



# Real RAGEV™

THE ULTIMATE GTA V ENHANCER

## THE NAME

„Real“ comes from my nickname (The Real\_Gabe) and „RAGE“ comes from the game’s engine called **RAGE** (Rockstar Advanced Game Engine).

## ABOUT THE PROJECT

The **Real | RAGE V™** project contains all kind of modification like weapons and damage, graphics, physics, vehicles, etc. This project’s goal is to enhance **GTA V** in all kind of way possible to give a more fun and enhanced gamplay to the players.

**Real | RAGE™** is a mod family which currently contains **Real | RAGE V™** and **Real | RAGE RED™**. The goal of the **Real | RAGE™** mod family to enhance the games made by **Rockstar Games** with **RAGE** game engine.

## FEATURES

### by the Real | RAGE V - Graphics Enhancer

#### RESHADE EFFECTS

- Levels Plus
- Adaptive Sharpen
- Ambient light (added lens dirt effect, nice, barely seeing, not bothering)
- Deband

#### GAME TWEAKS

Various weather adjustments, e.g. dark nights, heavy thunder, etc.;

- Increased, more spectacular bullet impacts;
- Increased tire smoke and trail effects;
- More realistic siren lights;
- Adjusted rain drops, ripples, puddles, etc.;
- Adjusted lightning;
- Disabled chromatic aberration and lens distrotion effects;
- And much more...

### by the Real | RAGE V - Vehicles Enhancer

- Increased deformation for all vehicles (including DLC vehicles); cop cars has lower deformation than other cars;
- Increased tire smoke on burnout;
- Adjusted the smoke color;
- Increased trail effect;
- Bigger and more intensive siren lights;
- Police motorcycle has now proper siren lights;
- Rhino Tank adjustments;
- Weapons now shooting through vehicles (and some more materials too);
- Adjusted drag and traction on some terrain (ice, snow, sand, mud, etc.);
- Optional mods like doubled vehicle and ped density, my altered materials mod without bullets penetrating vehicles, etc.
- Minimalized the collision damage on all cars, so they probably not gonna blow up from high speed crash or from crushed by a tank.
- **More info in the table on the last page.**

## by the Real | RAGE V - Weapons and Damage Enhancer

- All weapons and vehicle turrets are enhanced;
- Vehicles and more objects/materials can be shoot through;
- Damage of weapons and ped's health has been balanced, cops are tougher, small caliber pistols has lower headshot damage, sometimes peds needs 2 shots to the head to be fatal, cops needs 2 shots mostly, and SWAT helmet needs 3 or 4 shots;
- Silencers are not affecting the damage and the range of the weapons;
- The weapons will not be more accurate when you zoom in;
- Semi-automatic weapons works like they should, you need to click (pull the trigger) before every shot;
- Improved bullet impact visuals;
- All weapons has unique range, recoil, rumble and accuracy;
- All weapons's muzzle flash and smoke, force, zoom and FOV has been adjusted;
- Increased the zoom of the weapons and added zoom to weapons wich ones doesn't have originally;
- Adjusted the firerate and reload time of all the weapons;
- You can use more weapons in vehicles;
- Firework launcher reworked: fast rockets, fast reload, detonation on high altitude, bigger effects... so you can make more spectacular fireworks!
- You can shoot down planes flying on high altitude with homing launcher;
- Now you can detach the scopes of the sniper rifles with a trainer (except marksman rifle);
- Enhanced ragdoll, body physics and reactions (euphoria);
- Added a description to the installation guide to make peds suffer when critically injured instead of die immediately;
- Pickups are not glowing and you have to press action button to pick them up; smaller pick up radius (you have to stand next to them to pick them up);
- Peds drop nothing when they die;
- Adjustments for blood effects: no blood mist on body shot, only on headshot, added headshot exit wound, no blood mist on dead bodies (only on headshots);
- Gangs hates each others, domestic animals likes the player, and some more relationships tweaks;
- Tweaked fist and melee fights, no more kicking with melee weapon in hand;
- Tweaked dispatch: adjusted cop's, ambulance's and fire dept.'s spawn time; hidden evasion times are halved on 1 and 2 stars; more cop car types will spawn; female cops are comming for you! 😊; police motorcycles will spawn at wanted level 1, 2 and 3; now deputys are comming with sheriff jeeps too not just the SWAT;
- Cops, SWAT and army now reacts to when their comrades gets shot;
- Cops, SWAT and army are now less accurate when firing at you;
- Now cops are not firing at you from police helicopter (police helicopters are now just for searching, following and showing your position with reflectors);
- SWAT has flashlight on their guns; cops has flashlight on their pistols;
- Adjusted the combat behaviour and accuracy of the AI;
- Adjusted the driving/pursuit behaviour of police, swat and army
- No wounds, blood and bullet holes on protagonists;
- More wounds visible/appears on peds;
- Explosions and explosives are reworked to be a bit realistic;
- The minigun now sounds like an A-10 Warthog... BRRRRRRRRRRRRRT.... 😊
- ...and much more!



## CURRENT TEXTURES

Currently contains **4K Water**, **Lights Corona** and **Bokeh** textures.

## REQUIREMENTS

### RESHADE 4.8.2

- 64bit Windows
- In the graphics settings set the DirectX version to DirectX 11

### GAME TWEAKS

You need the **OpenIV Tool** to install this mod!

Download link: <https://www.gta5-mods.com/tools/openiv>

**IN THE GRAPHICS SETTINGS SET THE MOTION BLUR STRENGTH TO MINIMUM (TURN IT OFF)!**

**IF YOU ARE USING THE „ORIGINAL MOTION BLUR“ OPTIONAL MOD YOU CAN TURN ON THE MOTION BLUR IN THE GRAPHICS SETTINGS IF YOU WANT.**

## WARNING

**Don't play GTA Online with this mod, because you will get banned!**

This mod changes a lot of things, so it can interfere with Story Mode missions!

## AUTO INSTALL

There are two OIV installer files in the install folder, „**install The GTA V Enhancer.oiv**“ and „**install textures.oiv**“.

- 01.** Install OpenIV (you can skip this if you already installed it)
- 02.** Create a new folder in the game's root directory and name it to „**mods**“ (you can skip this if you already created it)
- 03.** Copy the **update folder** and the **x64a.rpf** file (they are in the root directory) into the mods folder (you can skip this if you already did it)
- 04.** Extract the mod's archive somewhere
- 05.** Open up OpenIV
- 06.** Install the OpenIV's **OpenIV.asi** and **ASI loader** (if you already installed Script Hook V you don't need to install ASI loader) (you can skip this if you already did it)
- 07.** Click on „**Tools**“ menu then „**Package Installer**“ in it.
- 08.** In the opened window find the mod's folder where you extracted it before, select the „**install The GTA V Enhancer.oiv**“ file in the install folder and click the open button.
- 09.** In the opened window click on the „**Install**“ button.
- 10.** On the opened pop-up window select the „**mods folder**“ option, then click on the „**Install\* Confirm Installation**“ text and when the mod installation succeeded click on the close button.  
**After that you have to repeat step 7-8-9-10 to install the „install textures.oiv“ file.**
- 11. Optional:** If you want the peds suffer instead instant death, copy the **x64c.rpf** to the mods folder.  
Follow this path in OpenIV: **mods/x64c.rpf/anim/ingame/clip\_combat@.rpf** then delete the **combat@death@from\_writhe.ycd** file.
- 12.** Close OpenIV
- 13.** DONE

Here is a tutorial to install the OpenIV.asi and ASI Loader, and to use of the OpenIV's mods folder feature: <http://openiv.com/?p=1132>

## MANUAL INSTALL

01. Install OpenIV (you can skip this if you already installed it)
02. Create a new folder in the game's root directory and name it to „**mods**“ (you can skip this if you already created it)
03. Copy the **update folder** and the **x64a.rpf** file (they are in the root directory) into the mods folder (you can skip this if you already did it)
04. Extract the mod's archive somewhere
05. Open up OpenIV
06. Install the OpenIV's **OpenIV.asi** and **ASI loader** (if you already installed Script Hook V you don't need to install ASI loader) (you can skip this if you already did it)
07. Enable „**Edit mode**“
08. Find the mod's folder where you extracted it before, open the **install** then the **manual install** folder in it
09. In the mod's manual install folder the other folders are named and structured according to the paths in OpenIV, so follow the paths in OpenIV according to the mod's folders and drag&drop the files into OpenIV
10. **Optional:** If you want the peds suffer instead instant death, copy the **x64c.rpf** to the mods folder.  
Follow this path in OpenIV: **mods/x64c.rpf/anim/ingame/clip\_combat@.rpf** then delete the **combat@death@from\_writhe.ycd** file.
11. Close OpenIV
12. DONE

## RESHADE INSTALL

01. Download the ReShade 4.8.2 installer (download button at the bottom of the site): [HTTPS://RESHADE.ME](https://reshade.me)
02. Start the installer and click on „**Click here to select a game and manage its ReShade installation**“
03. In the appeared window click on the „**Browse...**“ button and find the game's folder, click on the **PlayGTAV.exe** file, click on the open button
04. Select the **Direct3D 10/11/12** radio button
05. In the appearing „**Select effect packages to install**“ window **deselect the SweetFx effect package** and **click once on the Legacy standard effects checkbox** (filled in full black checkbox not with checkmark), so only two effects has to be selected, Standard and Legacy.  
Then click on the „**OK**“ button;
06. In the appearing „**Select „Legacy standard effects” ...**“ window select only the **AdaptiveSharpen.fx**, **AmbientLight.fx**, **Deband.fx** and the **LevelsPlus.fx** effects (leave the others unchecked) then click on the „**OK**“ button;
07. If you see the following text on the base window you can close it: „**Edit ReShade settings**“ - in the header: „**ReShade Setup was successful!**“
08. Open the **ReShade.ini** file from the mod's ReShade folder with a text editor (Notepad, Notepad++, etc.)
09. You need to correct the screenshot's path, change the path to where you want to save them  
SavePath=D:\Grand Theft Auto V – change this to e.g. D:\ or if your game is installed under the same path like mine you can leave it.
10. Save and close the ReShade.ini file
11. Copy the **Real RAGE V Graphics Enhancer.ini** and the corrected **ReShade.ini** files from the „**reshade**“ folder to the game's root folder, where the **PlayGTAV.exe** file is.

## INSTALL OF THE OPTIONAL MODS

These modded files are totally optional, can impact heavily the performance of the game, and/or other mod's use these files and you maybe don't want to use mine, so it is not gonna installed automatically with the normal installers (weapons, extras).

Altered versions of my modded files goes here too.

### **FIRST INSTALL THE NORMAL INSTALLERS AFTER THAT INSTALL THE OPTIONAL MODS!**

**gameconfig.xml**: it will double the numbers of the ambient peds and cars; increased the number of parked cars and scenario peds.

**It will impact the performance**

Put the file from the Install/Optional folder into OpenIV, install path: **mods/update/update.rpf/common/data**

**materials.dat (altered)**: you can still shoot through more materials but vehicles can't be shoot through in this version

Put the file from the Install/Optional folder into OpenIV, install path: **mods/update/update.rpf/common/data/materials**

**pedhealth.meta (altered)**: in this version you will die fast without body armor (health bar is working).

Put the file from the Install/Optional folder into OpenIV, install path: **mods/update/update.rpf/common/data**

- **ORIGINAL MOTION BLUR**: install this if you don't like my motion blur tweaks.

Put the **timecycle\_mods\_1.xml** file from the Install/Optional/Original motion blur/ folder into OpenIV, install path:

**mods/update/update.rpf/common/data/timecycle**

## UNINSTALL

If you want to uninstall this mod you can do it automatically and manually.

The process is the same as the installation, just you have to use the files from „**uninstall**“ folder.

If you want to uninstall an Optional mod, follow the install path of the given file, but put the file into OpenIV from the Uninstall/Optional folder instead of Install/Optional folder.

**WITH THE USE OF OPENIV'S MODS FOLDER FEATURE YOU DON'T HAVE TO ALTER THE ORIGINAL FILES, SO YOU CAN PLAY WITH ACTIVE INTERNET CONNECTION! BUT DON'T PLAY WITH GTA ONLINE BECAUSE YOU WILL GET BANNED! WITH MODDED GTA YOU CAN PLAY ONLY WITH THE STORY MODE! IF YOU WANT TO PLAY GTA ONLINE SIMPLY DELETE THE OPENIV.ASI, THEN INSTALL IT AGAIN WHEN YOU WANT TO PLAY THE MODDED STORY MODE.**

## RESHADE CONTROLS

When the game starts the ReShade starts automaticaly.

- **enable/disable the whole ReShade**: press **DELETE** button
- **enable/disable the Ambient Light effect**: press **SHIFT+A** buttons (this FX using the dirt lens effect, so it will be disabled too)
- **enable/disable Deband**: press **SHIFT+D** buttons
- **take screenshot**: press **PRINTSRCEEN** button (you can find the screenshots in the game's root directory in .png file format)

## RESHADE REPOSITORY

If there is a newer ReShade version on the official site than you need, you can download the older one you need for this mod from the ReShade repository.

Link: [HTTPS://WWW.MEDIAFIRE.COM/FOLDER/8AR1JHH1809CL/RESHADE REPOSITORY](https://www.mediafire.com/folder/8AR1JHH1809CL/RESHADE+REPOSITORY)



## CRASH MANAGEMENT

Make sure you are not running **XFire**, **Afterburner**, **EVGA**, other kind of tools and **overlays**.

**NVidia GeForce Experience** can produce issues with the ReShade, same with **Steam Overlay** enabled in-game.

Start the game in admin mode.

Trainers can conflict with ReShade!

If the game crashing with this mod I recommend to use **Simple Trainer for GTA V!**

With this trainer I can start the game without crash in 99.9% of starts.

Trainer's page: [HTTPS://WWW.GTA5-MODS.COM/SCRIPTS/SIMPLE-TRAINER-FOR-GTAV](https://www.gta5-mods.com/scripts/simple-trainer-for-gtav)

### **Win7:**

Install Platform Update for Windows 7: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=36805](https://www.microsoft.com/en-us/download/details.aspx?id=36805)

Install Microsoft Microsoft .NET Framework 4.6: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=48130](https://www.microsoft.com/en-us/download/details.aspx?id=48130)

### **Win8.1/10:**

Install Microsoft .NET Framework 4.6: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=48130](https://www.microsoft.com/en-us/download/details.aspx?id=48130)

If nothing helps, that means unfortunately you can't use this graphic mod's ReShade preset. 😞



## SUPPORT

I have a [Patreon](#) page, so you can support me and my work if you think me and my work is worth to be supported!

There are lots of tiers with rewards like your name will be in [The Hall of Patrons](#), in videos and its descriptions, in mods readme files, in the modded files, and more!

My Patreon page: [patreon.com/realgabe](https://patreon.com/realgabe)

I have PayPal too: [paypal.me/gaborsiko](https://paypal.me/gaborsiko)

Thank you very much for the support!



## NOTICE

GTA5-MODS.COM profile: [HTTPS://WWW.GTA5-MODS.COM/USERS/REAL\\_GABE](https://www.gta5-mods.com/users/real_gabe)

website: [HTTPS://WWW.THEREALGABE.NET/](https://www.therealgabe.net/)

If you make a video with/about this mod, please link the mod's page at least in the video's description!

Do not claim you made this mod and don't upload and/or alter it without my permission!

**DOWNLOAD THIS MOD ONLY FROM [GTA5-MODS.COM](https://www.gta5-mods.com) FOR YOUR SAFETY!**

© 2020 Gábor Sikó (The Real\_Gabe) – [info@therealgabe.net](mailto:info@therealgabe.net)



## **PERFORMANCE**

### MY PC

CPU: **AMD Ryzen 7 2700X**

MB: **ASUS Prime X370-Pro** (bios: 5601)

MEMORY: **G.SKILL Ripjaws V F4-3000C15D-16GVGB 16GB DDR4 @2866MHz**

VGA: **GALAX/KFA2 GTX 1070 8GB Hall of Fame** (driver: 456.71)

OS: **Windows 10 Pro** (version: 2004)

Monitor: **Acer Predator XB1** (XB271HUAbmiprz) 144Hz G-SYNC

OS and the game are on an SSD (**SAMSUNG 840 EVO**)

### GAME SETTINGS

All settings on highest possible.

Vsync: **OFF**; DirectX Version: **DirectX 11**; Soft Shadows: **NVIDIA PCSS**; Anisotropic Filtering: **x16**; FXAA: **ON**; MSAA: **x8**; Reflection MSAA: **x8**;

Pause Game on Focus Loss: **OFF**; Motion blur strenght: **minimum (OFF)**

<b>ORIGINAL GAME</b>			
	<b>1440p</b>		
PASS	MIN FPS	AVG FPS	MAX FPS
0	4.8	41.0	136.5
1	14.9	29.1	70.2
2	22.9	39.3	109.7
3	28.5	44.3	125.0
4	23.4	39.7	80.1
AVG	<b>18.9</b>	<b>38.6</b>	<b>104.3</b>

<b>MODDED GAME</b>			
	<b>1440p</b>		
PASS	MIN FPS	AVG FPS	MAX FPS
0	16.3	34.2	136.6
1	12.5	27.9	62.8
2	23.6	34.2	151.6
3	25.7	37.7	122.5
4	21.6	34.5	70.7
AVG	<b>19.9</b>	<b>33.7</b>	<b>108.8</b>

\*Results are from the ingame benchmark. Game version: 1.0.2060.1 / 1.52

\*\*Tested mod version: Real | RAGE V - The GTA V Enhancer 3.1.0

## **RELEASE NOTES**

### **v3.1.0 (11/21/20)**

compatibility: 1.0.2060.1 | 1.52

---

#### OTHER CHANGES

- Made compatible with the new game version (1.0.2060.1 | 1.52);
- Added manual installation and manual uninstallation;

#### GAME TWEAKS CHANGES

- Lowered collision damage on some vehicles I forgot to do this before. That means vehicles will not blow up by a high speed crash or by a tank crushing them;
- Adjusted the range of the shotguns;
- Adjusted the fire rates of the pistols;
- Adjusted the range of the stun gun;
- Combat pistol is now shooting one bullet instead of 3 (back to vanilla behaviour);
- Increased a bit the damage of the carbine rifle, the assault rifle and their MKII variants;
- Increased rocket explosion visuals (biger smoke, fire ball);
- Adjusted the accuracy of the sniper rifles;
- Adjusted the combat behaviour and accuracy of the AI;
- Adjusted the driving/pursuit behaviour of police, swat and army;
- Adjusted the altitude of the police helicopter;
- Now all police weapons has flashlight;
- Now police has new weapons – cops: pistol MKII, combat pistol, pump shotgun MKII | Swat: carbine rifle MKII with attachments;

#### RESHADE CHANGES

- **Updated to ReShade 4.8.2;**
- Due to the new ReShade installer I updated the install instructions (5th page);

#### TEXTURE CHANGES

- No changes were made;

#### CHANGES IN THE OPTIONAL MODS

- Added „**Original motion blur**“, install this if you don't like my motion blur tweaks;

#### KNOWN ISSUES

- The muzzle flash light still appears when the weapon has suppressor on;
- The muzzle flash light is not appearing in the Rockstar Editor, nor in the rendered video;

## v3.0.0 (03/02/20)

compatibility: 1.0.1868.0 | 1.49

This is a new version, this is v3!

From now the Real | RAGE mods version numbers are simpler/traditional for easier understanding.

From now I will indicate the compatible game version and title update in release notes.

Older (before v3) release notes are not included, because they are irrelevant to v3.

---

Added „**Optional**” folder to Install and Uninstall folders.

I will put modded files to here which are totally optional, they can impact heavily the performance of the game, and/or other mods use these files and you maybe don't want to use mine, so it is not gonna installed automatically with the normal installer.

Altered versions of my modded files goes here too.

You need to install these files manually, installation instructions are on the 5th page.

### **GAME TWEAKS CHANGES**

- Enhanced the motion blur effect;
- Minor adjustments in the Overcast weather;
- Disabled (that's the original state) the lightning in Overcast weather to avoid overbright sky;
- Adjusted HBAO;
- Adjusted the bloom effect;
- Minor adjustments in the Extra Sunny weather;
- **Adjusted materials:** opaque glass now can be shoot through, trees now can't be shoot through;
- **Adjusted HVY DUMP:** more mass, lowered the collision damage, lowered the deformation and the engine damage multiplier, increased speed, adjusted the brakes, adjusted suspension, now you can use it as a **MONSTER TRUCK**;
- Minimalized the collision damage on all vehicles, so they probably not gonna blow up from high speed crash or from crushed by a tank (or HVY DUMP), **DESTRUCTION DERBY IS ON!!!!**;
- **Adjusted** the respond time of the emergency responders;
- **Adjusted** wanted system thresholds;
- Motorcycle cops now spawns at wanted level 1 too;
- More LEOs will spawns at wanted level 2 and above;
- SWAT now spawns at wanted level 3 and 4;
- **Adjusted** all weapons muzzle flash, made it more realistic, more spectacular. Adjusted muzzle flash size, enabled muzzle flash light which lights up the player and the surroundings, adjusted the color of the muzzle flash's light;
- **NEW:** added peddamage.xml - more wounds visible/appears on peds, player has no wounds, no more bloody protagonist;  
This is helpful when you making videos, 'cos it's looks stupid when your character is covered in blood and bullet holes while according to the story, your protagonist has not been shot.
- **Adjusted Up-n-Atomizer:** increased the blast force and the projectile's speed, doubled the blast radius. Now you can make people fly! 😊
- Weapons now do less damage on limbs;
- Some weapons do more damage to light armor;
- Some high caliber weapons now penetrate/ignore helmets;
- Some high caliber weapons now penetrating armors;
- Adjusted damages;
- Light armor is now more resistant to shotguns;
- Pistol .50's fire rate is a bit lower;
- Assault rifle. assault rifle MKII, compact rifle and MGs are easier to handle;
- MGs shooting twice of bullet at the same time, so they are really machine guns now;
  
- **Grenade:** smaller blast radius, not tossing or blow vehicles in the sky, now can't set peds on fire, removed trail effect, adjusted ricochet on peds, decreased the explosion shake, adjusted fuse time, adjusted damages, enabled damage calculation by distance so it is possible to a ped to survive a

grenade explosion with injuries if it is at the edge of the blast radius, also possible that a vehicle is not blowing up just take damages in the same situation, changed the visual effects, the explosion now looks more realistic, armored vehicles can take more hits, now grenades blow up if you hit it with bullets;

- **Grenade launchers:** smaller blast radius, not tossing or blow vehicles in the sky, now can't set peds on fire, removed trail effect, decreased the explosion shake, adjusted damages, enabled damage calculation by distance so it is possible to a ped to survive a grenade explosion with injuries if it is at the edge of the blast radius, also possible that a vehicle is not blowing up just take damages in the same situation, changed the visual effects, the explosion now looks more realistic, armored vehicles and helicopters can take more hits;
- **C4 (sticky and proximity bomb):** bigger blast radius, adjusted blast force, now can't set peds on fire, decreased the explosion shake, enabled damage calculation by distance so it is possible to a ped to survive an explosion with injuries if it is at the edge of the blast radius, also possible that a vehicle is not blowing up just take damages in the same situation, adjusted visual effects;
- **Pipe bomb:** a bit bigger blast radius, adjusted blast force, now can't set peds on fire, decreased the explosion shake, decreased damages, enabled damage calculation by distance so it is possible to a ped to survive an explosion with injuries if it is at the edge of the blast radius, also possible that a vehicle is not blowing up just take damages in the same situation, from now not igniting fire, adjusted visual effects, the explosion now looks more realistic, armored cars and bigger cars with much HP can take more explosions;
- **Rocket launchers:** smaller blast radius, not tossing or blow vehicles in the sky, now can't set peds on fire, decreased the explosion shake, adjusted damages, enabled damage calculation by distance so it is possible to a ped to survive a rocket explosion with injuries if it is at the edge of the blast radius, also possible that a vehicle is not blowing up just take damages in the same situation, changed the visual effects, the explosion now looks more realistic;
- **Homing launcher:** adjustments besides the „Rocket launchers“ part - better hit chance, minor adjustments;
- **Car explosion:** smaller blast radius, not gonna blow the car in the sky, an exploding car probably not gonna blow up nerby vehicles just the very closest ones, decreased the explosion shake, adjusted damages, changed the visual effects;
- **Bike explosion:** small blast radius, not gonna blow the bike in the sky, an exploding bike probably not gonna blow up nerby vehicles just the very closest ones, decreased the explosion shake, adjusted damages;
- **Truck explosion:** smaller blast radius, not gonna blow the truck in the sky, an exploding truck probably not gonna blow up nerby vehicles just the very closest ones, decreased the explosion shake, adjusted damages;
- **Gas canister explosion:** no flames after explosion, not gonna sets things on fire, decreased the explosion shake;
- **Snowball:** added little force to it to make better ped reaction on hit;
- **MORE GORE:** Adjusted blood color and visuals, and wound visuals and sizes;
- **Health:** restored the player's health attributes to the original to evade problems/bugs (anyway, you probably using god mode if you don't want to die), reworked peds health attributes for better results;
- Minimalized the explosion shake on all kind of explosions;
- Enhanced the new weapons;
- Increased minigun's vehicle damage;
- Adjusted the FOV of the original/base/non-DLC weapons;
- Adjusted the rumble, recoil shake, muzzle flash intensity, force and damage of the sawn-off and pump shotguns to improve the shooting experience;

### **RESHADE CHANGES**

- **Updated to ReShade 4.5.4;**
- Changed key to enable/disable deband effect from **INSERT** to **SHIFT+D**;
- Changed the Ambient Light effect's enable/disable button from „END“ to „SHIFT+A“;
- Updated the ReShade installation instructions on the 3rd page due to the changes of ReShade's installation process;

### **CHANGES IN THE OPTIONAL MODS**

- **Added gameconfig.xml:** it will double the numbers of the ambient peds and cars; increased the number of parked cars and scenario peds.  
**It may impact the performance, more VRAM needed;**
- **Added altered version of my materials.dat:** you can still shoot through more materials but vehicles can't be shoot through in this version;

### **OTHER CHANGES**

- New intro video;

### **TEXTURE CHANGES**

- No changes were made;

### **KNOWN ISSUES**

- The muzzle flash light still appears when the weapon has suppressor on;
- The muzzle flash light is not appearing in the Rockstar Editor, nor in the rendered video;

## HANDLING.META FILES

<b>GENERAL</b>	Increased the deformation of all vehicles (including DLC vehicles); cop cars has lower deformation than other cars; increased the engine damage multiplier for all vehicles; vehicles can be shoot through; minimalized the collision damage on all vehicles, so they probably not gonna blow up from high speed crash or from crushed by a tank (DESTRUCTION DERBY IS ON!); driver can operate the vehicle's passenger weapon for these vehicles: <b>DUNE3, APC, INSURGENT3</b> ;
<b>RHINO TANK</b>	Increased mass, increased brake and handbrake force, added 4 drive gears (originally 1); increased the top speed to 78km/h (originally 55km/h), adjusted brake force balance (added more force to the front), increased the turning speed, adjusted brake and turning grip; adjusted gear shifting, hardened the suspension, increased turret speed, no deformation
<b>DOZER</b>	Increased the mass; increased the speed to 25km/h from 15km/h;
<b>AIRPORT BUS</b>	Increased the mass; increased the speed to 130km/h from 100km/h; increased a bit the brake and handbrake force;
<b>BUS</b>	Increased the mass; increased the speed to 130km/h from 100km/h; increased a bit the brake and handbrake force;
<b>DASHOUND</b>	Increased the mass; increased the speed to 150km/h from 100km/h; increased a bit the brake and handbrake force;
<b>TOUR BUS</b>	Increased the mass; increased the speed to 160km/h from 110km/h; increased a bit the brake and handbrake force;
<b>RIOT TRUCK</b>	Increased the mass; increased the speed to 175km/h from 120km/h; increased a bit the brake and handbrake force;
<b>HVY DUMP</b>	Increased the mass; lowered the collision damage; lowered the deformation and the engine damage multiplier; increased speed; adjusted the brakes, adjusted suspension, now you can use it as a MONSTER TRUCK;

## WHEELFX.DAT

Increased tiresmoke on burnout, ajusted the smoke color to white on concrete, tarmac, stone and paving; increased trail effect on concrete, dusty concrete, tarmac, all kind of sand, dry dirt, puddle, water, gravel, mud, clay, grass;

## CARCOLS.YMT

Bigger and more intensive siren lights; police motorcycle has now proper siren lights; siren lights casts shadows;

## MATERIALS.DAT

Weapons now shooting through vehicles (and some more materials too); adjusted drag and traction on some terrain (ice, snow, sand, mud, etc.) The one in the **OPTIONAL** folder is the same but **without** the „Weapons now shooting through vehicles“ part.