



[HTTP://WWW.REALRAGE.THEREALGABE.NET](http://www.realrage.therealgabe.net)

Real | RAGE VEHICLES ENHANCER

VERSIONS EXPLANATION

The **Real | RAGE** mod's version numbers consists of three parts. The **first part** is the number of the **main version**, the **second part** is the number of the **compatible game version**, the **third part** is the mod's **release number** (the number of the updates in the given main version).

Example: **v1.877.1**

REQUIREMENTS

You need the OpenIV Tool to install this mod!

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

AUTOMATIC INSTALL

1. Install OpenIV
2. Create a new folder in the game's root directory and name it to **mods**
3. Copy the **update** folder and the **x64w.rpf** file (they are in the root directory) into the **mods** folder
4. Extract the mod's archive somewhere
5. Open up OpenIV
6. Install the OpenIV's OpenIV.asi and ASI loader (if you already installed Script Hook V you don't need to install ASI loader)
7. Click on „**Tools**” menu then „**Package Installer**” in it.
8. In the opened browser window find the mod's folder where you extracted before, select the OIV file in it and click the open button.
9. In the opened window click on the „**Install**” button.
10. On the opened pop-up window select the „**mods folder**” option, and when the mod installation succeeded click on the close button.
11. Close OpenIV
12. DONE

MANUAL INSTALL

1. Install OpenIV
2. Create a new folder in the game's root directory and name it to **mods**
3. Copy the **update** folder and the **x64w.rpf** file (they are in the root directory) into the **mods** folder
4. Open up OpenIV
5. Install the OpenIV's OpenIV.asi and ASI loader (if you already installed Script Hook V you don't need install ASI loader)
6. Enable edit mode
7. Extract the mod's archive somewhere
8. In the mod's folder the other folders are named and structured according to paths in OpenIV. So follow the paths in OpenIV according to the mod's folders and drag&drop the files into OpenIV
9. Close OpenIV
10. 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>

AUTOMATIC UNINSTALL

If you want to uninstall the mod you can do it automatically.

The process is the same like the automatic installation, just you have to use the OIV file from the „uninstall” 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.

MY OTHER MODS

https://www.gta5-mods.com/users/Real_Gabe

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** FOR YOUR SAFETY!

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RELEASE NOTES

v1.1493.8 (08/23/18)

Vehicles Enhancer now compatible with game version 1.0.1493.0

v1.1365.7 (04/29/18)

Vehicles Enhancer now compatible with game version 1.0.1365.1

v1.1290.6 (12/23/17)

Vehicles Enhancer now compatible with game version 1.0.1290.1

- **Changed:** adjusted the deformation of all the vehicles;
- **Changed:** adjusted the trail (dust, water, etc.) and tire smoke effects;
- **New:** added and enhanced all the new DLC vehicles;
- **New:** driver can operate the vehicle's passenger weapons (the vehicle's list is in the general description below in the table). **For testing I only added Gunrunning vehicles except halftrack and technical3 because only the driver can use the turrets. I added the insurgent3 to test when a turret can't be operable while you stand or seat at it and only the driver can use it. If it is not a problem for you guys I will add this feature to this kind of vehicles too (like technical3).**;

v1.1180.5 (11/26/17)

Compatibility update: now compatible with game version 1.0.1180.2.

- **New:** added automatic installer and uninstaller (OIV);

New DLC cars not yet enhanced!

v1.944.4 (12/27/16)

Vehicles Enhancer now compatible with game version 1.0.944.2

- **Changed:** increased and adjusted burnout on various materials; adjusted trail effects on various materials (wheelfx.dat);
- **New:** added materials.dat, weapons now shooting through vehicles (and some more materials too); adjusted drag and traction on some terrain (ice, snow, sand, mud, etc.)

v1.877.3 (11/26/16)

- **Changed:** Adjusted the deformation of 73 vehicles;
- **Changed:** Increased the engine damage multiplier for all vehicles;
- **Changed:** Increased the speed and mass of the dozer;
- **Changed:** Increased the speed, the mass, the handbrake and brake force of the airport bus;
- **Changed:** Increased the speed, the mass, the handbrake and brake force of the dashound;
- **Changed:** Increased the speed, the mass, the handbrake and brake force of the tour bus;
- **Changed:** Increased the speed, the mass, the handbrake and brake force of the riot truck;

v1.877.2 (11/22/16)

- **New:** Added more DLC vehicles handling files (now all DLC vehicles has increased deformation)
- **Changed:** Updated the installation instructions (you need to copy the x64w.rpf file to the mods folder)

v1.877.1 (11/21/16)

FIRST RELEASE

HANDLING.META FILES

GENERAL	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; driver can operate the vehicle's passenger weapon for these vehicles: DUNE3, APC, INSURGENT3;
RHINO TANK	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
DOZER	Increased the mass; increased the speed to 25km/h from 15km/h;
AIRPORT BUS	Increased the mass; increased the speed to 130km/h from 100km/h; increased a bit the brake and handbrake force;
BUS	Increased the mass; increased the speed to 130km/h from 100km/h; increased a bit the brake and handbrake force;
DASHOUND	Increased the mass; increased the speed to 150km/h from 100km/h; increased a bit the brake and handbrake force;
TOUR BUS	Increased the mass; increased the speed to 160km/h from 110km/h; increased a bit the brake and handbrake force;
RIOT TRUCK	Increased the mass; increased the speed to 175km/h from 120km/h; increased a bit the brake and handbrake force;

WHEELFX.DAT

Increased tiresmoke on burnout, adjusted 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.)