

DOCUMENTATION ABOUT MODS

TABLE DES MATIERES

Documentation about mods	1
Generalities	1
Mods installation.....	1
How to create a mod.....	1
How to add a new girl in-game	1
Creating the structure	2
To add photo to a girl:.....	2
Adding scenes to a girl	2
Adding skills to a girl.....	2
How to add a leader	3

GENERALITIES

ProXent supports mods by putting them in a separate folder under the assets/mods folder. Mods can add new girls or leaders with their complete configuration.

MODS INSTALLATION

To install a mod:

- Unzip content in a folder under the assets/mods folder
- Open the file assets/mods/bootstrap.js with any text editor
- Add the folder name in the 'modlist' array of bootstrap.js
- Save file and restart the game

HOW TO CREATE A MOD

Every mod must contain at least a file 'config.js' where all mod configuration will go. This file will be added to the game during launch time.

HOW TO ADD A NEW GIRL IN-GAME

To add a new girl, you should add her configuration to the 'config.js' file and put her assets in specific folders. Feel free to explore the 'legacy' mod for advanced example.

Girl must have the following files:

- Photos: 1_normal.jpg, 1_sexy.jpg, 1_slutty.jpg. Used to display girl's portrait
- Photo: dialogs.png. Used to display when the girl is speaking in dialogs

- Video: intro.webm. Used to display when starting a recording
- Video: orgasm.webm. Used to display when orgasm reaches 100 during recording

CREATING THE STRUCTURE

- Create a folder inside your mod
- Folder name should match the girl ID. It can be a number or letters but it's highly recommended to not put special characters nor spaces
- Girl folder structure:
 - o Photos
 - o Videos
 - Record
 - o Skill

TO ADD PHOTO TO A GIRL:

- Put the photo file inside the 'photos' folder
- Photos can be of any size, recommended is 900pixels height
- Photos must be of jpeg type, with .jpg extension
- Add photo configuration to the girl's photo array in config.js by adding an object with the following attributes
 - o Name: name of the file without extension
 - o corruptionLevel: minimum corruption level needed to unlock
 - o attributes: object defining photo
 - type: photo type/lewdness. Can be any of: normal, sexy, slutty, sex, cum
 - place: photo place, can be any string
 - outfit: photo outfit, can be any string
 - format: can be any string
 - body: string array with body parts, can be any string

ADDING SCENES TO A GIRL

- Put the video file inside the 'videos/record' folder
- Video file must be webm, with .webm extension
- Add configuration to the girl's 'positions' array in 'config.js'
 - o Name: video filename without extension
 - o Label: scene name appearing in buttons
 - o Corruption: Minimum Corruption level to unlock. Scene rewards scale with corruption level
 - o Type: scene type, can be any of:
 - INTRO: special type to define the video that plays automatically when starting a record
 - FOREPLAY: foreplay scenes, unlockable when corrupting
 - FOREPLAY_SKILL: skill foreplay scenes, unlockable with skills
 - PENETRATION: penetration scenes, unlockable when corrupting
 - SKILL: skill penetration scenes, unlockable with skills
 - SPECIAL: special penetration/foreplay scenes, unlockable with skills
 - o Unlocker: optional, can contain another scene that will be played with the combo feature

ADDING SKILLS TO A GIRL

- Put the skill icon inside the 'skills' folder

- Skill icon must be of jpeg type, with .jpg extension
- Skill icon name must match skill name, in lowercase and space replaced with '-'
- Add skill configuration to the girl's branch and skill tier's skills array:
 - o Name: name of the skill
 - o Description: description of the skill
 - o maxLevel: maximum skill level unlockable
 - o unlockPrice: array of pricing, each new object is used to determine skill upgrade price.
Example: skill level 0, using first item, skill level 2, using third item. If next level price isn't defined, fallback to the highest defined price
 - type: can be any of gold, XXX_badge, cum, basic_skill_gem, advanced_skill_gem
 - quantity: quantity of type
 - o Requires: array of previously required skills
 - o Effect: array of effects. Each new object is used to determine current skill effect. Lower skill's level effects are ignored unless they are scenes
 - Stat: can be any of scene, trigger, golds, xp, fans, boner, orgasm
 - Label: skill effect description
 - Value: skill effect value, if it's a scene type, must match a scene name in girl's positions array. If not a scene type, can be +1%, -1%, +150, -30, etc.

HOW TO ADD A LEADER