

CustomInventorySize *by Hydriuk*

This plugin updates the inventory size of the players with a rocket group based configuration.

Configuration

RocketMod

```
<Configuration xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <!-- true : The plugin is enabled -->
  <!-- false : The plugin is disabled -->
  <Enabled>true</Enabled>

  <!-- List of inventory size by group -->
  <Groups>

    <!-- Name of the rocket group -->
    <Group GroupName="default"> <!-- Set size for the rocket default group -->

      <!-- List of clothes and their new inventory size -->
      <Items>
        <ItemStorage Width="20" Height="40" ItemId="253" /> <!-- Change the
alicepack size to be 20x40 for the default group -->
      </Items>

      <!-- List of pages and their new inventory size -->
      <Pages>
        <Page Width="1" Height="1" Index="2" /> <!-- Change the hands size to be 1x1
for the default group-->
      </Pages>

    </Group>

  </Groups>
</Configuration>
```

OpenMod

```
# true: plugin is enabled
# false: plugin is disabled
Enabled: true

# List of sizes by group
Groups:

  # Name of the openmod role
  - GroupName: default

  # List of clothes and their new inventory size
  Items:
  - ItemId: 253
    Width: 20
    Height: 40

  # List of pages and their new inventory size
  # Available pages :
  # 2 : Hands
  # 3 : Backpack
  # 4 : Vest
  # 5 : Shirt
  # 6 : Pants
  Pages:
  - Index: 2
    Width: 1
    Height: 1
```

Groups : This plugin uses rocketmod groups / openmod roles. You can set different items/pages sizes for different groups. The plugin uses the priority of the groups to prioritize the items/pages sizes

Items : You can set a size specific to clothes that have an inventory. The size of the players' inventory will change when they'll equip this item. Items have priority before pages.

Pages : You can set a size for a page. It'll be the default page size for the players belonging to the group.

Page indexes :

- 0 : [Do not use] Primary weapon
- 1 : [Do not use] Secondary weapon
- 2 : Player's hands
- 3 : Player's backpack
- 4 : Player's vest
- 5 : Player's shirt
- 6 : Player's pants
- 7 : [Do not use] Opened storage
- 8 : [Do not use] Nearby items

Events

- Player connected** : Check the player's group and update all clothes size accordingly to the configuration
- Clothing equipped** : Check the player's group and update the equipped clothes size accordingly to the configuration
- Player revived** : Check the player's group and update all clothes size accordingly to the configuration

Notes

Reloading is supported. You can enable/disable the plugin while the server is running. The inventories will be updated when the plugin loads.

Note that you cannot have more than 200 items in a storage slot. For example, you cannot have more than 200 items in your backpack

Attributions

Icon :

- School bag icons created by Vitaly Gorbachev - Flaticon
- Scale icons created by Freepik - Flaticon
- Icon generator