

Cop Holster – Configuring the INI

> Settings

EnableHolsterAnimations

- True/False – enable or disable **all** holster animations.

EnableIntimidationMode

- True/False – enable or disable intimidation mode for **all** peds. This is the hand-on-holster animation that is toggled with Caps Lock (default).

EnableOnWeapon

- WEAPON_NAME – make the holster animations work on the specified weapon(s). A list of weapon names can be found [here](#). Make sure you don't just put the name. The name should have WEAPON_ before it.

> Controls

IntimidationModeToggleKey

- # – This is the key used to toggle Intimidation Mode. A list of key codes can be found [here](#).

IntimidationModeToggleGamepad

- # – This is the gamepad button used to toggle Intimidation Mode. A list of gamepad button codes can be found in *gamepad_button_codes.txt* included in the download.

> Adding Peds w/ Both Holster Meshes to Cop Holster

>> Finding the Holster Meshes' IDs

To add a ped to Cop Holster with full functionality, the ped must have both an empty holster and a gun-in-holster mesh. For example, let's say that someone created a ped model called *S_M_Y_COP_02* and it had both holster meshes. The first step would be to find the holster meshes' IDs – both the component ID and the drawable ID.

The easiest way is just knowing the names of the holster meshes. Let's say *S_M_Y_COP_02*'s empty holster mesh name was *TASK_000* and the holster with the gun was named *TASK_001*. You would simply convert the prefix (which is TASK, in this case) using the key below and it would give you your component ID.

- 0 - HEAD
- 1 - BERD
- 2 - HAIR
- 3 - UPPR
- 4 - LOWR
- 5 - HAND
- 6 - FEET
- 7 - TEEF
- 8 - ACCS
- 9 - TASK
- 10 - DECL
- 11 - JBIB

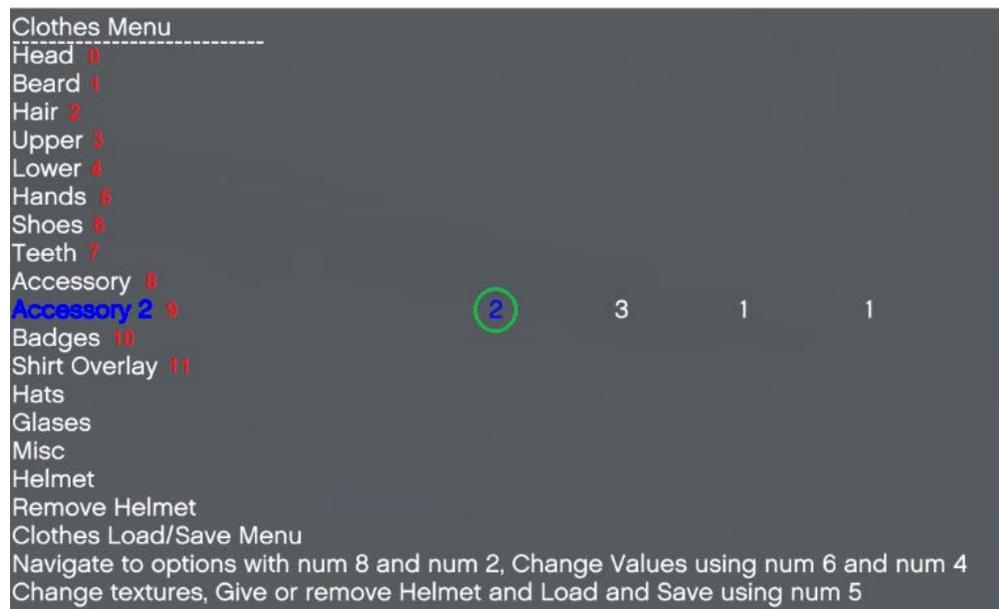
The drawable ID is just the number without the 0s in the name, which is 1.

However, for peds that are updated regularly through content patches like *MP_M_FREEMODE_01*, their variations are not put in a single .ydd and are scattered throughout various folders, which leads to some weird drawable ID numbering. So, you'll need to do the fool-proof way.

The fool-proof way is finding the IDs through a trainer. I'll be using Simple Trainer for this example.

Spawn the downloaded ped, go to the clothes menu, and find both the holster meshes.

For each holster mesh, locate the section it is under (head, beard, hair, etc.) and take note of it. Refer to the picture below and locate its ID. This will be the component ID. Next, locate the number with the green circle around it in the picture and subtract 1 from it. This will be your drawable ID.



>>Adding the Ped to the INI

Now that you have both the holster meshes IDs, simply create a new section in the INI with "Ped:PED_NAME_HERE" where PED_NAME_HERE would of course be your ped's name.

Copy a paste the following under the section:

```
FuncHolster=True  
FuncIntim=True  
FuncIntimMesh=
```

Quick run-down of what this means: Setting *FuncHolster* to true just means that the mod will recognize this ped as having a functional holster. Setting *FuncIntim* to true means the mod will recognize this ped as being compatible with Intimidation Mode. *FuncIntimMesh* are the meshes that are compatible with Intimidation Mode, meaning Intimidation Mode will only work if these meshes are on the ped. If you leave *FuncIntimMesh* blank and *FuncIntim* is set to true, Intimidation Mode will work on the ped regardless of meshes.

Take your mesh IDs and put them in the following format: ComponentID:DrawableID. So if the component ID was 9 and the drawable ID was 1, it should be in the format 9:1. Let's say 9:1 was the gun in holster mesh and 9:0 was the empty holster mesh. I would then add another line underneath *FuncIntimMesh* where I'd write 9:1=9:0. The mesh to the left of the equal sign would be the holstered mesh, while the mesh to the right would be the unholstered mesh. I would then write 9:0,9:1 (notice how I didn't put a space after the comma – that is important) after the equal sign of *FuncIntimMesh* so that Intimidation Mode would only work on those two holster meshes. That's it – you're done.

> What if I want the animations to play on a certain ped and/or ped's mesh?

Make sure *FuncHolster* is set to true for that ped. If you only want it work on a certain mesh, find the mesh's ID and insert it on both sides of an equal sign **underneath** the *FuncIntimMesh* line. So, if you wanted the animations to work on the male cop's stab vest (for example), you would make a new line with 9:2=9:2 underneath the *FuncIntimMesh* line.

> What if I want Intimidation Mode to work on a certain ped and/or ped's mesh?

Make sure *FuncIntim* is set to true for that ped. If you only want it to work on a certain mesh, put the mesh's IDs in *FuncIntimMesh*. If you want it to work regardless of meshes, just leave *FuncIntimMesh* blank.

> What if I just want the animations to play on a ped and I don't care about holster meshes?

You can do that too! Simply make sure *FuncHolster* is set to true for that ped and also make sure there isn't anything underneath the *FuncIntimMesh* line.