

# How to use templates in info

Sometimes when we need to add more same entries, but just with one, two or three values different, then we don't have to add whole entry, but we can use Templates.

An example of normal, longer use:

```
<object hash="59F2984F">
  <primaryKey hash="8EDB0295">D2E24FBB52072000</primaryKey>
  <object hash="1142A285">
    <object hash="9E036BCA">
      <field hash="2AB6B940" type="BinHex">2E237B0B52072000</field>
      <field hash="359A33C3" type="BinHex">0A000000</field>
      <field hash="D52715D0" type="BinHex">0000803F</field>
      <field hash="CECC0C92" type="BinHex">0000803F</field>
      <object hash="F401329E">
        <field hash="BD865AD7" type="BinHex">B742B1B24B072000</field>
        <field hash="CB3EDEF1" type="String">CPreConditionKnowledge</field>
        <field hash="57C4D76B" type="BinHex">F2163D9B</field>
      </object>
    </object>
  </object>
  <object hash="9E036BCA">
    <field hash="2AB6B940" type="BinHex">BD3542A453072000</field>
    <field hash="359A33C3" type="BinHex">0A000000</field>
    <field hash="D52715D0" type="BinHex">0000803F</field>
    <field hash="CECC0C92" type="BinHex">0000803F</field>
    <object hash="F401329E">
      <field hash="BD865AD7" type="BinHex">B742B1B24B072000</field>
      <field hash="CB3EDEF1" type="String">CPreConditionKnowledge</field>
      <field hash="57C4D76B" type="BinHex">F2163D9B</field>
    </object>
  </object>
  <object hash="9E036BCA">
    <field hash="2AB6B940" type="BinHex">713BA82A5A072000</field>
    <field hash="359A33C3" type="BinHex">0A000000</field>
    <field hash="D52715D0" type="BinHex">0000803F</field>
    <field hash="CECC0C92" type="BinHex">0000803F</field>
    <object hash="F401329E">
      <field hash="BD865AD7" type="BinHex">B742B1B24B072000</field>
      <field hash="CB3EDEF1" type="String">CPreConditionKnowledge</field>
      <field hash="57C4D76B" type="BinHex">F2163D9B</field>
    </object>
  </object>
</object>
```

This is not so long, but there are other, a very long entries, for example in patch.dbt.fcb.

So, all three entries are the same, only field with hash 2AB6B940 (ID) is different.

Now, we define new tag named *Templates* in root of info\_replace.xml:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>>false</DefaultInclude>
  <Name>Faith After Liberation</Name>
  <Description>Faith also appear after Henbane is liberated.</Description>
  <Category>15</Category>

  <Replaces>
    ...
  </Replaces>

  <Templates>

  </Templates>
</PackageInfoReplace>
```

Now we add our first template. It need attribute named id, which is needed for further use, it can be anything – number, string (case sensitive):

```
<template id="myTemplate">
  <object hash="9E036BCA">
    <field hash="2AB6B940" templateValue="ID" type="BinHex">a default value</field>
    <field hash="359A33C3" type="BinHex">0A000000</field>
    <field hash="D52715D0" type="BinHex">0000803F</field>
    <field hash="CECC0C92" type="BinHex">0000803F</field>
  </object>
  <object hash="F401329E">
    <field hash="BD865AD7" type="BinHex">B742B1B24B072000</field>
    <field hash="CB3EDEF1" type="String">CPreConditionKnowledge</field>
    <field hash="57C4D76B" type="BinHex">F2163D9B</field>
  </object>
</template>
```

And we put it into *Templates*

You can see I added to field with hash 2AB6B940 new attribute named *templateValue*. It means this field will be used as variable, so its value will changed in every use of template, more later. Value of the attribute can be also anything, if it will be string, then it is case sensitive.

You can add as many *templateValue* as you want, so basically every field can have own *templateValue*.

Now how to use the template?

I change first example, so it will now have template. It means I delete all objects with hash 9E036BCA. So:

```
<object hash="59F2984F">
  <primaryKey hash="8EDB0295">D2E24FBB52072000</primaryKey>
  <object hash="1142A285">
    <template id="1" templateValueID="2E237B0B52072000" />
    <template id="1" templateValueID="BD3542A453072000" />
    <template id="1" templateValueID="713BA82A5A072000" />
  </object>
</object>
```

You just define tag named *template* and add to it attribute named *id* which is name, id of our template and special tag *templateValueID*. First part is *templateValue* – this identifying that we want to use a variable, but you must also define which variable in template you want to change, so you add the same which you defined in template in *templateValue* as its value, it was ID, so then *templateValueID*.

And value of *templateValueID* is what you want, in this case we wanted different ID.

By this way we saved many lines and also xml is more readable and clearer. Also, you can add new entries by this way without using non-templates way with adding *addNode="1"*

Note: if your template has variables and when you defining the template and you don't define a value of a variable, then default will be used.

Whole info\_replace will look like:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>false</DefaultInclude>
  <Name>Faith After Liberation</Name>
  <Description>Faith also appear after Henbane is liberated.</Description>
  <Category>15</Category>

  <Replaces>
    <Replace RequiredFile="databases\generic\encounterprefablist.ndb">
      <object hash="59F2984F">
        <primaryKey hash="8EDB0295">D2E24FBB52072000</primaryKey> <!--
- FCX_Encounters/Thematics/Selena_Specter -->
        <object hash="1142A285">
          <template id="1" templateValueID="2E237B0B52072000" />
          <template id="1" templateValueID="BD3542A453072000" />
          <template id="1" templateValueID="713BA82A5A072000" />
        </object>
      </object>
    </Replace>
  </Replaces>
</PackageInfoReplace>
```

```
</object>
</Replace>
</Replaces>

<Templates>
  <template id="1">
    <object hash="9E036BCA">
      <field hash="2AB6B940" templateValue="ID" type="BinHex" />
      <field hash="359A33C3" type="BinHex">0A000000</field>
      <field hash="D52715D0" type="BinHex">0000803F</field>
      <field hash="CECC0C92" type="BinHex">0000803F</field>
      <object hash="F401329E">
        <field hash="BD865AD7" type="BinHex">B742B1B24B072000</field>
        <field hash="CB3EDEF1" type="String">CPreConditionKnowledge</field>
        <field hash="57C4D76B" type="BinHex">F2163D9B</field>
      </object>
    </object>
  </template>
</Templates>
</PackageInfoReplace>
```