Player Companion Manual

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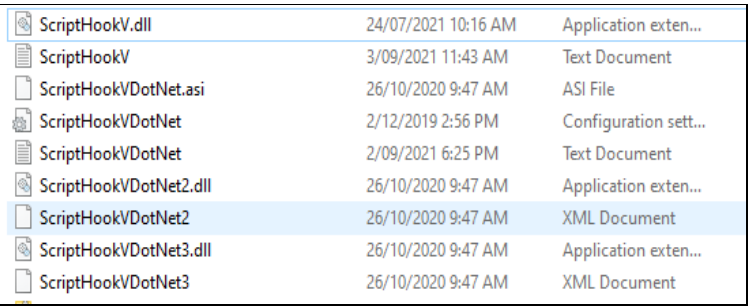
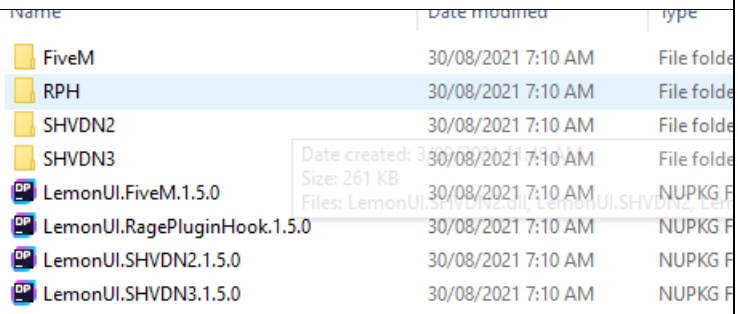
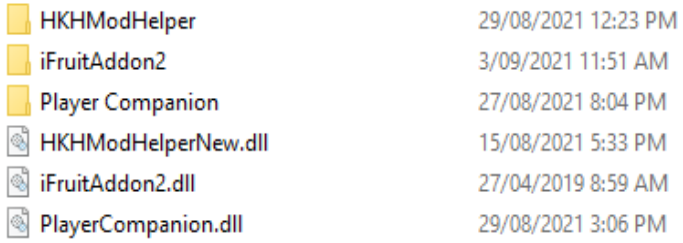
How to Install the Mod

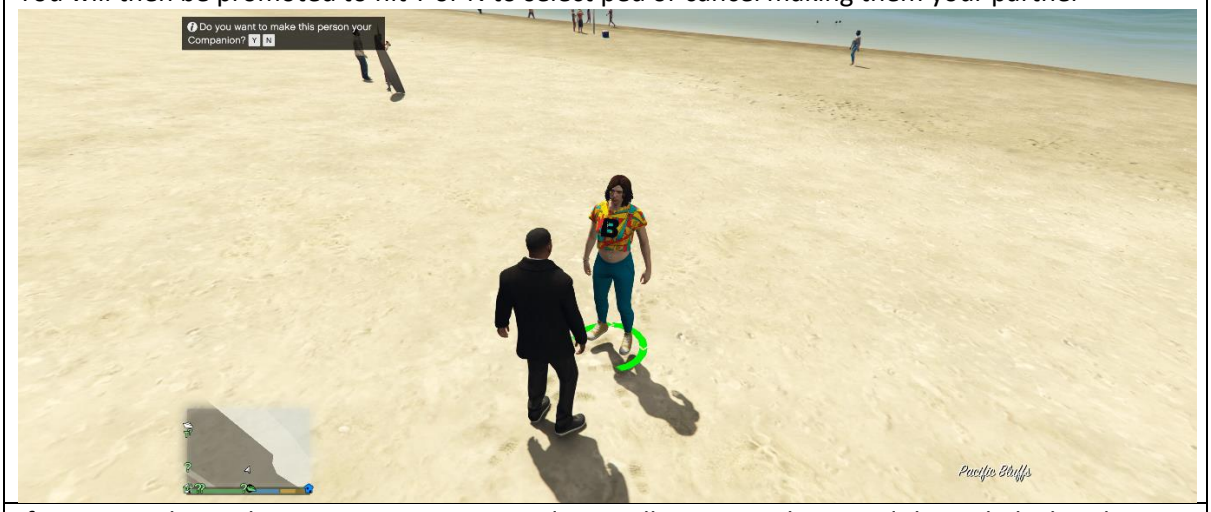
First of all you will need to download and install Scripthookv and Scripthookvdotnet, you'll want to drop these into root folder (game directory folder) like so, make sure to change ReloadKey = None to ReloadKey = Insert in Scripthookvdotnet.ini	
You will want to make sure that you have 2 files for scripthookv and 7 files for Scripthookvdotnet	Next you will want to create a folder named scripts if you haven't already

	Now you will need to install LemonUI https://www.gta5-mods.com/tools/lemonui
Download the zip and you should see these files you	
You will now open the SHVDN2 folder and drag the contents to inside your scripts folder	
Now you will want to open the Player Companion Zip and you should see this, drag all of these into scripts and you should be good	

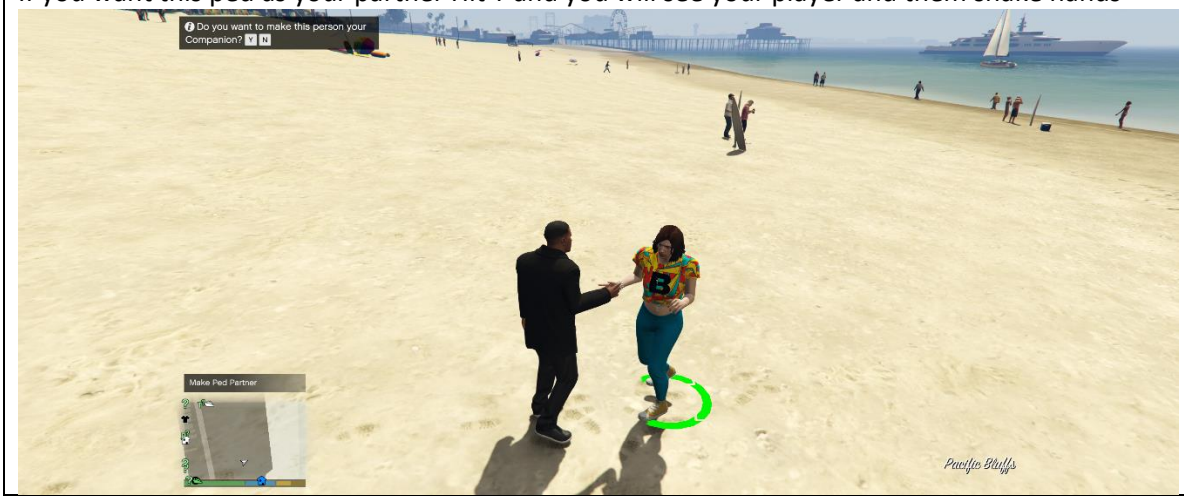
Choosing a Ped as a companion

To add a ped as a companion simply walk up to them and Press T when prompted to talk to them

You will then be promoted to hit Y or N to select ped or cancel making them your partner



If you want this ped as your partner Hit Y and you will see your player and them shake hands



Player Companion Stats Explained

Relationship Relationship is the first stat it will mainly control everything, unlocking events and interactions, will gradually increase overtime, but will slowly increase while wanted
Combat Combat is the second, this one will increase when your companion engages someone in combat, it also controls how much health your companion has, it increases more while wanted
Adrenaline Adrenaline is the last stat, it increases while doing dangerous activities, such as driving fast, drifting, hitting jumps etc

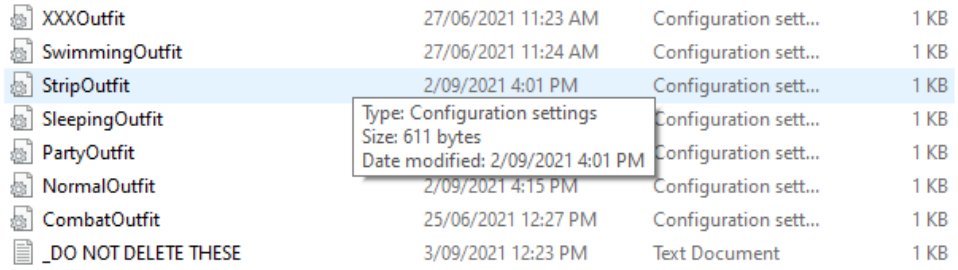
Ini data explained

MODEL	Your partners model ingame, can be a string, int or hash
RELATIONSHIP	Current value of your relationship with your Partner

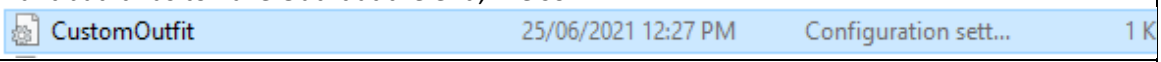
COMBAT	Your Partners Current Combat level
ADRENALINE	Your Partners Current Adrenaline Level
HOUSEID	Your Partners House id, controls where they live, value are from 0 to 14
_PARTNERAUTODATE	Automatically spawn with your Partner when hitting Insert
_PARTNERAUTOSWITCHWEAPONS	Partner will auto switch to Players Current Weapon instead of best weapon they have
_PARTNERAUTOCHANGEOUTFIT	Auto Change outfit based on Activity
SHOWSTATINCREASEABOVEPARTNER3D	Show Stat increase on 2D axis or 3D axis
SHOWMUGSHOTONSTATINCREASE	Show your Partners Face on stat Increase
_ACTIVITYSINGLEBLIP	Use Love Heart blip on all activities
_RESETALLOUFITSONNEWPARTNER	Reset all outifts when choosing a new partner
_DETECTPARTNERAPPARTMENT	Auto Detect whether player is in Partners Appartment if not entering through ether markers
_RESETALLDEFAULTOUFITSONNEWPARTNER	Reset All Default Outfits on choosing new Partner
_RESETNORMALOUTFITONLYONNEWPARTNER	Reset Only Default Outfit on choosing new Partner
_SETHAIRTOCUSTOMONOUFITCHANGE	Use Hair Data from Data.ini instead of from Outfit file, allows coloured hair to carry over no matter what outfit Partner is waring
_USEHAIRINDEXFROMOUTFITFILE	Use Hair style/index from NormalOutfit.ini instead of Data.ini, set to false if you want your peds hair color and hair style/index to remain the same across all outfits
ADDBLIPONSPECIALPED	Add Blips on MP Male/Female Peds that can be chosen as Partner
SELECTNEWPED	Toggles whether the user can select a ped as a companion
SPAWNMPPEDS	Toggles whether the mod spawns MP peds as possible companions
EVENTDELAY	The delay of events when not on a date with companion, set to very high number to disable (45000 is around 4 min), setting to 0 will force the mod to reset event delay to 45000
USEPHONETOSELECTNEWCOMPANION	Instead of walking up and talking to a ped to make them your companion, user will need to open their phone and select the option to select a ped as a companion

How to create your own outift

Open Player Companion folder, and open Preset Outfits Folder, duplicate one of the existing outifts, but NO NOT DELETE ONE OF THEM, now you can rename your duplicated



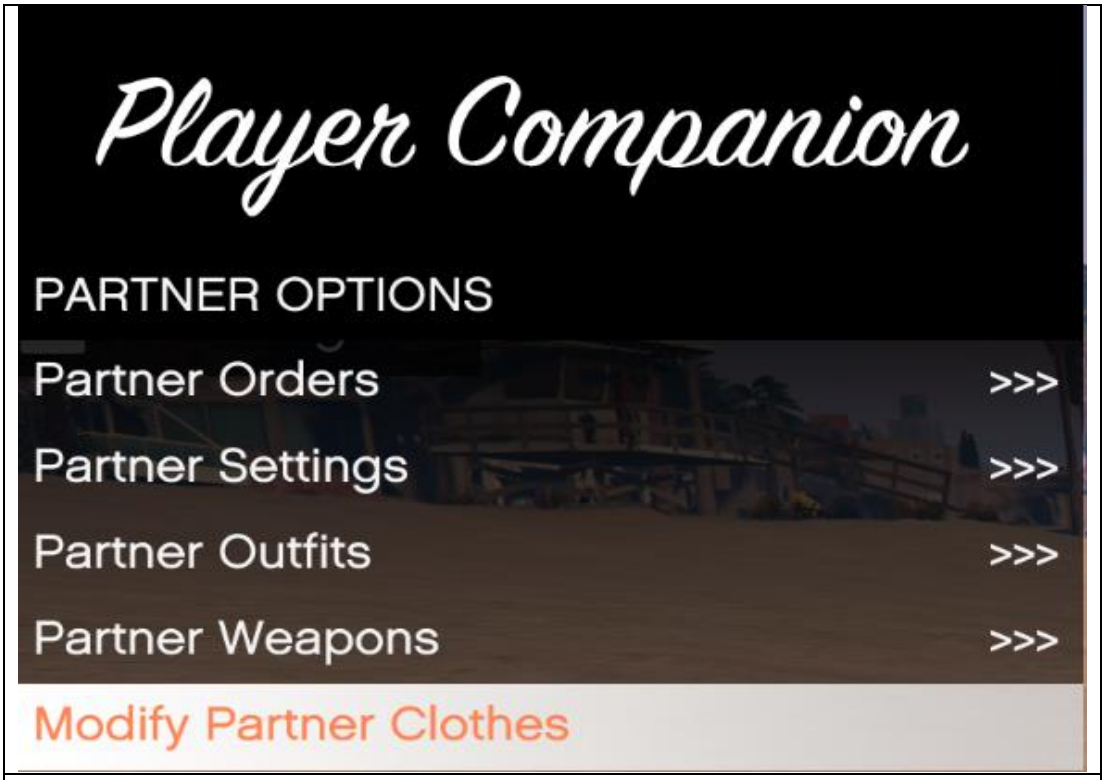
Once you have created your new Outfit, you have to give it a name, you can call it whatever you want but it has to have Outfit at the end, like so:



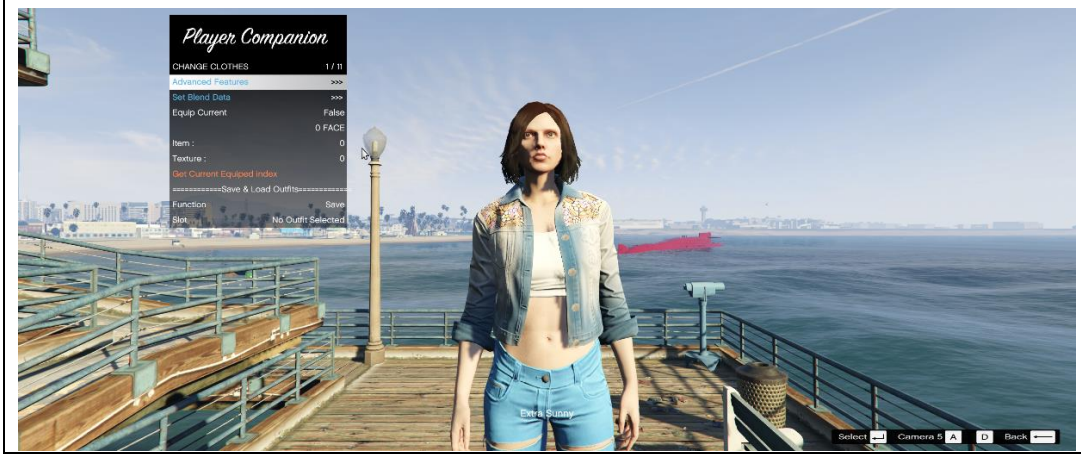
Once done, hit insert in your game (or boot up the game if its not open), and you new outfit will be detected

Customizing Oufits

To Customize your Partners Outfit or Outfits, you are going to need to talk to them and access the menu and hit the Orange button that says “Modify Partner Clothes”, after clicking it you will be teleported to the peir where you can customize their clothing



Once here you can save and load Outfits for MP Peds you can choose advanced options like haircolours and lipstick, setting Equip Current will set the current index of the category selected when your done you can scroll down and hit save to exit this menu simply hit Escape



Player Companion Commands

To use a Command press Shift + ~ a window will appear type any of these commands (all lowercase) after `Player Companion, Enter Command Here :`

`Overridedebug` : Toggles Debug Interface on Pressing X

`Debugshow` : Toggles Debug Interface showing every frame even if not pressing X

`Dateon` : Sets Player on date with Partner

`Dateoff` : Sets Player not on date with Partner

`Toggleselectnewped` : Toggles whether player can select a ped as a companion, this requires player to not be on a date with their current companion, typing this in will disable selecting new ped or enabling select new ped

`Usephonetoselectcompanion` : toggles whether player can talk to a ped to make them your companion or uses phone option to make ped companion like in Hunks Buddy Control

`Seteventdelay` : Sets event delay, 45000 is around 3-5 minutes, recommend high values, eg 88000