



The NewGfx Vidcom Modding Systems

A quick overview of what is now possible
for Vidcom gfx modders.

Vidcom modding already exists for years.

Like a screenshot from one of the artworks from the Pymous Vidcom Mod v2 shown over here.

These can still be used by disabling NewGfx



Use New Vidcom Gfx



WE ARE ENTERING A TIME OF CULTURE. THE EFFECT IS YOUR ZONES WILL GET EXTRA PRIVATE INVESTMENT. THE CURRENT STRENGTH OF THIS EFFECT IS LIGHT (14). GAINED 1400 PRIVATE ECONOMY BONUS POINTS. IN 5 TURNS THE EFFECTS OF TIME OF CULTURE WILL COME INTO FULL FORCE.

But with NewGfx active many more Vidcom modding options become available.

First of all Vidcom modding can now be: CUMULATIVE.

Multiple images can be provided in the graphics directory and the Engine will chose one.



base-default-vidscreen_id-7.jpg



base-default-vidscreen_id-8_w-300.jpg



base-default-vidscreen_id-9.jpg



But Vidcom modding can now also be:

CONDITIONAL



Based on FileVars specified in the file name then Engine will chose which graphic to display.

In the example here... with.. or without envirosuits.



base-default-graveyard_ENV-0_id-1.jpg



base-default-graveyard_ENV-1_id-1.jpg

THE PREVIOUS PRESIDENT IS NOW BURIED. ASHES TO ASHES. DUST TO DUST. IT IS NOW UP TO YOU TO LEAD THE STATE TO VICTORY!

on top of that NewGfx
Vidcom modding also allows:

LAYERING

meaning that multiple graphics
can be drawn by the Engine
for a single Vidcom.

In the example here a random
image is chosen from the
Syndic ideology collection
of images. Of course the
layers could be
CONDITIONAL as well.

Collection of possible images:



layer-default-bar
7_x-1621_y-247_x
2-1750_y2-214_x3
-1619_y3-393_x...



layer-default-bar
10_x-1621_y-247_
x2-1750_y2-214_x
3-1619_y3-393_...



layer-default-bar
11_x-1621_y-247_
x2-1750_y2-214_x
3-1619_y3-393_...



layer-default-bar
13_x-1621_y-247_
x2-1750_y2-214_x
3-1619_y3-393_...



layer-default-bar
14_x-1621_y-247_
x2-1750_y2-214_x
3-1619_y3-393_...



layer-default-bar
21_x-1621_y-247_
x2-1750_y2-214_x
3-1619_y3-393_...



SYNDIC FACTION HAS BEEN OFFICIALLY FOUNDED. THEIR AIM IS A POWER TRANSFER TO AN ALL KNOWING BENEVOLENT COMPUTER. THE FACTION PREVIOUSLY KNOWN AS MERCHANT SOCIETY HAS TAKEN ON A NEW NAME: THE SYNDIC MERCHANT SOCIETY.

The "dyn" Filevar allows rendering in-game gfx

```
layer-default-senatePortrait1_x-306_y-104_x2-439_y2-112_x3-327_y3-343_x4-457_y4-334_dyn-11_body-2_cola-128_dlc-3.png
Item type: PNG File
Dimensions: 10 x 10
Size: 122 bytes
```

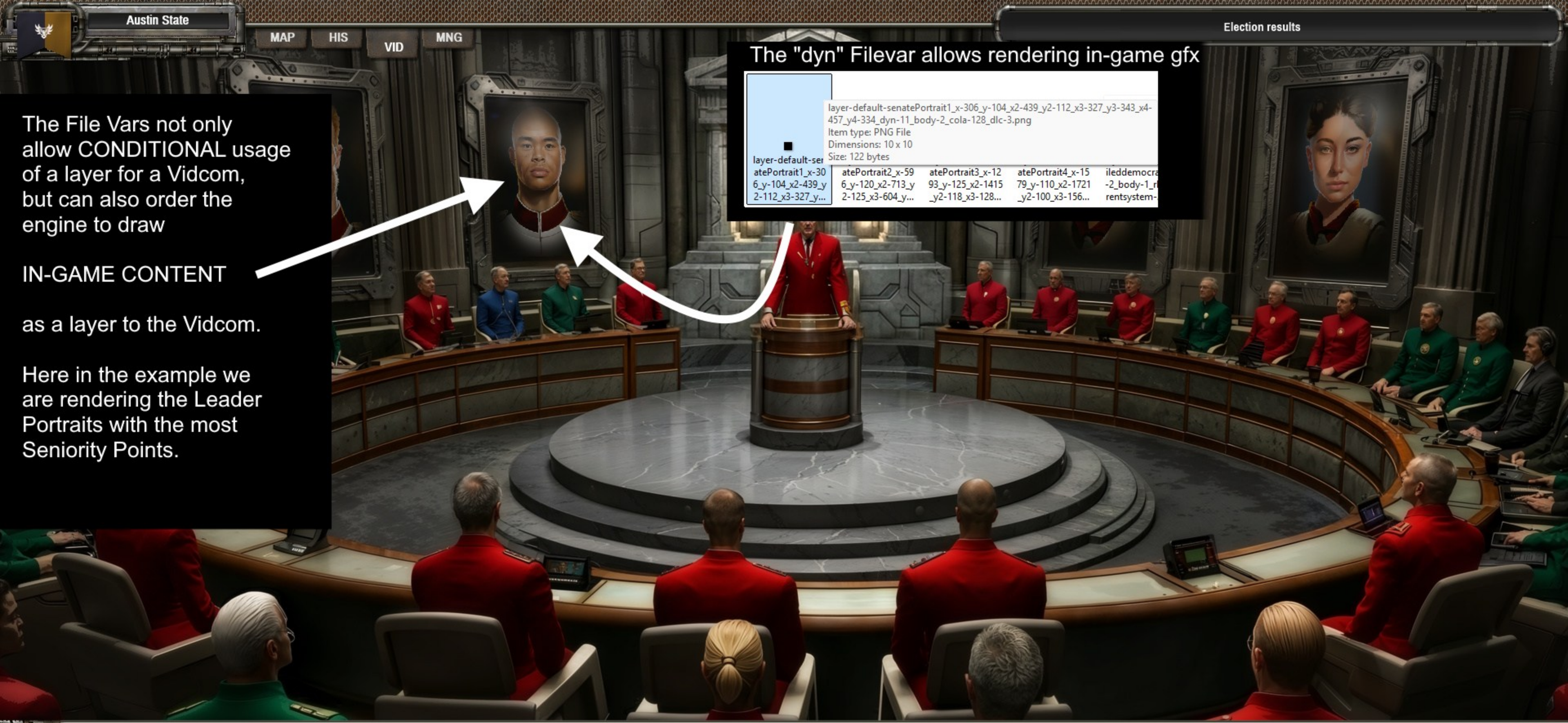
layer-default-seratePortrait1_x-306_y-104_x2-439_y2-112_x3-327_y3-343_x4-457_y4-334_dyn-11_body-2_cola-128_dlc-3.png	atePortrait2_x-596_y-120_x2-713_y2-125_x3-604_y3-618_x4-622_y4-601_dyn-12_body-2_cola-128_dlc-3.png	atePortrait3_x-1293_y-125_x2-1415_y2-118_x3-1288_y3-1302_x4-1320_y4-1291_dyn-13_body-2_cola-128_dlc-3.png	atePortrait4_x-1579_y-110_x2-1721_y2-100_x3-1566_y3-1580_x4-1612_y4-1571_dyn-14_body-2_cola-128_dlc-3.png	ileddemocracysystem-2_body-1_r
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The File Vars not only allow **CONDITIONAL** usage of a layer for a Vidcom, but can also order the engine to draw

IN-GAME CONTENT

as a layer to the Vidcom.

Here in the example we are rendering the Leader Portraits with the most Seniority Points.



ELECTIONS HAVE BEEN HELD AND JUSTICE KNIGHTS (OLD MAJORITY) WON THE ELECTIONS WITH 71% OF THE VOTE.

So summing things up...

The NewGfx Vidcoms have been made with image generating AI LLMs. This gives them their specific look.

For some that exact look is a disadvantage, but the big advantage of this look is that anybody can now generate new Vidcom illustrations or layers by generating more graphics.

The Vidcom NewGfx Systems are all about opening up CREATIVITY for Vidcom Modders.

Allowing variations (instead of replacing) and the addition of the Vidcom art COLLECTION system means multiple Mods can be used TOGETHER (side-by-side).

The potential to mod COLLECTIVELY and create potentially very rich and large Vidcom diversity is immense.

Its Cumulative and without limit, you can add as many image files as you like.

I hope some of you will dig into the new tools provided.

Will post full Docs on www.vrDesigns.net and elsewhere upon Republica DLC Release.

