

VISIBLE WEAPONS

README – v1.6.1

14 March 2025

HOW TO INSTALL:

1. **Make sure** you have [ScriptHookV](#) installed, and [ScriptHookVDotNet-nightly](#) installed. Do not use the 2022 regular v3.6.0, use only nightly version of SHVDN. If you are playing on the latest GTAV update don't hesitate to upgrade to the nightly-version if you are still using the regular version.
2. Install [LemonUI](#). Only need the SHVDN3 version (or folder) installed in your game.
3. Download my mod, and install it by extracting the VisibleWeapons.dll and VisibleWeapons.ini to the *"/scripts"* folder, this folder is located inside GTAV main folder.

HOW TO USE:

I. Regular Usage

- Easy, just swap equip any weapon then swap it to other weapon OR swap it to unarmed, then it will attach your previously equipped weapon to the character body.
- *This is important for later understanding the advanced usage.* Visible Weapons have 4 slots of weapon, this is fixed (unchangeable) and will not change in the future. **1** is on Back, **2** is on Front, **3** is on Right Hip, **4** is on Left Hip. **1** and **2** holds what I call Main Guns/Primary (Rifles, Shotguns, anything big will go here). **3** holds Sidearms (compact smgs, pistols, etc). **4** holds miscellaneous items (Melees, Stun Gun)
- Visible Weapons have multiple modes
 - Main Guns (Primary) have 2 modes: Primary on Back, Primary on Front, pretty self-explanatory here. **But**, for Primary on Front mode, some weapons will still be on Back. These being Sniper Rifles and Heavy (minigun, rocket launcher). Why? It's my own preference for the default operation of the mod. Big Guns will look ridiculous and obstructing too much of your character face and overall looks, not good!
 - Main Guns can be deactivated, and this will make the Sidearms and the Miscellaneous Items slot, the only thing that is visible.
 - Furthermore, the sidearms and miscellaneous can also be deactivated individually, if you don't want one of them, or both.
- **Now!** If you are curious how to change the modes, let's learn how to open the menu.

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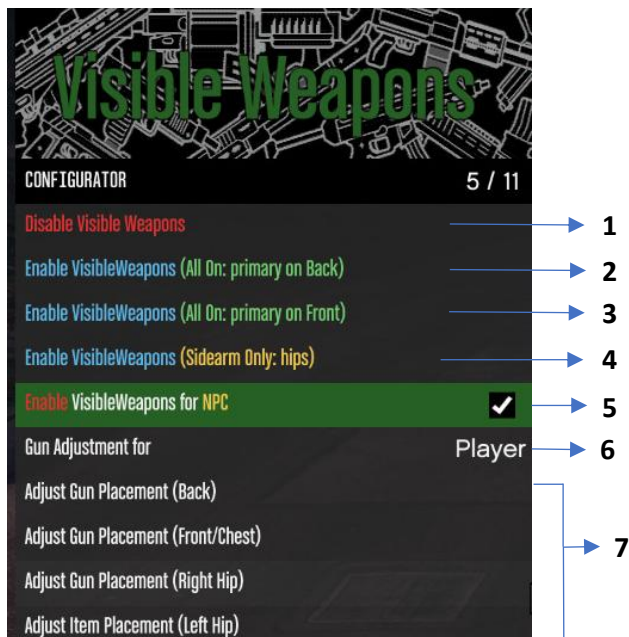
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II. Menu Usage

How do you open the menu?

Open the console command (or cheat box whatever you call it) using Tilde key (~) or Backtick (`).
And then in the box, type VIWE or viwe and then Enter.



We will learn about these 10 items here one-by-one. The last item (11th) will be explained later.

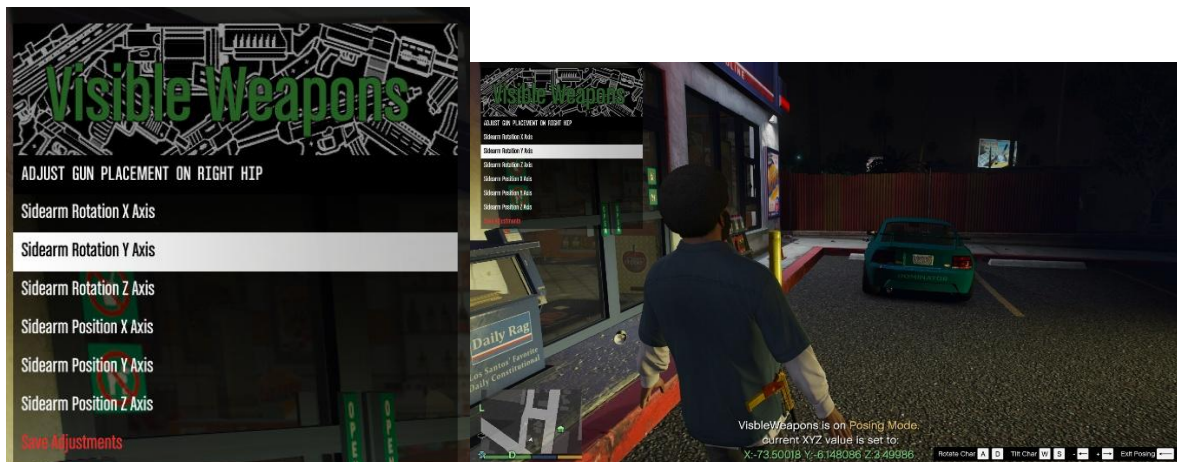
1. **Disable Visible Weapons** - Disable Visible Weapons completely for player character
2. **All On: primary on Back** – Main Guns (primary) will be attached to the back
3. **All On: primary on Front** – Main Guns (primary) will be attached to the front (with exception)
4. **Sidearm Only: hips** – Disable Main Guns (primary)
5. **Enable Visible Weapons for NPC** – Starting from v1.4.0, VIWE have NPC feature so that the NPC can also benefit from the aesthetic of being able to flex their firearms to your face 😊
You can exclude certain NPC type (e.g. no weapon on civilian) *See IV. INI FILE CONFIG*
6. **Gun Adjustment for** – Whose gun placement you want to adjust. if set to NPC, every adjustment of the 4 items below (Adjust Gun Placement) will be saved for the NPC when you press save later. If set to Player, then only the player values will be saved.
7. **Adjust Gun Placement** – If you use custom characters, clipping happens (weapons got into the body or clothes) you can use this to adjust the position and rotation of each slot.

More explanation below:

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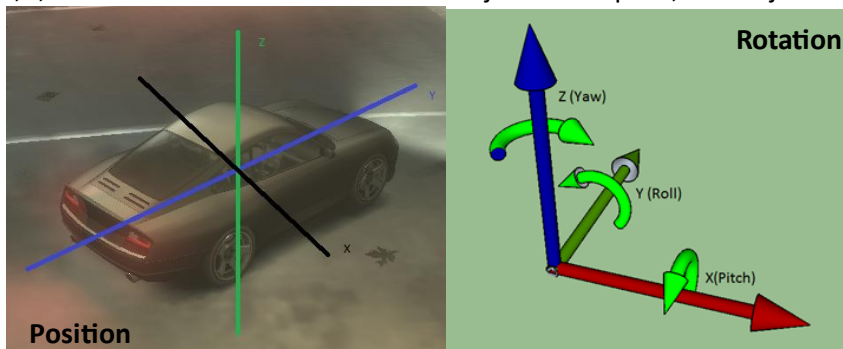
This part is already considered not recommended for beginner/casual modders

When you press one of those 6 options you will enter Posing Mode, this is where you can rotate the slot or move the slot position for Player or NPC, depends on the switch (Main Menu **Number 6** “Gun Adjustment for”). Press *Save Adjustments* when you are sure you want to save the adjustment you’ve made. This will be saved to the VisibleWeapons.ini, either to the [PLACEMENT] or [PLACEMENT_NPC] and will be applied immediately once you exit the gun placement submenu.

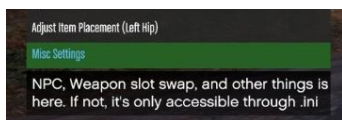
You can use Trainer/Model Changer in Posing Mode, helping you adjusting for NPC or Custom Player Model.

Little tips here for beginners:

X, Y, and Z is the coordinate of certain object in 3D space, and object rotates on axes of X, Y, Z too:



So, from this picture, Z in position means you move it up-down, X in position means you move it left-right. In rotation, Z means you rotates object facing left to right (Yaw). This can be confusing for new players or first-time modders, I advise to backup VisibleWeapons.ini when you enter this phase.



8. **Misc Settings** – Other than those 10 items in the main menu, when you scroll again to the bottom, you’ll find this. This will be explained below

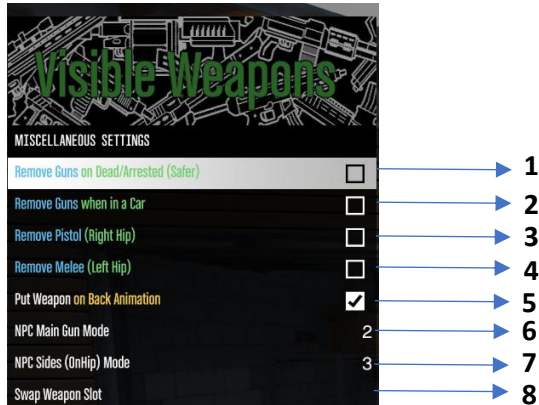
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III. Advanced Usage

This part will focus on the Misc Settings submenu explanation



1. **Remove Guns on Dead/Arrested** - This is recommended to make sure the weapon prop is deleted and not stuck somewhere/left on your death site.
2. **Remove Guns when in a Car** – Self-explanatory, it's requested by someone on 5mods.
3. **Remove Pistol (Right Hip)** – Turn off the Right Hip slot (pistols, compact smg, etc)
4. **Remove Melee (Left Hip)** – Turn off the Left Hip slot (melees, stungun, etc)
5. **Put Weapon on Back Animation** – Enable/Disable animation of holstering weapon to the back (weapon on front is unaffected). This is intended for compatibility with mods like PYGO (Pull Your Guns Out) that also play similar animation.
6. **NPC Main Gun Mode** – Change NPC primary gun mode (0-2) **0** = off, **1** = on back, **2** = on front.
7. **NPC Sides (OnHip) Mode** – Change NPC L-R hip slot mode (0-3) **0** = off, **1** = Right Hip (sidearms), **2** = Left Hip (melee, stungun, etc) and **3** = Both enabled
8. **Drum rolls . . . 🥁 🥁 Swap Weapon Slot**

On v1.5.0 I bring new feature, which is this Number 8 on the Miscellaneous Settings

Swap Weapon Slot allows users to swap a weapon or more from one slot to another slot. Example, by default Compact Rifle is assigned to the Primary slot (Front/Back). Using this, you can assign Compact Rifle to Hip slot, so it will spawn in the same place as pistol. Swap Weapon Slot also comes with “**Offsets**”. A feature to gives additional adjustment (Position and Rotation) to the weapon to compensate the slot adjustment. Some people may have their own preference on each weapon and where they will be put at, or maybe your weapon is replaced or clipping, but others are fine so you just want to adjust that weapon only, you can use this.

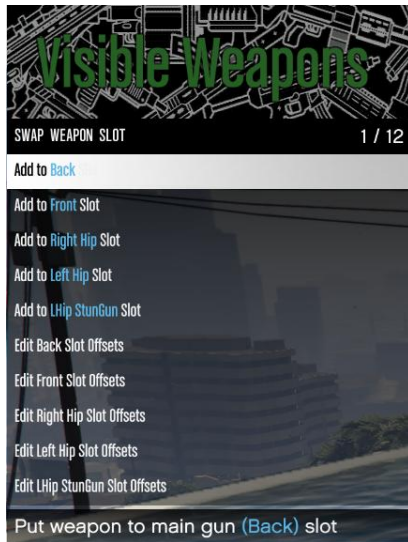
This part is strongly NOT RECOMMENDED for casual/beginner modders

Note v1.5.0: NPC won't benefit from **Offsets** for now, but **Swap Weapon Slot** still can be applied to NPC

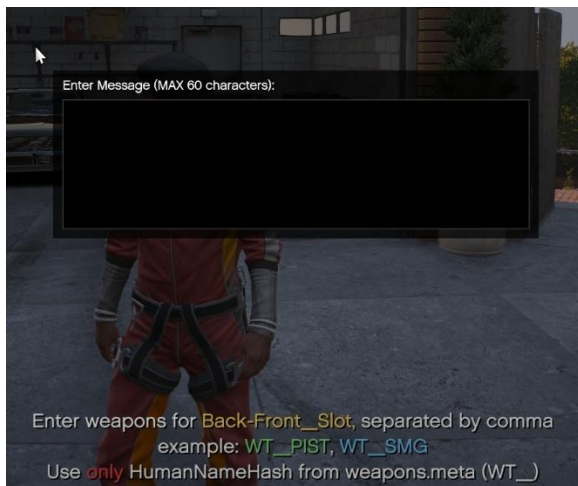
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When you press the “Add to. . .” it will open this message box (ignore the characters limit)



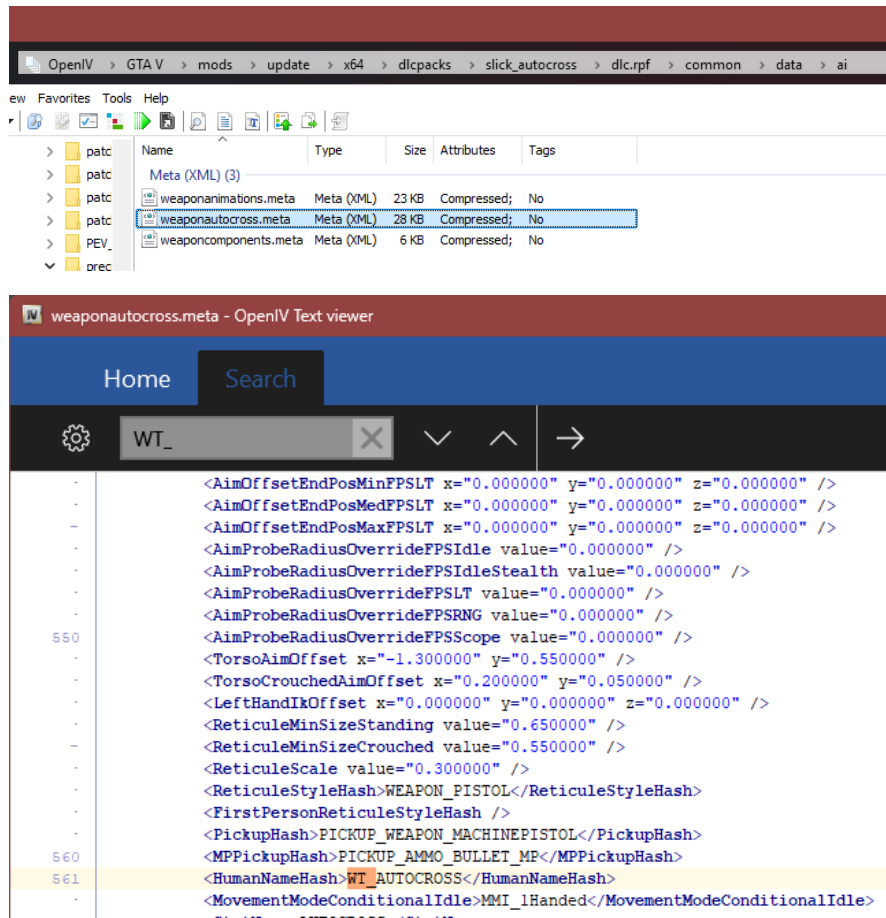
In here, I already written short tutorial on how to use it, which is by inputting the HumanNameHash of the weapon. Between each weapon, use comma (,) for separation. This HumanNameHash of each weapon can be found inside weapons.meta or the meta file of each individual weapon (if it's a weapon DLC or addon weapon/modded). You can also use this [weapons.json](#) for easy access to all the HumanNameHash of each weapon from the GTAV and its DLC. If you want to input Addon Weapons/Mod Weapon, search it inside it's weapon meta file located in the addon weapon's RPF, usually named after the weapon. HumanNameHash **always** starts with **WT_**

Example below:

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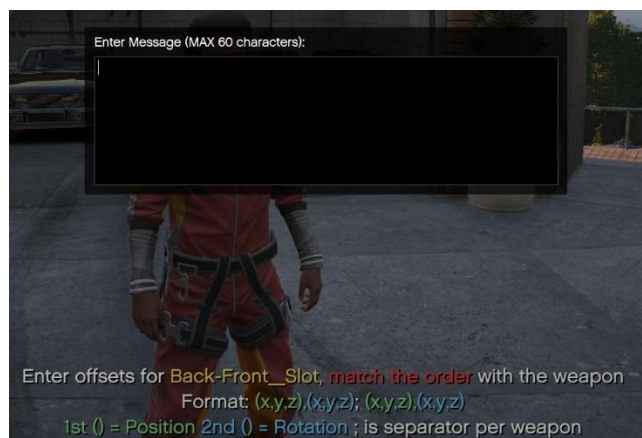
Example of an addon weapon meta location and HumanNameHash (From Auto-Crossbow by Slick)

Final Example: WT_RIFLE, WT_HVYPISTOL, WT_AUTOCROSS

You must **pay attention** to the order in which you entered the weapon name (for more than one weapon)

If you want to use the offsets feature that I will begin to explain below.

Offsets, when you press one of the “Edit ... Offsets” it will open this message box



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I have already written short tutorial on the screen. So, the ; (*semicolon*) is to separate between each set of weapon offset. The , (*comma*) is to separate per axis. Position requires XYZ, rotation also XYZ. Each of that contained in ()

The format **each weapon** is: (**position-x, position-y, position-x**),(**rotation-x, rotation-y, rotation-z**);

Example: (0, 5, 1),(0, 90, 45);

That is for one weapon, so using the example of the weapon swap list below

Name Example: WT_RIFLE, WT_HVYPISTOL, WT_AUTOCROSS

It will only affect WT_RIFLE, because it contains only one set of offsets. If you, for example also want to set offset to WT_AUTOCROSS. Then we do this:

Example: (0, 5, 1),(0, 90, 45);;(3, 2, 4),(15, 65, 20);

TIPS! Position is sensitive, adjust it by 0.01 or around that, 1 = 1 meter *est.* Rotation is 0-360 degree. Putting – (*minus*) is of course allowed. Ex. Left = -0.1, if going right = 0.1. Rotation is also allowed with the scale between 0-180 and -180 to 0 (*imagine it like a clock*)

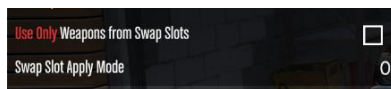
This is why I recommend this only for advanced users

Note! You can offsets weapon without swapping slot as long as the weapon name is listed in SWAP SLOT

NOTE! For now, v1.5.0 don't have offsets feature for NPC, so Slot Swapping works for NPC but without access to offsets at all.

Strongly recommended to backup VisibleWeapons.ini

The other two options below are:



Use Only Weapons from Swap Slots – Visible Weapons will only activates on certain weapons you've set inside Swap Slot (with/without offsets). Weapons that are not set there will be ignored/won't show up

Swap Slot Apply Mode – Weapon Swap Slot can be applied to Player Only/Player+NPC/NPC Only. Default is Player Only.

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IV. INI FILE CONFIG

```
[PLACEMENT]
Back_X_Position = 0.09539977
Back_Y_Position = -0.1687996
Back_Z_Position = 0.08119985
Back_X_Rotation = 0.2499923
Back_Y_Rotation = 154.6996
Back_Z_Rotation = 3.649992
Front_X_Position = 0.07579989
Front_Y_Position = 0.1911021
Front_Z_Position = -0.03910292
Front_X_Rotation = 180
Front_Y_Rotation = 144.3998
Front_Z_Rotation = -11.25001
LeftHip_X_Position = -0.02
LeftHip_Y_Position = -0.01
LeftHip_Z_Position = -0.2179
LeftHip_X_Rotation = 270
LeftHip_Y_Rotation = -275
LeftHip_Z_Rotation = 0
RightHip_X_Position = 0.0297
RightHip_Y_Position = -0.01
RightHip_Z_Position = 0.2153006
RightHip_X_Rotation = -73.50018
RightHip_Y_Rotation = -6.148086
RightHip_Z_Rotation = 3.49986
```

```
[MISC]
VisibleWeapons_Mode = 0
DisableOnDeadOrArrested = False
DisableInCar = False
DisablePistolHip = False
DisableMeleeHip = False
AnimatePutGunToBack = True
SlotSwapMode = 0
OnlyUseWeaponsInSwapSlot = False
EnableVisibleWeapons_NPC = True
NPCMainGunMode = 2
NPCSidesMode = 3
NPCExclusion =
NPCRadius = 0
DebugLog = True
```

```
[PLACEMENT_NPC]
Back_X_Position = 0.09539977
Back_Y_Position = -0.1687996
Back_Z_Position = 0.08119985
Back_X_Rotation = 0.2499923
Back_Y_Rotation = 154.6996
Back_Z_Rotation = 3.649992
Front_X_Position = 0.03999997
Front_Y_Position = 0.1857022
Front_Z_Position = -0.04060294
Front_X_Rotation = 180
Front_Y_Rotation = 151.9003
Front_Z_Rotation = -1.699984
LeftHip_X_Position = -0.02
LeftHip_Y_Position = -0.01
LeftHip_Z_Position = -0.2179
LeftHip_X_Rotation = 270
LeftHip_Y_Rotation = -275
LeftHip_Z_Rotation = 0
RightHip_X_Position = -0.0419
RightHip_Y_Position = -0.01809997
RightHip_Z_Position = 0.2254008
RightHip_X_Rotation = -90.40074
RightHip_Y_Rotation = -44.7479
RightHip_Z_Rotation = -55.04984
```

```
[SLOT_SWAP]
Back_Slot = WT_PIST_50
Front_Slot = WT_SNIP_RIF
RightHip_Slot = WT_SMG
LeftHip_Slot =
LHip_StunGun_Slot =
```

```
[SLOT_SWAP_OFFSET]
Back_Slot =
Front_Slot =
RightHip_Slot =
LeftHip_Slot =
LHip_StunGun_Slot =
```

[PLACEMENT]

This one is used to save **Player** gun placement

[MISC]

Some things here are not available in the in-game menu:

- **NPCExclusion** – this is used to exclude certain type of peds, for example if you don't want Civilians weapons to be visible, then it will look like this:
NPCExclusion = CivMale, CivFemale
You can find the full list of Ped Types [here](#).
- **NPCRadius** – Radius of NPC to be processed, calculated from player. Lower = Smaller scanning area, fewer NPC processes, reduced draw distance. Can be used to fix hitches, stutters, or NPC crashes error. If set to 0 (Default), it will deactivate radius scanning, and just scan all npcs that have been spawned by the game, distance from player is ignored
- **DebugLog** – Do not enable unless I instructed you to.

[PLACEMENT_NPC]

This one is used to save **Player** gun placement

[SLOT_SWAP] and [SLOT_SWAP_OFFSET]

You can also input Slot Swap here with its Offset.
NPC can't use offsets.

Remember, do not edit .ini directly while running the game!