DarkRPG User Manual

Table of Contents

Quick Start Guide

How to Install:

1. Have ftjpe's DarkRP and remove DarkRPG1 (2015) if it is installed.
2. Optionally, have a leveling system such as vrondakis' Leveling System or one of the four listed on the front page.
3. Place the **DarkRPG.zip** file into your **..\addons** folder and extract it.*
4. Add this **workshop file** to your server's workshop collection and/or subscribe to it.**
5. If you want to modify it, see below, weapon categories, talent trees and skills are all fully customizable.
6. Restart your server or map change.***

Note*: Some server hosts or configurations of **darkrpmodification-master** will not register these files if they're outside that folder, so an alternate installation is to take **\lua** and **\materials** out of **DarkRPG.zip** and merge them with the **\lua** and **\materials** in the **..\addons\darkrpmodification** folder.
Note:** If you want FastDL only, in **..\addons\DarkRPG\materials\DarkRPG** extract the **talenticons.zip** for the images.
Note*:** Only comes with talent tree for Citizen, Hobo, Mayor, Gangsters, Police, Medic and Gun Dealer by default.

Customize the HUD:

1. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\hud**
2. Copy CustomHUD.lua, rename it, **_look at this image_** and change color, font and bevel values based on it.
3. Save and keep your hud file in the /hud/ folder.
4. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\config\config.lua**
5. Change **_DarkRPG.Config.HUDStyle_** to your new lua file name, leave out the *.lua*

Create a Talent Tree:

1. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\jobs**
2. Make a new .lua file, you can name it anything you want as long as you keep it in the **\jobs** folder.
3. Open one one of the existing files, copy stuff in and use this as a reference sheet for all the neato things you can do.
   a. Specifically, here are all the neato things you can add.
   b. Here is are detailed instructions on what each of the table values do.
4. Ensure that you add your custom talent file to **_DarkRPG.Config.IncludeJobFiles_**.
   a. If you make a mistake, open console and look for **DarkRPG ERROR** or **DarkRPG Warning** messages for mistakes.

My talents aren't coming out right or are missing, what do?

1. Check your console, on server join you'll see a mess of successfully added messages popping up.
2. I designed a validator to check if you put in the right values or corrects values for you.
3. It will print out mistakes and non-recoverable ones will delete the talent until fixed,a nd warnings might remove a stat value but otherwise not effect your program.
   a. Note: Doesn't, fix, missing, commas, after, every, thing. :C

How do I add a Weapon Category?

1. Go to and open **'..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\config\weapons.lua'**
2. Copy one of the **DarkRPG.createWeaponCategory()** functions and change the name and your weapons.
3. Add your weapon class names, you can tell what it is by admin spawning a weapon in Q menu and checking console
   a. (A spawned crowbar is weapon_crowbar in console).
4. Go to a talent file in **'..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\jobs\'**
5. Add a *weaponcategory* into either **DarkRPG.createJobSkills()** or **DarkRPG.createTalent()**.
   a. The names must match PERFECTLY, like *'Explosive'* and '*Explosives'* will throw a warning in your console.

Why Won't The Weapon Category Work With This One Weapon?

1. Make sure your SWEP has **SWEP.Primary** and/or a **SWEP.Secondary** tables in the **shared.lua**.
   a. A majority of SWEPs on the workshop have them because it simplifies scripting, and a small number do not use them.
   b. An example is Jedi Lightsabers, they are knives that do 0 damage with a kill entity attached to them that burns on contact. Specifically look for **SWEP. Primary.Damage, SWEP.Primary.Recoil, SWEP.Primary.Delay, SWEP.Primary.DefaultClip, SWEP.Primary.ClipSize**. A value of -1 means OFF.
2. Otherwise you may have just named the weapon class incorrectly in **weapons.lua** or the names between the **talent.weaponcategory** and name in **weapons.lua** do not match.
   a. Yes, they are case AND spacebar sensitive, it has to match exactly!

Custom Talent button graphics?

1. Grab an image or a black and white icon from google images or paint your own.
2. By default *DarkRPG.Config.TalentButtonSize* is set to **64 x 64 pixels**, change if you want bigger icons.
3. Make your image a png and know what an *alpha* is AKA **RGBA**, if you save as jpg it won't save an alpha so it won't have transparency.
4. Save your **png** into **..\addons\DarkRPG\materials\DarkRPG**
5. Change *thumb* in **DarkRPG.createTalent()** to the name of your file and it should load (remember CaPiTaLiZaTiOn).
   a. Note: To ensure it appears on the server you may want to dump it into a workshop addon, add to server collection or use enable FastDL.

I want this particular job to start with a billion health at level 1, how do?

1. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\jobs**
2. Find a job lua file or just make one and name it whatever you want
3. Ensure that you add your custom file to *DarkRPG.Config.IncludeJobFiles*.
4. Use **DarkRPG.createJobSkills()** to set the stats for a player (that image shows you everything you can do)
   a. Note: stats set in createJobSkills do not level up, they're just applied once and exists if you just want everyone on your server to by default have 1,000 HP or to give a bonus to donator jobs.
   b.

I'm in a rush and/or lazy, what's a good way to just slap it on my server?

1. Answer is: _Turn off Talent Tree and use ONLY Skill points._
2. Go to and open **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\config\config.lua**
3. Set **DarkRPG.Config.TalentPointsOn** to **false** to just turn off the talent tree for all jobs.
   a. Change how many stat values you get per skill point by changing **_DarkRPG.Skill_** settings (optional)
   b. Change the max value that all stats can be set to by changing **_DarkRPG.Skill.Max_** settings (optional).
   c. Change the number of skill points you gain per level by changing **_DarkRPG.Config.SkillPointsPerLevel_** (optional)

I don't want to level restrict talents, or use the vrondakis Leveling System, how do?

1. Go to and open **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\config\config.lua**
2. Set **_DarkRPG.Config.NoLevelingMode_** to **true**
3. **S**et the values **_DarkRPG.Config.MaximumTalentPoints_** and **_DarkRPG.Config.MaximumSkillPoints_** to what you want.
4. Now every player will have a set number of points to spend per job, recommended for like FPS modes where there is no leveling and pure game balance is intended.

I am updating from version X to version Y, how do?

1. Replace the **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\core** folder with the newer version.
2. Replace the cl_init.lua and sv_init.lua files with the newer version.
3. Check both config.lua files or check the scriptfodder page for changes to the config.lua.

I hate adding team = {TEAM_} for 800 jobs, is there an easier way?!
1. Follow this example, I use this in DarkRP to define {tables} to add jobs or shipments/entities to 100s of jobs.
2. Put a local variable, name it anything at the VERY top of your code, make a table, then make your team = that table.

```
local alljobs = {TEAM_EXAMPLE, TEAM_EXAMPLE2, TEAM_EXAMPLE3, TEAM_EXAMPLE4} --stuff jobs here
DarkRPG.createTalent({
     name = "MyTalent",
     team = alljobs, --now team = all your jobs
     pos = {1,1},
     thumb = "example.png",
     stats = {
          damage = "1%",
     },
})
```

I don't run a english speaking server, can I still use this?!
1. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\config\config.lua**
2. Change to the appropriate language file, if not listed, you can create your own.
   a. Go to **..\addons\DarkRPG\lua\darkrp_modules\DarkRPG\language** and copy a file and change the values to your language, or change your talent descriptions using **_desc = ""_** in **_createTalent()_**.
   b. Set the language file you created in the language folder to the name of your newly created file.

DarkRPG Functions List

DarkRPG.createWeaponCategory({weaponInfo})

Sets the specific weapons which will be affected by **weaponcategory**, e.g. "Increases damage with Assault Rifles by 10%"

Rules for setting these values.

- The value for **name** must be EXACT and match the name in **weaponcategory** in *createJobSkills()* or *createTalent()*. You'll know its wrong because the talent won't have the skill listed.

Example values for createWeaponCategory (below)

```lua
DarkRPG.createWeaponCategory({
    name = 'Handguns',
    weapons = {
        'weapon_deagle2',
        'weapon_fiveseven2',
        'weapon_glock2',
        'weapon_p2282',
        'weapon_pistol',
        'weapon_357',
    }
})
```

DarkRPG.applyUserGroupSettings({ userGroupInfo })

Sets the number of talent and skill points for a player based on what user group they're apart of.

Rules for setting these values.

- Keep in mind all values set will use math.max so whichever user group the player is apart of and the default settings it will pick the highest value. So like if the default server settings is like 150 for *MaximumSkillPoints* but your setting in this function is like a 100, it'll still be 150.

- This must be placed inside the donator.lua file.

Example values for **applyUserGroupSettings** (below)

```lua
DarkRPG.applyUserGroupSettings({
    group = {'admin','donator'},
    SkillsPointsPerLevel = 50,
    TalentPointsPerLevel = 4,
    MaximumTalentPoints = 30,
    MaximumSkillPoints = 250,
})
```

DarkRPG.createJobSkills({characterInfo})

Creates the stats and weapon bonuses for a job by default, regardless what level the player is or whether leveling is turned on/off. This is entirely optional and I've used it if I want the player to just start with a 100 extra health at level 1.

Rules for setting these values.

- They must be in 'single quotes' or "double quotes"

- The % signs don't matter, they are just cosmetic, but it makes it easier for you to understand than putting decimal values.

- If you misspell resists as resist, it won't cause an error but the bonus won't appear.

- DO NOT FORGET THE COMMAS, the most common way to cause an error is to miss one after a } or a value and it just breaks everything.

- You can only have 1 weapon category bonus per *createJobSkills()*, if you want more, then use *createTalent().*

- You can delete values like *armor* if you're going to set it to 0. In fact, this will speed up loading and ram usage. If you only plan to add, lets say 10% *evasion* to *TEAM_CITIZEN* your *createJobSkills()* should look like this:

```
DarkRPG.createJobSkills({
    team = TEAM_CITIZEN,
    stats = {
        evasion = '10%',
    },
})
```

-

- *team* can be a {table} or a single_value, so these skills can be applied to all TEAM_POLICE, TEAM_CHIEF, etc jobs or all jobs at once instead of copy/pasting unnecessarily.

All possible values you can put in createJobSkills (below)

```
DarkRPG.createJobSkills({
    team = {TEAM_CITIZEN, TEAM_MAYOR},
    --or 'team = TEAM_CITIZEN' works too

    stats = {
        health = '10',
        movement = '20%',
        jump = '60%',

        armor = '5',
        evasion = '10%',
        reflect = '1%',

        salary = '20%',
        merchant = '-5%',
        prison = '15%',

        -- damage resists
        resists = '5%', -- 'All Damage'
        burn = '-20%', -- 'Fire Resist'
        endurance = '10%', -- 'Poison/Drown'
        crush = '40%', -- 'Crush/Falling'
        explode = '10%', -- Explosives

        -- applies to all weapons
        damage = '10%',
        critical = '3%',
        firerate = '10%',
        magazine = '30%',
        ammo = '100%'
    },

    weaponcategory = {
        name = "Handguns",
        -- Set name used in weapons.lua.
        stats = {
            -- stacks with above values.
            damage = '20%',
            critical = '6%',
            firerate = '5%',
            magazine = '22%',
            ammo = '50%'
        },
    },
})
```

DarkRPG.createTalent({weaponInfo})

Create a clickable talent button in the Talent Tree tab, this is designed for a traditional RPG experience and will work even with leveling turned off.

In depth explanation of these values.

- **name** = name of the talent, deleting or removing this won't cause an error, but will rename it *'Untitled Talent'*

- **team** = can either be a {table} or just variable. You can attach the same talent to multiple jobs to save time.

- **pos** = position is determines both the level restriction and position on the talent tree (see image on next page). It is x,y coordinate, by going into config.lua and changing **DarkRPG.Config.NextTierMinimum** you can set the level restriction.

- **thumb** = thumbnail of your talent icon, how big they are is determined by **DarkRPG.Config.TalentButtonSize** which is 64 by default because Garry's Mod doesn't use anything for sampling so I wouldn't rely on stretching them. Place your images in the materials folder.

- **ranks** = adds multiple levels to a single talent, if set to 1 or 0, below is an example of rank values of 4, 2, and none.

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- **give** = gives the player a swep on spawn.

- **group** = puts a VIP tag on the talent and the player must be in that group, DarkRPG checks FAdmin, ULX and Evolve.

- **custom** = [this was removed due to potential exploitation and it caused lag to servers tested on].

- **desc** = creates a custom description, if deleted DarkRPG will generate a description for you.

- **stats** = Applies stats to the player, and weapon values are applied to ALL weapons.

Examples of what you can do with createTalent (below)

```
DarkRPG.createTalent({
    name = "Sniper Training",
    team = {TEAM_POLICE, TEAM_CHIEF},
    pos = {4,5},
    thumb = "sniper.png",
    ranks = 5,
    weaponcategory = {
        name = "Sniper Rifles",
        stats = {
            critical = "3%",
            damage = "3%",
            firerate = "4%",
        },
    },
})
```
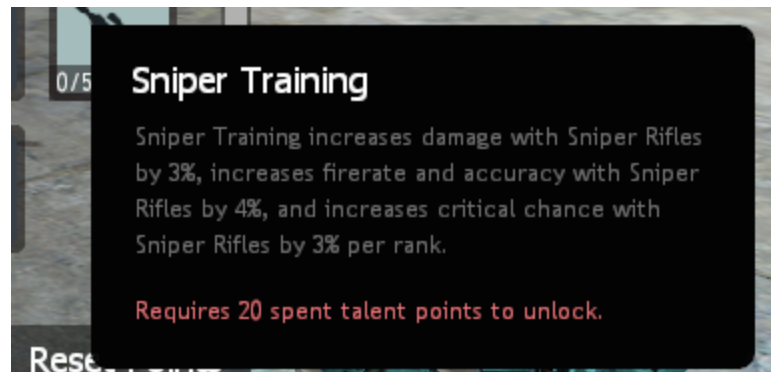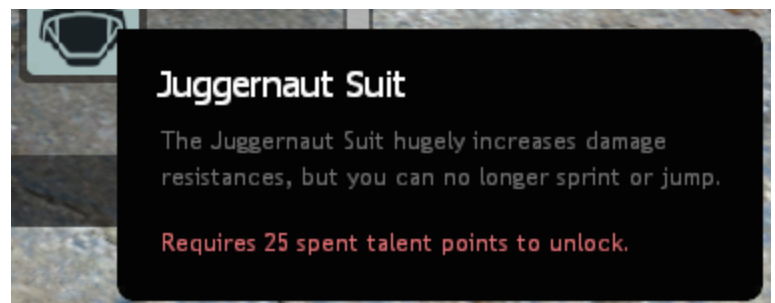


```
DarkRPG.createTalent({
    name = "Service Revolver",
    team = {TEAM_POLICE, TEAM_CHIEF},
    pos = {4,1},
    thumb = "revolver.png",
    group = {"vip", "admin"},
    give = "weapon_357",
    desc = "Buying VIP issues you a .357
Magnum Handcannon!"
})
```
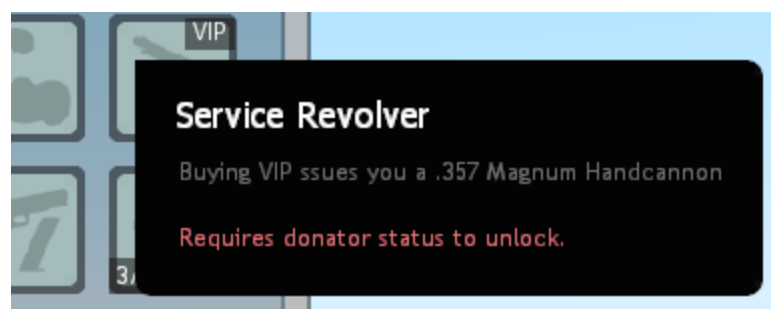
- health, movement, jump, armor, evasion, reflect, salary, merchant, prison, resists, burn, crush, explode, damage, firerate, ammo, magazine and critical.

- **weaponcategory** = Applies the weapon values only to the sweps listed in a weapon category using DarkRPG.createWeaponCategory(). If the names don't match it won't include the talent.
    - damage, firerate, ammo, magazine and critical.

```
DarkRPG.createTalent({
    name = "Juggernaut Suit",
    team = TEAM_POLICE,
    pos = {3,6},
    thumb = "juggernaut.png",
    stats = {
        armor = "50",
        explode = "75%",
        resists = "10%",
        reflect = "5%",
        movement = "-50%",
        jump = "-90%"
    },
    custom = function(ply)
        ply:SetModel('models/heavySwat.mdl')
    end,
    desc = 'The Juggernaut Suit hugely
    increases damage resistances, but you
    can no longer sprint or jump.'
})
```

Juggernaut Suit

The Juggernaut Suit hugely increases damage resistances, but you can no longer sprint or jump.

Requires 25 spent talent points to unlock.

How pos={} works, is that it is an {x,y} coordinate system.

{1,1}	{2,1}	{3,1}	{4,1} VIP
{1,2}	{2,2}	{3,2}	{4,2}
{1,3}	{2,3}	{3,3}	{4,3}
{1,4}	{2,4}	{3,4}	{4,4}
{1,5}	{2,5}	{3,5}	{4,5}

Custom HUDs

DarkRPG comes with three customizable HUD styled after MaterialHUD, FlatHUD and PlainHUD. However, you can style it in just about any way you want for your server, make a copy of CustomHUD.lua, rename it and use this image below to change RGBA values.
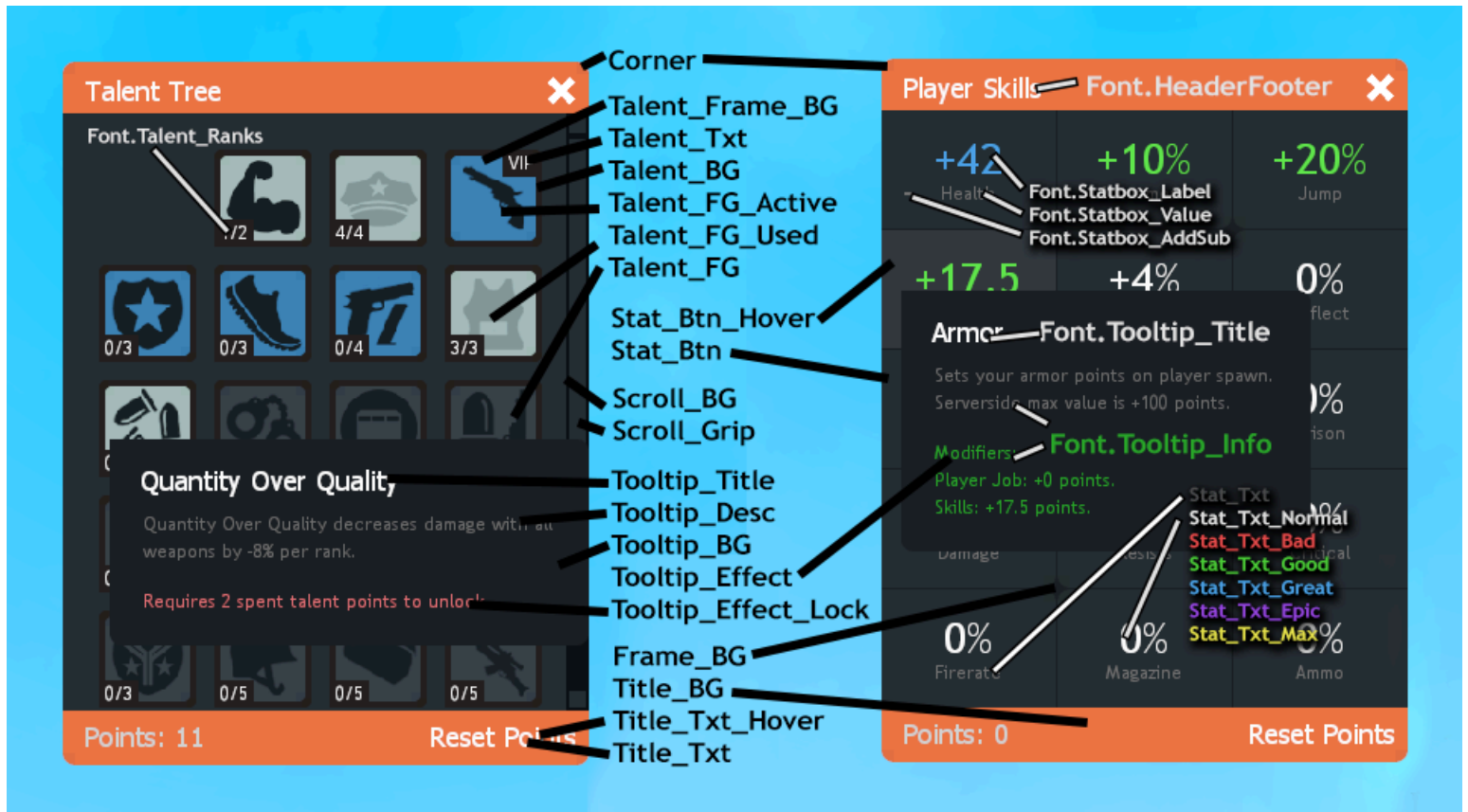
EOTI_CreateFont(fontSize, font, fontWeight, stringPrefix)
- Its just a basic function that generates custom fonts, the function is located in functions_cl.lua. Default Fonts and if you want to import a custom .ttf you're on your own!

DarkRPG.GUI.Corner
- Rounded corners on the stat frame and the tooltip corners as well as the stat boxes.

config.lua

Where you set your settings and such.

DarkRPG.GUI.Height = 468
DarkRPG.GUI.Width = 353
- Determines how big the UI is to players on server join. The HUD can be resized in game as well and the minimum size is about 300x300 unless you pick larger talent icons, which will make the minimum wider.

DarkRPG.Config.ToggleKey = KEY_F2
- The key to turn the HUD on and off, if you want to change it use one of these key enums! https://wiki.garrysmod.com/page/Enums/KEY

DarkRPG.Config.TalentWidth = 4
- Determines how many talents you can have per row, if set to 3 it will not add talents with the pos value of {4,x}, (see right). If you set this value to 7 it will make your GUI bigger by default

DarkRPG.Config.TalentPadding = 6
DarkRPG.Config.TalentButtonSize = 64
- Sets how big the talent button images are in pixels.

DarkRPG.Config.NextTierMinimum = 5
- Sets the minimum number of talent points you need to invest for the next tier down. By default it is 5 every row, setting this to 0 removes the talent requirement entirely.

DarkRPG.Config.MaximumTalentPoints = 26
DarkRPG.Config.MaximumSkillPoints = 100
- Sets the maximum number of talent or skill points you can have, regardless of level.

DarkRPG.Config.NoLevelingMode = false
- If true, you gain all max talent and skill points automatically, regardless of level. Designed for non-rpg modes that don't have leveling.

DarkRPG.Config.TalentPointsOn = true
DarkRPG.Config.SkillPointsOn = true
- Turns off the Talent tree system or the stat buttons. Turning off both means players cannot level their character up.

DarkRPG.Config.TalentPointsPerLevel = 1
DarkRPG.Config.SkillPointsPerLevel = 3
- How many skill and talent points you gain per level.

DarkRPG.Config.HUDStyle = "PlainHUD"
- Where you set the custom HUD. You can create your own custom hud by following these directions.

DarkRPG.Config.HitNumbers = true
- Displays hit numbers for attacks, this is a custom hit numbers scripted just for this addon because I literally cannot figure out how to intercept/hook the hit numbers on the Steam Workshop to indicate criticals, reflects or evades by players.

DarkRPG.Config.IncludeJobFiles = {}
- This will tell DarkRPG which lua files to include or not include. Your files MUST be in the /jobs/ folder and when you add them to this table, do not include the .lua, else itll try and find starwars.lua.lua and that would just be silly!.

DarkRPG.Config.PlaySounds = true
- Adds the ability to play sound effects over your HUD or when you level up. Set the values to nil then turn off specific effects. Added on request, explanation in the config.lua file itself.

DarkRPG.Config.Language = "english"
- Change to one of the lua files in language folder.

Custom Language Support

Allows players to set a custom language in DarkRPG.

Due to the extreme complexity of some languages and the limitations of the script's automated tooltip generation text following english grammatical syntax, support may be impossible without literally adding custom functions. You may have to resort lists or simplified text in order to be readable.

Example of output by DarkRPG in a tooltip.
"Bomberman increases damage with Explosives by 25% and gives a swep_grenade on player spawn per rank.

Instead you can do this:
Bomberman
Increases damage with Explosives by 25%
Gives a swap_grenade on player spawn
Each Player Rank

Otherwise you may have to just use the desc variable in your talents and manually write in custom talent descriptions for all of your talents.

If you wish to add language support for an unlisted or not added language, or want to verify the quality of my google translate quality translations of french, russian and german. Please message me on steam or on scriptfodder and send me a copy or tips.

english.lua - confirmed working correctly
spanish.lua - confirmed working correctly
french.lua - unverified translation quality
russian.lua - unverified translation quality
german.lua - unverified translation quality
chinese.lua - N/A
italian.lua - N/A

Detailed Explanation of Stats

Health

Sets your maximum hit points on player spawn.

At +0 you have 100 health, this value cannot go lower than -99 or 1 Health. Note: some HUDs which do not use player:GetMaxHealth() to determine player health will get glitched out and the health bar will move across your screen. This is just a cosmetic effect and can doesn't much of anything

Movement

Increases how fast you can sprint, will not affect default walking speed.

At 0% you have a sprint speed of 240 units per second, unless you changed this value in DarkRP settings. This value cannot go lower than -99% and Garry's Mod will cap this value at about 4,096 units per second or +1707%. A +10% boost in speed is very noticeable and a maximum speed of 60% is recommended.

Jump

Increases your maximum jumping height, will not reduce falling damage.

At 0% you have a jump power of 200. This value cannot go lower than 99%, at which point you cannot jump and has no limit. I recommend the Climb SWEP and a +100% Jump power to allow players to parkour up literally any surface with ease. At +50% you can leap approximately 3 meters (10 feet) into the air.

Armor

Sets your armor points on player spawn.

This value cannot go lower than 0 and Garry's Mod will be inconsistent past 255, sometimes it will go up to 800 without issue, other times it will revert to 0 or a random number. This is a valve engine problem I can't work around. So I would rely on Health, Evasion, Reflect and Damage Resist for additional mitigation.

Evasion

Increases your chance to dodge an incoming attack from ALL damage sources.

This value can only go from 0 to 100%, and will ignore a single incoming damage calculation no matter the source (this includes admin ignite, prop crush, guns, explosions, and even reflected damage).

Reflect

Increases your chance to both dodge and then reflect an incoming attack back at your attacker (if they are within 3 meters/10 feet).

This value can only go from 0 to 100%. This is calculated AFTER an evasion, so a Evasion value of 100% means Reflect WILL never happen because the attack never actually hits you.

Salary

Increases the how much money you receive each payday, determined by your job salary.

Merchant

Reduces the cost of buying shipments for this job.

Prison

Reduces time spent in prison when arrested.

Resists

Increases resistances to specific types of damage. 'All Damage' does not stack with the other resist types.

These values can range from -1000% to +100%, wherein +100% is counted as no damage and negative values INCREASE damage by that damage type. Whichever damage resist is higher will be applied, so 90% All Damage will trump 20% Fall damage and vice versa.

1. **All Damage (resists)**
    a. All other damage types or nil damage types.
2. **Fire Resist (burn)**
    a. Reduces damage from ignite, environmental fire, electricity and laser beams.
3. **Poison/Drown (endurance)**
    a. Reduces damage from drowning, poison headcrab spit, avid, nerve gas, paralysis and radiation.
4. **Crush/Falling (crush)**
    a. Reduces damage from falling, being crushed, prop kills, being run over by vehicles, and physguns.
5. **Explosives (explode)**
    a. Reduces damage from grenades, explosions, plasma balls from AR2s, and sonic damage from Hound Eyes.

Damage

Increases damage with all weapons and tools, determined by your weapon's default speed.

This will modify the *SWEP.Primary.Damage* and *SWEP.Secondary.Damage* on an equipped swep, if your weapon lacks these variables then it will do nothing. Setting this value to -100% will make weapons do 0 damage, and setting it lower *will heal people with your SWEPs*. Dropped weapons will reset to their default values.

Critical

Increases chance for a critical strike with your weapon for 150% total damage.

This value can only go from 0 to 100%. Critical increases any inflicted damage by 1.5x its damage value, this can be boosted to a higher % by going into *config_sv.lua* and setting *DarkRPG.Server.CritScale* to a higher value. (1.0 is 100%, 1.5 is 150% and so on.) Critical is the last calculation, so an extremely high damage value will be enhanced by Critical.

Firerate

Increases firing rate with all weapons and tools, determined by your weapon's default speed.

Magazine

Increases magazine size with all weapons and tools, determined by your weapon's default magazine size.

Ammo

Increases ammo on respawn, job change and weapon pick up, determined by your weapon's clip size and default ammo.