***San Andreas TrashMaster***

***v.0.3.1***



San Andreas TrashMaster is RAGEPluginHook based plugin, that finally will allow you to do what you always wanted to do... clean the trash of San Andreas!!!

***Requirements***

* RAGE Plugin Hook - Open Alpha - 0.36.877.6833. You can find it here: <http://ragepluginhook.net/Downloads.aspx>
* RAGENativeUI 1.3. You can find it here: <https://github.com/alexguirre/RAGENativeUI/releases>

***Installation***

Drop all the files in the folder “San Andreas TrashMaster Files” into in your GTA V root directory.

***Changelog***

**v0.2:**

First release

***v0.3:***

Added controller support. By default, DPadRight for interaction and DPadDown to show the stats.

Improved driver AI

Redesigned stats panel

Both pickers work at the same time

Playing as picker, your partner will help you

Added the option to disable the cinematics

Added a method to un-stuck the truck. Hold F10 by default.

Included more routes.

Added markers on top of the trash bags.

***v0.3:1 20/02/2016***

Added compatibility with RAGE Plugin Hook - Open Alpha - 0.36.877.6833 and RAGENativeUI 1.3

Works with game version: 1.0.617.1

***How to play***

If it’s your first time a save file will be created, if you don’t have any routes a default one also will be created and if you don’t have a settings file, a file with the default settings will be created.

First you need to load the plugin, for these you need to open the RPH console and type “LoadPlugin San Andreas TrashMaster.dll” or if you want RPH to load it automatically open the file “startup.rphs” and add a new line and type the same as before.

Once it’s loaded you will see in the minimap some white and grey blips like this one:

Go to a white one, the grey ones you will have to purchase them. When you get there you will see a yellow marker, go to it and press E. Now you are on-duty and you can start doing routes, go to a garage to customize your truck and purchase new buildings(grey blips).

To start a route go to one of your properties(white blips) and press E, then will appear a menu. There select the route you want to do and your job: driver or picker. When you finish it you will get the appropriate money.

To customize your truck go to garage, marked by this blip:

Once you are there press E and you will enter the garage and a menu will appear where you can buy different upgrades.

To purchase a new building go to a grey blip and press E.

To facilitate this process this plugin includes two console commands:

* **TrashMasterGoOnDuty**: type this in the RPH console and will go directly on-duty.
* **TrashMasterStartRoute**: type this in the RPH console to start a route. You will need to be on-duty first.

***Create your own route***

In this first version the creator is very simple. First you need to type in the console this command: **TrashMasterEnableCreator true**

Then you can press F8 and a menu will appear. On it you will have to set the file name, the route name, the money per in-game hour, the money per picked trash bag(for when you play as picker), the money for the truck at full health(for when you play as driver) and the stops.

To create a stop you will be able to fly around. Press F to create trash bag you can move it with the arrow keys and raise/lower it with Numpad8/Numpad2. Press F again to save the position.

To create the position where the GPS blip is going to be press E and a yellow marker will appear, then you can move it the same controls as before. Press E to save the blip position.

Finally when you finish the stop press LControl + S to save it and the initial menu will appear again

Once you have created all the stops you want in the menu select the Save button and it will be saved to

*GTA V Directory \Plugins\SanAndreasTrashMaster\Routes*

**Recommendations:** I recommend that each route should have between 10 and 15 stops, and each stop between 3 and 5 trashbag spawn position. Also the position for the GPS blip should be in the closest road.

You can exit the creator mode with this command: **TrashMasterEnableCreator false**

***Settings***

At *GTA V Directory\Plugins\SanAndreasTrashMaster\Settings* you should find a xml file called “Settings.xml”, if not load the mod and it will create the file. Now open the file with text editor and let see each setting:

* **InteractionKey:** this key is used in most actions in the mod. Go on-duty, start a route, pick up trash, enter a garage to customize your truck... Default: **E**
* **OpenTruckBackKey:** this one is used while you are in a route as driver when you need to open the back of the trash truck to let the pickers drop the trash there. Default: **T**
* **ShowStatsKey:** this key is used to show your stats, like your money, the time you played the mod, etc., while you are in-game. Default: **LControlKey**
* **OpenCreatorKey:** this key is used to open the creator menu while you have it enable. Default:  **F8**
* **UnStuckTruckKey:** used to teleport the truck to the closest valid position if it’s stuck, you need to hold it. Default: **F10**

**\*Important:** you can find the avalaible keys here: <https://msdn.microsoft.com/en-us/library/system.windows.forms.keys(v=vs.110).aspx>

**InteractionButton:** same but for the controller. Default: **DPadRight**

**OpenTruckBackButton:** same but for the controller. Default: **DPadRight**

**ShowStatsButton:** same but for the controller. Default:  **DPadDown**

**\*Important:** you can find the avalaible controller buttons here: <http://docs.ragepluginhook.net/html/558BC34.htm>

* **DriverPedDrivingStyle:** here you can set how the driver ped will drive when you play as the picker. Here you can see how you can create your own driving style or use one that appears there: <http://gtaforums.com/topic/822314-guide-driving-styles/>

Since this is a bit complicated here there is few driving styles:

* Normal(stopping at traffic lights): **786603**
* Rushed: **1074528293**
* Default: **2621475**
* **AutoSaveWaitTime:** the time in seconds between auto-saves. Default: **180sec**
* **ShowCinematics:** if true, there will be cinematics, otherwise, not. Default:  **true**
* **StatsTitleColor, StatsTitleBackgroundColor, StatsTextColor, StatsTextBackgroundColor:** the color in ARGB of each part of the stats panel.