

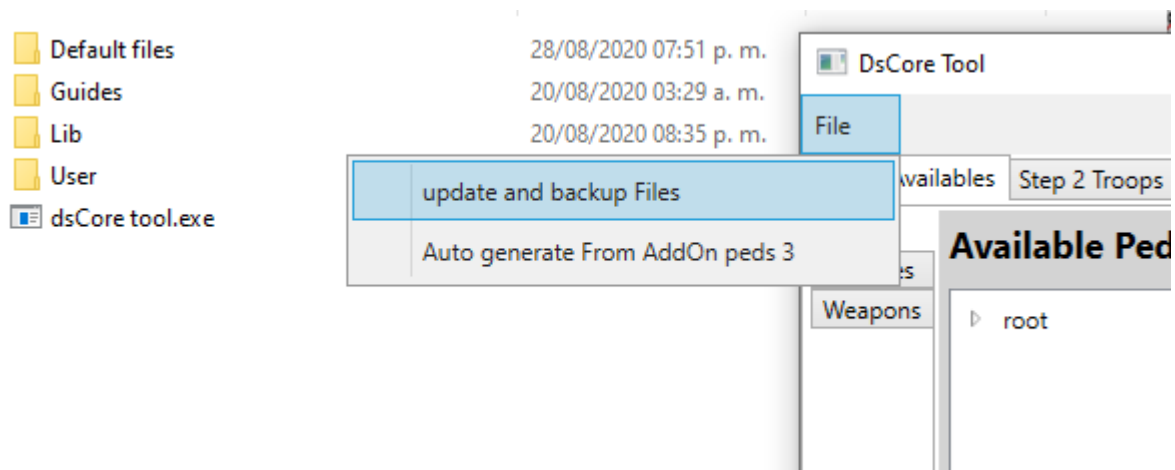
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DsCore

DsCore is a library of functions that contains utilities necessary to make mods work, grouping the functions in this way facilitates further development and allows several mods to share the same functionalities without the need to be done separately, in this way it is possible to make the interaction between different mods it performs better.

Installation

- 1.-Extract the folder dsCore into you "scripts" folder in the path where you have installed the game.Example C/Program Files/Grand Theft Auto V/scripts/
replace all files and folders if it's necessary.
- 2.-Open dsCore tool.exe press File>merge and backup files option to update your config files; this is necessary to new install and to update, this action will make a backup of your current config if it's possible.



Explanation of XML main files

Weapons.xml

This file contains all the weapons that will be able to be used within the mod, you can add or remove weapons from this list, for this you can use the file "weaponNames.txt" to find the name of the weapon you want. If the weapon name is not on this file, it will not appear in the mod's menus.

Vehicles.xml

<Vehicles>: This section contains all vehicles that will be able to be used within the mod grouped in different categories to locate them better, you can add here more any vehicle installed in your game to be able to use it in the mod. If the vehicle name is not on this list, it will not appear in the mod menus.

<BackDoorVehicles>: There are some vehicles (especially aerial) that have cargo doors at the rear, these vehicles a function special for the troops to enter through the rear doors, for this the name of the vehicle it should be on this list.

<TransportVehicles> - Not used for now.

Peds.xml

This file contains the name of all the peds that will be able to be used by the mod, you can add the name of any ped installed in your game here to be able to use it with this mod. If the character's name is not on this list, it will not appear in the mod's menus.

Troops.xml

This file contains the setting of bodyguards / soldiers such as health, weapons, stamina and the rest parameters, every bodyguard / soldier must be associated with a ped in the Peds.xml file

Squads.xml

This file contains the bodyguards / soldiers of the Troops.xml file grouped in "Squads" to be controlled as a group within the mod, all the bodyguards / soldiers in this file is it so linked to the file Troops.xml. ANDste file cannot be created or modified from the menu of the mod only from dsCore_tool.exe tool

AimOrders.xml

This file contains the orders that appear when pointing, in this file you can change the name of the order (name = "XXXXXXX") So how to enable or disable it (enabled = "true / false").

LandingZones.xml

This file contains the information from the runwaysje for airplanes.

You can add more places of landing with the order when aiming "Save land point" and selecting the start and end points of the runway.

Explanation of XML files Personal Army

SquadsPresets.xml

It contains preset information for a squad, such as the number of units, the vehicle and the characteristics of the vehicle to be deployed, the presets can be created from the mod menu in the configuration option.

SquadsConfig.xml

It contains individual configuration information for each of the 8 squads that can be deployed, this configuration can be changed in the mod menu by selecting the corresponding squad.

Shortcuts.xml

Contains information for quick access to menu orders.

SettingsPersonalArmy.xml

It contains the general configuration information for the mod, the values can be changed from the mod configuration menu.

Explanation of XML files WarZone

ArmyPresets.xml

It contains preset information for a squad, such as the number of units, the vehicle and the characteristics of the vehicle to be deployed, the presets can be created from the mod menu in the configuration option. This file is similar in function and creation to the SquadsPresets file.xml

Army.xml

It contains information to be able to deploy an army, within the file different armypresets are grouped in their respective categories, This file cannot be created or modified from the menu of the mod only from dsCore_tool.exe tool

AirSupportConfig.xml

Contains settings for airsupport options such as aircraft to be used and rewards received for obtaining a supply box.

SettingsWarZone.xml

It contains the general configuration information for the mod, the values can be changed from the mod configuration menu.

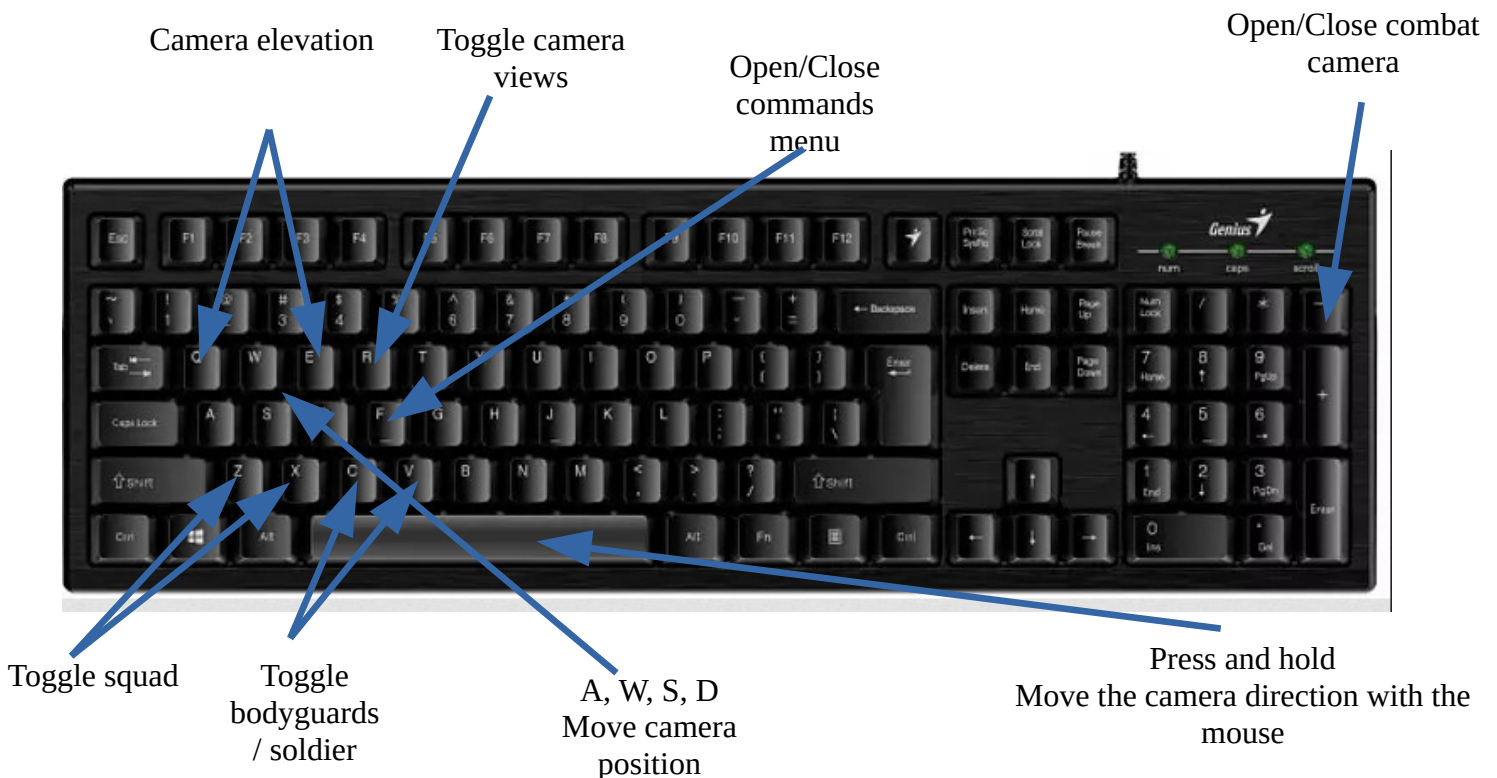
Cameras

Combat camera

The combat camera is used to see your bodyguards / soldiers wherever they are, you can give an order to the bodyguard / soldier who is focusing the camera.



How to use combat camera



Give orders with combat camera

You can give orders to the bodyguard / soldier by pressing the F key and selecting the order from the menu.

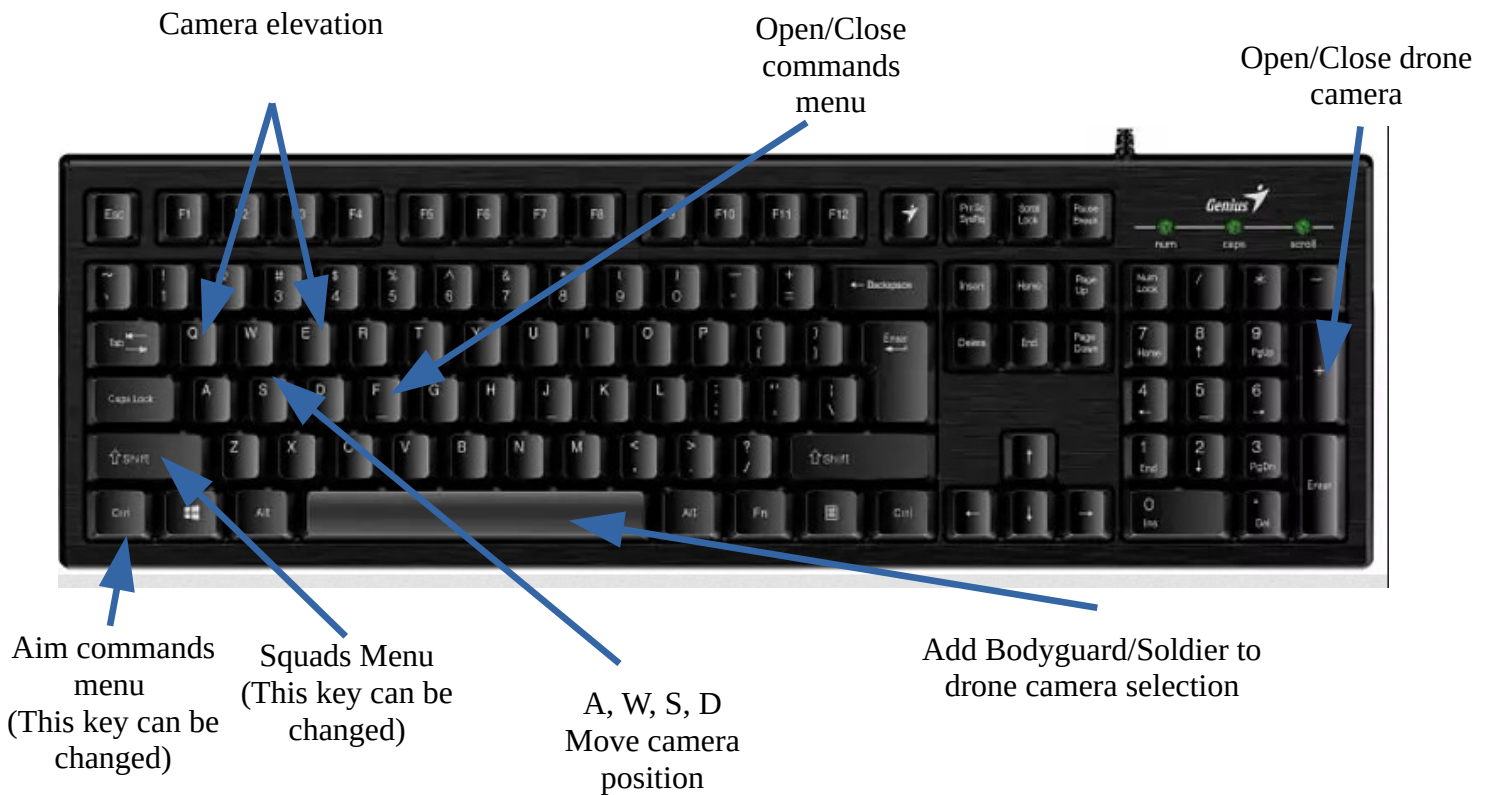


Drone camera

The drone camera is used to explore an area, find enemies and give orders to your soldiers.



How to use drone camera



Give orders with drone camera

To give orders, first select one or more bodyguards / soldier by pointing the camera at him and pressing the Spacebar key.



Once a bodyguard / soldier has been selected press the F key to give them a command from the menu.



You can select “Drone camera selection” from the squad menu to give an aim command.



Orbital Camera

The orbital camera is only used to call air support.



How to use orbital camera

Camera elevation

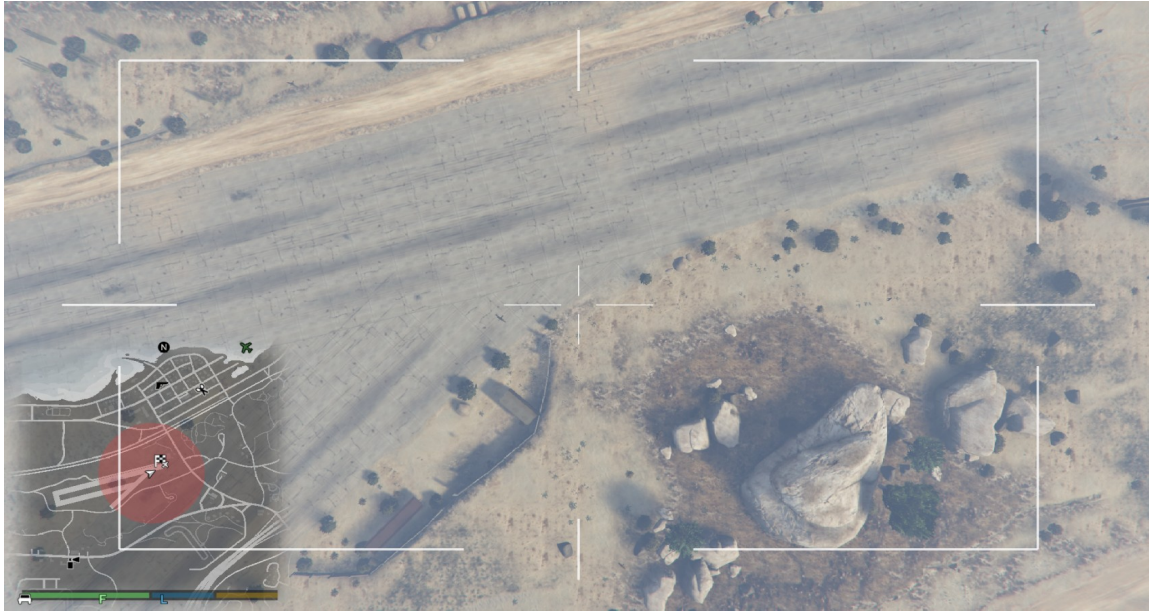
Cancel attack
and close orbital
camera



A, W, S, D
Move camera
position

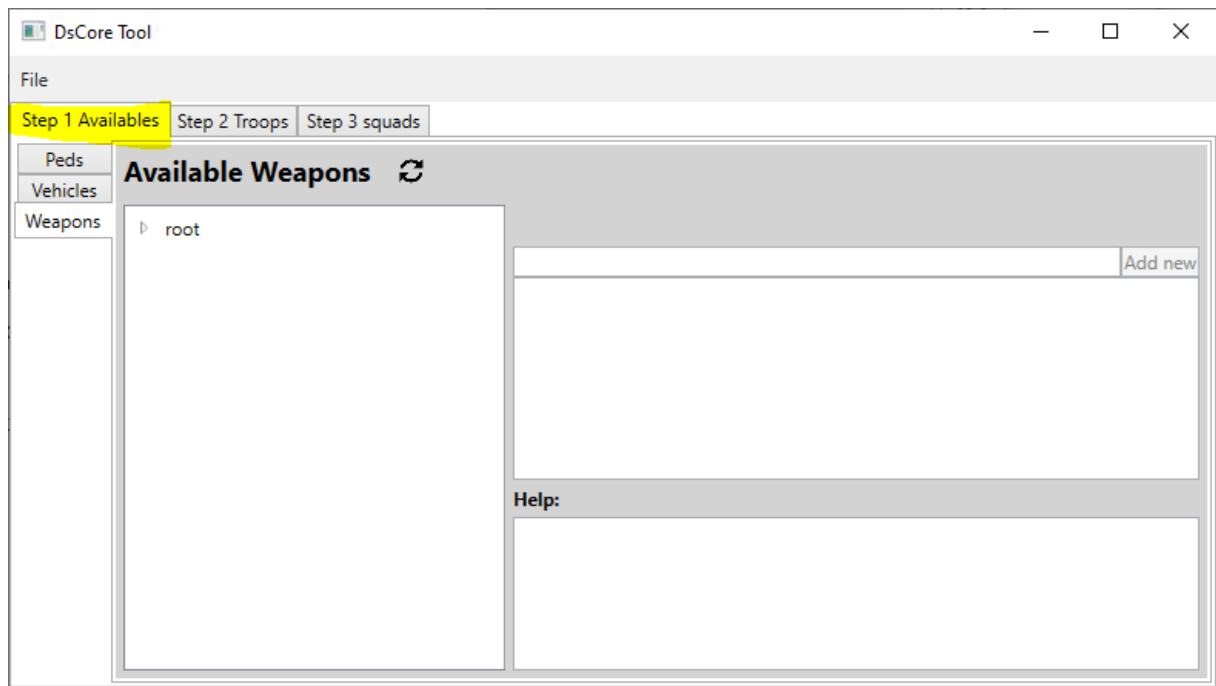
Confirm attack

Press the Z key several times to change the level on the mini-map

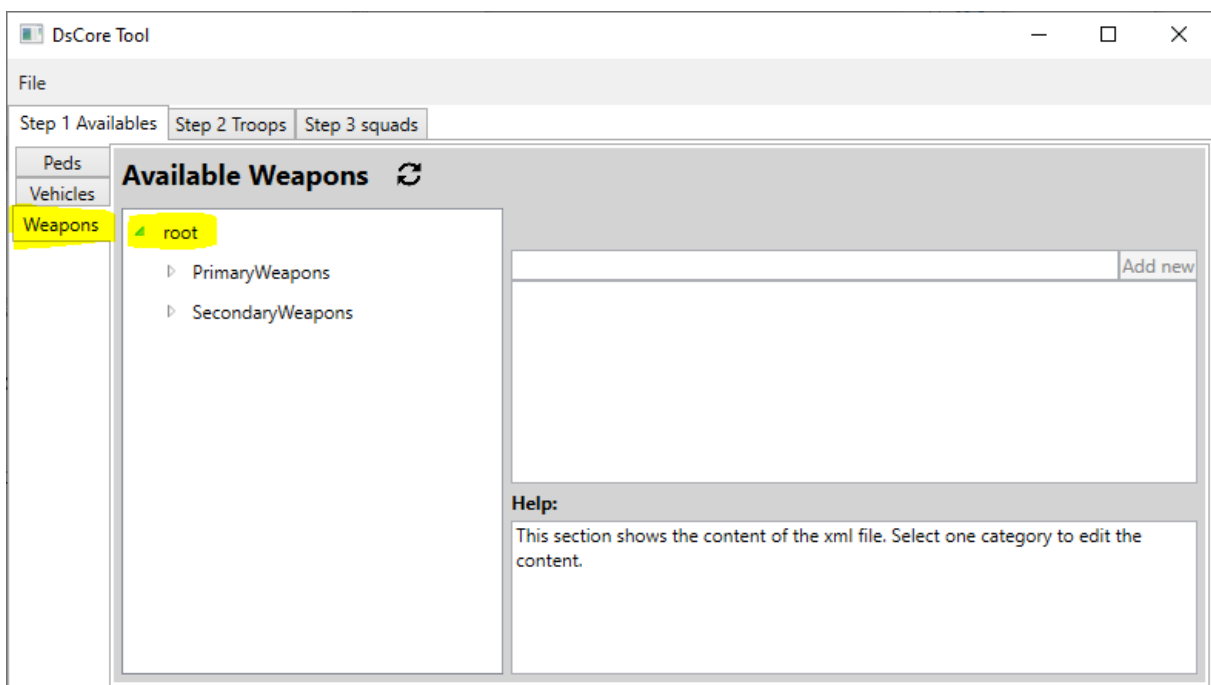


How to add weapons (Weapons.xml)

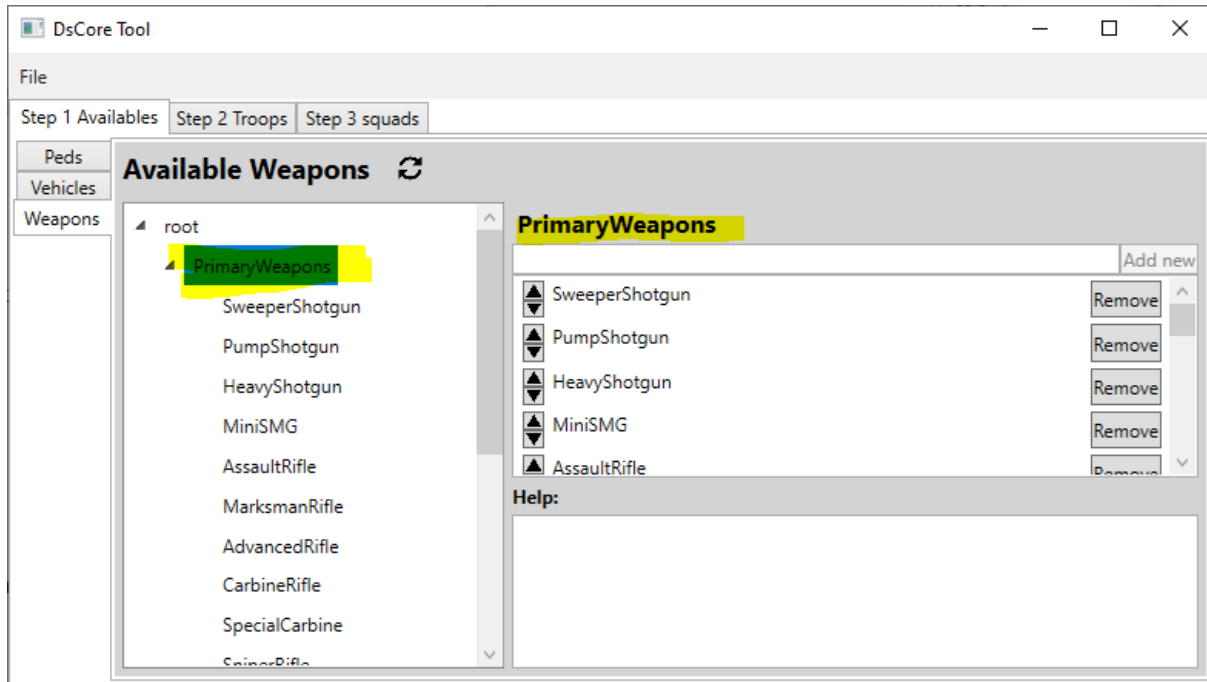
-To add more weapons open the dsCore tool and select step 1 "Availables"



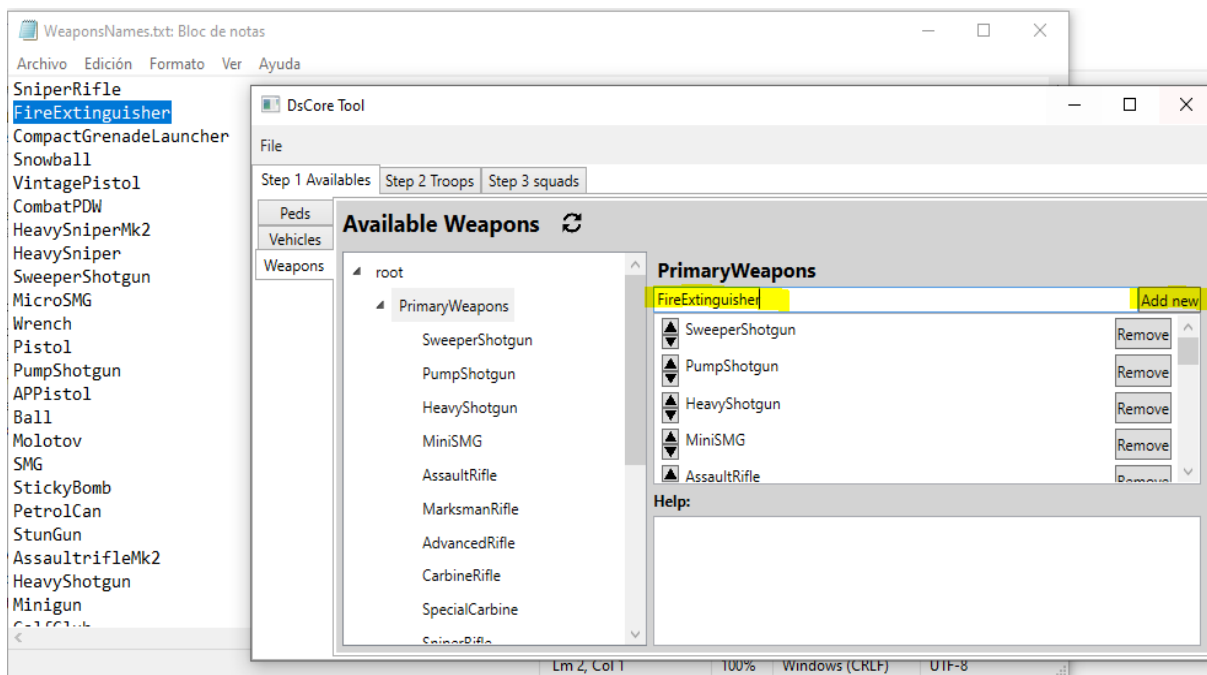
-Head to the Weapons tab and expand the tree on the left



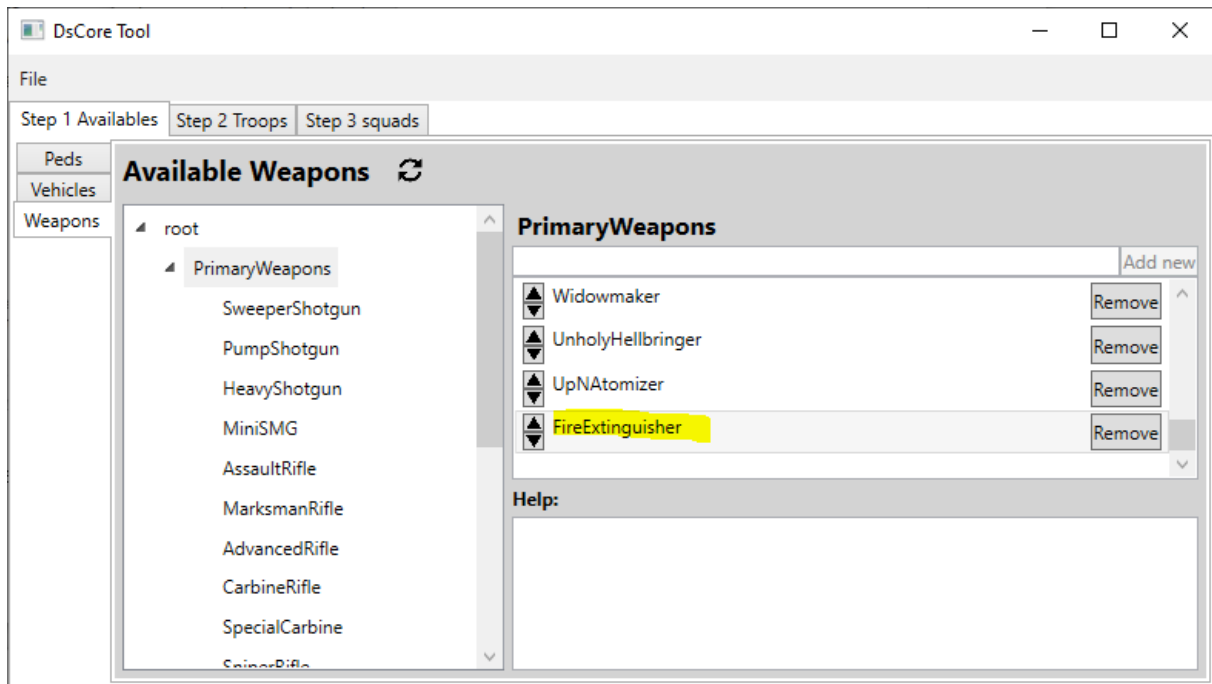
-Select the category desired



-Type the name of the weapon you want to add in the text box and press the button "Add new" (You can use the weaponsNames.txt file as a reference)

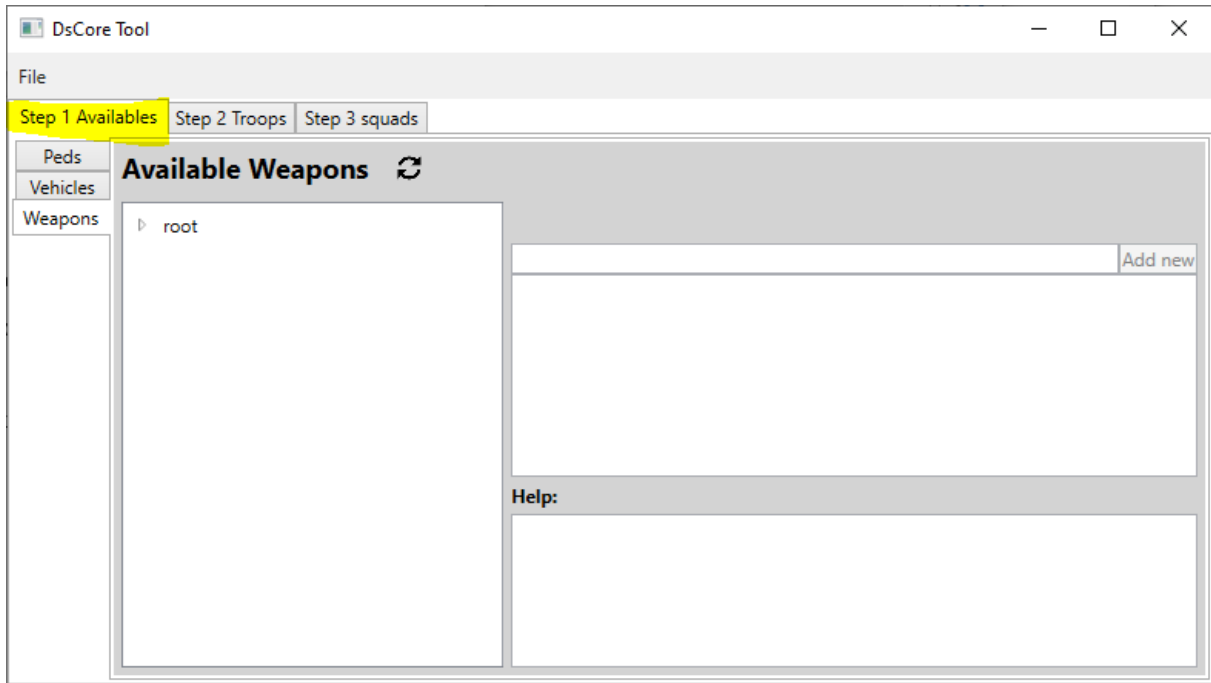


-You will see that the weapon will be added to the list

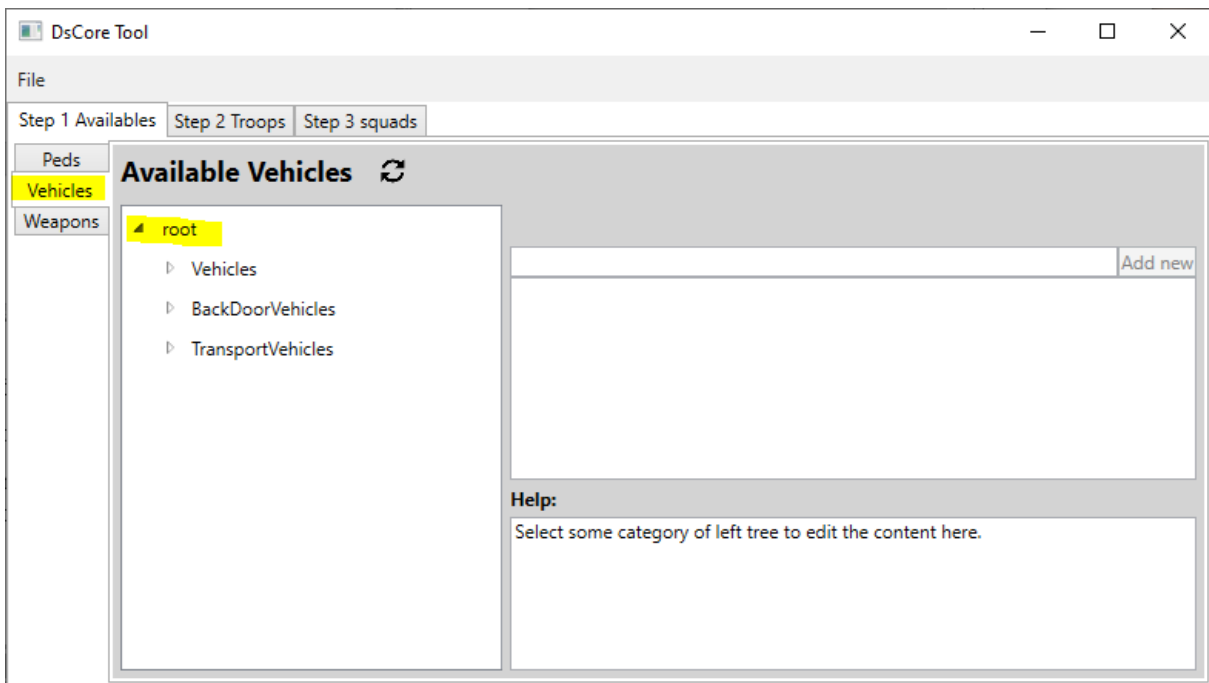


How to add vehicles (Vehicles.xml)

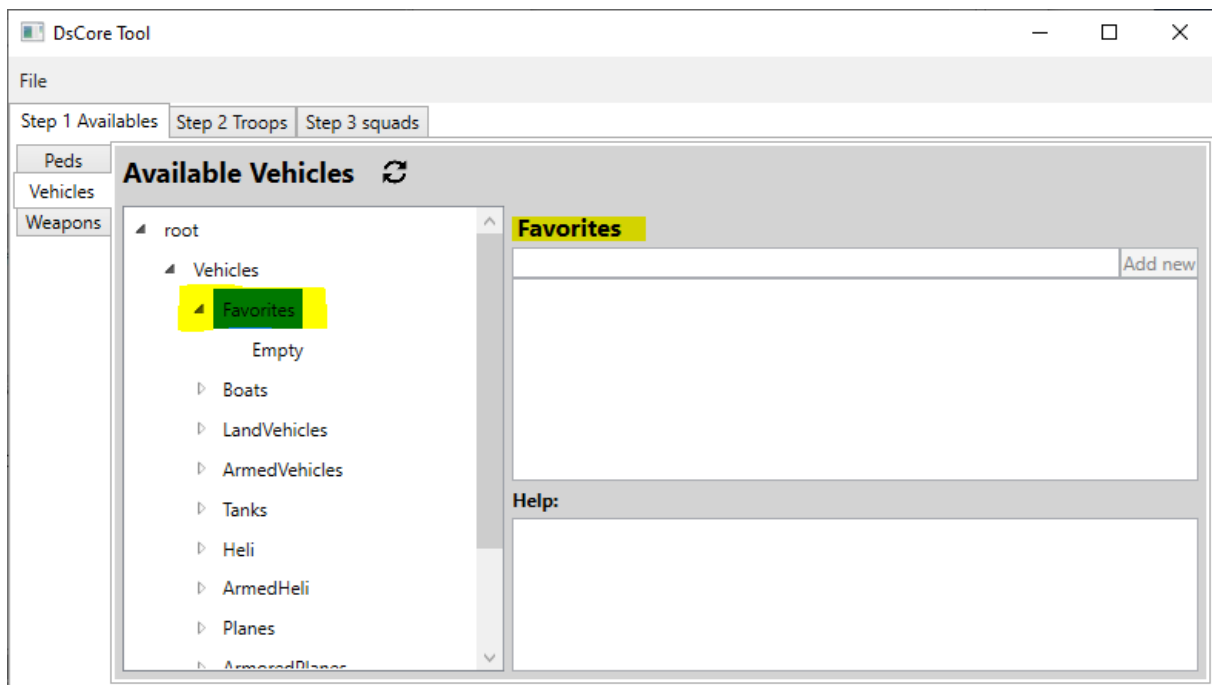
-To add vehicles open the dsCore tool and select step 1 “Availables”



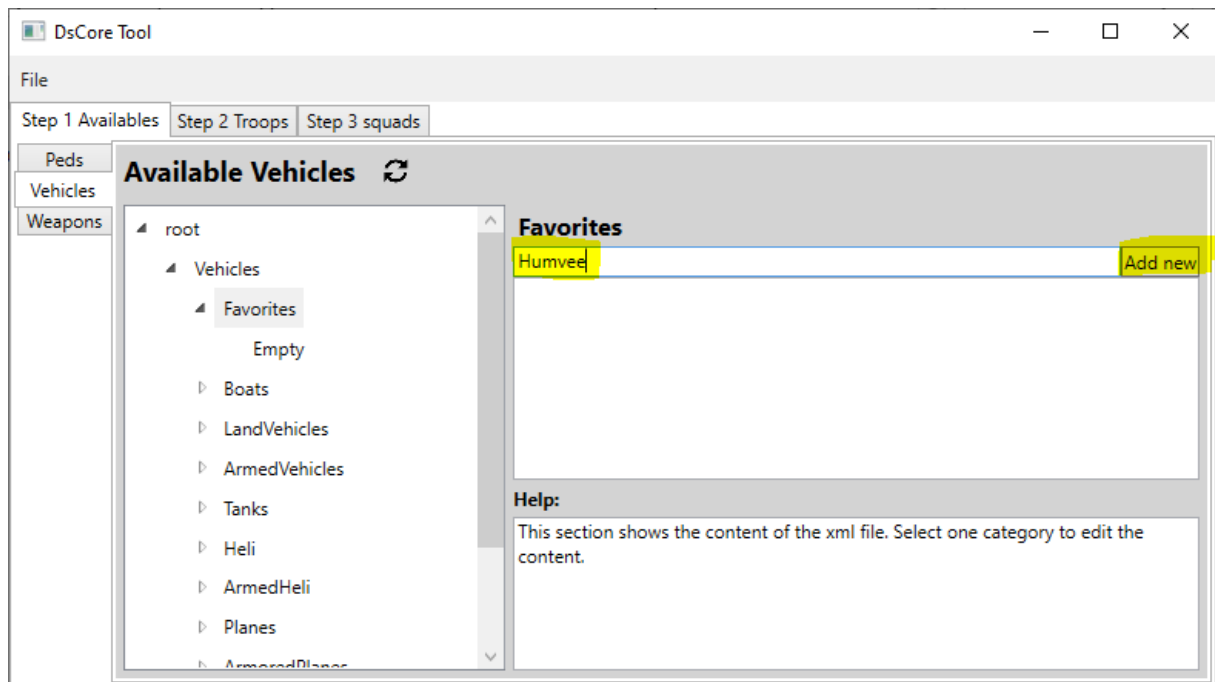
-Head to the tab vehicles (Vehicles) and expand the tree on the left



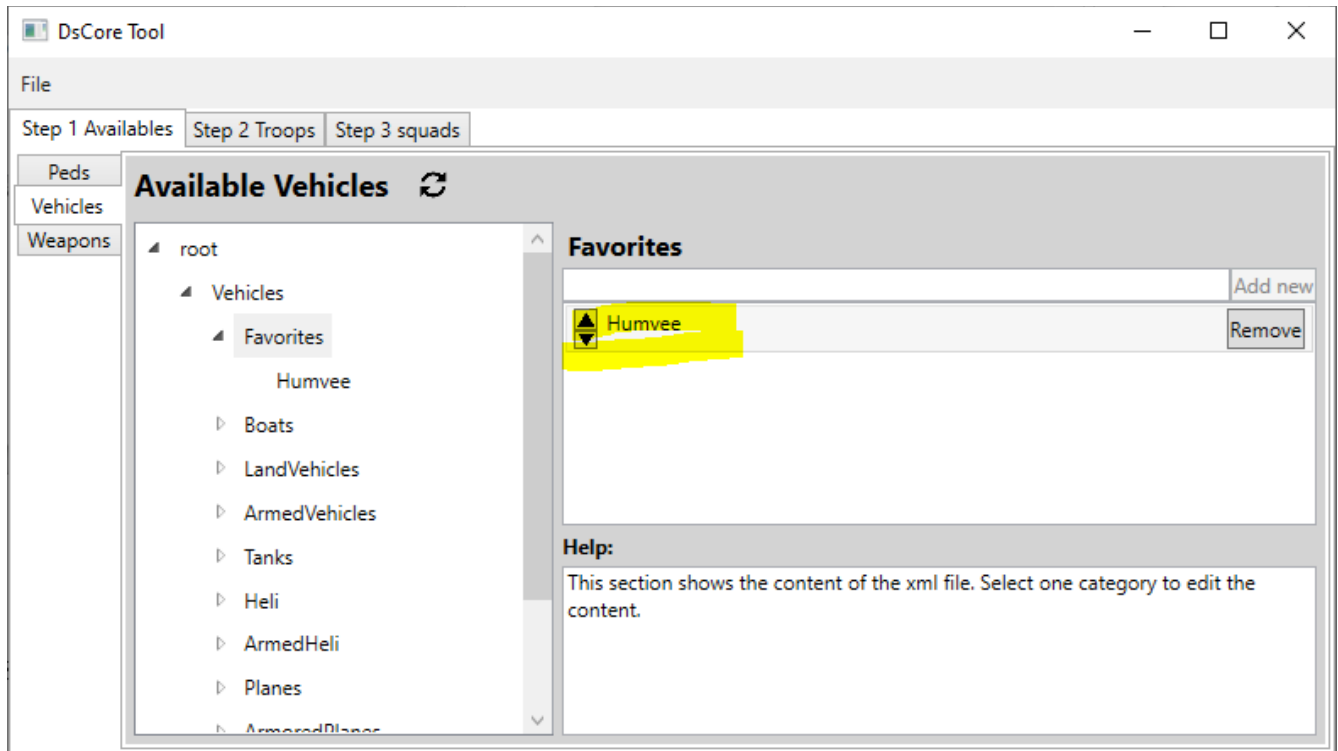
-Select the category desired eg Vehicles> Favorites



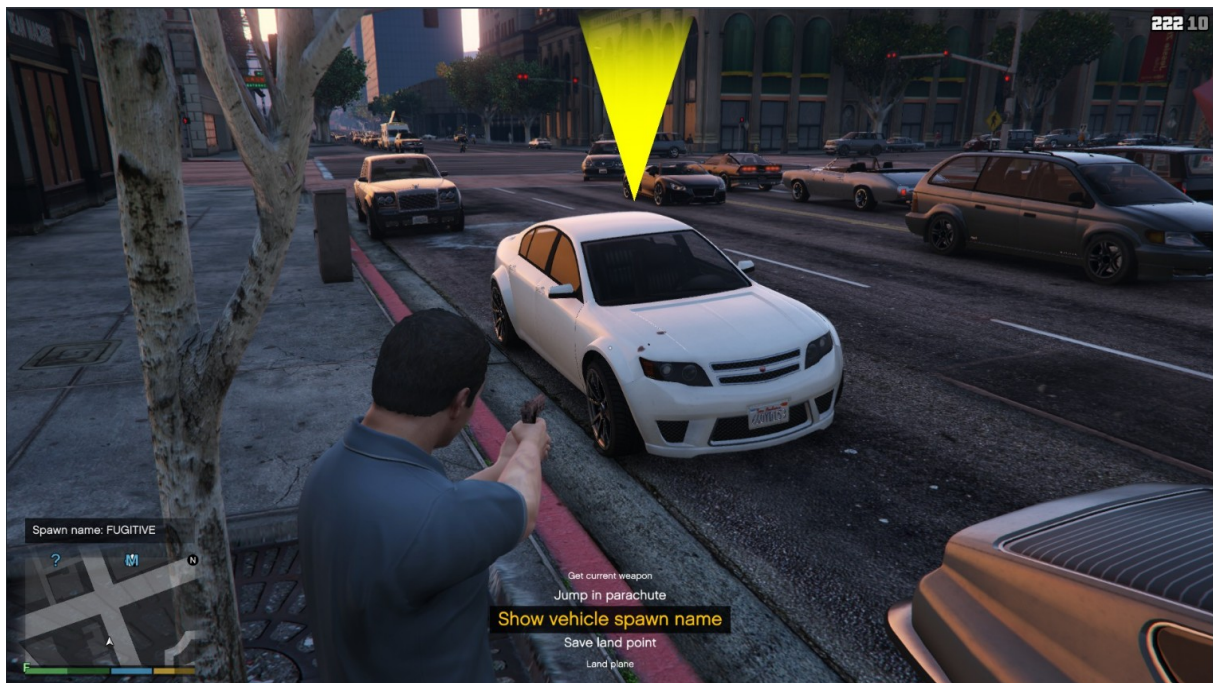
-Write the name of the vehicle you want to add in the text box and press the button "Add new" (You can use the file vehiclesNames.txt as a reference)



-You will see that the vehicle will be added to the list



Note: If you use the mod "PersonalArmy" you can use the command "Show vehicle spawn name" to get the name of the vehicle.

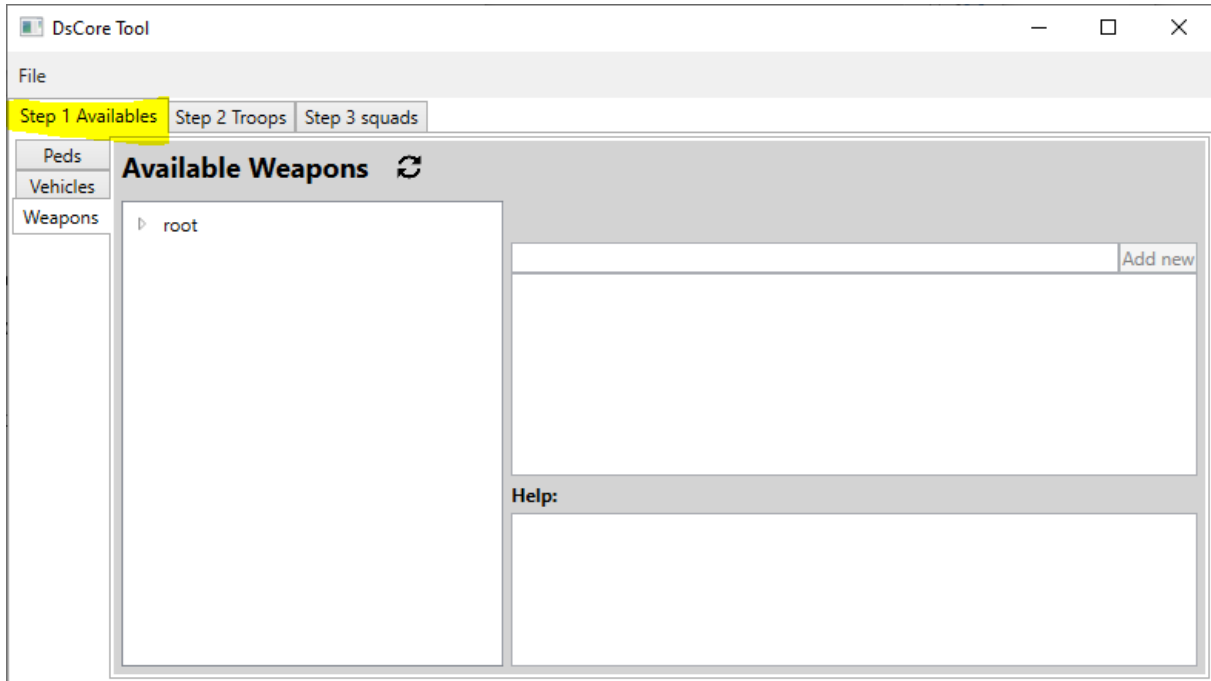


How to add peds (normal and add-on) of shape Handbook

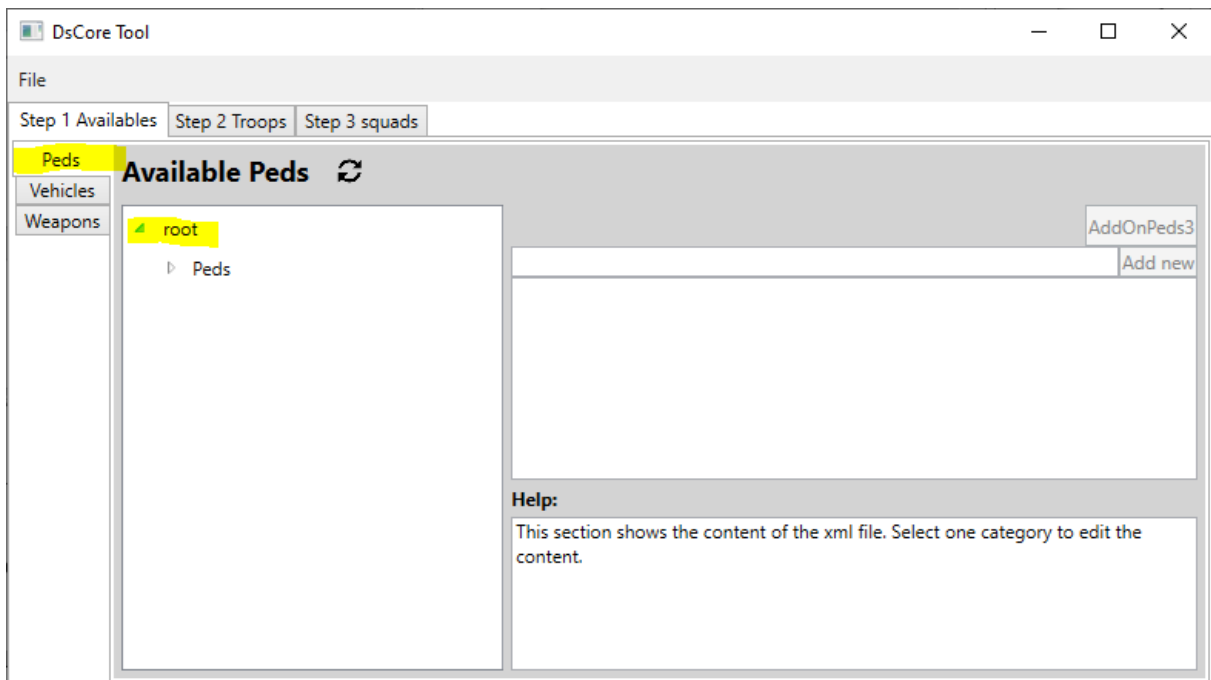
To add peds you need to add to the files Peds.xml, Troops.xml and Squads.xml otherwise not will be able be used by the mod.

Peds.xml

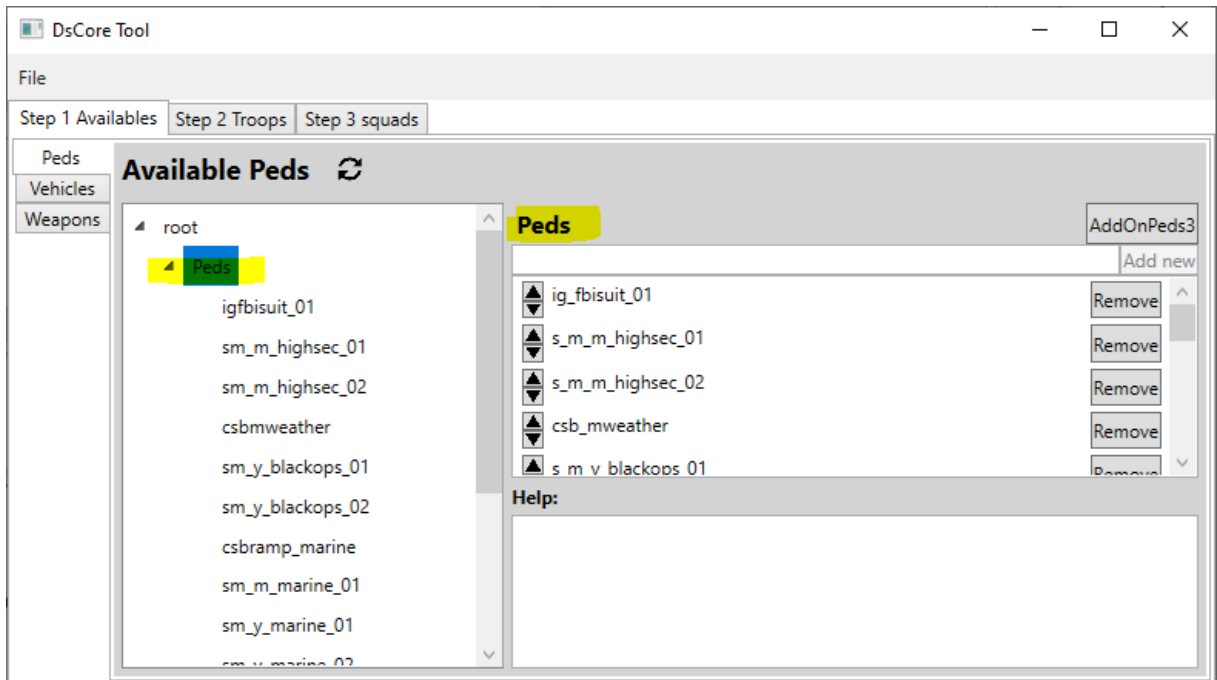
-To add peds open the dsCore tool and select step 1 “Availables”



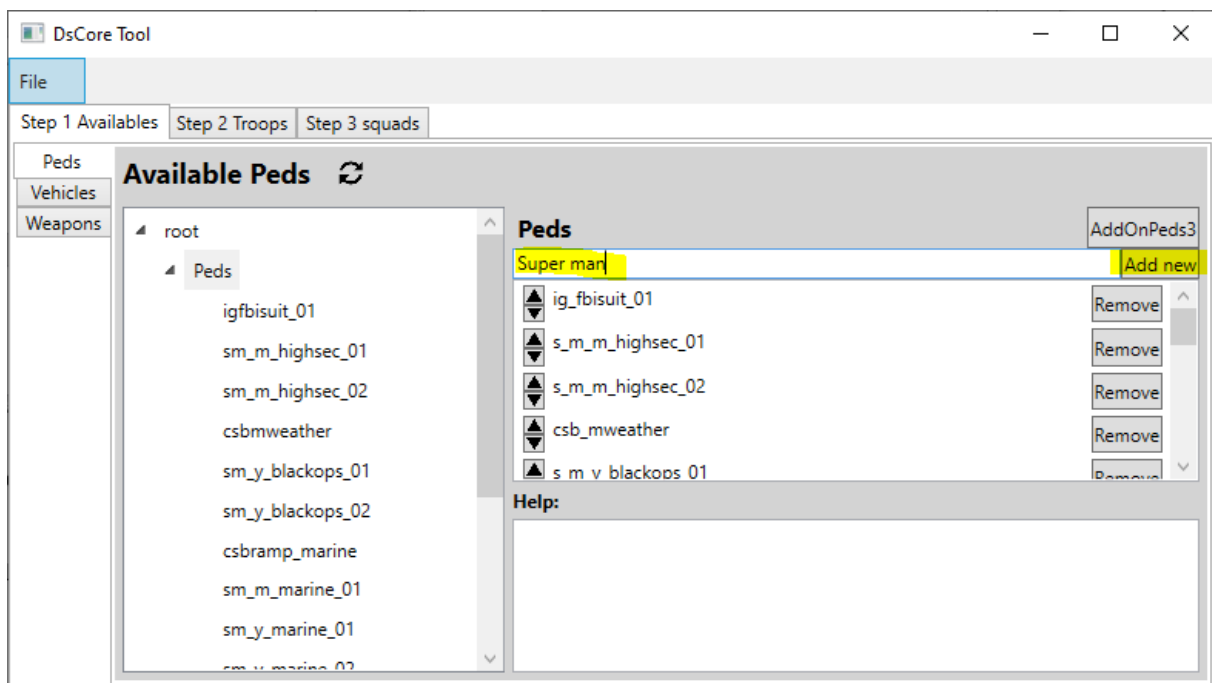
-Head to the tab peds (Peds) and expand the tree on the left



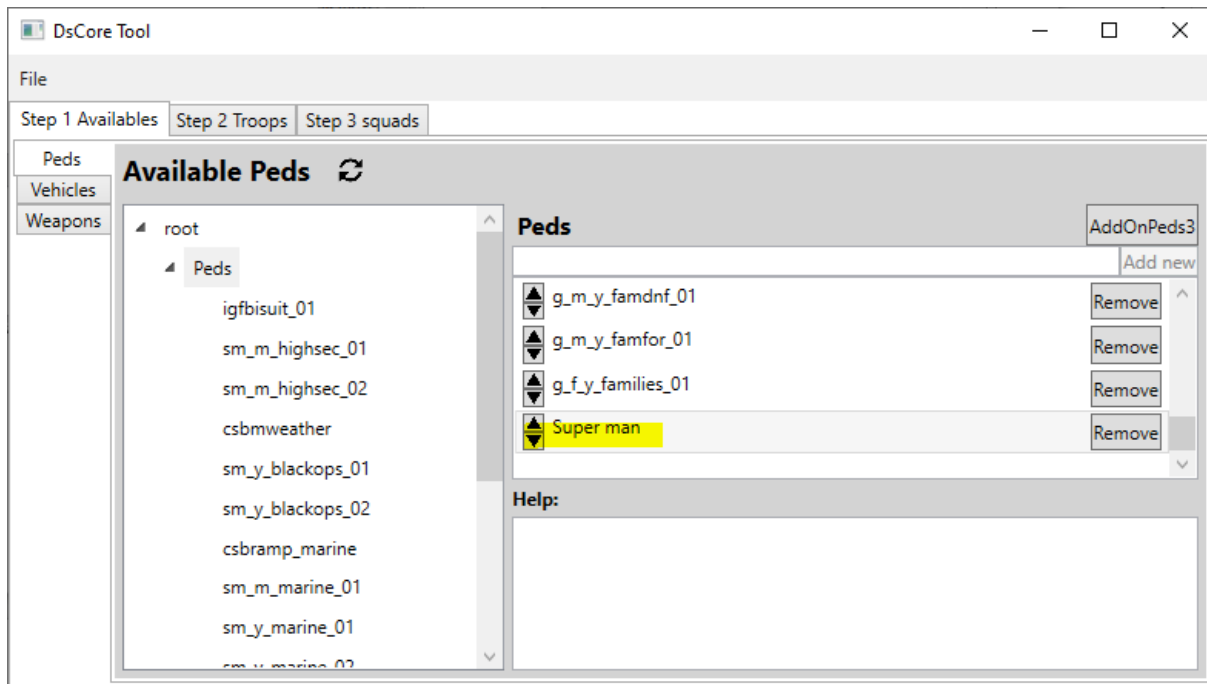
-Select the category "Peds "



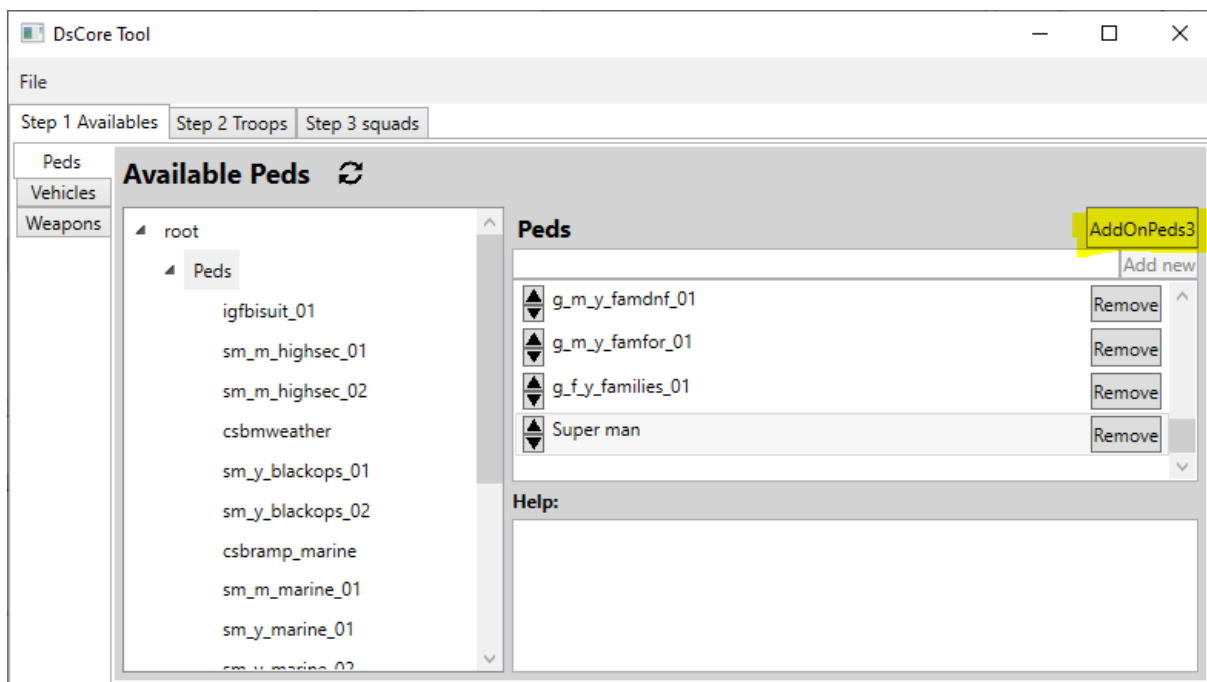
-Write the name of the ped you want to add in the text box and press the button "Add new"



-You will see that the ped will be added to the list

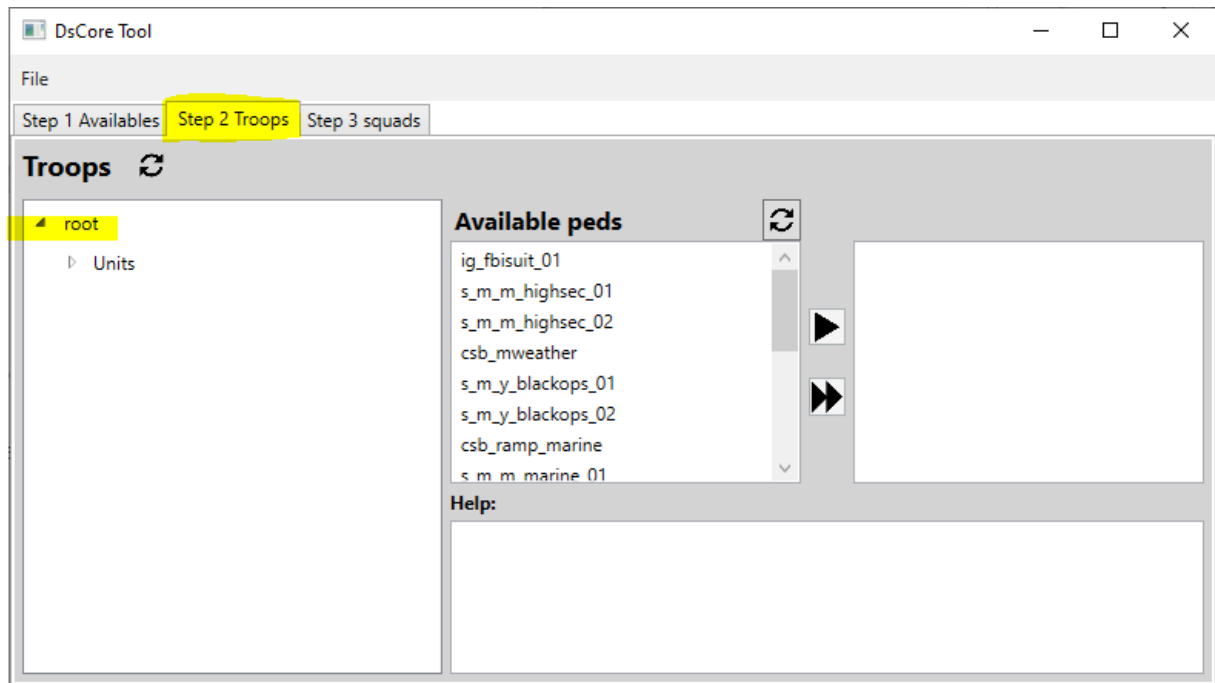


Note: you can use the button "AddOnPeds3" that will add your installed add-on peds to the list automatically.

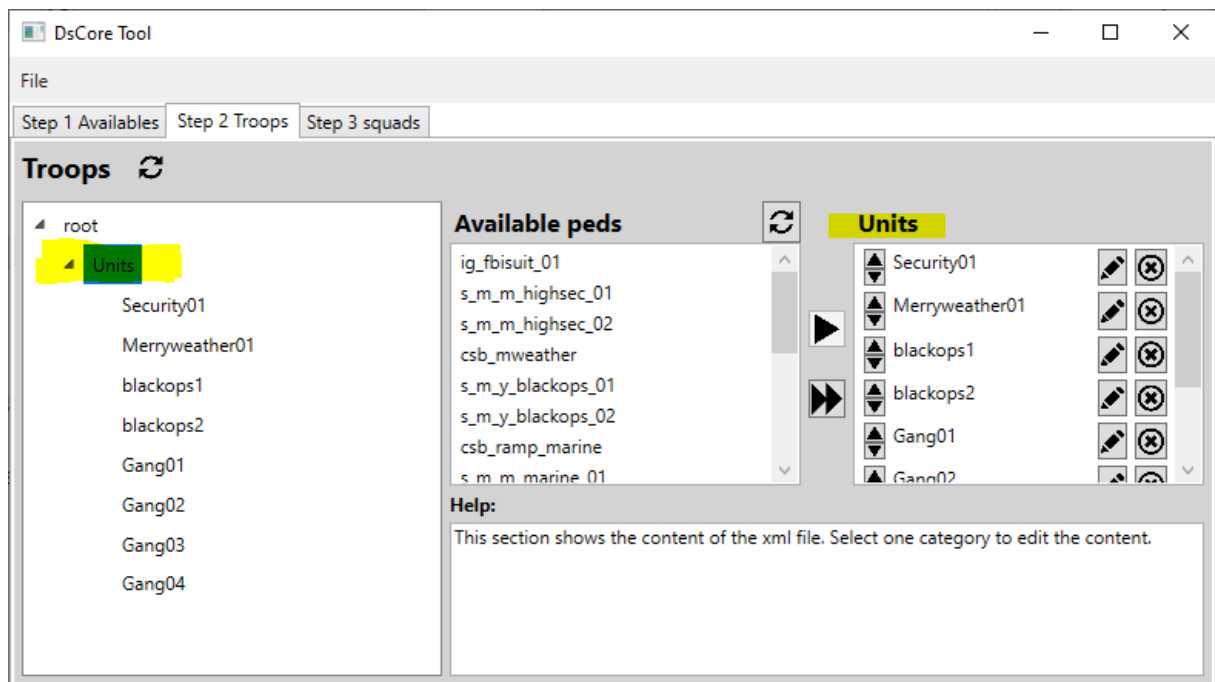


Troops.xml

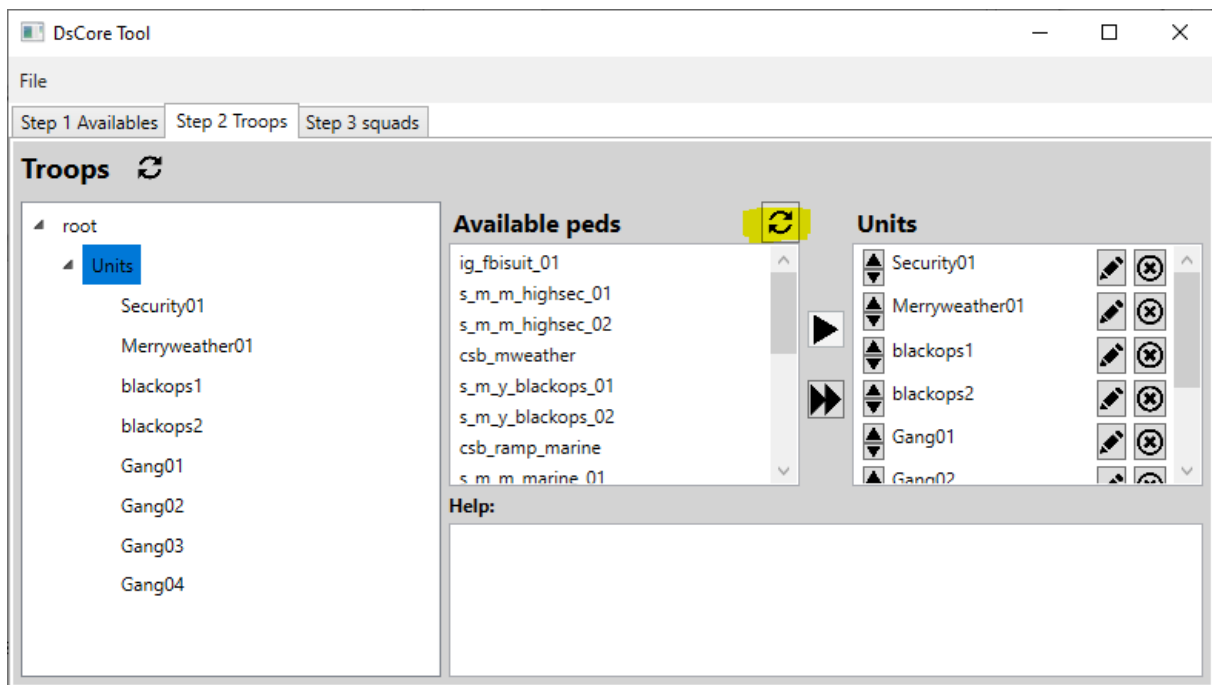
-Once the peds have been added to the Peds.xml file, select the tab step 2 "Troops" and expand the tree on the left.



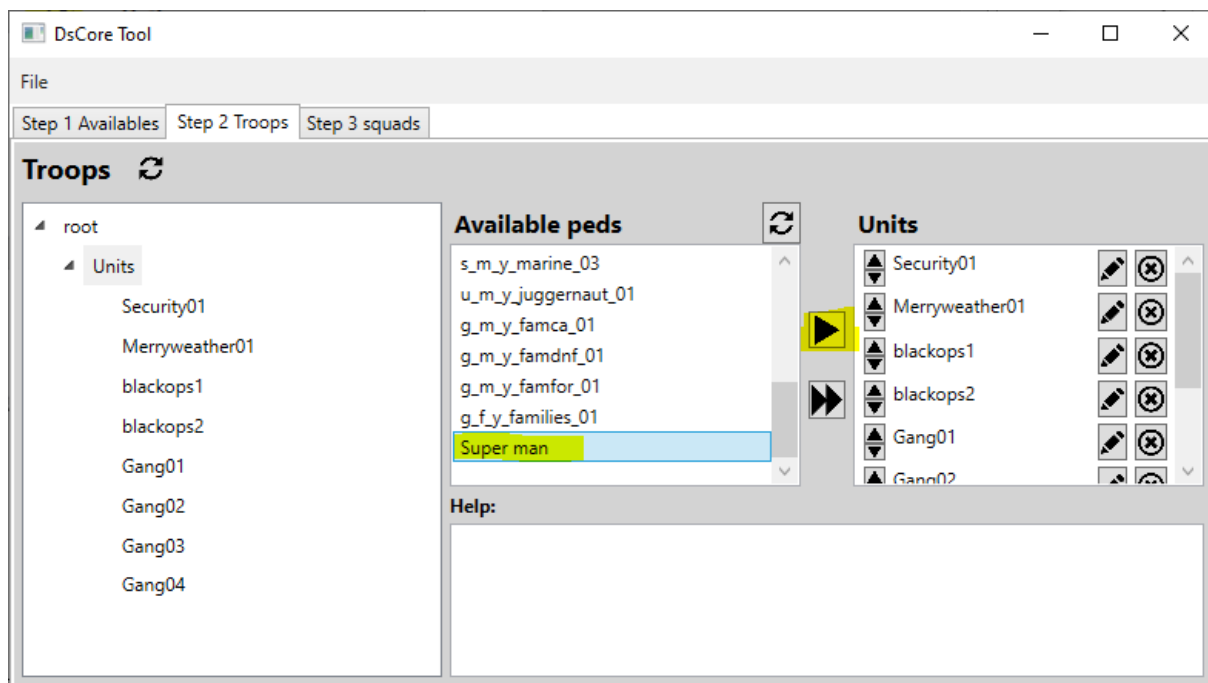
-Select the category "Units" to add a new unit (Bodyguard / Soldier)



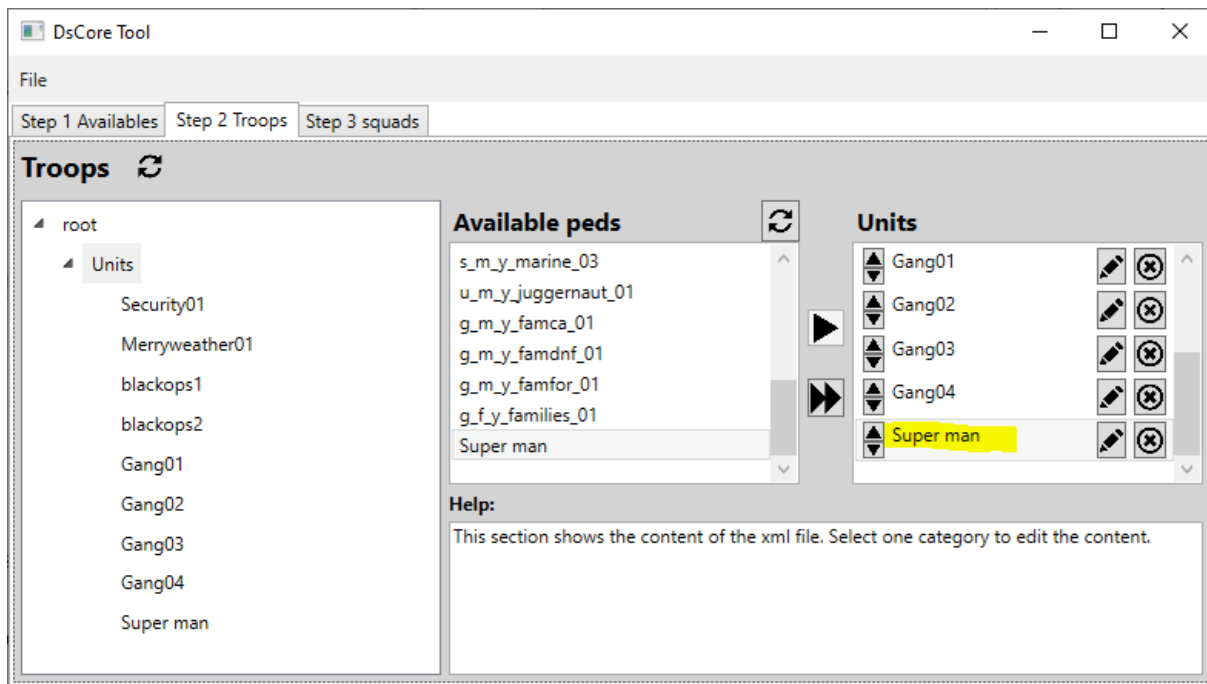
-Update the list of available peds.



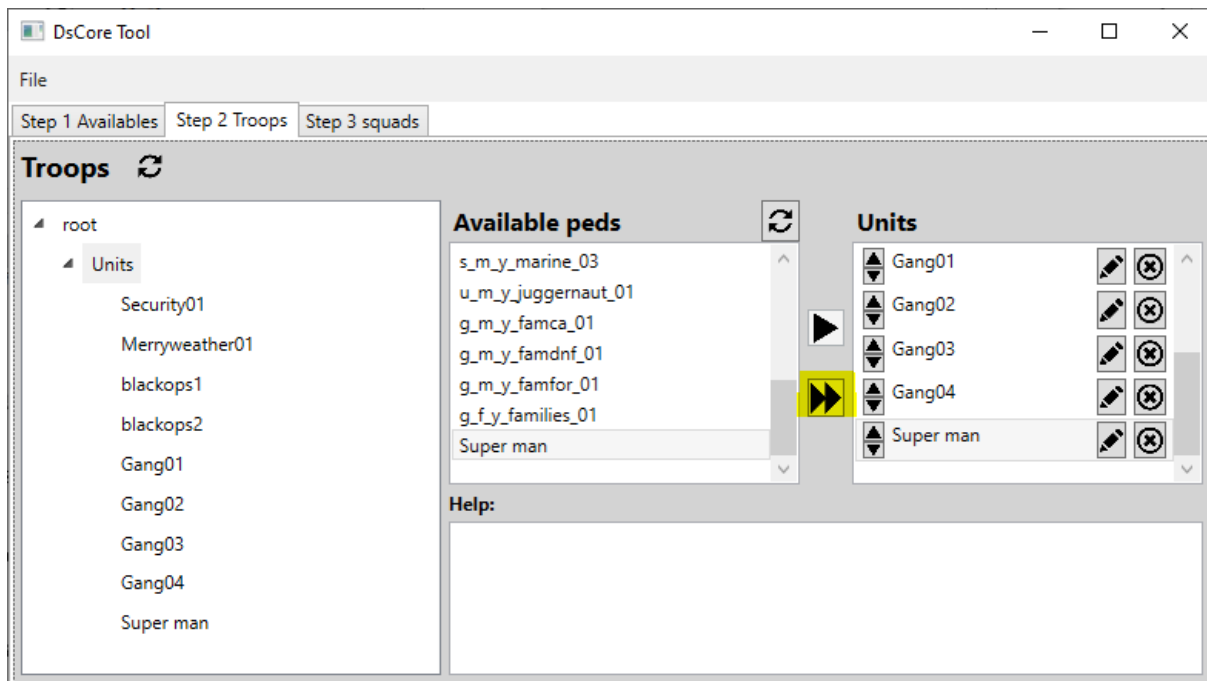
-Select from the list of available peds the one you want to add and press the button with an arrow.



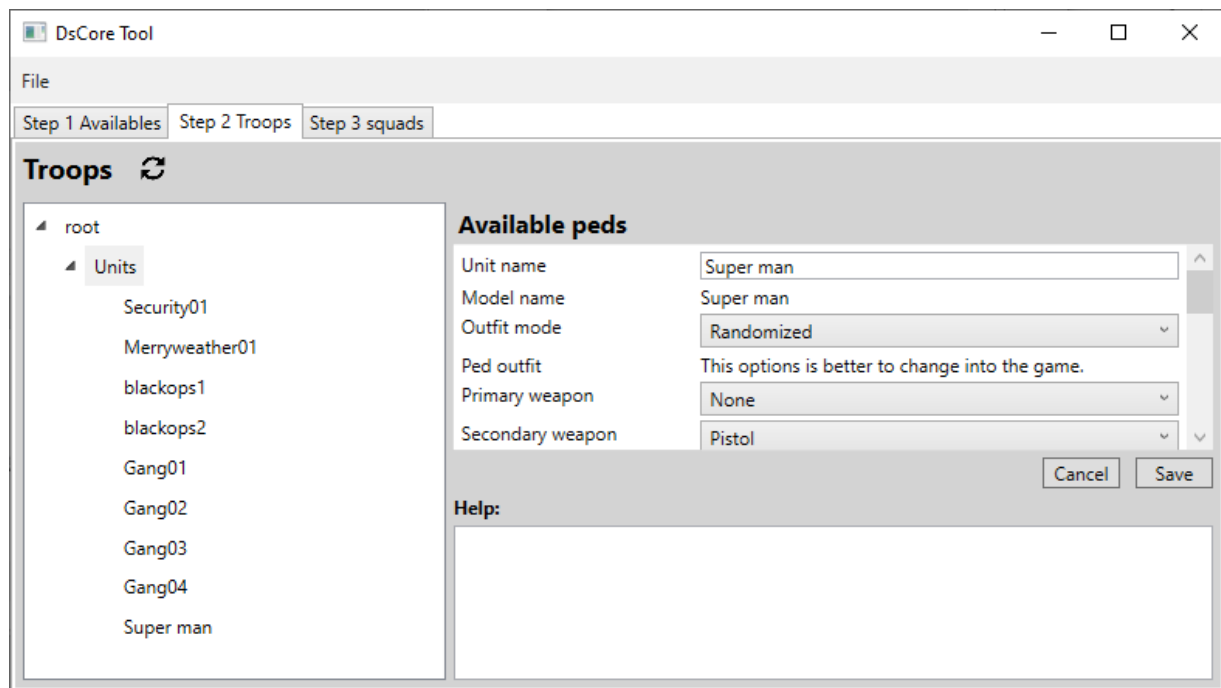
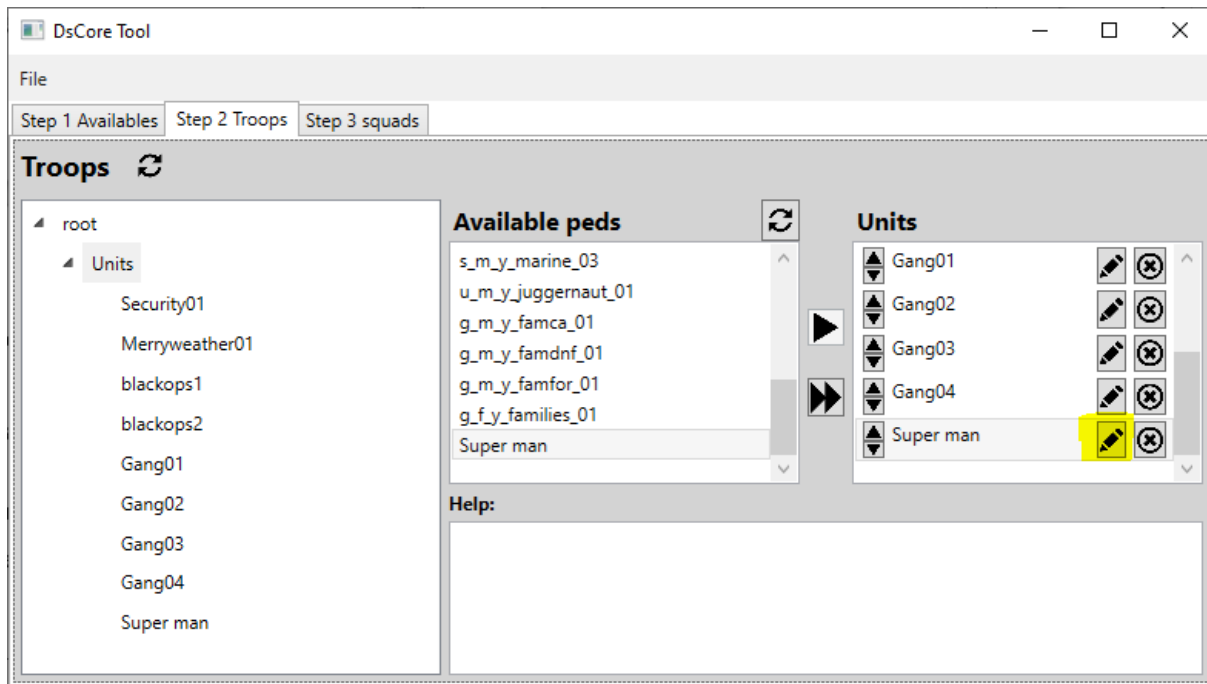
-A new unit will be created (Bodyguard / Soldier) with the default values and the list on the right will be displayed.



Note: You can use the button with two arrows to add all available peds that are not be previously added.

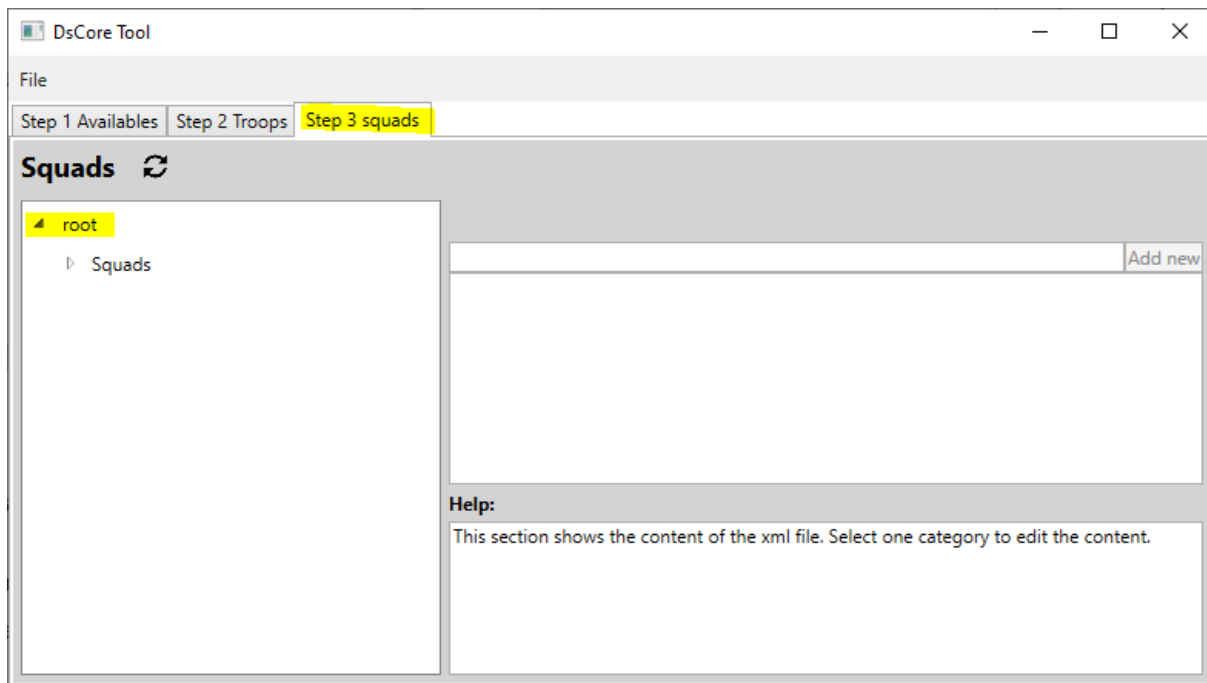


Note 2: You can edit the default values of the units created in the list on the right.

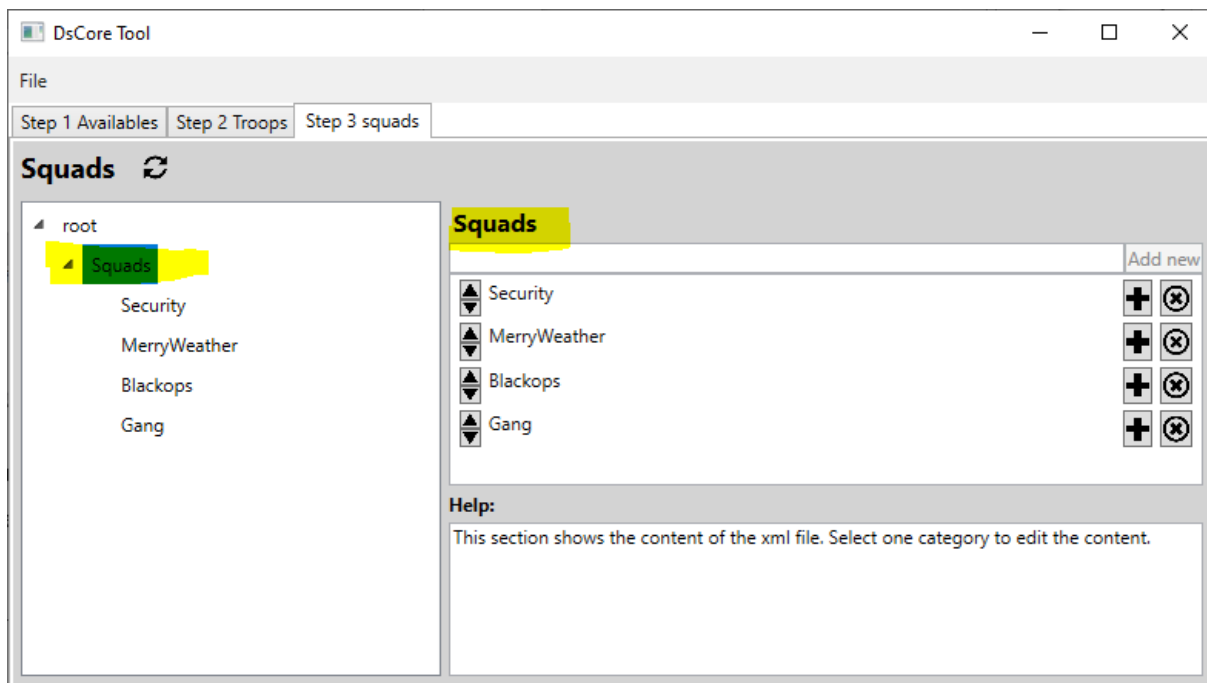


Squads.xml

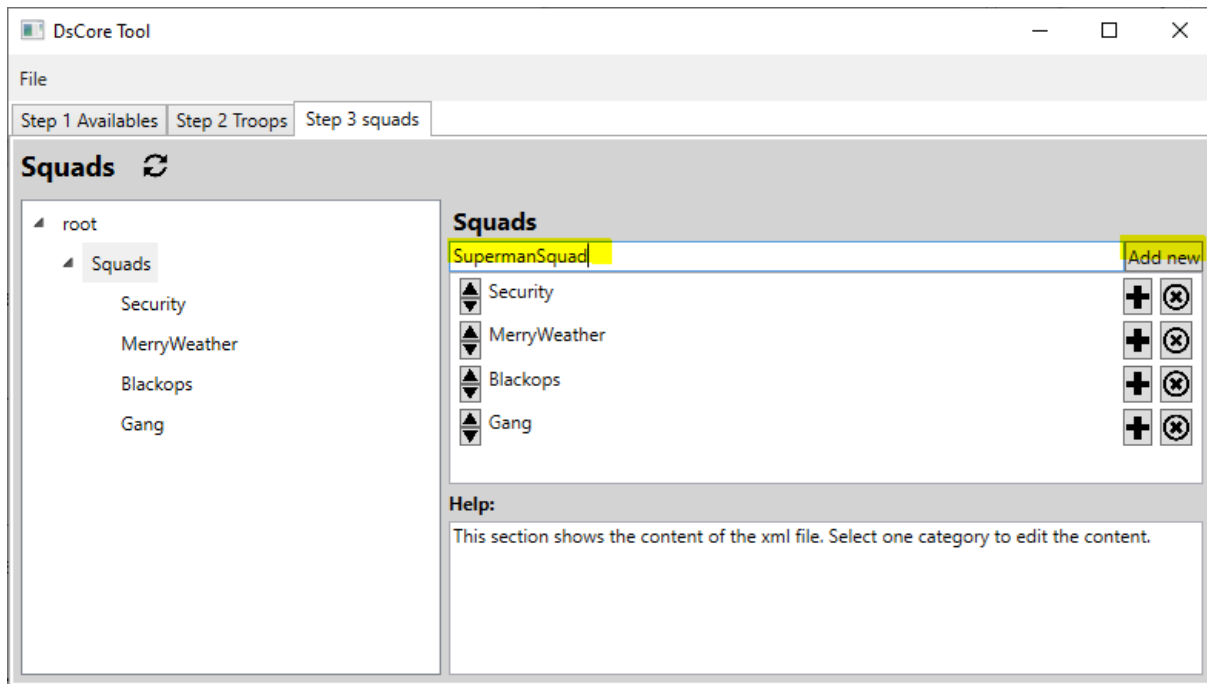
-Once the peds are added to the file Troops.xml select the step tab 3 "Squads" and expand the tree on the left.



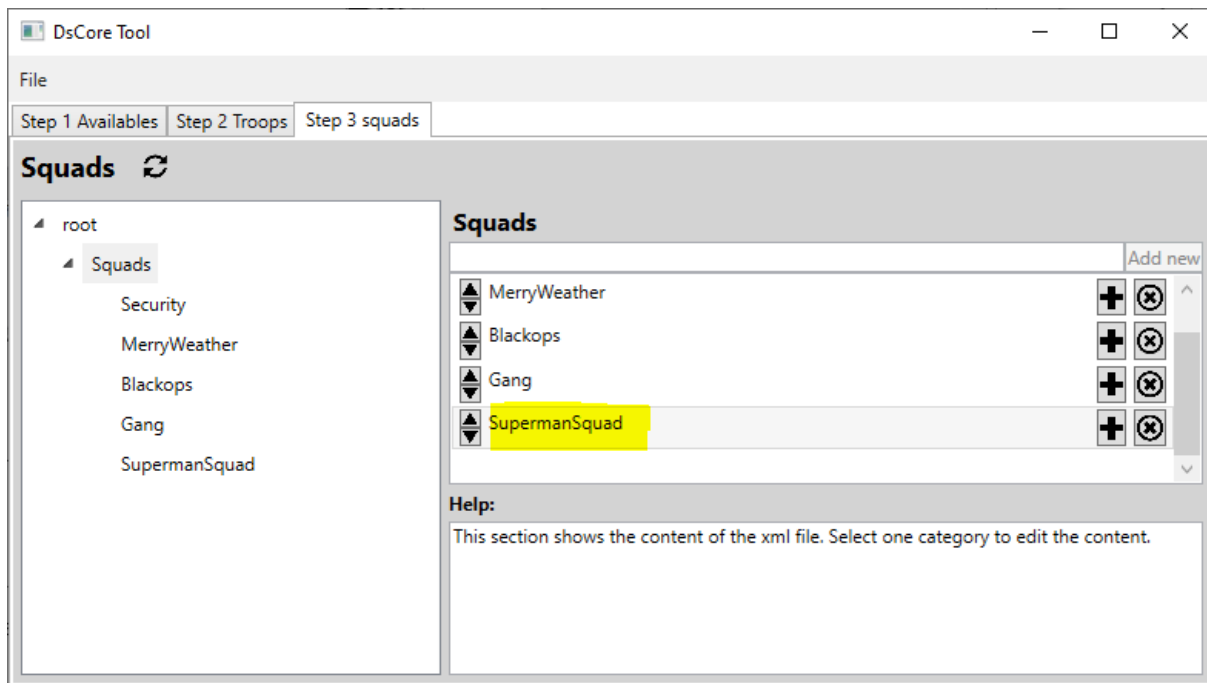
-Select the category "Squads" To add a new squadron (Squad)



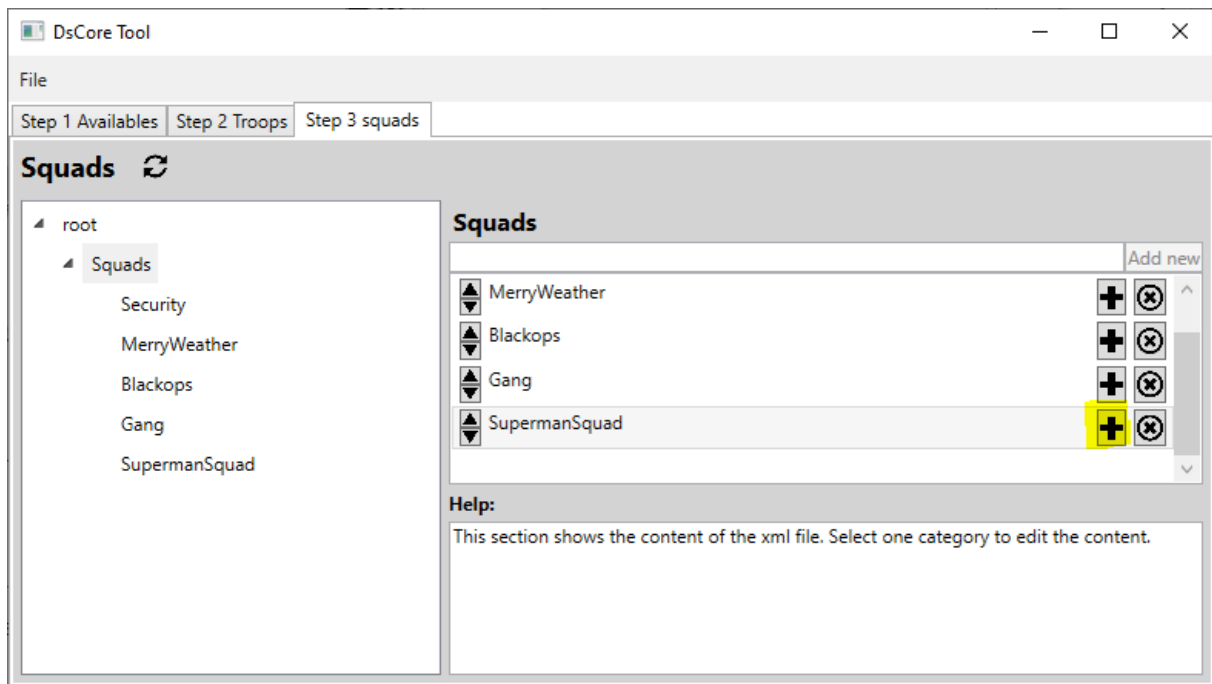
-Write the name of the squadron and press he button "Add new"



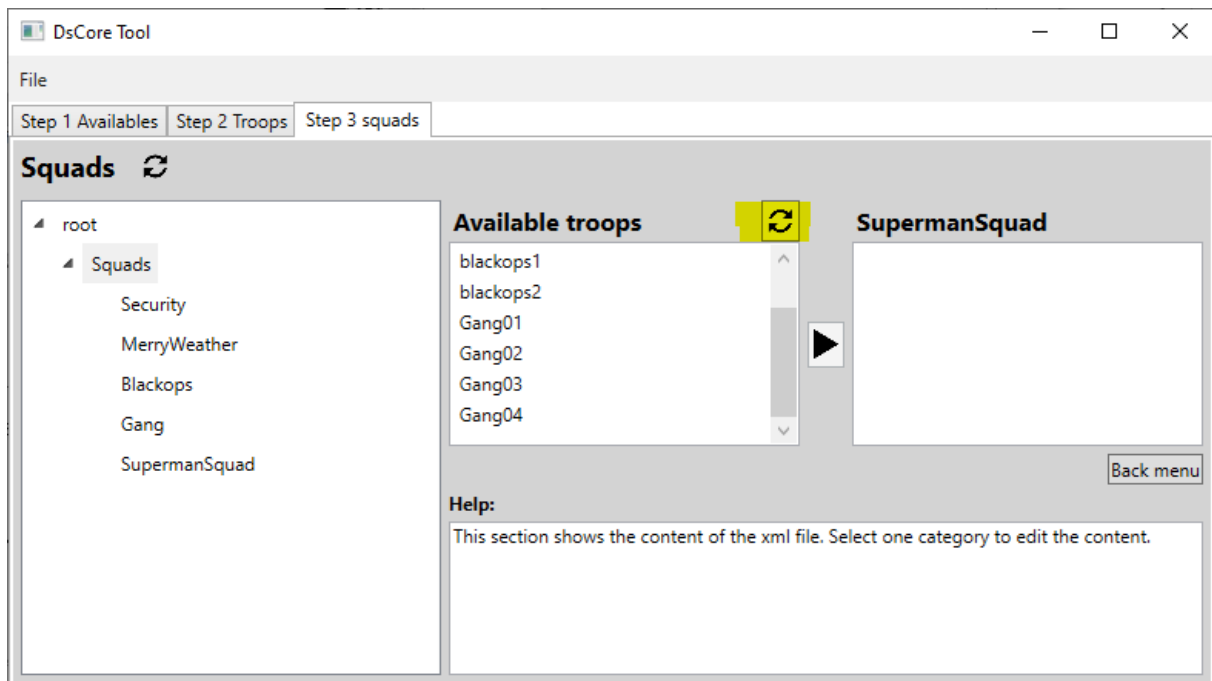
-The new squadron will appear on the list



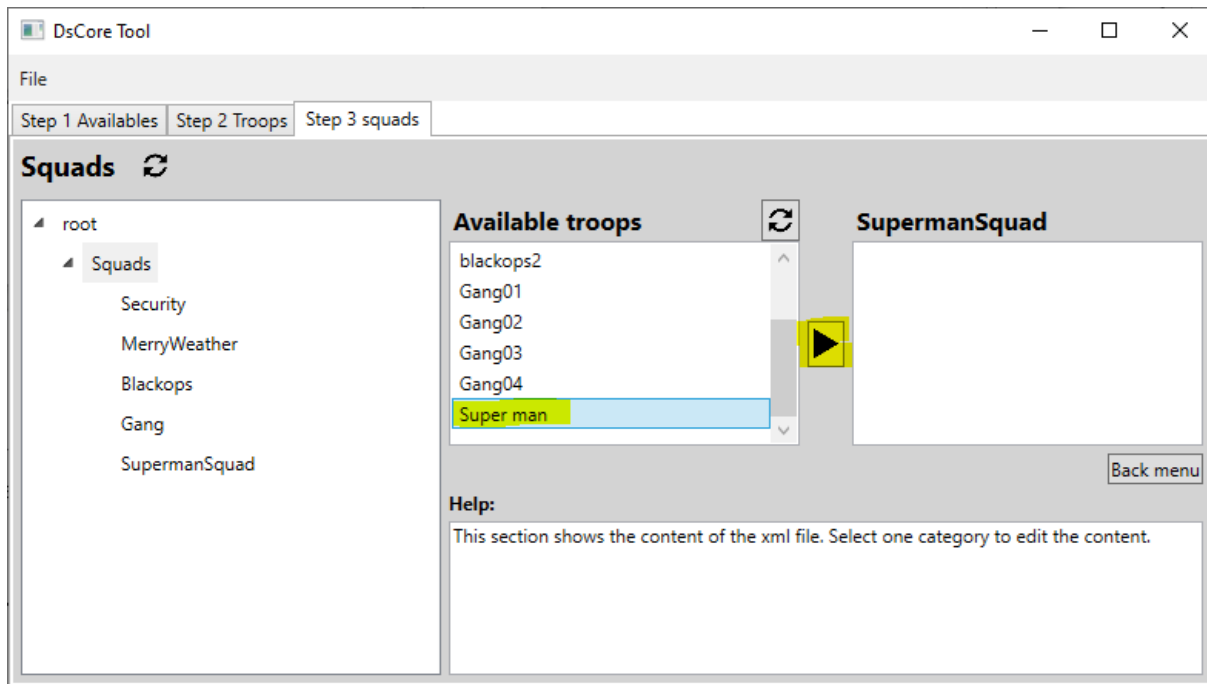
-Now you have to add the units (Bodyguard / Soldiers) at squadron created, for it press he button with the "plus" sign.



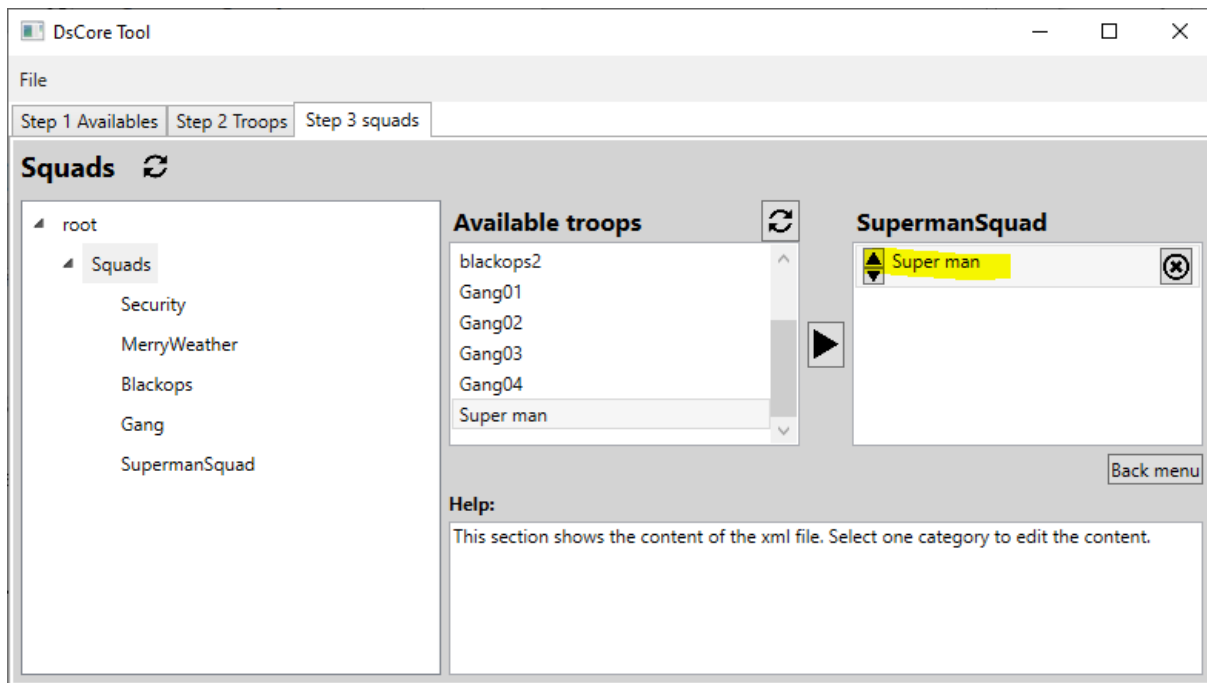
-Update the list of available units.



-Select the unit you want to add to the squadron and press he button with an arrow.

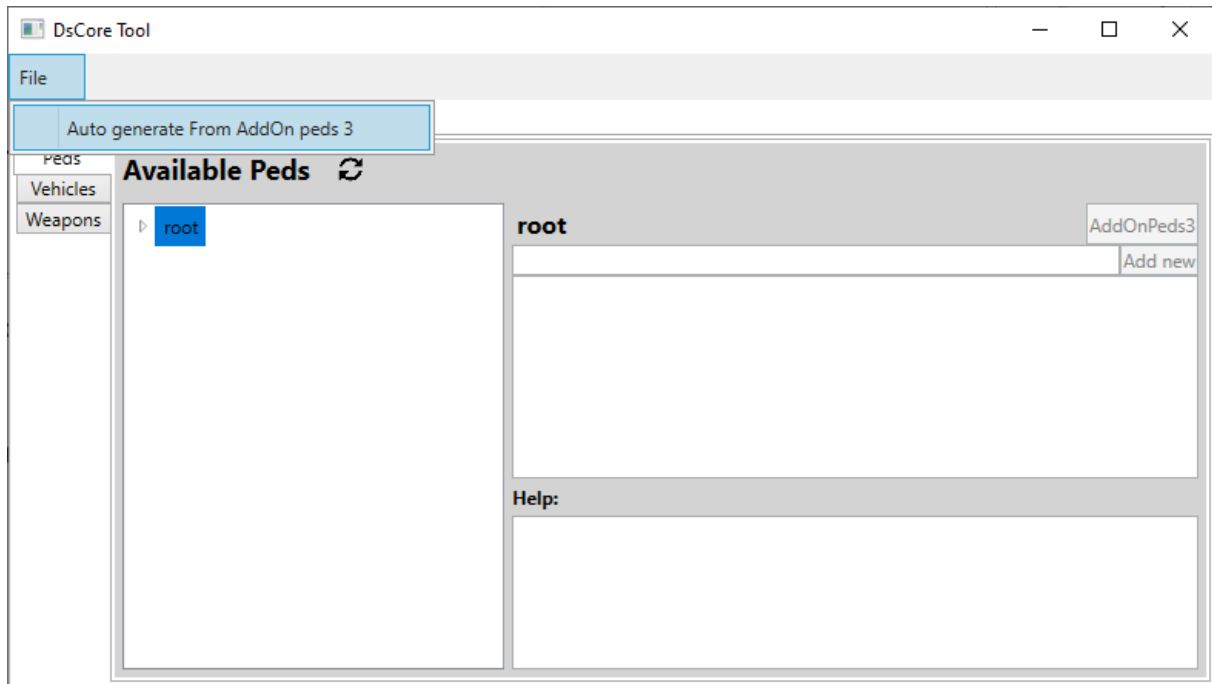


-In the list on the right will appear the units (Bodyguard / Soldiers) added to squadron selected.

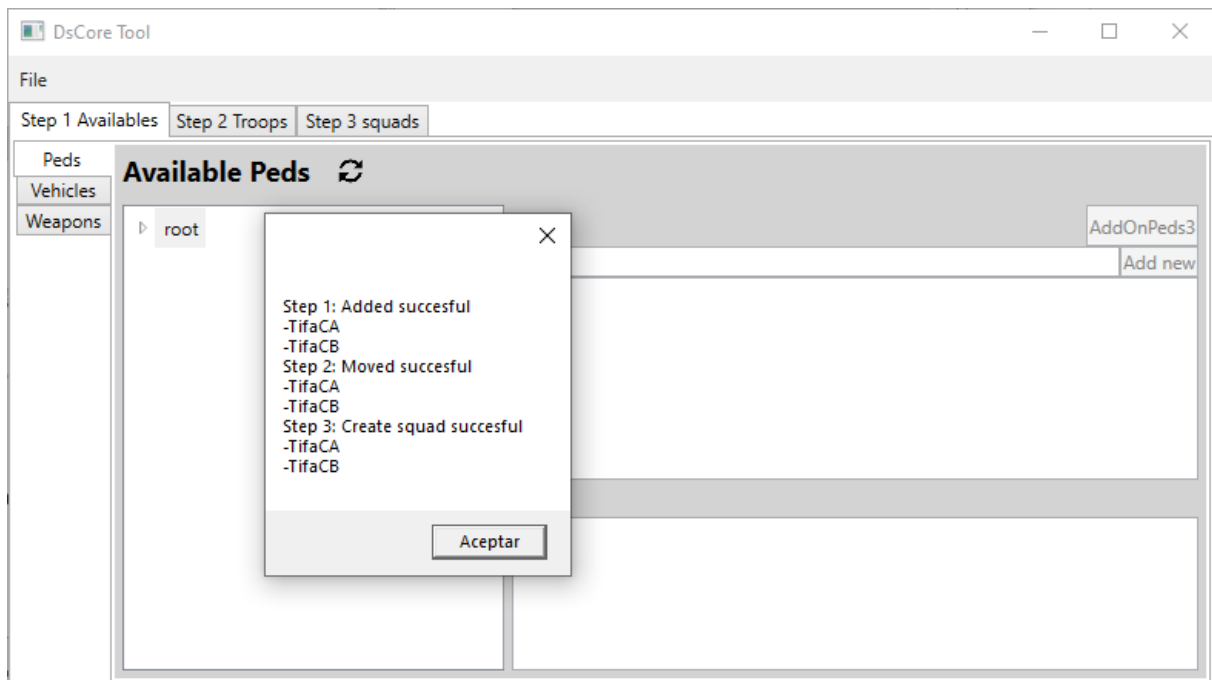


How to add peds add-on automatically

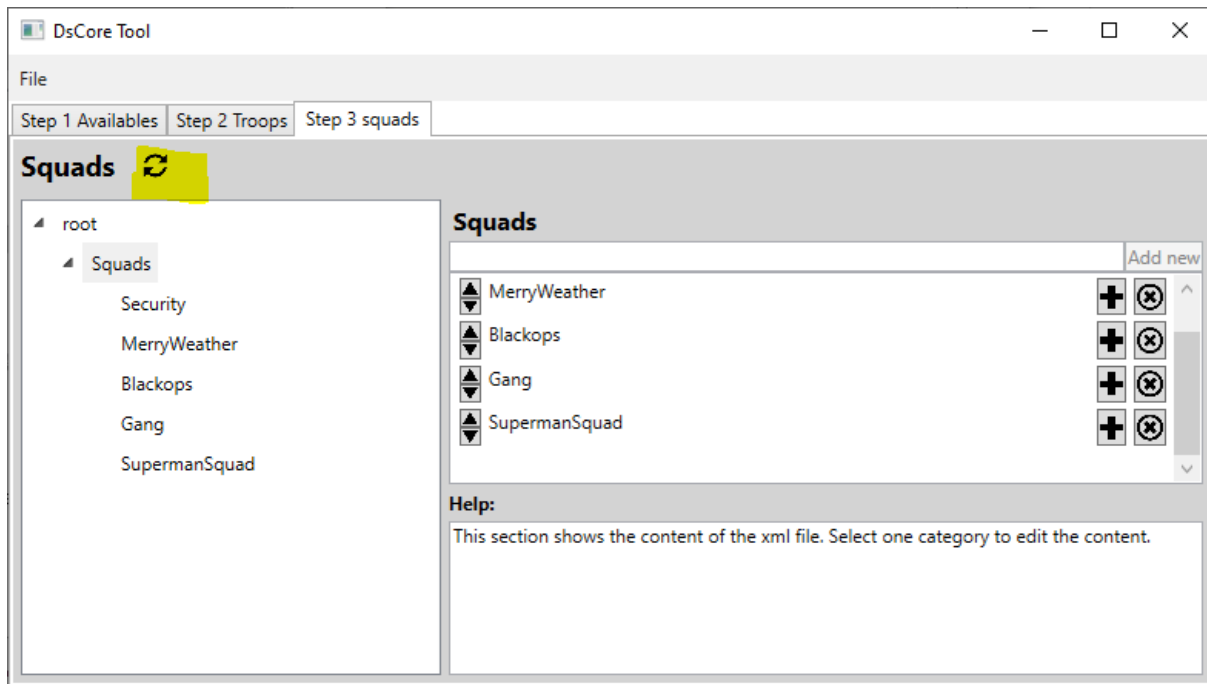
- To add add-on peds automatically open the dsCore tool
- Select from the bar higher the option file (File)
- Press he button "Auto Generate From AddOn Peds 3"



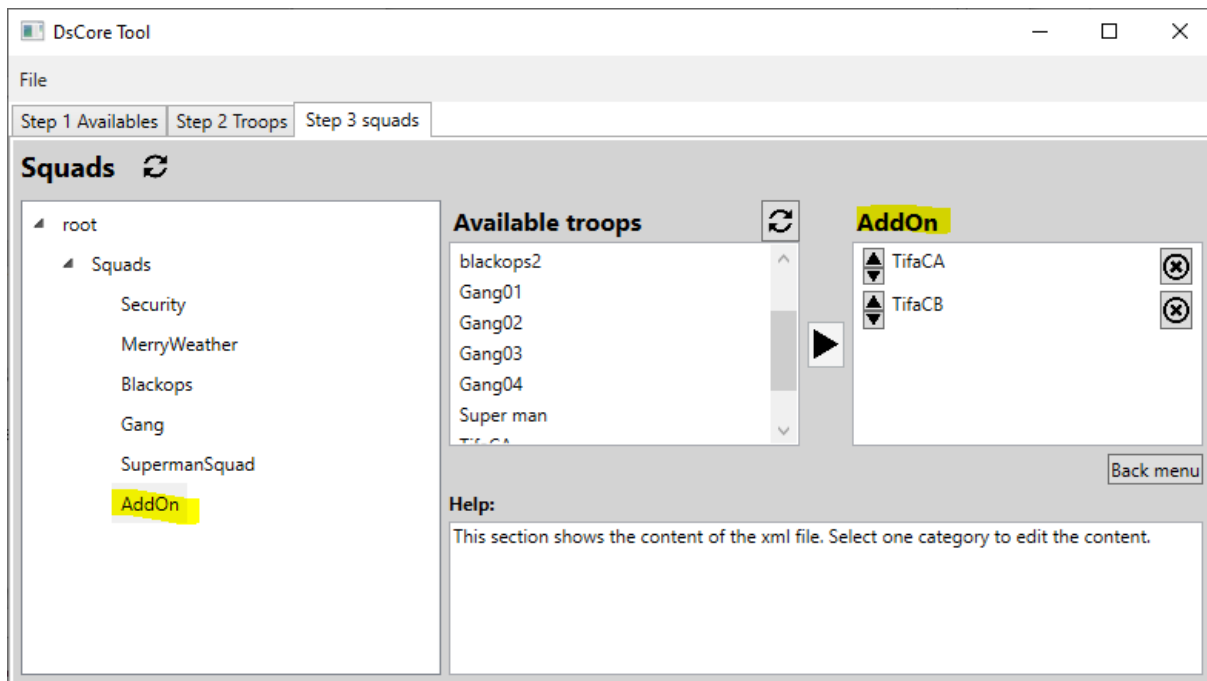
-ANDThe program will add automatically your add-on peds to files Peds.xml, Troops.xml, and Squads.xml.



-Update the files to see the changes.

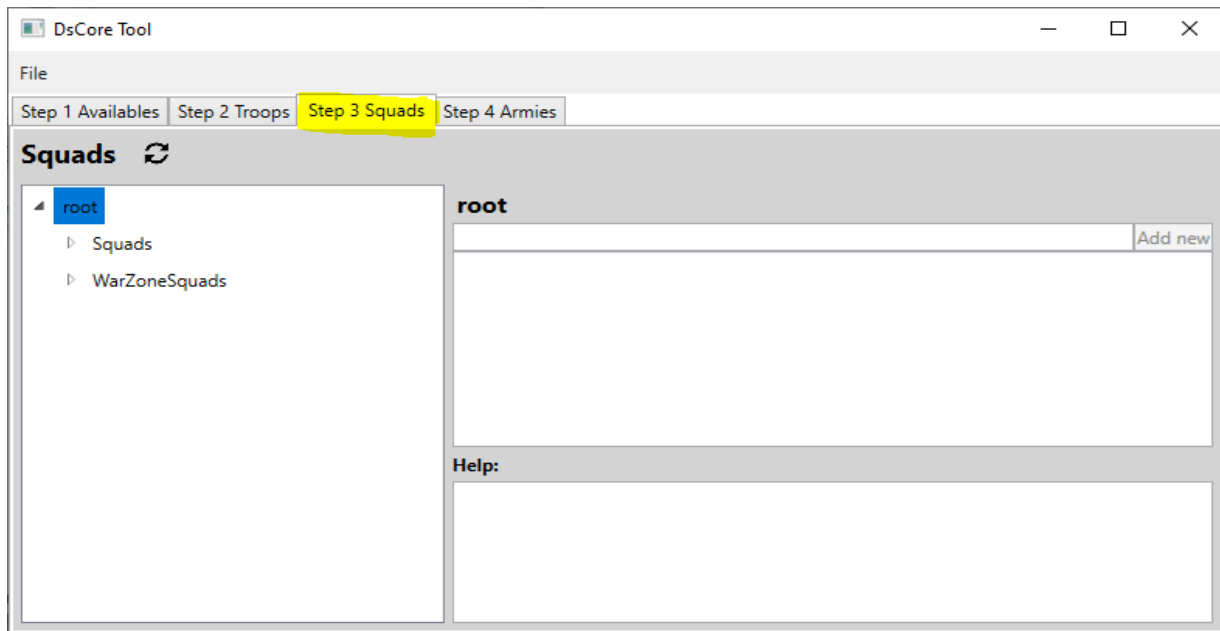


-Se will create a squad called "TOddon "with all the peds added with default values.

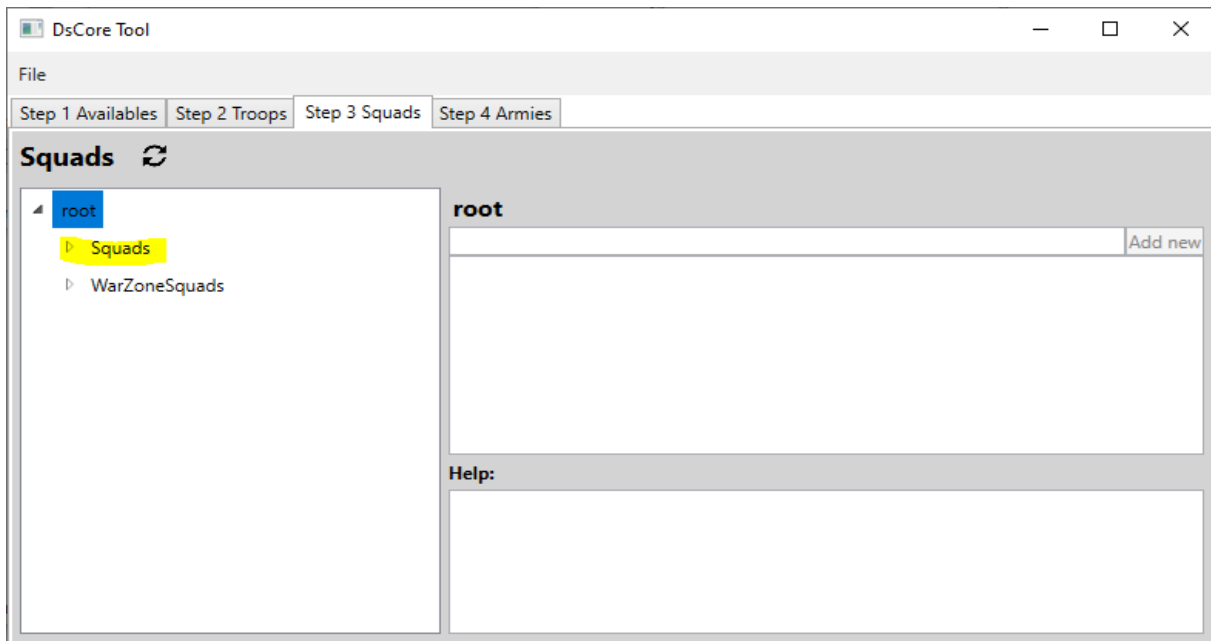


How create / edit a squad (Squads.xml)

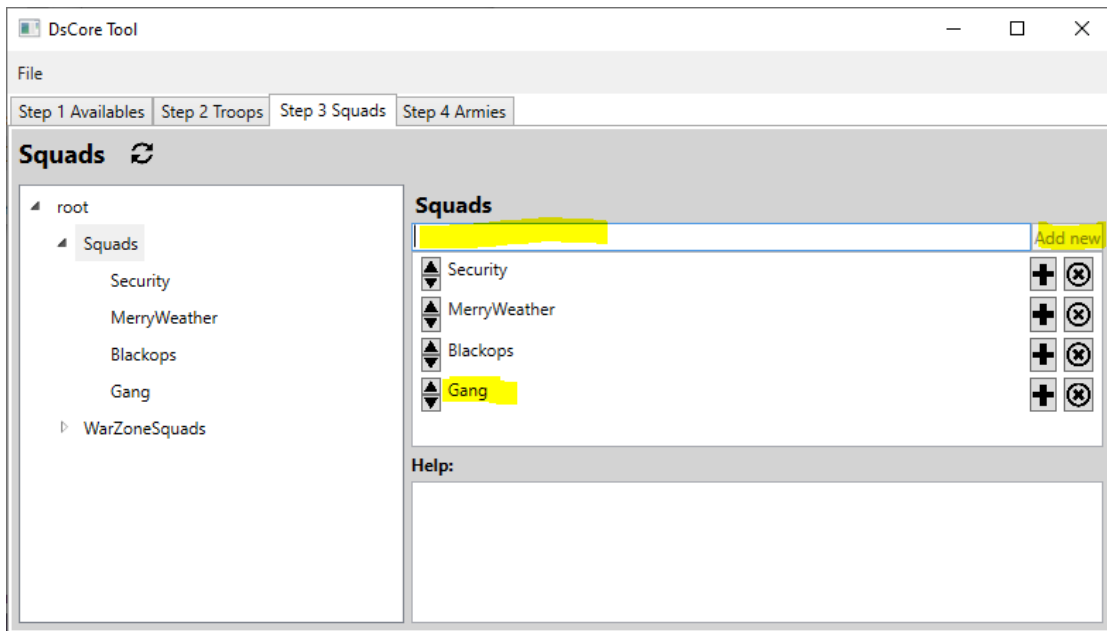
-Open the dsCore_tool.exe tool and go to the "Squads" tab



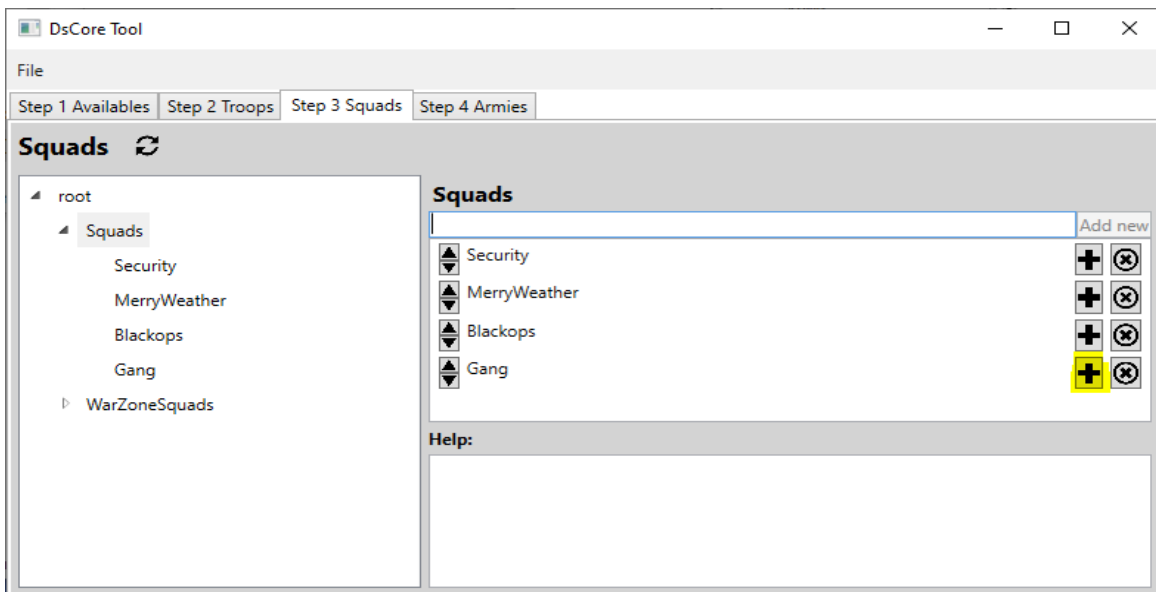
-Select the type of squadron,
"Squads" to be deployed as bodyguards in PersonalArmy or
"WarZoneSquads" to be used in an army in WarZone.



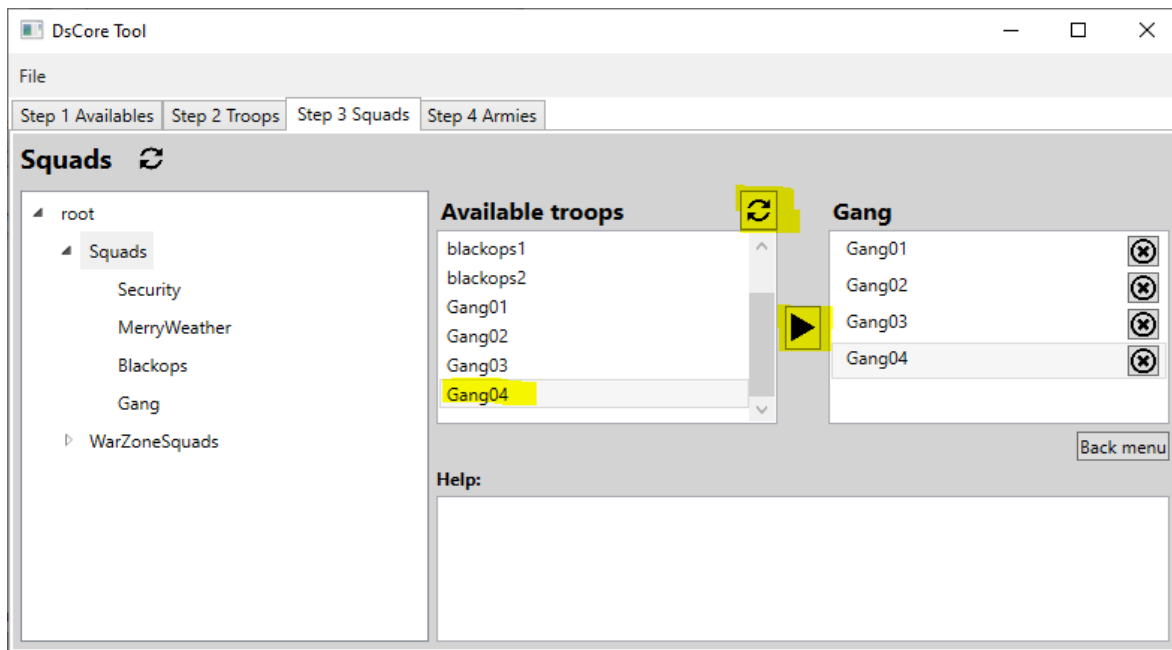
-Write in the bar the name of a new squad and press "add new" to add it to the list or select one of the existing squads.



-Press + button to add units to the squad



-Reload the list of available troops, select the element you want to add to the squad and press the button in the center to add it.

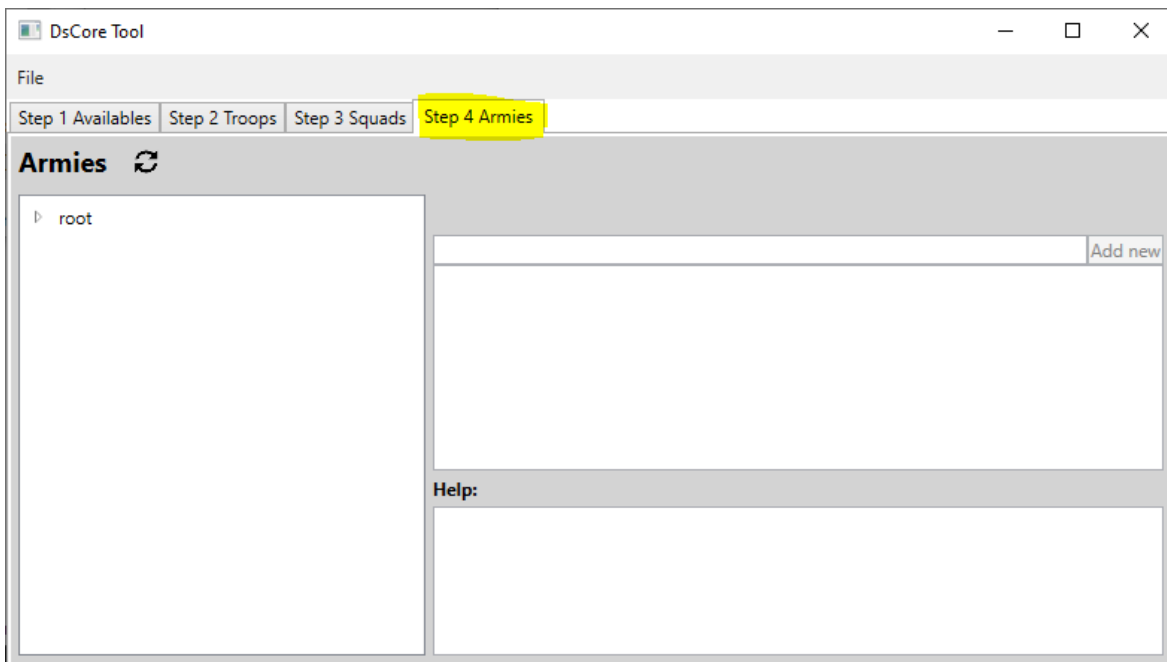


How create / edit an army (Army.xml)

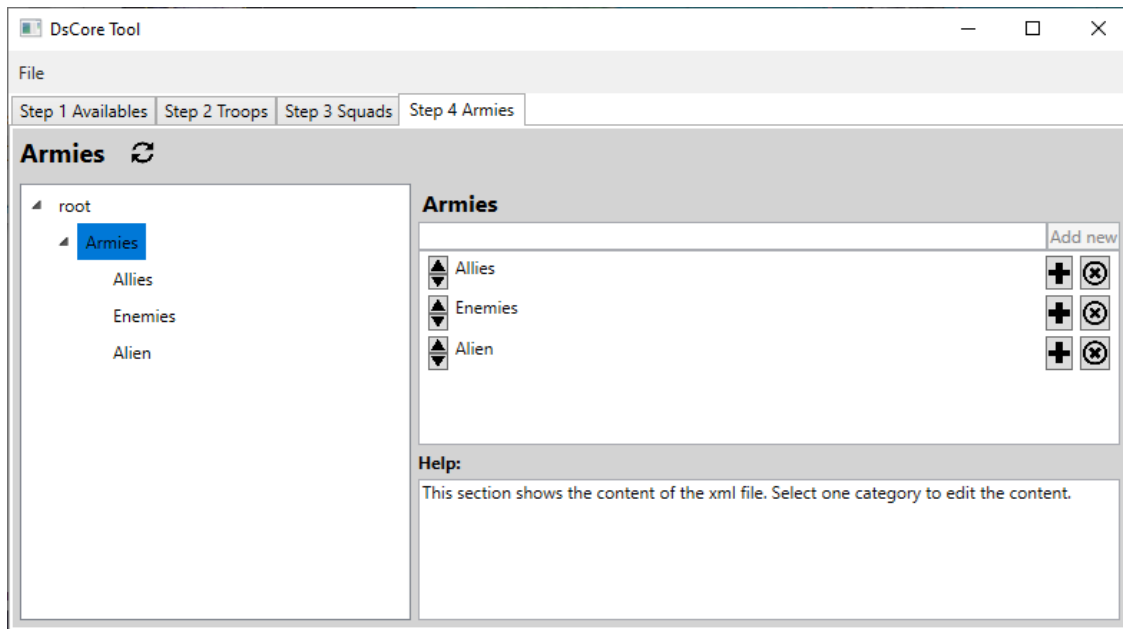
-To create an army,first you need to create ArmyPresets from mod menu.



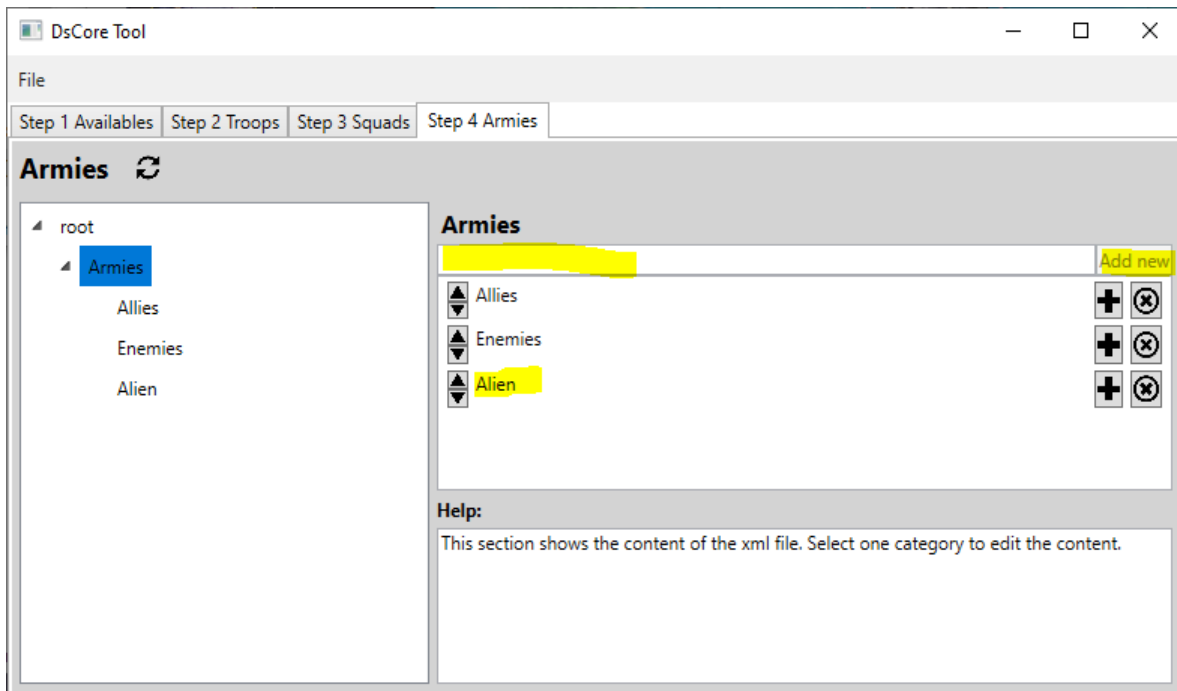
-Open the dsCore_tool.exe tool and go to the "Armies" tab



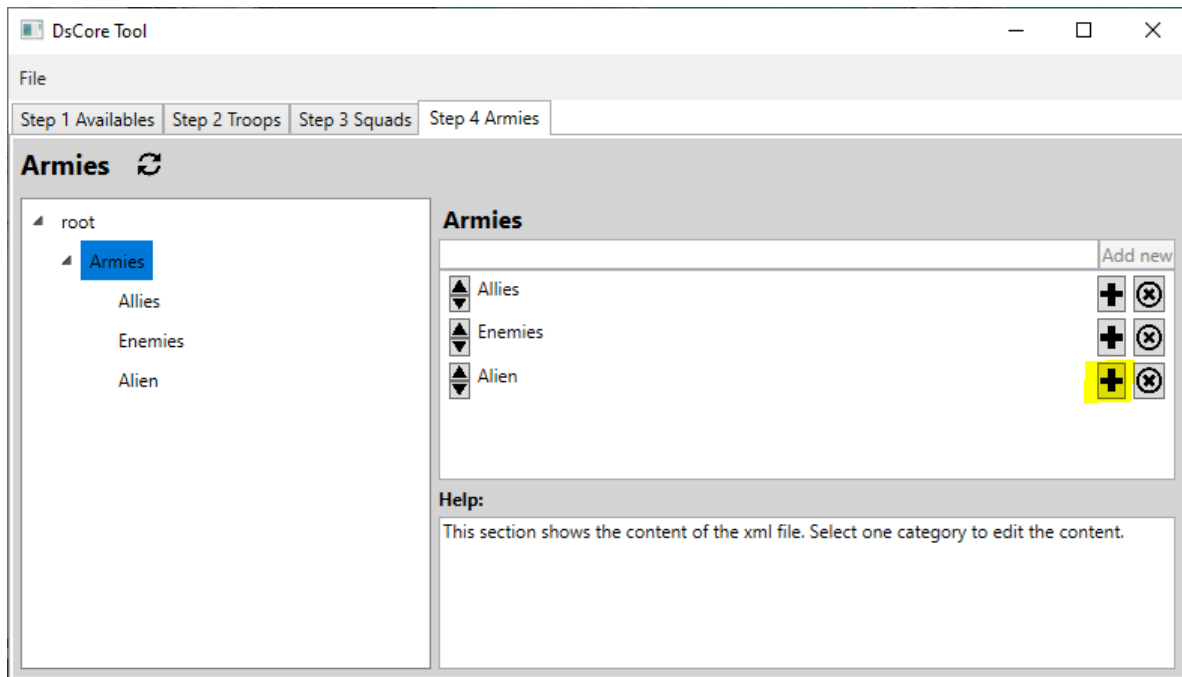
-Select from the tree list the option "Armies" to see the list of armies.



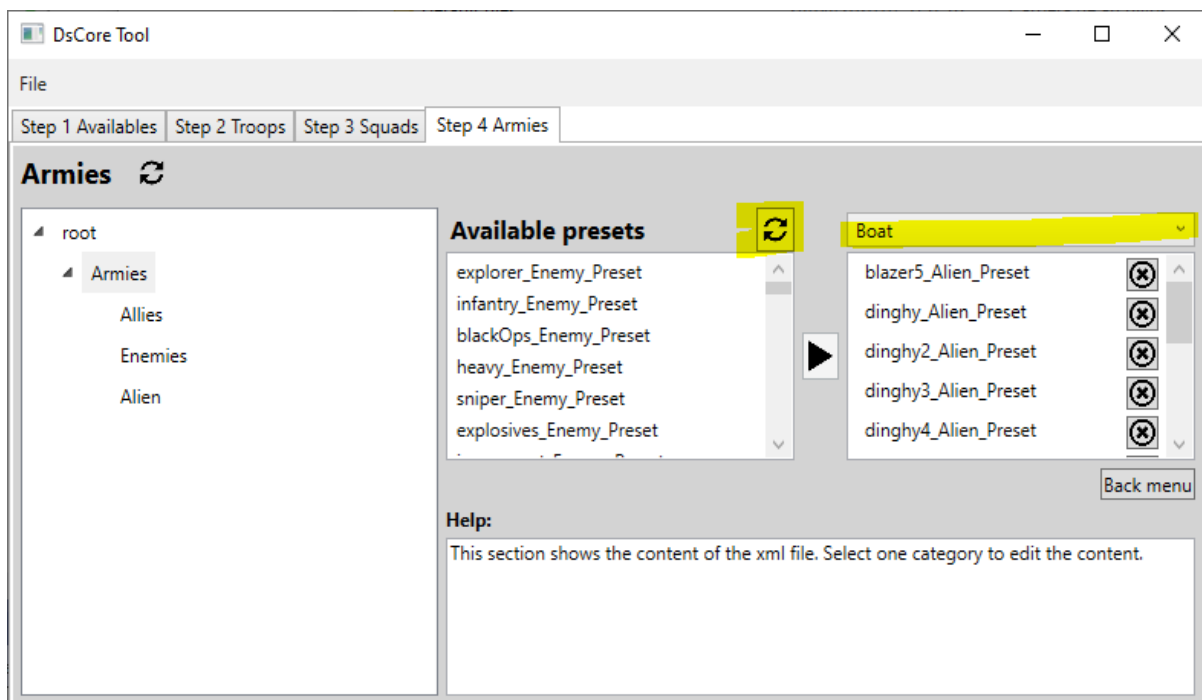
-Write in the bar the name of a new army and press "add new" to add it to the list or select one of the armies existing.



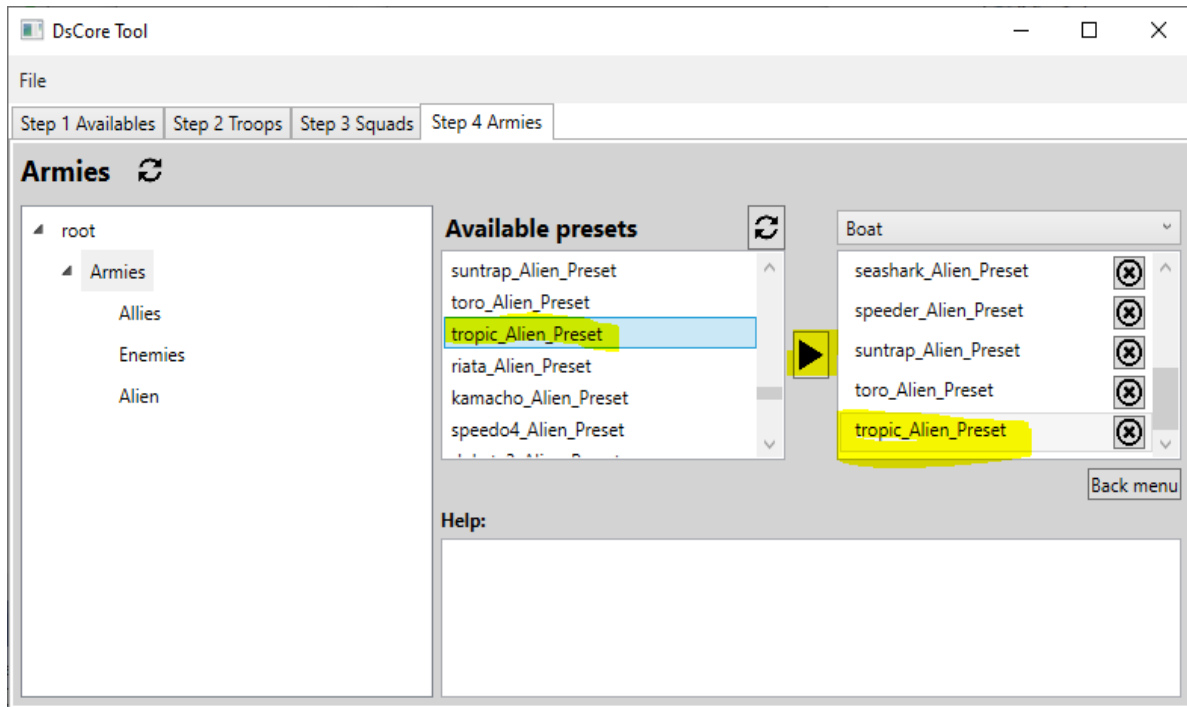
-Press + button to add presets to the army.



-Reload the list armyPresets available and select a category to add the item.



-Choose the element for add to army and press the center button to add it.



Remember to support the project with a donation
(Invite me a snack)

