Alex-AIO Readme

1.install

Extract Alex-AIO to user/mods/ folder(no dependencies required)

2.configuration

Open config.json with any text editor, Preferably VS code or Notepad++.

keys and their values:

All keys except priceMult and buyMult are boolean(true or false)

enabled: enables or disables whole mod, true is enabled. have to be true for this mod to work.

gameplay:
    enabled: enables or disables gameplay changes, true is enabled.
    headSegments: all helmets protect the whole head.
    hearing: disables helmets deafening effect.
    ammoLoad: load and unload mags faster.
    ammoStacks: ammos can stack 4x more, weigh 4x less.
    thermal: makes T7 scope better.
    white_nvg: removes NVG green Tint.
    holsterSMG: allows to holster smaller SMGs.
    allItemsExamined: all items are examined.
gunsmith:
    enabled: enables following gun modification changes while true(**Recommended**).

also recommended to keep the following options as is in the gunsmith section.

- Fixes Keymod and M-LOK rails.
- all 5.45x39mm AK variants can fit the cnc_556 adapter.
- more modding options for RSASS.
- allows foregrip attachments for some pistols.
- allows full size stocks on mp5k.
- HK416 can fit AR-15 buffer tubes.
- HK417 can fit more stocks.
- Elcan Specter can mount RMR and Deltapoint.
- Makes MPX and MCX stocks interchangeable.
- allows glock17 parts on 18.
- all AK side folders are interchangeable.
- gives folding stock for SVD.
- makes STM-9, RFB, M1A and G28 fully automatic.
- make lights and lasers fit every possible spot.
- make lights and lasers fit mpr canted mount.
- TT01 sight rail fits AS-VAL.
- mpr canted mount fits TT01.
- and some other changes.

removeConflicts: removes all attachment conflicts.

mags: makes 3 cell high mags 2 cell high.

drums: make drum mags 1x1.

vector_1_height: makes vector's height normal.

mp155_1_height: makes MP-155 one block high.

ergo_mult: multiplies part ergo. 1 makes no change.

recoil_mult: multiplies weapon recoil. 1 makes no change.

better_hipfire: makes hipfire hit where laser aims.

operator:

enabled: enables Operator trader(**Recommended**).

maxLevelTrades: Operator sells every trade at Lvl 1.

priceMult: (positiv number) multiplier for shop items, 1 is default, higher is more expensive, lower is less expensive.

buyMult: (number between 0 and 100) multiplier for when player selling items to Operator. 0 is default. 0 is the best price you get, and higher means less money you receive. For reference, Mechanic has 44.