

# ShowClips

Module for Garry's mod Bunnyhop gamemode that shows invisible player clips brushes. You can select solid or wireframe texture for brushes and change color.

Tested on FLOW gamemodes: [v8.42 \(by czarchasm\)](#), [v8.50 \(pG\)](#) and [v7.26](#)

## Installation

1. Place folder with this README file into Garry's mod addons folder
2. Restart the server (if it was running)

## Usage

Console variables can be changed from settings menu.

## Chat commands

Toggle player clips: `!showclips` , `!clips` , `!toggleclips`

Open settings window: `!clipsmenu` , `!clipsconfig`

Chat commands can be changed in `lua/showclips/sv_init.lua` file.

## Console commands and variables

- `showclips_menu` - Open settings window
- `showclips 0/1` - Toggle showclips
- `showclips_solid 0/1` - Use solid or wireframe texture
- `showclips_solid "R G B A"` - Color and alpha of brushes

## Internationalization support

You can change language strings at the bottom of the `lua/showclips/cl_init.lua` file.

## Credits

Made by [CLazStudio](#) and sponsored by [rq](#).

This addon uses [luabsp-gmod](#) library by h3xcat licensed under GPL-3.0 License without modifications (to parse bsp file and get information about clip brushes)