"Special" packages (wink wink)

The database manager´s guide to the galaxy

by
Willster419
elektrosmoker

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Introduction:

This document can guide you to maintain some mods that need a special way to update.

-unfinished-

Dependency_global_RelHax_LoadingSplash

This mod uses modified WG original files to 1) make the Wargaming logo transparent at game start, and 2) to display a list of relhax developers, instead of the game prices won by WoT.

Files used:

\res_mods\versiondir\gui\flash\logos.swf
\res_mods\versiondir\gui\maps\legal_brands.png
\res_mods\versiondir\gui\maps\loading_award.png
\res_mods\versiondir\gui\maps\login__login_logo.png
\res_mods\versiondir\gui\maps\login__login_bg.png

logos.swf:

Use JPEXS Free Flash Decompiler to replace some DefineBitsLosless2-images with transparent pics.
Currently it is about DefineBitsLosless2 (4), (8), (13), (16), (18), (21), (23), (26), (32), (34) and (38)

legal_brands.png:

428x80 -> transparent

loading_award.png:

640x90
This is used to show the list of relhax developers.

__login_logo.png:

428x80 -> transparent

__login_bg.png:

Max. 1920x1080
This is the background splash image that shows up on game start.

Note: use exact dimensions!

Dependency_global_WoT_xml_Creation

A zip file that has instructions for xml unpacking. Xml files are copied from the game directory to the res_mods folder. To verify: make sure all declared xml files are located properly

Dependency_global_World_of_Tanks_Shortcuts

A zip file that has instructions to create shortcuts. They are made based on instructions from the xml file that are parsed into the installer. They are created to be on the desktop. To verify: Enable the setting create shortcuts, and run a test install. Make sure both shortcuts are created. One for WoT and one for WoT launcher.

Dependency_global_basic_folders

ToDo

Dependency_global_fonts

Common system fonts used by the game. These are placed in res_mods/versiondir/systemfonts directory in the zip file. Generally, these don't need to be touched.

Dependency_global_fontreg

ToDo

Dependency_Global_BattleResultsFix

ToDo

Dependency_Global_ScriptLoaderPro

ToDo

Dependency_XVM_Main_Files

We all know what XVM is. (Cheat mod by hacker unicums huehue).

This mod has special update instructions:

- Download the previous xvm zip file and the new one. It is recommended to put them side by side
- (old file) go inside the mods\versiondir folder and delete the folder called "com.modxvm.xfw"
- Copy the folder "com.modxvm.xfw" (this includes the wotmod files) from the new file into the old file
- (old file) go inside res_mods and delete the mods folder.
- Copy the mods folder from the new file in res_mods to the old file
- (old file) go inside res_mods\configs\xvm and delete the folders default, default_backup and py_macro.
- Copy the folders default and py_macro to the old file
- Rename default to default_backup
- Again copy the default folder from the new file to the old file
- Done!

<u>Removing the developer tag for nightly builds:</u>

- Go to \res_mods\mods\xfw_packages\xvm_main\python and open" __version__.py" .
- Edit the last line with "__development__ = 'True'" and set it to "false".

XVM Prebuilt Configs

Excluded files from prebuilts:
*- **vehicleNames.xc** (the one from the main xvm files is used)*

We now have a repository for the XVM prebuilt configs we use in the database.
It is easier to follow changes. -> XVMPrebuiltConfigs REPO

If you want to update a prebuilt, use Github first to check if the config was updated or not.
To merge the changes back into the repo, please ask elektrosmoker for contributor rights (or try to wait for elektrosmoker to answer the pull request).

Normally Prebuilts doesn´t need to be updated, except when there is a significant change to the default XVM configuration (like names of macros have changed; for infos about that follow xvm on github or use the xvm changelog regularly*).*
They also need an update in cases the developer/maintainer added some new functions (that´s not always the case; use github to compare config files).
Then you need to manually add those configuration options into the configuration files for each package (copy/paste).
If it get really out of sync (not likely), you may need to check every file by hand. If this is the case, let Willster or elektrosmoker know for more special instruction.

Prebuilts maintained by their developers (still use github to verify):
- ● HAWG (keep file structure of package -> github)
- ● Elkano
- ● Pure
- ● Bones
- ● Aslain
- ● Heliomalt (needs his installer to update)
- ● OldSkool (needs his installer to update)
- ● Solo (needs his installer)

Prebuilts maintained by us:
- ● Willster
- ● Druids
- ● Jimbo
- ● OMC
- ● dirty
- ● Elektrosmoker
- ● Gauss
- ● GDZ
- ● QuickyBaby

Dependency_XVM_PY_* / Dependency_XVM_XC_*

These files are python scripts and xc-files and are used as dependencies for xvm modifications.

Set any "Dependency_XVM_*" packages that use .xc-files or patches with the xvmConfigFolderName macro to installGroup 6.
This will allow xvm prebuilt configurations to use XvmConfigFolderName macro (like '${"elektrosmoker/@xvm.xc":"."}' for example).

To update these use the dev-links from the repository: XVM_Dependencies
Please ask elektrosmoker for contributor rights.

- Inside the repo you will find the same developer links as you can find inside the database. Use them to get the newest file.
- Compare the checksum with the one on github
- Copy over the new file to the dependency-repo
- if github shows a change to the file, make the commit.
- Then create the archive for the relhax database
- Create commit on relhax-git
- Move file onto the ftp

Dependency_XVM_XC_vehiclenames:
This dependency is set to every prebuilt in the database (except the default one) to maintain that the file is always up to date.
Pleae update the included vehicleNames.xc every time a new tank was added to the game.

LogicalDependency_MVI_Mod aka the Anti-Mirroring-Files

These are the logical dependencies from:
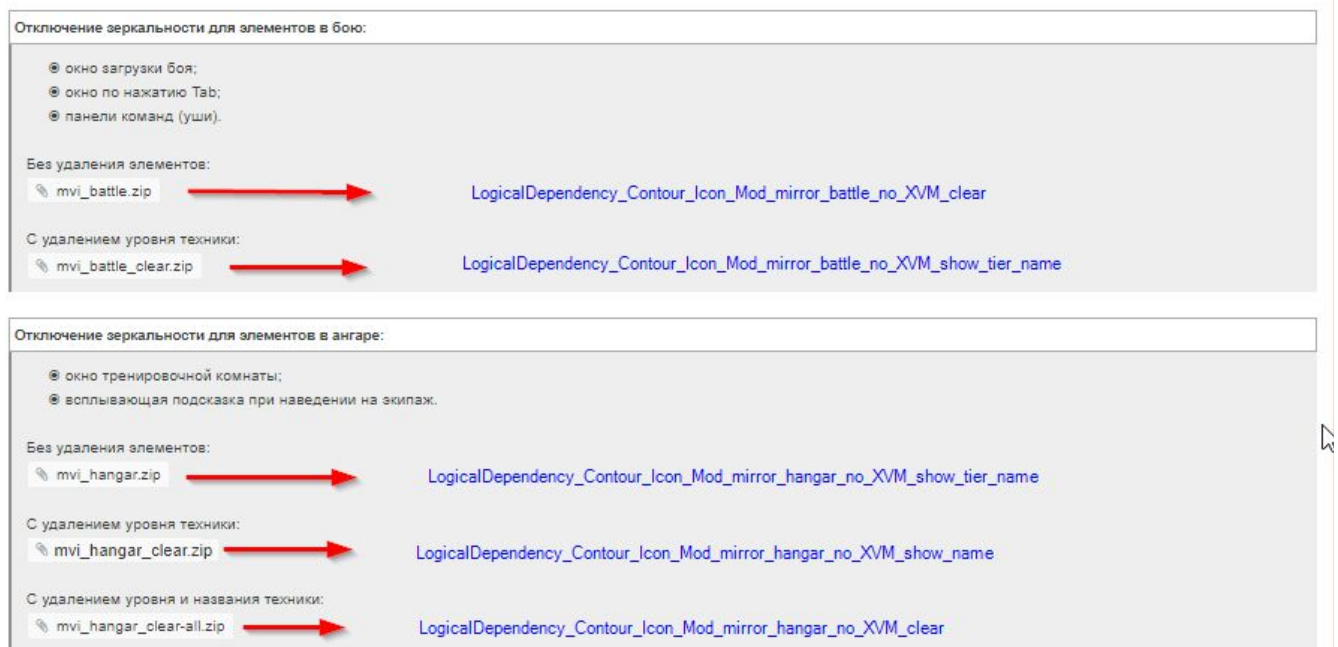*Dependency_MVI_remove_all*
Dependency_MVI_show_name
Dependency_MVI_show_tier_name
Dependency_MVI_remove_vehicleLevelIcon_XVM
Dependency_MVI_disable_XVM

There are two main variants of mirror files that are used in:
- Battle
- Hangar

1) Battle mirror files

w/o XVM:
- LogicalDependency_MVI_BATTLE_noXVM
- LogicalDependency_MVI_BATTLE_CLEAR_noXVM
Go here https://koreanrandom.com/forum/topic/35159- and download the files
mvi_battle_zip
mvi_battle_clear.zip

Then download the old zip from our server and exchange the old .wotmod file with the new one.
Don´t forget to change the zip-name´s date, upload and edit the database.
Done!

mvi_battle.zip
-> LogicalDependency_MVI_BATTLE_noXVM_WOTVERSION_DATE.zip

mvi_battle_clear.zip
-> LogicalDependency_MVI_BATTLE_CLEAR_noXVM_WOTVERSION_DATE.zip

with XVM:
LogicalDependency_MVI_BATTLE_disable_XVM

This is a patch and therefore no update needed.
Only check or uncheck the *Dependency_MVI_disable_XVM* for contour icons when needed.

2) Hangar mirror files

w/o XVM:
- LogicalDependency_MVI_HANGAR_showAll_noXVM
- LogicalDependency_MVI_HANGAR_CLEAR_tier_noXVM
- LogicalDependency_MVI_HANGAR_CLEAR_ALL_noXVM

To update these, go to https://koreanrandom.com/forum/topic/35159- and download:
mvi_hangar.zip
mvi_hangar_clear.zip
mvi_hangar_clear-all.zip

Then download the old zip from our server and exchange the old .wotmod file with the new one.
Don´t forget to change the zip-name´s date, upload and edit the database.
Done!

with XVM:
- LogicalDependency_MVI_HANGAR_showAll_XVM
- LogicalDependency_MVI_HANGAR_CLEAR_tier_XVM
- LogicalDependency_MVI_HANGAR_CLEAR_ALL_XVM

- Go to
https://koreanrandom.com/forum/topic/35159-1101-отключение-зеркальности-иконок-без-xvm/?tab=comments#comment-357523 (same url as above, but you need to navigate to the third post [2nd by night_dragon_on]).
- There you download the "xvm-addons.zip". (**available only if there is a new xvm stable**)
- Copy the "lobby.swf" out of this archive and into the "flash" directory of the three "LogicalDependency_Contour_Icon_Mod_mirror_hangar_XVM"-files.
 - Extract the trainingRoom.swf from the .wotmod of the non-xvm-mirror-files and put them into the flash folder of the xvm-mirror-files.
(MVI_HANGAR_showAll_noXVM --> MVI_HANGAR_showAll_XVM;
MVI_HANGAR_CLEAR_tier_noXVM --> MVI_HANGAR_CLEAR_tier_XVM;
MVI_HANGAR_CLEAR_ALL_noXVM --> MVI_HANGAR_CLEAR_ALL_XVM)

Dependency_xml_main_sound_modes

This xml file controls all the national languages inside the game. This may be modified by some sound mods. It's the same as xml_creation package above. To verify:
- Make an installation with Easy Crew Voice selector or Relhax sound mod
- Verify that \res_mods\{versiondir}\gui\soundModes\main_sound_mods.xml is created

Dependency_MLG_english_localization

These files are originally from the english NA client.
To Update:
- Download previous file
- Navigate to inside res_mods\versiondir\text\lc_messages
- Delete all files in that folder
- Open the GameCenter and switch to english language. It doesn´t matter if NA, EU, RU or ASIA client.
- After the language is installed, navigate inside res\text\lc_messages
- Copy all files into lc_messages folder in the zip file

Dependency_PMOD

This mod is a series of smaller modifications that improve the player's game, mostly by aiming. It also has a statistics feature. The special instructions for this mod is to manually disable all features in the configs when the mod is downloaded. The config is JSON. for each json file (except single.json and multiple.json), there is an "enable" at the top, to enable the module. Each one should be disabled. (Set enabled to false)

If using Notepad++, using Ctrl+H will bring up a "Replace" window. In the "Find what" field, enter ("enabled": true) without the (), and in the "Replace with" field, enter ("enabled": false)

Dependency_ShuraBB_Auxilium

This mod is also a series of smaller modifications to improve the player's game, mostly by making settings in the garage. This configuration is special, because if you include a blank JSON configuration file, it would work as if the mod was not installed. Therefore, the patching system takes care of adding the entries to the configuration. To update:
- Replace pyc script like normal.
- Use the configuration from the previous zip file, make sure it is a small file, only having comments and an empty tag entry ({})

Dependency_Minimap_Advanced

What makes this package special is that there are some lines added to the main config file "HDMinimap.json" in the folder \res_mods\configs\BBMods\.

To update this mod
- exchange all files from the versiondir folder
- use the old configuration file (compare new with current one and merge in new things manually)

Ingame_Misc_Antitoxicity

Same concept as Auxilium.

Garage_mods_RegionChanger

This mod is actually an extension of auxilium. The auxilium mod itself is a dependency, and this mod calls it. Update the mod package as the previous one looks.

Ingame_Info_SpotMessenger

This mod allows for a user to notify his or her platoon or team when he or she is spotted. This mods configuration is a custom xml file that we maintain. To update the mod, you only need to update the wotmod file in the mods directory. The configuration file is maintained by dirty20067.

Here we only have to look to the config file, which is prepared by us and there we have to look line by line. The config is separated in different Battletypes so we have to look in each BattleType.

Some are there twice, because we can choose between **teammessage** and **squadmessage**, so these settings are different and its easier to do this in two settings (in my example **Random_1** and **Random_2**).

Here the config file is coordinated with the patches. You have to look for the **Battletype** after **<!-- BattleType_Random_1** → to patch the BattleType for **RandomBattles** if you use the **teammessage**. But this is **different** for **each BattleType**, so look exactly on the latest config. Same is with the placeholder
<!-- Command_teammsg_Random_1 --> or **<!-- Command_squadmsg_Random_2 -->** or the equal ones for the other BattleTypes. But this the hardest part of the config. The other placeholders will be patched in every Battletype part the command exist like:

<!-- VehicleType LT -->
<!-- VehicleType MT -->
<!-- VehicleType HT -->
<!-- VehicleType TD -->
<!-- VehicleType SPG -->

To understand this much better also look in the different patch files.

The other commands are default values (positive integer) like the **CooldownIntervall** or **MaxTeamAmount**. For this we thought about what is the best number of it to have a good game.

So good news at the end:

If the main config would be as good as like in the past, you never have to change the patches. And we never have to change the main config if there wouldn't be new BattleTypes in WoT in future.

Tank_Skins_Misc_dead_tanks / Tank_Skins_Misc_crashed_tracks

These are what are called the "dead white tanks" mod. This is created by running an application called MCT creator that creates all required files. (MCTCreator)

HOW TO

To create the updated crashedTracksBase.wotmod and DeadTanksBase.wotmod files, edit the CT_DT_wotmod.cmd first:

1. line 8:   set _wot_dir=C:\Games\World_of_Tanks   <- use your installation path here
2. line 9:   set _wotmod_ver=1.5.1.3   <- use current game version
3. Save and run it
4. The wotmods now can be found inside World_of_Tanks\mods\versiondir\

Attention:

this mod is using a patch for the "load_order.xml".

this means that there is a reference to the current name of the .wotmod files!

it will save time when you are using ONLY the provided "CT_DT_wotmod.cmd" to create the new ones.

if not, you have to rename the wotmod or edit the load_order.xml every time after creating.

Custom_Tank_Skins_Misc_Transparent_Nation_Decals

This mod is maintained by us. If it needs to be updated (which is not often) you need to go to the gui package in WoT, and go to the folder gui\maps\vehicles\decals and copy all files from it to the directory in the zip file.

Yasen Krasen: Session_Statistics_YK

We use the CORE version as main file and to get the wotmod for the graphical messages module.
We don´t need to maintain three different versions [base/core/vanilla], because since 2019-12 there is only one script for all.

There is also a patch that disables the whole parameters panel section. This panels can then be activated individually by the user with the settings in the installer.

See below for more infos:

The following configuration options are explained here, to help with any confusion:

- useParametersPanel (line 159)
    - The root setting to enable modification in the players panel.

If this setting is enabled, the "panelParameters" should be enabled as well. Otherwise, it will look like this (all 4 below are false):
 (no panel information at all)

- panelStatistics (line 165)

    - Enables showing of overall account statistics in the panel, below "Vehicle Parameters"

- panelByTank (line 187)

Unknown what this function does. Best guess would be showing the statistics when you click on the tank icon from notifications, to show stats by tank.

- panelParameters (line 160)
    - Enables showing of the vehicle parameters, like in the vanilla client.

        The setting should be set to true when "usePlayersPanel" is set to true.

- panelCurrentVehicle (line 202)
    - Enables showing statistics of the currently selected vehicle in the garage

- researchWatchdog (line 220)
    - Controls the research watchdog feature. You can use it to track how close you are to unlocking modules or new vehicles