GTA V: Lua mods

Install instructions

1. Download [Script Hook V](#) and follow the instructions in the description. Make sure that you download and install the requirements. The 'NativeTrainer.asi' file is not required, but completely fine to include.

   If you copied everything correctly, you should have 'dsound.dll' and 'ScriptHookV.dll' in your main GTA directory.

2. Download [LUA Plugin for Script Hook V](#). To install this copy or move the 'LUA.asi' file and the 'scripts' folder into your main GTA directory. Go into the *scripts/addins/* directory. Each file here is a mod. This plugin comes with a few mods, so if you don't want them just delete them (do not delete 'main.lua', you're in the wrong folder).

3. Download the mod which led you to this page. There should be a *.lua* file in the download. Drag this file to *scripts/addins/*.

4. If you downloaded all requirements and followed these instructions correctly, it should work now. If not, here are a few things you can try:
   a. Right click every file you downloaded and click properties. If there is a 'Unblock' button at the bottom of the dialog, press it. Press 'Apply' and 'Ok'.
   b. If you had the game open while following these instructions, restart it.
   c. Check again that you really did install the requirements correctly. It will not work if you don't have them installed.
   d. Restart the computer (not sure if it makes a difference, but might as well give it a shot).

How to edit settings

1. To edit the settings of a mod, open the *.lua* file in a text editor. To do this, just right-click the file, press 'Open with...' and select Notepad.

2. On the top of the file, there should be a line that says settings. Directly under that line there are values you can change. The left side of the equals sign is the name of the settings and the right side is the value. If the name is not self-explanatory, there might be a comment that explains what it does.

   If the settings line isn't there, the mod isn't created by me. There might be another way to tweak settings, but you'll have to read the description of that mod on how.

3. Change the values you want. Things to be aware of:
   a. If you type something invalid the mod will not work. Values that you type correctly may still not work. If that is the case, the game doesn't accept those values.
   b. A key code is a number that represents a key on the keyboard. You can find these key codes by looking [here](#) or interactively [here](#).

Modification and/or redistribution of the mod

Feel free to modify the source code. If you decide to publish it, you must have changed the mod enough so that it does something different or so that it has new features. You must also link back to the original mod.