Realism Mod: Adding Compatibility For Weapons, Gear and Ammo

Adding compatibility for content added by other mods is straightforward, but takes a bit of time and effort. All you need to do is create JSON files with stats for the items you want to make compatible, in the correct format, and place them in the correct folder.

Make sure the mods adding the new content are loaded before Realism mod.

Navigate to   . An example file is found in the "template example" folder. This has the format for the types of items you can add stats for, and explanations in the square brackets. Do not include these square brackets in your files. For more examples, see how Realism mod does it for existing base items in db/templates.

You can use as many files as you want, call them whatever you want, and place them in as many folders as you want. All that is required is that you use JSON files, you follow the correct format for the type of item you want to add stats for, and you place it all inside the   folder.

Most of the stats should be straightforward and are explained in   . If you're ever unsure, the easiest thing to do is just find an existing item in db/templates that's similar to what you want to add and copy stats from that. Note that there are some additional or missing stats from the db/templates, don't worry about those. Whatever you can use is included in   .

The following properties are required for the templates, the rest are optional:

_____

$type

ItemID

Name (can use whatever name you want)

_____

All properties are required

_____

ModType
Weight

_____

speedPenaltyPercent

mousePenalty

weaponErgonomicPenalty

———

Damage

PenetrationPower

<u>ModTypes:</u>

- "bipod": currently unused but may be in future.
- "short_barrel": for 13 inch or less barrels. They get bonuses if boosters are attached.
- "booster": muzzle devices that increases backpressure, giving bonuses to short barrelled rifles.
- "762x39", "300", "556", "366TKM", "308", "277": used to denote the calibre for barrels that convert the calibre of the base rifle. For example, use "300" for a .300 BLK barrel conversion for a normally 5.56 Rifle.
- "sight": used to denote sights, includes all types of sights. Its accuracy stat is used for various mechanics.
- "mount": for scope mounts. Their accuracy stat is used for various mechanics.
- "shotTube": for tube magazines, used to calculate balance.
- "foregrip_adapter": for mounts that allow foregrips. The negative ergo stat of the foregrip adapter is removed if foregrip is attached.
- "shot_pump_grip_adapt": for shotgun pump grips that can take foregrips. Foregrips give bonuses if attached.
- "counterWeight": for pistol counter-weights or other items that should greatly increase forward balance (reducing ergo and recoil).
- "muzzle_supp_adapter": for muzzle devices that have a single slot for suppressors. Their stats are removed if suppressor is attached.
- "sig_taper_brake": for muzzle devices that have a two slots, one for suppressors. Their stats are removed if suppressor is attached.
- "barrel_2slot": for muzzle devices that have no slots, but barrel has one for suppressors. Their stats are removed if suppressor is attached.
- "grip_stock_adapter": for adapters that take a stock and pistol grip. Its stats do not count until stock and pistol grip are attached.
- "buffer_adapter": stock adapters for buffer tubes. The stats of the buffer tube are ignored, the stats of the adapter is ignored until a stock is attached.
- "stock_adapter": the stats of the adapter is ignored until a stock is attached.
- "hydraulic_buffer": its stats only count on manually operated rifles or certain semi-autos like shotguns.
- "buffer": buffer tubes only give their stats to weapons that IRL use a buffer spring and weight.
- "buffer_stock": stocks with buffer tubes only give their stats to weapons that IRL use a buffer spring and weight.

- "Stock": stocks that contribute 100% of their weight to rear balance.
- "StockR": stocks that contribute 50% of their weight to rear balance.
- "StockN": stocks that do not contribute their weight to balance.
- "StockF": stocks that contribute 50% of their weight to front balance.

WeapTypes:

- "DI": Direct Gas Impingement (M4A1, CMMG Mk47, SR-25, ADAR, TX-15, etc.). DI guns get increased debuffs with suppressors
- "bullpup": used for calculating balance of bullpups
- "short_AK": short AKs get buffs if boosters are attached to them. AK-104 to AKs-74u length barrels. For AKs without detachable barrels.

OperationType:

- "buffer": weapons that have buffer weights and springs. These weapons get the stats from buffer tubes, other guns don't. M4, Mk47, RSASS, SR-25, 416 etc.
- "magForward": makes the magazine contribute to forward balance.
- "tubefed": makes magazine tube contribute to forward balance.
- "tubefed-m": tubefed guns that are manually operated. Manually operated tube guns can queue shots if you spam fire button. Use tubefed instead if you don't want this functionality.
- "p90": makes balance calcs reflect the unique layout of the P90, use for similar weapons.

Additional information	
Programming skills required	1
Technical knowledge requirement	Beginner

Prerequisites	
Tutorial prerequisite list	Text editor of your choice, basic understanding of programming/working with JSON, common sense, patience.