

CiderVis.lua

What does this script do?

This script will set the visibility of nodes and change hud message based on if the node is visible or not its also possible to set a new button for each if needed.

Code that needs to be placed in .xml file (not moddesc.xml)

Copy **green** part and add it between the **red** marked code if you want to add more parts.

```
<CiderVisible>
  <part inputName="Name_of_button_in_moddesc" visible="false" positive10n="positiveMeassage"
  negativ10n="negativMeassage" >
    <node index="index_number_one" />
  </part>
</CiderVisible>
```

inputName

inputName reads buttons from moddesc.xml file and must have the same name in both .xml files.

Read more in "Code that needs to be placed in moddesc.xml"

visible

This will set the visibility of each node to true or false based on what its set to. If the node in GE is set to show and "visible" is set to false then the value in GE will be overwritten.

positive10n and negativ10n

positive10n and negativ10n reads text from moddesc.xml file and must have the same name in both .xml files.

Read more in "Code that needs to be placed in moddesc.xml"

Add more parts/nodes

node

To add more nodes to the current part then you can add this line after the same line in the main xml script.

```
<node index="index_number_two" />
```

part

To add more parts current CiderVisible then you can add this line after the same line in the main xml script.

```
<part inputName="Name_of_button_in_moddesc" visible="false" positive10n="positiveMeassage"
negativ10n="negativMeassage" >
  <node index="index_number_one" />
</part>
```

Example how it can look like

this example have 3 parts with 3 different buttons, first part have 2 nodes, second have 1, third have 3 also this one dont have any messaged printed in the help hud in game.

```
<CiderVisible>
  <part inputName="Name_of_button_in_moddesc" visible="false" positive10n="positiveMeassage"
```

```

negativ10n="negativMeassage" >
    <node index="index_number_one" />
    <node index="index_number_two" />
</part>
<part inputName="Name_of_button_in_moddesc" visible="false" positive10n="positiveMeassage"
negativ10n="negativMeassage" >
    <node index="index_number_one" />

    </part>
    <part inputName="Name_of_button_in_moddesc" visible="false" >
        <node index="index_number_one" />
        <node index="index_number_two" />
        <node index="index_number_third" />
    </part>
</CiderVisible>

```

Code that needs to be placed in moddesc.xml

Add green part between red part and if you dont have it then add it.

```

<specializations>
    <specialization name="CiderVis" className="CiderVis" filename="Scripts/CiderVis.lua" />
</specializations>

```

Same as above but don't replace red part.

```

<vehicleTypes>
    <type name="trailer" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
        <specialization name="CiderVis" />
    </type>
</vehicleTypes>

```

Note: CiderVis.lua needs to be placed in a folder with the name **Scripts**

inputName

inputName reads buttons from moddesc.xml file and must have the same name in both .xml files.

```
<input name="Name_of_button_in_moddesc" key1="KEY_b" button="BUTTON_2" />
```

key1="KEY_b"

to change button replace the letter b in "KEY_b"

Button="BUTTON_2"

to change button replace the number 2 in "BUTTON_2"

Note: this is for game pads and in other words not needed but there are users that use game pads and don't want to use both keyboard and game pad so I recommend you to add support for it.

common used are

"BUTTON_2" - (b)

"BUTTON_6" - (x)

"BUTTON_5 BUTTON_6" - (o)

positive10n and negativ10n

Help messages are defined in the moddesc.xml file and should look something like this

```

<text name="positive10n">
    <en>English text</en>
    <de>German text</de>
</text>

```

Example how it can look like

```
<l10n>
  <text name="positive10n">
    <en>English text</en>
    <de>German text</de>
  </text>
  <text name="negativ10n">
    <en>English text</en>
    <de>German text</de>
  </text>
</l10n>

<inputBindings>
  <input name="Name_of_button_in_moddesc" key1="KEY_b" button="BUTTON_2" />
</inputBindings>
```

Credits

Manual and script writer:
Xentro (on <http://www.ls-uk.info>)