



Zombie War Manual

Beta 8.1



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Description & Features

In the chaos after the outbreak of zombie virus, criminals in Los Santos are ready to start wriggling -- ready to make trouble. As a member of this city, of course you can't sit idly by. You can choose to be **a police officer, agent or soldier**. It's your mission to **clean up zombies, fight crime and protect the weak**. At the same time, you can call **the police, the military or the mercenaries** to support you.

This is a **Police Mod** based on the [Script Hook V .NET by crosire](#), you can also think that this is a **combination of the police mod and the zombie mod**. I admit it's a lot like [LSPDFR](#), moreover, this Mod is not as powerful as [LSPDFR](#) because it cannot support plug-ins and is inferior to [LSPDFR](#) in many functions. But the difference and the most important thing is that **this is Los Santos after the outbreak of zombie virus :)**

In addition, I have realized many of my own ideas through this Mod, let me give some examples:

1. There was a time when I often used a mod called [NOOSE by Guadmaz](#). In this mod, you can control a **NOOSE TRU** in various missions. Because there are only three agents, I will try to use the modifier to spawn enough swat bodyguards or increase my wanted level to make the game spawn the police. It must be said that **watching the police bandit war is a very interesting thing :D**.

Similarly, in the vigilante missions of GTA4, Rockstar prohibits players from calling for support through the police computer, so I will do the same thing as in the NOOSE mod. But now in this mod, I can call **as many support units as I want** to attack the criminal strongholds!



2. Play music in the missions. 🎵

(I only found a small part, and many of my favorite music, such as North Yankton Memories, have not been found)

3. News will be displayed every hour, which will show you what matters after the outbreak of zombie virus in Los Santos, just like **Plague Inc**. I have to say that it's interesting to edit these news :D



4. For military backup units, such as riflemen and HMG Team, I took the units in **Company of Heroes 2** as a reference



5. Police radio uses police codes frequently according to the situation, such as 'need assistance', 'arrived at scene', 'officer down' and so on. For this, I searched many police code lists.



6. Early versions of this mod only had barricade mode, in which you can build a barricade to resist zombies



Prerequisite & Installation

① .NET Framework 4.8:

<https://dotnet.microsoft.com/download/dotnet-framework/net48>

(The latest Script Hook V. NET requires this)



② Visual C++ Redistributable for Visual Studio 2019 x64

<https://support.microsoft.com/en-us/help/2977003/the-latest-supported-visual-c-downloads>

(The latest Script Hook V. NET requires this)

Visual Studio 2015, 2017 and 2019

Download the Microsoft Visual C++ Redistributable for Visual Studio 2015, 2017 and 2019. The following updates are the latest supported Visual C++ redistributable packages for Visual Studio 2015, 2017 and 2019. Included is a baseline version of the Universal C Runtime see MSDN for details.

- x86: vc_redist.x86.exe
- x64: vc_redist.x64.exe
- ARM64: vc_redist.arm64.exe

Note Visual C++ 2015, 2017 and 2019 all share the same redistributable files.

For example, installing the Visual C++ 2019 redistributable will affect programs built with Visual C++ 2015 and 2017 also. However, installing the Visual C++ 2015 redistributable will not replace the newer versions of the files installed by the Visual C++ 2017 and 2019 redistributables.

③ Community Script Hook V. NET by Crosire:

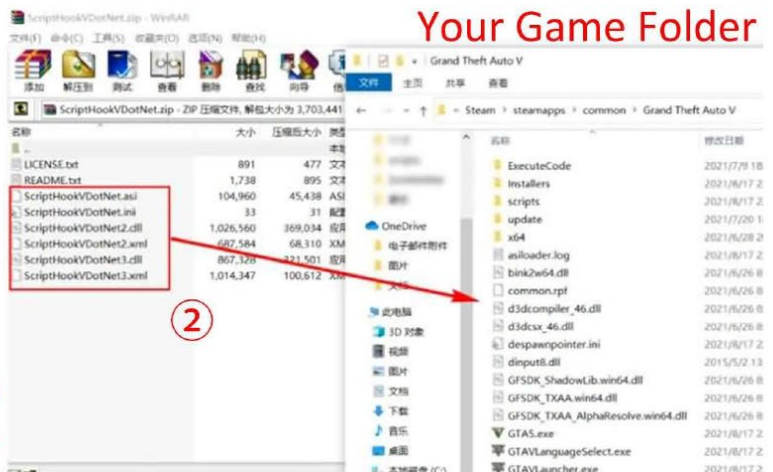
<https://github.com/crosire/scripthookvdotnet/releases>

- Made `World.CreateRandomVehicle()` return
- Made methods for creating entities in `World`
- Made some vehicle properties more future-game updates
- Updated `GameVersion` enum to contain new

35 2 36 people reacted

Assets 3

- ScriptHookVDotNet.zip
- Source code (zip)
- Source code (tar.gz)



- ④ Script Hook V by Alexander Blade:
<http://www.dev-c.com/gtav/scripthookv/>

Released	23 Jul 2021
Version	v1.0.2372.0
Supported patches	1.0.335.2-1.0.2372.0
Download	Download
For developers	Download SDK
International support	Topic on gtaforums

①

②

Your Game Folder:

- ⑤ Native UI by Guad:
<https://gtaforums.com/topic/809284-net-nativeui/>

①

NativeUI Library

Download 1.9.1

ScriptHookVDotNet based library for easy and fast Rockstar-like menus.

②

- ⑥ Zombie War by ShikangYan
<https://www.gta5-mods.com/scripts/zombie-war-shikangyan>

①

Download

②

All Files in rar

Controls

- Use '**startup**' command to start up mod
- **Mod menu** key is **N**(Default)
- **Backup menu** key is **B**(Default)
- After approaching the police station gate, press **E** to open the **police station menu**
- When in your vehicle with blue radar blip, press **Q** to turn on the **police computer menu**
- Near the trunk of your vehicle, press **E** to open the **trunk menu**



Commands

How to use commands:

If input box don't show up, press 'NUM Lock' and try again



- replace: turn the vehicle you are currently driving into your exclusive vehicle (can open the police computer and trunk)
- chs: 切换 Mod 显示语言至简体中文
- skip: Skip the waiting time between missions
- end: If an error occurs during the mission, enter this command to forcibly end the mission

Problems & Solutions

- Game display loading online mode

- Cause:

- This mod needs to load the DLC map, so the game will show that you are loading online mode, but don't worry, in fact you won't enter online mode :)

- The screen is always black after starting the mod. Error message in the lower left corner after reloading mod: Unauthorized Access Exception System.IO. _Error.WinIOError(Int 32 errorCode, String maybeFullPath)

- Solution:

- 1. Right-click scripts folder and choose Properties
 2. Click the Security
 3. Select Users and click Edit
 4. In the Permissions window, mark 'Authenticated Users' and grant access to the folder
 5. Click Apply
 6. Do the same for files and folders of 'Zombie War'

- Mod doesn't work. Error message in the ScriptHookVDotNet.log: [WARNING] Unable to resolve API version 2.10.14.

- Solution:

- 1. Install [Microsoft .NET Framework 4.8](#) and [Visual C++ Redistributable for Visual Studio 2019 x64](#)
 2. Update your [Script Hook V Dot Net](#)

- The game crashes when starting the mod. Error message: Unrecoverable fault - Please restart the game

- Solution:

- 1. Use the 'debug' command before starting the mod to skip loading the DLC map
 2. After the mod is started successfully, use the 'debug' command to turn off the debugging mode

- Error messages pop up frequently. Example: There was an error running the ' MenuPool: Process Control' command

- Solution:

- This is usually caused by conflicts with other script mods. Please try to delete other script mods until the error code disappears. **Mods known to cause conflicts: Zombie Mod, LSPDFR**


- Unable to open trunk menu

- Cause:

- If you change the mod of the vehicle with OpenIV, it means that you also change the size of the vehicle, so the mod cannot correctly judge whether the player is near the trunk

- Known Bugs:

- 1. [Hard to Fix] In the gang activity mission, gang members are sometimes spawned into buildings
 2. [Unknown Cause] In rare cases, even if you do nothing after starting the mod, the game will crash (I've only met twice)

- 
- 3. [Unknown Cause] In rare cases, the screen is always black after the player dies (I only met once)
 - 4. Backup Units won't attack police zombie
 - 5. For some add-on police cars, you need to stand near the hood to open the trunk

Zombie Type



Normal Zombie

Health: ❤️

Speed: 🐢

Attack: 🦋

*Sucking Blood



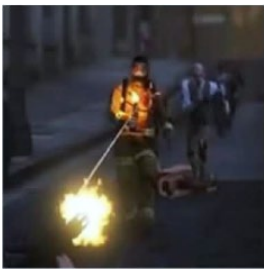
Animal Zombie

Health: ❤️

Speed: 🐢 🐢 🐢

Attack: 🦋

*Very Fast, Instant Kill



Firefighter Zombie

Health: ❤️

Speed: 🐢

Attack: 🦋 🦋

*Throw Molotov



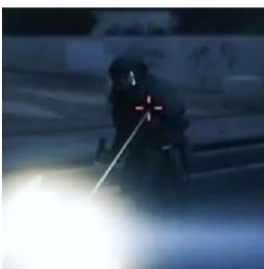
Self-Explosive Zombie

Health: ❤️

Speed: 🐢

Attack: 🦋 🦋 🦋 🦋

*Self-Explosive



Riot Zombie

Health: ❤️ × 10

Speed: 🐢 🐢

Attack: 🦋 🦋 🦋

*Extremely Tough

More coming soon.....

Menu Description

Setting Menu

Ped Density: Change population density

- Dead City: No one, all the vehicles burned down
- Low: More citizens choose to stay at home
- Normal: Most citizens choose to stay at home

Zombie Speed: Change zombie speed

- Default: 80% of Zombies choose to walk during the day and 60% choose to run at night
- Fast: All zombies choose to run
- Very Fast: All zombies choose to run (No drunk effect)

Infection: This is an **experimental function**. If checked, dead NPCs will become zombies

- **Note:** In case of high population density, checking may lead to FPS drop

Mark Zombie Location: Only works when the player is in a vehicle



Display Loss Statistics: Show the number of loss of zombies and our personnel



City Lights: If unchecked, all lights in the city will be turned off
(Dead City + No Lights = Doomsday Atmosphere!)



Barricade Menu

Guard Combat Style:

- Stationary: Will just stand in place
- Defensive: Will try to find cover and very likely to blind fire
- Offensive: Will attempt to charge at enemy but take cover as well

- Suicidal: Will try to flank enemy in a suicidal attack

Passenger: Spawn guards on the armed vehicle so that they can control the weapon on the vehicle



(The guard is using the weapon of the vehicle)

Trunk Menu This menu is only valid for your exclusive vehicle.



Backup Menu

Riflemen: Two Riflemen in a Crusader/Squaddy/Winky

HMG Team: Four Soldiers with Machine Guns in an Insurgent / Night Shark

Panzer Grenadiers: Two Riflemen and Two Soldiers with Grenade Launcher in an Insurgent / Night Shark

Anti-Tank Team: Two Riflemen and Two Soldiers with Homing Launcher in an Insurgent / Night Shark

Shock Troops: Six Riflemen in a Barracks/Vetir

LAV Unit: Some Soldiers Drive Light Armored Vehicles (Barrage / Half Track / Insurgent / Menacer)

Call Mercenaries: Four Mercenaries in a Mesa

Backup Helicopter: A Pilot and Two Mercenaries in a Buzzard

Local Patrol Unit: Two Officers in a Cruiser

State Patrol Unit: A State Trooper in a Police Bike

FIB Unit: Two FIB Agents in a FIB Buffalo

Local SWAT Team: Four Officers in a Police Transport Vehicle



FIB Tactical Team: Four FIB Agents in a FIB Granger

NOOSE Tactical Response Unit: Four NOOSE TRU Agents in a Riot Truck

Local Air Patrol: A Pilot and Two Swats in a Polmav

NOOSE Air Patrol: A Pilot and Two NOOSE TRU Agents in an Annihilator



Backup

I combined the wanted style of GTA SA, GTA IV and GTA V

2☆: **Local Patrol Unit** × 3

3☆: **Local Patrol Unit** × 4 + **Local Air Patrol**

4☆: **Local Patrol Unit** × 5 + **Local Air Patrol** + **NOOSE TRU / FIB Tactical Team**

5☆: **Local Patrol Unit** × 5 + **NOOSE Air Patrol** × 2 + **NOOSE TRU / FIB Tactical Team** × 2

6☆: (**Local Patrol Unit** or **Riflemen**) × 5 + **Shock Troops** × 2 + **Aviation Combat Unit** × 2

Barricade Mode

No Zombies ☒

Ped Density

< Dead City >

①

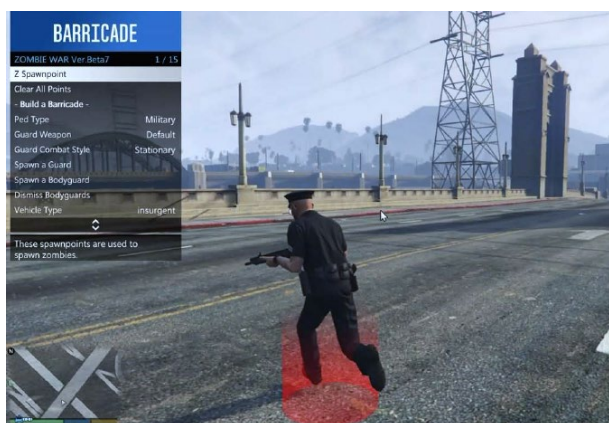
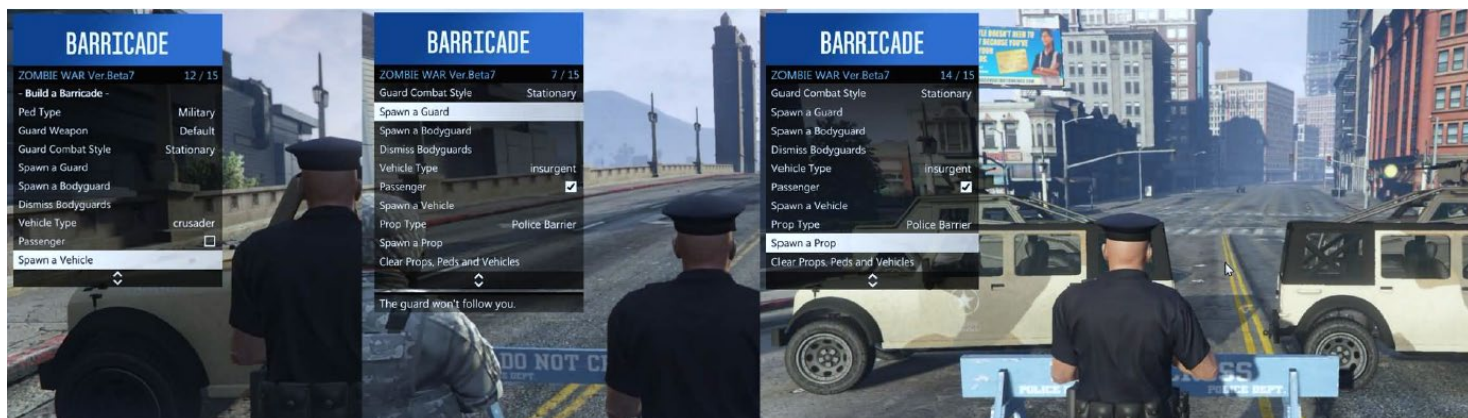
✕ Police Radio



(Doing this will prevent you from being interrupted when editing the barricade)

②

Spawn guards, vehicles and props



③

Spawn Z spawn points

④

No Zombies



Zombie Speed

< Very Fast >

or Fast

⑤

Enjoy :)



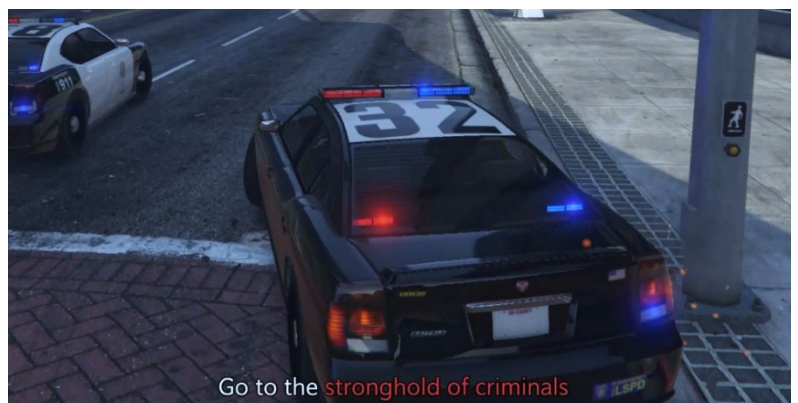
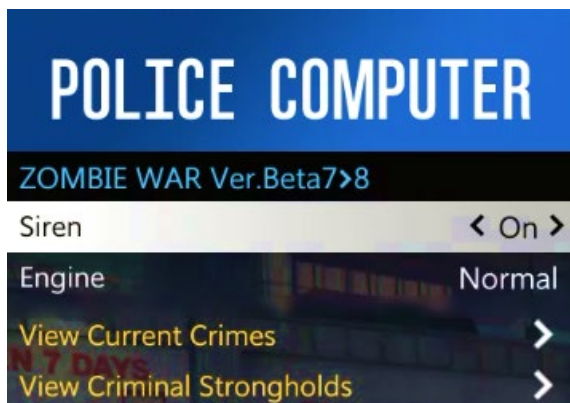
About Strongholds

- **What's the use of stronghold?**

The stronghold is an important place for criminal activities, usually they are **heavily guarded**, remember to **call some backup units** to help you when preparing to attack a stronghold ;)



You can use the **police computer** to view the strongholds and start an 'assault stronghold' mission



- **How to make a stronghold?**



- ① **Police Radio** (Doing this will prevent you from being interrupted when editing the stronghold)
- ② **Spawn guards and vehicles through the **barricade menu****
- ③ **Save as Criminal Stronghold** (Only the coordinates of peds and vehicles will be saved, and you can find the XML file in the 'ZombieWar.Strongholds' folder)

[WARNING] Too many NPCs may cause the game to crash!

In addition to the map created through the **barricade menu**, it also supports loading XML files created through the [Map Editor by Guadmaz](#)

You can find many maps here: <https://www.gta5-mods.com/maps>

Note: Only the coordinates of peds and vehicles will be loaded, which means that weapons, models and props are meaningless

Mission Statement

● Assault Stronghold

Description: These criminals are wanted for a felony

Objective: Take out all criminals

Details:

1. This mission can only be started through the police computer
2. The types of enemies are Altruists, Clowns, Bogdan's Crew, Clifford Mercenaries and Gang Members
3. Different enemy forces have many differences, including weapon type, weapon color, vehicle color and various attributes
4. The most powerful enemy force is Clifford Mercenaries, they have cybernetic juggernauts armed with miniguns. (Once, I killed more than 30 clifford mercenaries, but the price was that I lost more than 100 police officers)

Failure: Wasted



● Request for Rescue

Description: The caller was surrounded by zombies

Objective: Take the callers to a nearby police station for refuge

Details:

1. There are usually 1 to 3 people waiting for rescue
2. You need a car to carry them

Failure: Wasted / Caller death



● Robbery: Truck

Description: The truck carrying survival resources was ambushed

Objective: Recover all stolen goods

Details:

1. The driver of the truck was shot and killed by the robbers, and the truck was seriously damaged
2. The enemy's vehicles are deathbikes
3. There are usually 3 to 5 robbers
4. The enemy's weapons may have Up-n-Atomizer and Compact Grenade Launcher, please be careful

Failure: Wasted / Suspect Escaped



● Gang Activity

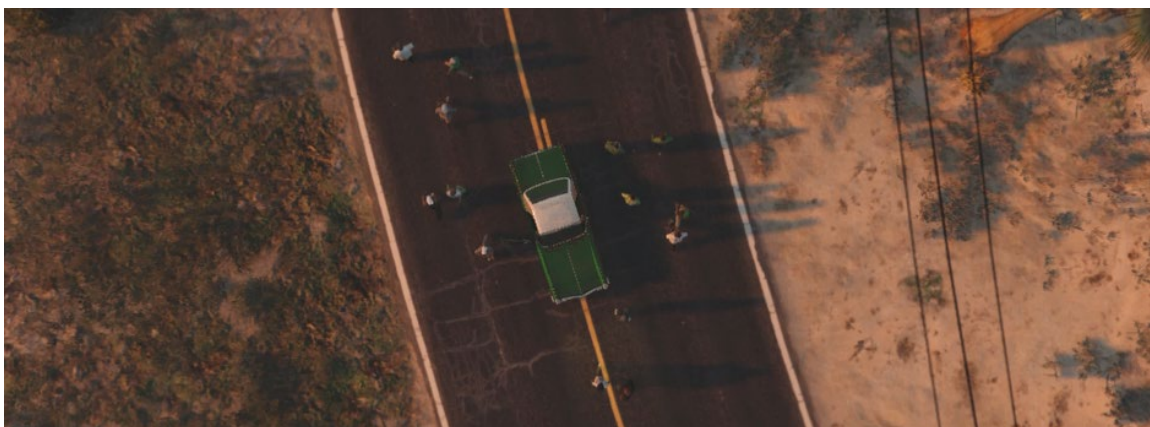
Description: An illegal arms / drug trade is in progress

Objective: Take out all gang members

Details:

1. The types of gangs are Ballas, The Families, Lost MC, Los Santos Vagos and Varrios Los Aztecas
2. Some of gang members will choose melee just like GTA4

Failure: Wasted



● Robbery: Cash Truck

Description: A cash truck was robbed

Objective: Take out all robbers

Details:

1. The robbers don't like to leave their cash truck

Failure: Wasted / Suspect Escaped



● Prison/Jail Break

Description: A prisoner escaped from prison

Objective: Take out the prisoner

Details:

1. The prison will send you information about the escaped prisoner
2. If the escaped prisoner is forced out of the bus, he will choose to fight with the police rather than go back to prison

Failure: Wasted / Suspect Escaped



● Alien Invasion

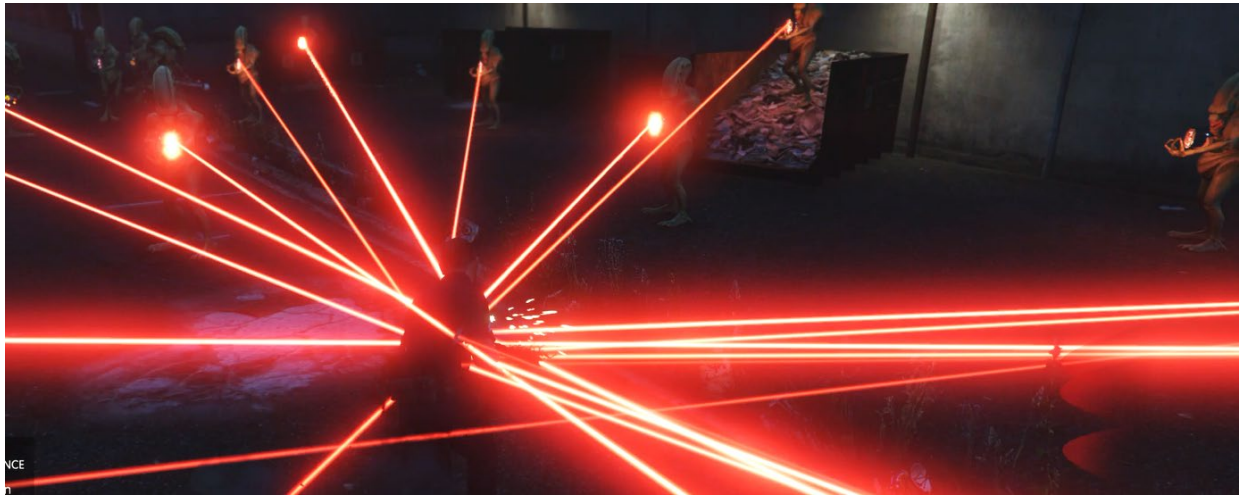
Description: Aliens come for peace?

Objective: Take out the aliens

Details:

1. Aliens are very powerful. Remember to call the army ;)
2. UFO will send some aliens to the ground

Failure: Wasted



(When God mode is turned on XD)


More coming soon.....

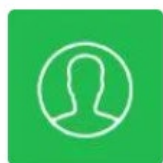
Donation List

Donor	Amount	Date

Nobody XD. Well, it's nothing. To be honest, I made the mod for myself mainly to fit my play style, which is why the positioning of this mod is not clear. Maybe this mod will become 'Zombie Mod + Police Mod + Riot Mod + Alien Mod + Military Mod +' in the future. Ha ha, I don't know what it will become in the future. In short, thank you for downloading and I'll be glad if you like my mod. Of course, I won't give up updating this mod unless Rockstar releases GTA6 ;)

If you like my mod, please support me by donating via PayPal :D

You can donate a dollar or more 

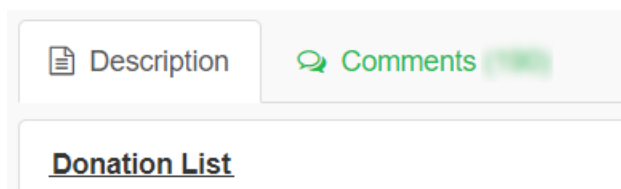


ShikangYan



After donation, your name will appear in:

1. **ReadMe.pdf** of the next version
2. Donation list of [mod page](#) (I will update the list as soon as possible)



3. In the future update of the mod, for example, a wanted criminal (or a police officer) will be named after you

Of course, you can also choose to donate anonymously

Sorry for my bad English :)