



Exit duo between me and FoxMaster or **[XSA]Eminence** were some exemples of intro video i made in San Andreas.

Tutorial n°1, How to create many CJ's.

Software used :

[Sanny Builder](#)

First, we will need a BASIC SCM, you can get it there :

```

DEFINE OBJECTS 3
DEFINE OBJECT SANNY BUILDER 3.03
DEFINE OBJECT NULL2 // Object number -1
DEFINE OBJECT DYN_ROADBARRIER_6 // Object number -2
DEFINE MISSIONS 0
DEFINE EXTERNAL_SCRIPTS 0 // Use -1 in order not to compile AAA script
DEFINE UNKNOWN_EMPTY_SEGMENT 0
DEFINE UNKNOWN_THREADS_MEMORY 0
{$VERSION 3.1.0027}

//-----MAIN-----
thread 'MAIN'
042C: set_total_missions_to 0
030D: set_max_progress 187
0997: set_total_respect_points_to 1339
01F0: set_max_wanted_level_to 0
set_wb_check_to 0
00C0: set_current_time_hours_to 11 minutes_to 30
fade 0 10
set_weather 1
select_interior 0
04E4: unknown_refresh_game_renderer_at 0.0 0.0
Camera.SetAtPos(0.0, 0.0, 800.0)
$PLAYER_CHAR = Player.Create(#NULL, 2495.4373, -1667.4159, 13.3437)
07AF: $PLAYER_GROUP = player $PLAYER_CHAR group
$PLAYER_ACTOR = Actor.EmulateFromPlayer($PLAYER_CHAR)
Camera.SetBehindPlayer
Actor.Angle($PLAYER_ACTOR) = 90.0
wait 10
Player.SetClothes($PLAYER_CHAR, "SUIT1GREY", "SUIT1", Torso)
Player.SetClothes($PLAYER_CHAR, "JEANSDENIM", "JEANS", Legs)
Player.SetClothes($PLAYER_CHAR, "SNEAKERBINCBLK", "SNEAKER", Shoes)
Player.SetClothes($PLAYER_CHAR, "PLAYER_FACE", "HEAD", Head)

```

```

Player.SetClothes($PLAYER_CHAR, "CAPREDSIDE", "CAPSIDE", 16)
Player.Build($PLAYER_CHAR)
016C: restart_if_wasted_at 2027.77 -1420.52 15.99 angle 137.0 town_number 0
016D: restart_if_busted_at 1550.68 -1675.49 14.51 angle 90.0 town_number 0
wait 500
fade 1 1000
wait 1000
end_thread

```

Install and run sanny builder (available here : [Sanny Builder](#)) then got to File > New > Copy Past that basic scm in the window.

Like this :

```

Sanny Builder 3 - [Untitled]
File Edit Run Tools Help
Sanny Builder 3
0001 DEFINE OBJECTS 3
0002 DEFINE OBJECT SANNY_BUILDER 3.03
0003 DEFINE OBJECT NULL2 // Object number -1
0004 DEFINE OBJECT DYN_ROADBARRIER_6 // Object number -2
0005 DEFINE MISSIONS 0
0006 DEFINE EXTERNAL_SCRIPTS 0 // Use -i in order not to compile AAA script
0007 DEFINE UNKNOWN_EMPTY_SEGMENT 0
0008 DEFINE UNKNOWN_THREADS_MEMORY 0
0009 ($VERSION 3.1.0027)
0010
0011 //-----MAIN-----
0012 thread "MAIN"
0013 042C: set_total_missions_to 0
0014 030D: set_max_progress 187
0015 0997: set_total_respect_points_to 1339
0016 01F0: set_max_wanted_level_to 0
0017 set_mb_check_to 0
0018 00CD: set_current_time_hours_to 11 minutes_to 30
0019 fade 0 10
0020 set_weather 1
0021 select_interior 0
0022 04E4: unknown_refresh_game_renderer_at 0.0 0.0
0023 camera.SetAtPos(0.0, 0.0, 900.0)
0024 $PLAYER_CHAR = Player.Create(#NULL, 2493.4373, -1667.4159, 13.3437)
0025 07AF: $PLAYER_GROUP = player $PLAYER_CHAR group
0026 $PLAYER_ACTOR = Actor.EmulateFromPlayer($PLAYER_CHAR)
0027 camera.SetBehindPlayer
0028 Actor.Angle($PLAYER_ACTOR) = 90.0
0029 wait 10
0030 Player.SetClothes($PLAYER_CHAR, "SUIT1GREY", "SUIT1", Torso)
0031 Player.SetClothes($PLAYER_CHAR, "JEANSDENIM", "JEANS", Legs)
0032 Player.SetClothes($PLAYER_CHAR, "SNEAKERBINCBLK", "SNEAKER", Shoes)
0033 Player.SetClothes($PLAYER_CHAR, "PLAYER_FACE", "HEAD", Head)
0034 Player.SetClothes($PLAYER_CHAR, "CAPREDSIDE", "CAPSIDE", 16)
0035 Player.Build($PLAYER_CHAR)
0036 016C: restart_if_wasted_at 2027.77 -1420.52 15.99 angle 137.0 town_number 0
0037 016D: restart_if_busted_at 1550.68 -1675.49 14.51 angle 90.0 town_number 0
0038 wait 500
0039 fade 1 1000
0040 wait 1000
0041 end_thread

```

Now we are gonna write this code; after the **wait 1000** :

```

//-----Second CJ-----
$PLAYER_CHAR = Player.Create(#NULL, 2493.4373, -1665.4159, 13.3437)
Actor.Angle($PLAYER_ACTOR) = 180.0
wait 10
Player.SetClothes($PLAYER_CHAR, "SUIT1GREY", "SUIT1", Torso)
Player.SetClothes($PLAYER_CHAR, "JEANSDENIM", "JEANS", Legs)
Player.SetClothes($PLAYER_CHAR, "SNEAKERBINCBLK", "SNEAKER", Shoes)
Player.SetClothes($PLAYER_CHAR, "PLAYER_FACE", "HEAD", Head)
Player.SetClothes($PLAYER_CHAR, "CAPREDSIDE", "CAPSIDE", 16)
Player.Build($PLAYER_CHAR)

```

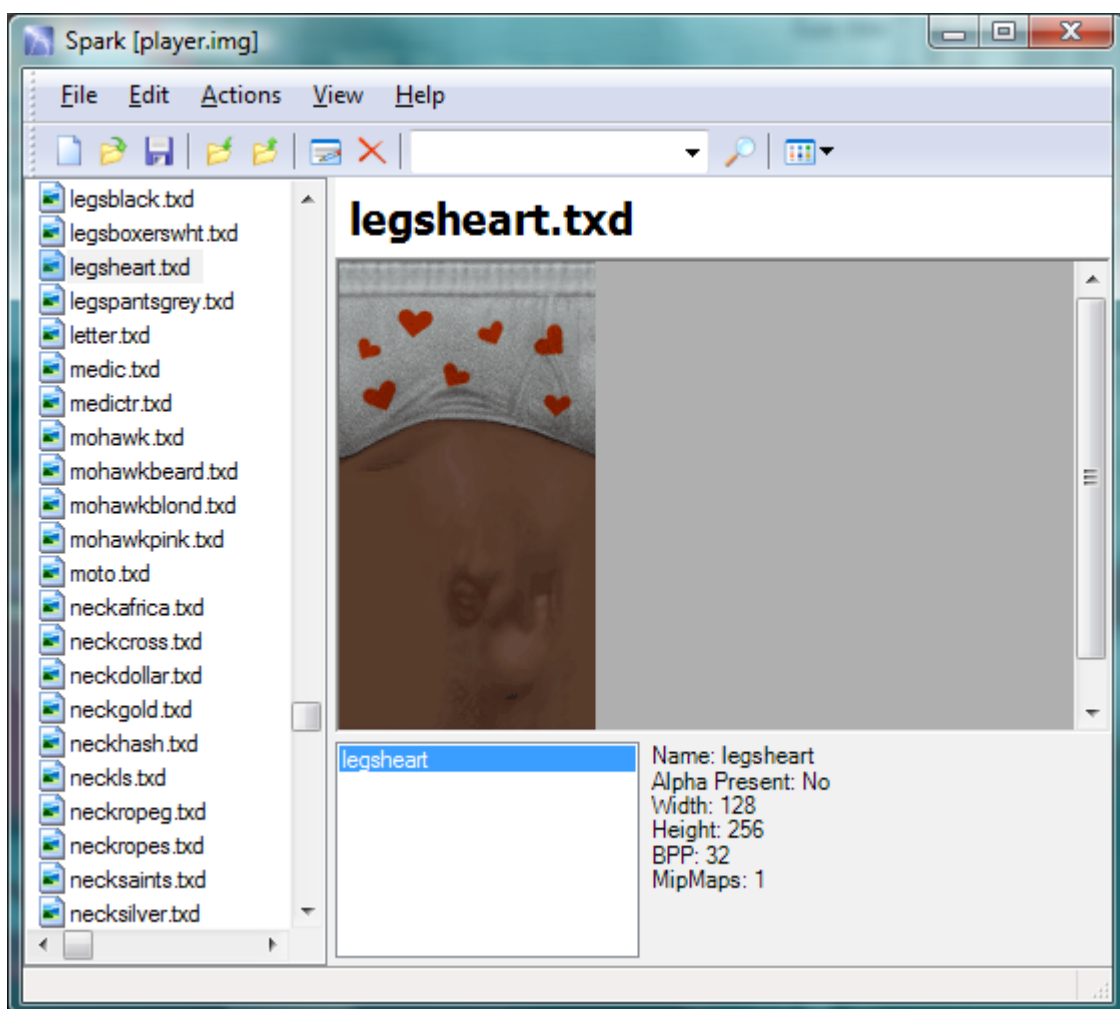
//-----Second CJ----- The // mean that is a personal note for you, u can write everything ya want to help you for know what that code make in the game " the step"

\$PLAYER_CHAR = Player.Create(#NULL, 2493.4373, -1665.4159, 13.3437) It is a function from the game to call a new model player and spawn him at the X Y Z position. You know you can find that X Y Z position with sanny builder : go to your position ingame and go back to windows and press ctrl alt 1, a short window will be open and copy past the position.

Actor.Angle(\$PLAYER_ACTOR) = 180.0 This opcode put the player in the angle of your choise.

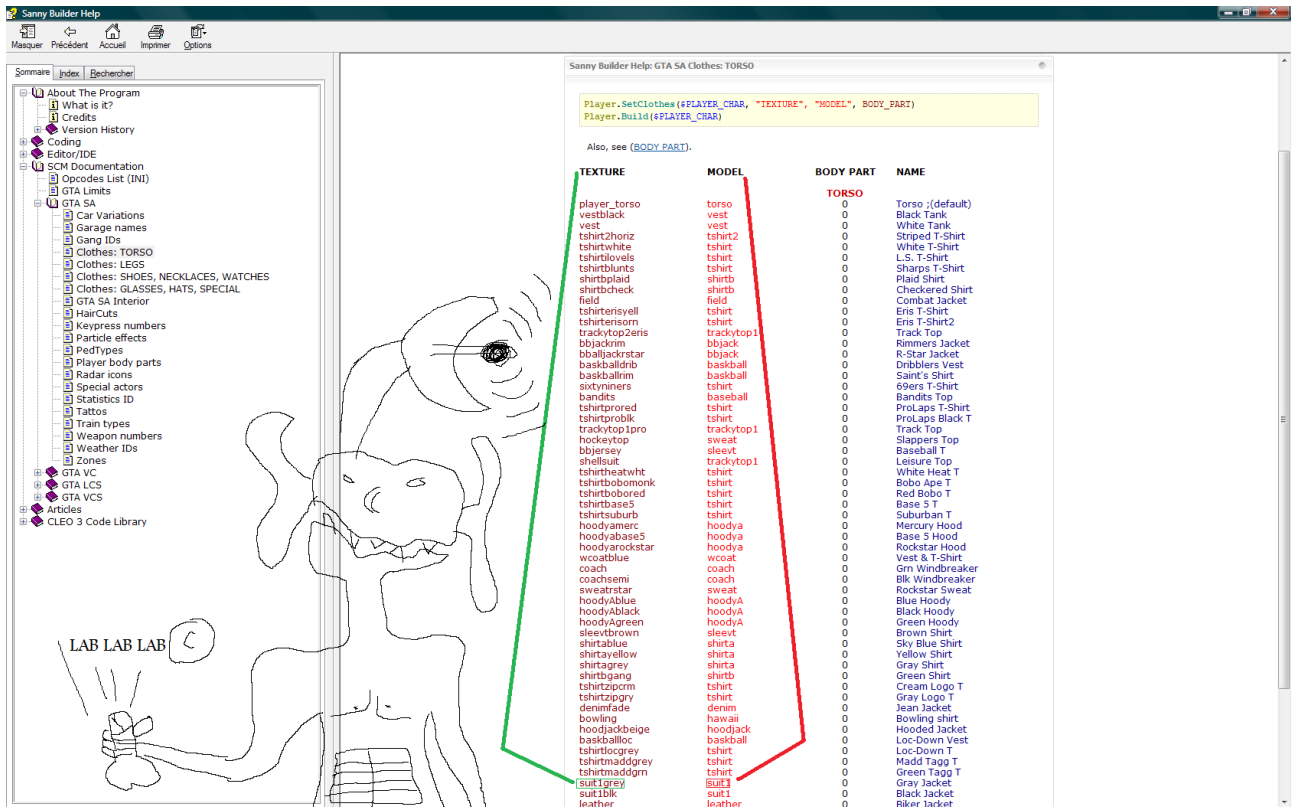
wait 10 That is just a timer nothing important.

Player.SetClothes(\$PLAYER_CHAR, "SUIT1GREY", "SUIT1", Torso) Is the opcode to put your clothes in your new cj. To find what clothes you are wearing in your game, download [Spark](#) and open spark.exe. Press File > Open and choose player.img file in *C:\Program Files (x86)\Rockstar Games\GTA San Andreas\models* by default. In the view menu, choose explorer then list all your clothes texture in a notepad file for exemple and save it to your desktop.



Now go back to sanny builder and press F12, the helper will open and go to SCM documentation > GTASA and choose for exemple one of the clothe part you wear. I'm gonna use Torso for this exemple, so click to Clothes : TORSO and copy the name of your model clothe and past it there (\$PLAYER_CHAR, "SUIT1GREY", "**SUIT1**", Torso). Second step past the name of your texture clothe you have

written in your notepad file there : (\$PLAYER_CHAR, "SUIT1GREY", "SUIT1", Torso).



Repeat all of this steps for all of yours clothes.

!!Warning :

Don't put a texture name of a torso for exemple with a shoes model clothe. Game will crash !

Remember Body PART ID :

BODY_PART

- 0 Torso
- 1 Head (haircuts)
- 2 Legs
- 3 Shoes
- 4 Lower left arm
- 5 Upper left arm
- 6 Upper right arm
- 7 Lower right arm
- 8 Back top
- 9 Left chest
- 10 Right chest
- 11 Stomach
- 12 Lower back
- 13 Necklace
- 14 Bracelet/Watch
- 15 Glasses
- 16 Hats

- 17 Special clothes as Valet, Gimp suit

Finish now with pressing F7 will compile your script, save it where you want as a .txt file. Then press F8, game load. Choose **new game**. Important.

TADAMMM



Ask me if you want to post it in another place by **PM**. Labiloute