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# EVENT SYSTEM DOCS

Event .gd files go to mods/events/ directory.

Only difference between event and a regular conversation is the inclusion of the meta Dictionary variable at the top.

```
var meta = {}
```

Conversation syntax is the same as regular conversations. Refer to Modding guide.

## MANDATORY KEYS

### "name"

String ""

Name of that mode that will show in the game on available mods list.

Example:

```
"name":"my event",
```

### "type"

String

Leave as "random"

Example:

```
"type":"random",
```

### "chance"

Float between 0.0 and 1.0

Percentage chance of happening. 0.03 = 3%

Example:

```
"chance":0.5,
```

*Event will have 50% chance of triggering*

Best to keep it low, around 1-5 percent if you don't want to trigger it all the time.

## "location"

Array ["location1", "location2", "location3"]  
Can use multiple locations. Separate by comma.

### Example:

```
"location":["hospital","bar","docks"],  
Event will trigger at the hospital, bar and docks and nowhere else.
```

### List of possible locations:

Code	Location
"church"	Church
"tattoo"	Tattoo Parlor
"club"	Night Club
"storearea"	General Store
"beach"	Beach
"hospital"	Hospital
"hotel"	Hotel Lobby
"park"	Park
"salon"	Beauty Salon
"library"	Uni Library
"street"	Street
"fitness"	Gym
"gym"	Gym
"hotelroom"	Hotel Room
"bar"	Bar
"jewshop"	Jewelry Shop
"barplace"	Bar
"classroom"	Uni Classroom
"cafeteria"	Uni Cafeteria
"court"	Uni Sports Court
"yoga"	Yoga Studio
"cinema"	Cinema
"restaurant"	Restaurant
"stables"	Stables
"carwash"	Carwash
"airport"	Airport Lobby
"docks"	Docks
"police_station"	Police Office
"sauna"	Sauna
"massage"	Massage
"jacuzzi"	Jacuzzi
"bank"	Bank
"cave"	Cave

## "characters"

Array

Refer to **CHARACTERS** section at the bottom.

## OPTIONAL KEYS

### "author"

String ""

Your name and other info you want to include (mail, discord or whatever place players can find you, assuming you want to be found)

Will show in the game on available mods list.

Example:

```
"author": "Anon – anon@anon.com",
```

### "description"

String ""

Short description of what it contains.

Will show in the game on available mods list.

Example:

```
"description": "Meet the friendly neighbour",
```

### "triggers"

Dictionary

For future versions. Similar to spawn triggers for conversation, allowing custom made ones. Leave an empty dictionary for now.

```
"triggers": {},
```

### "need\_property"

String or Array

Event will trigger only if you have bought all of the listed properties.

Available properties : "Sports Car", "Pool", "Night Club", "Strip Club", "Private Beach", "Private Jet", "Yacht", "Beauty Center", "Carwash", "Dungeon"

If you have only one you can use a String → "Pool"

If you want multiple use Array → ["Pool", "Sports Car", "Yacht"]

Example:

```
"need_property":"Pool",  
"need_property":["Pool", "Sports Car", "Yacht"],
```

*Event will trigger only if you bought a pool.*

## "need\_mansion\_level"

Int

Need mansion upgraded to level specified level

Example:

```
"need_mansion_level":2,
```

*Event will trigger if you have mansion level 2 or higher*

## "hour"

Array [Int start\_hour ,Int end\_hour],

Hour span (24h). Event will only trigger between specified hours.

Example:

```
"hour":[8,13],
```

*Event will trigger between 8:00 and 13:00.*

## "days"

Array [0,1,2,3,4,5,6],

Only on particular days - 0 = Sunday, 1 = Monday, ..., 6 = Saturday

Example:

```
"days":[1],
```

*Event will trigger only on Mondays.*

## "country"

Array

List of countries event will trigger in.

Available countries:

Almost(!) all ISO alpha2 codes [https://en.wikipedia.org/wiki/ISO\\_3166-1\\_alpha-2](https://en.wikipedia.org/wiki/ISO_3166-1_alpha-2)

Example:

```
"country":["de","at","ch"],
```

*Event will only trigger when you're visiting Germany, Austria or Switzerland.*

## "region"

Array

Same as country key but for whole regions.

Available regions :

```
["Central Asia", "South Europe", "North Africa", "West Europe", "South America",  
"Australia", "Central America", "East Europe", "Central Africa", "North America", "East  
Asia", "North Europe", "South Asia", "Southeast Asia", "Middle East", "West Africa",  
"South Africa"]
```

Example:

```
"region":["East Asia", "South Asia"],
```

*Event will only trigger when you're visiting east or south Asia.*

## CHARACTERS KEY

Multiple other keys are nested inside the "characters" dictionary. Everything you see below goes inside the curly brackets.

```
"characters":{}
```

### "type"

Array

List of groups you want the event pull NPCs from.

**IF YOU OMIT OR PUT "new" AS A TYPE, A RANDOM CHARACTER WILL BE GENERATED BASED ON OTHER SPECS BELOW.**

Available groups:

Code	Definition
"new"	New randomly generated based on other specs
"pornstars_freelance"	All freelance pornstars
"pornstars_contract"	All contracted pornstars
"pornstars_agency"	All agency pornstars
"pornstars_newcomer"	All pornstars waiting for casting
"pornstars_rival"	All rival pornstars
"pornstars_retired"	All retired pornstars
"camgirls"	All camgirls
"photomodels"	All photomodels
"strippers"	All strippers
"masseuses"	All Masseuses
"stewardesses"	All stewardesses
"girlfriends"	All Girlfriends
"staff"	All staff

Example:

```
"type":["pornstars_retired","strippers"],
```

*Model from retired pornstars and strippers will be chosen.*

### "job"

String

If you include this key, it will filter staff members with this job. Remove the key if you don't need it.

Example:

```
"job":"Makeup Artist",
```

*Employee from all makeup artists will be chosen.*

## "gender"

String

Gender of the character "M" or "F"

Example:

```
"gender": "F",
```

*Female character will be generated or it will filter existing characters by gender.*

## "outfit"

String

If you want character to spawn with specific outfit. Leave empty or remove the key if it doesn't matter.

Full list of IDs in the modding guide.

Example:

```
"outfit": "12",
```

*Character will spawn with an outfit ID 12*

## "outfit\_variant"

String

If you want character to spawn with specific outfit variant. Leave empty or remove the key if it doesn't matter. Full list of IDs in the modding guide.

Example:

```
"outfit_variant": "2",
```

*Character will spawn with an outfit variant 2*

## "nationality"

Array ["country\_code1", "country\_code2"]

List of countries you want model to be from.

If empty or not present, all are available.

Available countries:

Almost(!) all ISO alpha2 codes [https://en.wikipedia.org/wiki/ISO\\_3166-1\\_alpha-2](https://en.wikipedia.org/wiki/ISO_3166-1_alpha-2)

One exception is "current" key, which will spawn a model with nationality of the country you're currently in.

Example:

```
"nationality":["de","at"],
```

*Models will spawn German or Austrian.*

## "nationality\_region"

Array ["region1", "region2"]

List of regions you want model to be fro.

If empty or not present, all are available.

Available regions :

```
["Central Asia", "South Europe", "North Africa", "West Europe", "South America",  
"Australia", "Central America", "East Europe", "Central Africa", "North America", "East  
Asia", "North Europe", "South Asia", "Southeast Asia", "Middle East", "West Africa",  
"South Africa"]
```

Example:

```
"nationality_region":["Central Asia", "South Europe"],
```

*Model will be from any country in the above listed regions.*

## "pornstar\_rating"

Array [Int min\_rating ,Int max\_rating],

Will filter pornstars by their rating between these two numbers.

Example:

```
"pornstar_rating":[2,4],
```

*Models will be included if their rating is between 2 and 4.*

## "level"

Array [Int min\_level ,Int max\_level],

Will filter staff by their level between these two numbers.

Example:

```
"level":[2,5],
```

*Employee will be included if their rating is between 2 and 5.*

## "characteristic"

Array ["char1", "char2"]

Possible characteristics

"Asian", "Ebony", "Latina", "White"

"Black hair", "Blonde hair", "Brunette hair", "Red hair"

"Big Tits", "Massive Tits", "Small Tits"

"MILF", "Teen"

"Petite", "BBW"

"Alt", "Preggo"

Will filter pornstar or staff by those characteristics.

If new character, it will have these characteristics.

Example:

```
"characteristic":["Asian", "MILF"],
```

*Model will be an asian milf.*

## "trait"

Array [Int trait1, Int trait2, Int trait3]

List of traits existing models need to have to be included.

*List of all available here in the modding guide.*

Example:

```
"trait":[1,3,23],
```

*Model will spawn or be filtered by above traits.*

## "appearance"

Dictionary {}

If you want to fine tune the appearance of the randomly created character use this with the provided keys.

For example if you want to spawn a model with a specific(or specific range) nose and body type.

Refer to in game what are the ranges.

Possible keys:

```
"body_type"  
"head"  
"hair_type"  
"tits_type"  
"tits_size"  
"eyes"  
"eyebrows"  
"mouth"  
"nose"  
"pubes"  
"nails"  
"earrings"  
"necklace"  
"bracelet"  
"height"  
"weight"  
"dick"  
"balls"
```

### Example:

```
"appearance":{  
  "body_type":"3",  
  "eyes":["10","11","12"],  
  "pubes":"5",  
},
```

*Model will spawn with body type 3, eyes random choice between 10,11,12 and pubes 5*

## TRIGGERS

hookers\_hired

total\_money\_less\_than

total\_money\_greater\_than

bank\_balance\_less\_than

bank\_balance\_greater\_than

total\_fans\_less\_than

total\_fans\_greater\_than