

How to use option in info

There is a way how to make a package customizable by an user. You can add as many options as you want.

I take the rope package as an example.

Info.xml

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<Info>
  <DefaultInclude>false</DefaultInclude>
  <Description>FC4 Grappling Rope</Description>
  <Category>8</Category>

  <Options>
    <Option ID="RpColor" name="Rope color">
      <option name="FC4 color" value="1,0.55,0,1" />
      <option name="Red" value="1,0,0,1" />
      <option name="Blue" value="0,0,1,1" />
      <option name="Green" value="0,1,0,1" />
    </Option>
  </Options>
</Info>
```

So, first we define **Options** node and then add child **Option** node and add **ID** and **name** attributes. Value of the attribute can be anything and it will be displayed in Mod Installer when you select the package. The **ID** attribute is for usage of the **Option**, because you can have many **Option** nodes.

Then we can add options, count of **option** nodes is not limited.

The **option** node has two attributes – **name** and **value**. **name** is name of the option and will be displayed in Mod Installer. **value** is value of the option which will be used, more later.

Note: **Option** node can be added also to info_replace.xml

How to use the Option

Now there are two places where the Option can be used – first is LUA scripts and second are replaces.

LUA scripts

Usage is simple:

```
local selector = **ModInstallerOption**OptionID**
if selector == 1 then
    self.allowVehicles = true
end
```

When Mod Installer installing packages, the ****ModInstallerOption**OptionID**** will be replaced with selected **option's** node **value**. The OptionID part is replaced with **Option's** ID attribute.

Replaces

You create normal replace and put **ModInstallerOption** attribute with value 1 to a field where you want to put the selected **option's** **value**.

Example, again from the rope package:

```
<Replace RequiredFile="graphics\_materials\grassam-m-20140219095318.material.bin">
  <object hash="2A979110">
    <primaryKey hash="5E237E06">A55B20EE</primaryKey>
    <field hash="1D775834" type="Vector4" ModInstallerOption="OptionID">1,0.55,0,1</field>
  </object>
</Replace>
```

So, the value of the field with hash 1D775834 will be changed to the **value** of selected **option**. The OptionID replace with your **Option's ID** attribute value.

Note: You can change via **Option** only value of a field node, **type** like Vector4, Int32 or Float32 cannot be changed.

Option can be used in info_replace.xml for selecting different Replaces

If you want to make more values to be changed, you can use *Option* for selecting different *Replace* for one file, as an example package you can take Encounter Spawns.

If you want to make this, just define *Option* as always, then make more *Replace* for one file (or you can use more files) like this:

```
<Replaces>
  <Replace RequiredFile="databases\generic\encounterspawnsettings.ndb" OptionEnemyCount="0">
    <object hash="59F2984F">
      . . .
    </object>
  </Replace>
  <Replace RequiredFile="databases\generic\encounterspawnsettings.ndb" OptionEnemyCount="1">
    <object hash="59F2984F">
      . . .
    </object>
  </Replace>
</Replaces>
```

The Option attribute is joined from two parts – the name **Option** and your **Option's ID**, in this case it's EnemyCount.

Then the *Replace* will be selected on selected option in Mod Installer.

Option for selecting which file will be packed

Option can be used also for selecting which file will be packed to the game. It can be used for example for model replacing or textures replacing, simply for files where can't be used info_replace.xml or one of methods above.

This can be used only if in info.xml is defined the *Pairs* node. Alternative structure of *.a3 package doesn't support this.

Here is as an example info.xml from Gamescom Demo Loading Screen (abbreviated):

```
<Option name="Resolution of video">
  <option name="720p" value="720p" />
  <option name="1080p" value="1080p" />
  <option name="1440p" value="1440p" />
  <option name="2160p" value="2160p" />
</Option>

<Pairs>
  <Pair>
    <Option ID="VideoRes">720p</Option>
    <Source><![CDATA[fc_loading_720p.bik]]></Source>
    <Target><![CDATA[ui\singleplayer\video\fc_loading_regionfaith.bik]]></Target>
  </Pair>
  <Pair>
    <Option ID="VideoRes">1080p</Option>
    <Source><![CDATA[fc_loading_1080p.bik]]></Source>
    <Target><![CDATA[ui\singleplayer\video\fc_loading_regionfaith.bik]]></Target>
  </Pair>
  <Pair>
    <Option ID="VideoRes">1440p</Option>
    <Source><![CDATA[fc_loading_1440p.bik]]></Source>
    <Target><![CDATA[ui\singleplayer\video\fc_loading_regionfaith.bik]]></Target>
  </Pair>
  <Pair>
    <Option ID="VideoRes">2160p</Option>
    <Source><![CDATA[fc_loading_2160p.bik]]></Source>
    <Target><![CDATA[ui\singleplayer\video\fc_loading_regionjohn.bik]]></Target>
  </Pair>

  <Pair>
    <Source><![CDATA[singleplayer.feu]]></Source>
    <Target><![CDATA[ui\singleplayer\menu\loading\gamemodes\singleplayer.feu]]></Target>
  </Pair>
</Pairs>
```

Each *Pair* which has defined *Option* will be selected on selected option in Mod Installer. Other *Pair* which have different *Option* than the selected one in Mod Installer will be ignored during packing. Note the **Option**'s attribute **ID** – it's for defining which **Option** will be used for the *Pair*.