

Real | RAGEV™

THE GTA V VEHICLES ENHANCER



FEATURES

- 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.

REQUIREMENTS

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

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

WARNING

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

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

AUTO 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 (it's 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 browser window find the mod's folder where you extracted it before, select the 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.
- 11.** Close OpenIV
- 12.** 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 (it's 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.** Close OpenIV
- 11.** DONE

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 installer.

Altered versions of my modded files goes here too.

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

- **MORE PED AND VEHICLE POPULATION:** 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 **gameconfig.xml** file from the Install/Optional/More ped and vehicle population folder into OpenIV,
install path: **mods/update/update.rpf/common/data**

- **CANT SHOOT THROUGH VEHICLES:** you can still shoot through more materials but vehicles can't be shoot through in this version

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

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.

SUPPORT

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

My Donably page: donably.com/siko-gabor

I have PayPal too: 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: [WWW.THEREALGABE.NET](http://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!

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RELEASE NOTES

v3.0.5 (09/11/22)

compatibility: 1.0.2699.0 | 1.61

CHANGES

- Made compatible with the new game version (1.0.2699.0 | 1.61);
- Enhanced the new vehicles;

CHANGES IN THE OPTIONAL MODS

- Made compatible with the new game version (1.0.2699.0 | 1.61);

v3.0.4 (04/25/21)

compatibility: 1.0.2245.0 | 1.53

CHANGES

- Made compatible with the new game version (1.0.2245.0 | 1.53);

CHANGES IN THE OPTIONAL MODS

- Sorted them into folders for better understanding;
- Made compatible with the new game version (1.0.2245.0 | 1.53);
- Updated the installation manual;

v3.0.3 (11/07/20)

compatibility: 1.0.2060.1 | 1.52

CHANGES

- Made compatible with the new game version (1.0.2060.1 | 1.52);
- 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;

CHANGES IN THE OPTIONAL MODS

- No changes were made.

v3.0.2 (02/09/20)

compatibility: 1.0.1868.0 | 1.49

CHANGES

- Added back the manual installation/uninstallation;

CHANGES IN THE OPTIONAL MODS

- **materials.dat**: car plastic bullet penetration values set back to the original values to not be penetrable;

v3.0.1 (01/18/20)

compatibility: 1.0.1868.0 | 1.49

CHANGES

- Enhanced new DLC vehicles.

CHANGES IN THE OPTIONAL MODS

- Made **gameconfig.xml** compatible with the new update.

v3.0.0 (10/25/19)

compatibility: 1.0.1737.6 | 1.48

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 4th page.

CHANGES

- **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!!!!;

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;

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; 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: 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;
HVY DUMP	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, 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.)
The one in the **OPTIONAL** folder is the same but **without** the „Weapons now shooting through vehicles“ part.