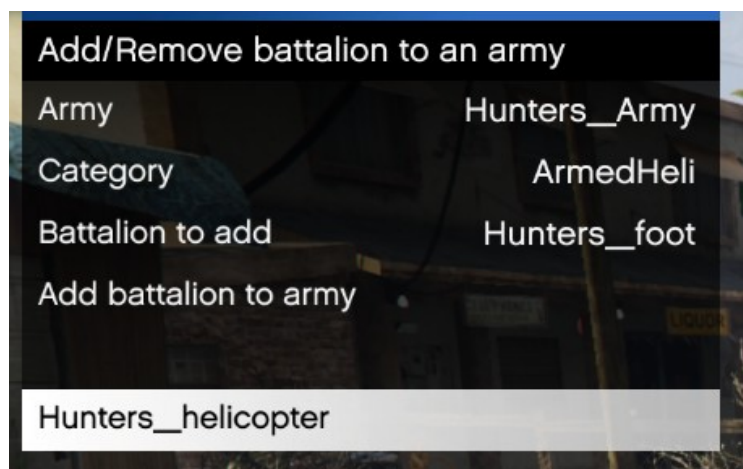
Select the “Add/remove battalion to an army” option.



Next, select an army to assign to it, and a category into the army, then choose the battalion that you want to add to that category of the selected army, finally select “Add battalion to army” option.



Your battalion will be added to the end of the list of selected category; each category has an independent list. If you want to delete an element of the list, just select it, and a confirmation window will appear, then clear the text and type “yes”, take care because it will also be deleted if it is not empty.



## **Additional notes**

- For Personal army mod, it is just necessary to configure squads; it is not necessary to configure battalions or army
- If, after making an army, battalion or squad, you can't deploy it, or you receive an error, check the spawn names for peds and vehicles and be sure they are correct. If there are still not working, be sure that those vehicles, weapons or peds are correctly installed in your game. You can do it using a trainer, like “Simple trainer” or “Menyoo”.
- If the mod crashes, it is usually for some value in configuration files. If that happens, remember that you have a backup of configuration files in “Default files”, look at them if you need them.

# **Have Fun!!!!**