

Mods Classification  
Created by Willster419 on 2019-11-10  
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***\*\*This document supersedes all documents concerning “Update Process/Flowcharts” and the spreadsheet “FLOWCHARTS”\*\****

## Purpose

The purpose of this document is to inform the reader about the different types of mods that exist in World of Tanks, and how they can be classified in the database. By the end of the document, the reader will be able to recognize and describe different mod types, and have an understanding of how to classify and update mods of each type in the database.

## Explanation of terms

The following list describes the different types of mods that exist in the WoT mods ecosystem. Each one may have the following properties:

- Description - An explanation as to what the type is, how it is made, and how it is installed.
- Update Priority - How important it is to update the mod on a patch day. A type that is more likely to break and cause issues during patch day have a higher priority.
- Samples - Mods currently in the modpack that fit this type.
- Relevant Categories - Categories that are known to contain this type.
- Additional documents - Any additional documents that provide more information

As an additional note, not every mod can easily fit into a category. Here's a list of those: [Special Packages](#)

In the event of a special package, that knowledge should serve as supplemental to it's category, while it being the correct information in the case of a conflict.

## Scripts

### Description:

Script packages generally consist of mods that are either single or multiple python script files that change behavior directly in the game. They are frequently updated and don't adhere to the WoT patch cycle. However, it will most likely need an update on patch day.

### Update Priority:

High

### Samples:

Autoaim Indication, ScriptLoader PRO, LightMod, Inbattle rating

### Relevant Categories:

Ingame Aim, Ingame Info, Garage mods

### Additional Documents:

<none>

## Sounds and Music

### Description:

Sounds and music mods are done using the WWise audio system. They are generally WoT version bound, and updated for new WoT versions when they update the WWise sound system. Some sound files are very large and require the increasing of the memory pool of the audio system. This is done using the dependency to increase sound memory in the modpack. You may also need to add the audio file to either the engine config or audio mods xml file, depending on the mod, and the mod category.

Sound Type	Where to add
crew	audio_mods.xml
engine	engine_config.xml
GUI	audio_mods.xml
gun	engine_config.xml
music	engine_config.xml
other	engine_config.xml

### Update Priority:

Low

### Samples:

Relhax crew and gui mod, AGQJ Engine sounds, UT Announcer, Grandpa'a Music

### Additional Documents:

[wwise engine description](#)

## Skins, texture, other resource files

### Description:

Skins and texture mods are mostly png and dds resource files that change the display of objects either in the garage or in the game. They generally don't have content updates, and are like Type B; they are only updated when broken.

Other resource files may include whole config files, a mod of png files, or other

### Update priority:

Low

### Samples:

Nation Vehicle Skins, Contoured hitzone skins, Custom tank skins, Paintball mod, Mastery badges, Loading Animation, Wide Border of Maps

### Additional Documents:

[load\\_order.xml and .wotmod](#)

## XVM

Description: I think we all know what XVM is, no surprise here.

XVM updates are done by downloading the newest version (we use dev builds only for fixes and remove the developer tag), and remaking the zip file, since they already provide the zip file.

Most XVM options are actually patches that modify the config files.

Updating XVM (and patches) is difficult and is recommended for advanced users only.

Update Priority:

High

Samples: N/A

Additional Documents:

See special packages for mirroring and XVM update steps.

## Sixth Sense

Description: I think most of us know how sixth sense works, no need to explain that. However, The implementation of the 6th sense mod is unique. Currently, we use a 6th sense standalone script by aimdrol that allows us to provide 6th sense for those who both either or not use XVM. This is important because XVM uses custom sounds, and one of them is hooking into the 6th sense feature. Here's how it works:

If the user only selects options from the XVM tabs, then the 6th sense option there is used.

If the user selections options from the 6th sense tab, then the standalone script overrides the XVM 6th sense scripts and uses the settings from that tab. The user then can select a custom sound, image, and display time for 6th sense.

Update priority:

Medium

Samples: N/A

Additional Documents:

Aimdrol's 6th sense script github - <https://github.com/Aimdrol/MLG-6th-Sense>

## Contour Icons

### Description:

Contour Icons are small 16x64 png files that represent the shape of a tank. They are displayed in the players panel, the statistics panel, the over target markers, and the training room.

However, the process for making the contour icons is very different. WoT uses what is called an atlas file, a large png sheet with all the images packed into it, combined with an xml file that describes the location and size of each icon. That resource is then loaded into the game and used as needed. Therefore, when making contour icons, an atlas file must be made or provided. Here, we build the atlas file on the fly, so that users don't run into issues and errors in-game. It also allows us to know that old contour icon mod files won't break the game.

Mirroring the contour Icons is done through either a separate mod, or through XVM itself, depending if the user selected to install XVM or not. The additional files for contour icons are as follows:

- A dependency for instructions on making the atlas files

- A dependency for disable mirroring the icons in the training room

- A logical dependency for if the user did select XVM, to disable mirroring the icons with the xvm setting.

- A logical dependency for if the user did not select XVM, to disable mirroring using a separate mod.

The mod for disabling icon mirroring in the training room and in battle are updated at every WoT client release.

Updating the dependencies (which are treated as scripts) is a high priority, while the contour icons themselves are a low priority.

Update priority:

Low

Samples: N/A

Additional Documents:

See special packages for Contour Icon mirroring

[Atlas Creation Documentation](#)

## Patches

### Description:

Patch packages (or packages of a mod and patch) are packages that have an instruction patch file for the modpack. The patch goes into a configuration text file of a mod, and modifies a config parameter. These can be json, xml, or even just a plain text file using regex.

### Update Priority:

High

### Samples:

Look in sample\_patches folder in the repo for the database

### Relevant Categories:

N/A

### Procedure:

Verify the patch works in the logfile

If asked by Willster, verify the file is actually patched

If it does not work, ask willster if it needs to be fixed. Rule of thumb:

Exceptions and ERROR = yes, WARNING and Notice = no

### Additional Documents:

<none>