

# Guide – Integrate Your Mod with SexLab Kidnapped Redux

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If you're a modder or looking to become one, SexLab Kidnapped Redux (SLKR) provides very easy integrations for your mods, **without the need to make SLKR a hard requirement at all** (it can be a soft dependency/ optional integration/ MCM option for your mod).

## One-Liner Mod Events (*probably all that you need*)

I have provided three mod events that you can use to hook your mod into SLKR:

```
SendModEvent("SLKR_Ambushed")
```

This will force-trigger an ambush of the player character (not instant though as it will take a few seconds to search for a kidnapper), obeying all the settings, exceptions and chances set in SLKR's MCM. After the ambush happens, everything proceeds according to SLKR's MCM (i.e. if player gets hit within 5 seconds, they are kidnapped and the orgy begins, with revenge quest etc)

```
SendModEvent("SLKR_Ambushed_EvenInterior")
```

Same as above, but ignore the exterior condition.

```
SendModEvent("SLKR_Ambushed_NoCondition")
```

Same as above, but ignore all conditions in the SLKR's MCM that could prevent an ambush (i.e. dialogues, combat, swimming, scene, SexLab, etc)

This will force-trigger an ambush of the player character (not instant though as it will take a few seconds to search for a kidnapper), obeying all the settings, exceptions and chances set in SLKR's MCM.

If you haven't used mod events before, it's really as simple as copying and pasting **one** of the above lines into any part of your script where you want SLKR to take over. This script can be linked to any event, any function or any object. It could be event linked to the Player Alias or as part of a quest stage or dialogue fragment.

## API Functions

If you want to fine tune the ambush or like the way SLKR handles certain things like orgies for example, you can use any of its functions. To do so, download the Source files and have a look at SLKR\_PlayerAlias\_Script.psc. I have tried to indent probably and add comments where deem necessary so everything should be quite self-explanatory. To call functions from this script, use the Game.GetFormFromFile function to fetch my PlayerAlias then cast it as a SLKR\_PlayerAlias\_Script property.