By Rafseazz - RSV Creator and Lead Developer.

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For Mod Users

● Requirements

    a. Mod Requirements:
- MAIN FRAMEWORKS (Don't forget to install their requirements as well)
  - Content Patcher
  - Custom Companions
  - Custom Music
  - Farm Type Manager
  - JSON Assets
  - Quest Framework
  - Shop Tile Framework
  - TMXL Map Framework
  - Mail Framework Mod
  - Anti-Social NPCs
  - Custom NPC Exclusions
  - Custom NPC Fixes

    b. Recommended Mods
- Utility Mods
  - Generic Mod Config Menu
    To easily access the config settings.
  - Warp Network Mod
    To use the totem warp statue located at the ridge.
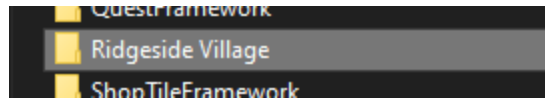
● Installation

1. Install the required mods (see above) into your mods folder.
    ○ Your **Mods folder** should have these files inside
      (Including other mods' requirements and recommended mods)
   (Make sure there are no duplications!):
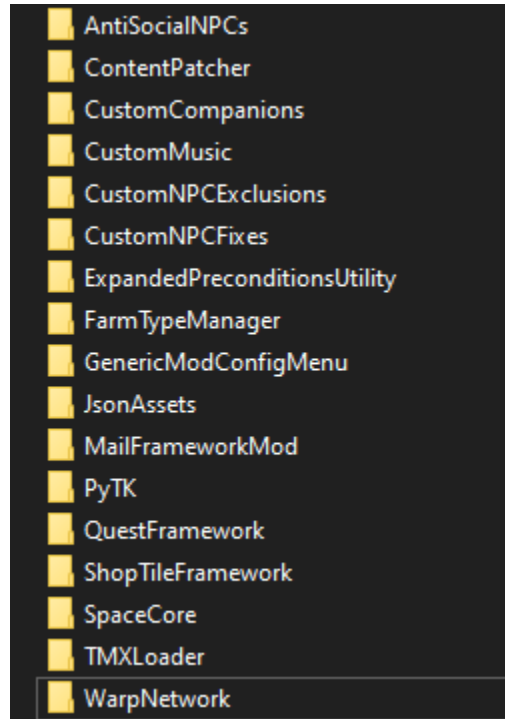
2. Download [Ridgeside Village](#) **manually**, under **MAIN FILES**. Do not use any mod manager as they're prone to mess up the mod's installation.
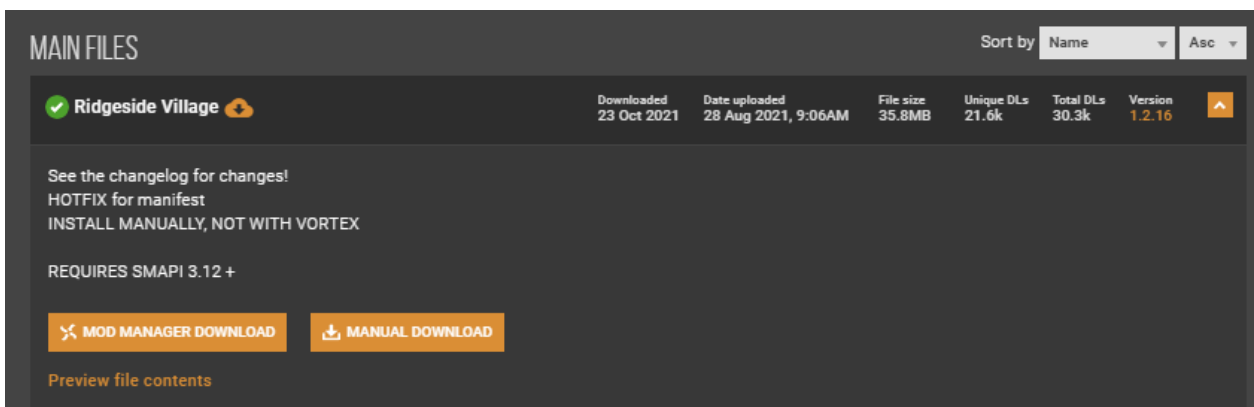
3. After downloading the zip file, extract the content/open the zip file and move the mod into your **Mods** folder. If you did things correctly, your mod folder should have this inside:

4. To assure you installed it correctly, open the mod folder and its contents **SHOULD** look more or less like this:
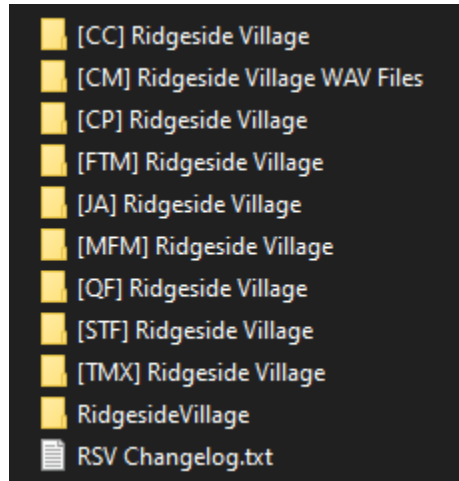
5. To **EVEN ASSURE THE INSTALLATION**, launch your game and see if the mod works by visiting the Bus Stop.
   ○ If a cutscene involving Lewis and Lenny appears, Congratulations you installed the mod!
   ○ If no cutscene occurred, well go ahead and question your very existence and re-read everything from the top.
   ○ If you're really sure you installed it correctly but the problems persist, then check your SMAPI log and find any errors or ask for support in the [RSV Discord Server](#).

● Configuration

Ridgeside Village Mod by Rafseazz contains a few configuration options you can enable or disable. The following are:

- **RepeatCableCarCutscene** - enables or disables repeating cable car animation every time you use the cable car. Only happens once per day.
- **EnableOtherNPCsInCableCar** - enables or disables non-RSV characters in randomly appearing inside the cable car with the farmer during the animations.
- **EnableRidgesideMusic** - enables or disables the custom music whenever you visit the town.
- **RSVNPCSAttendFestivals** - enables or disables RSV NPCs in visiting vanilla or base game festivals.

- **EasyIntroduction** - enables or disables RSV NPCs in being included in the "Introduction" quest at the start of the game.
- **FullFestivals** - allows or prevents all of the ridgeside villagers to attend the vanilla or base game festivals. Enabling this would mostly cause festival spot merging with other modded NPCs such as Stardew Valley Expanded or East Scarpe.
- **EnableBetterBusStop** - enables or disables the Bus Stop edits to have a more immersive feel catering to Ridgeside Village. This enabled option is incompatible with other mods that edit the Bus Stop.

● Compatibility

"iS tHiS cOmPaTiBlE wItH *insert mod here*?!"
- some user who didn't read the nexus mod page, probably.

For Mod Authors

I.   Wedding Reception Image
II. Adding your NPC to Ridgeside Festivals

● Wedding Reception Image

Ridgeside Village features a new Wedding Reception Event that the farmer can reserve days before their wedding with an NPC. It is currently incompatible with player-to-player weddings.

Towards the end of this event, a picture of the spouse NPC is shown to show a bit more intimacy between the player and NPC, with a much more close-up image of their in-game spouse.

Ridgeside Village romance candidates have premade images provided by the ever-talented [AubsArt](). Unfortunately, RSV does not **AND** will not provide images for vanilla and other modded characters as the focus of the mod is itself only. So if the farmer ever marries another NPC outside of ridgeside, they can still hold the wedding reception event, but a placeholder heart image will only appear at the end of the event.

HOWEVER, it is super easy to add your own image for another NPC, may it be vanilla or modded, through this simple content patcher patch:

```
{
    "Action": "EditImage",
    "Target": "Maps/z_RSVspousePic",
    "FromFile": "assets/Abigail.png", //Your spouse's picture! It should be 144x112 pixels w/
transparent background(If you want to use the default background)
    "When": {
        "Query: '{{Spouse}}' = 'Abigail'": true //Change spouse name to the name of your NPC
    },
    "Update": "OnLocationChange, OnTimeChange",
},
```

Using the given patch, you can easily load your own image for your spouse NPC. You can also do this with existing wedding images.
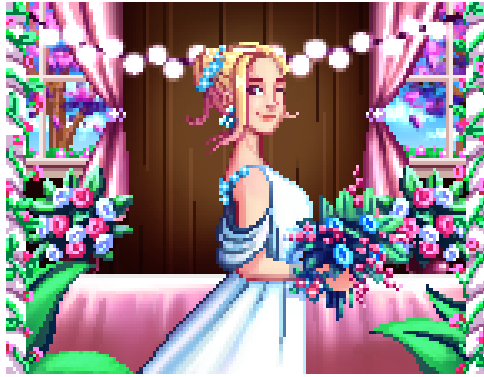
Here's an example of Ysabelle's picture.

IMPORTANT NOTES:

- The NPC Picture should have a transparent background.
- The image is 144 x 112 pixels.
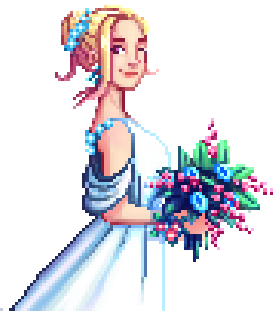
Here's what it would look like it loads in-game with the seasonal background, in this case, it's spring.

● Adding your NPC to Ridgeside Festivals

Ridgeside festivals are the same as any other festival. You can easily add your NPCs by the same patch you might be using for the vanilla/base game festivals.

All you have to remember is that both Ridgeside Festivals (Ridgeside Gathering and Ember of Resolutions Festival) has a set-up and main event part and that the festivals occur on the following dates:

- Ridgeside Gathering: **Fall 20**
- Ember of Resolutions: **Winter 28**

An example patch is provided below, making the NPC named Lunna attend the Ember of Resolution Festival.

```
{
  "Action": "EditData",
  "Target": "Data/Festivals/winter28",
  "TextOperations": [

//SetUp
        {
    "Operation": "Append",
    "Target": ["Entries", "Set-Up_additionalCharacters"],
    "Value": "Lunna 47 54 left",
    "Delimiter": "/"
        },

//MainEevent
        {
    "Operation": "Append",
    "Target": ["Entries", "MainEvent_additionalCharacters"],
    "Value": "Lunna 35 54 up",
    "Delimiter": "/"
        },
```

```
      ]
},
```

Here are festival guides to where NPCs are located during festivals by **Hime**

➕Custom NPC Tiles