

Real|RAGE™

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



Weapons
and Damage
ENHANCER
by The Real_Gabe



FEATURES

- 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: Increased 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 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;
- The minigun now sounds like an A-10 Warthog... BRRRRRRRRRRRT... 😊
- ...and much more!

VERSIONS EXPLANATION

The Real | RAGE mods'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: **v1.1032.1**

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!

INSTALL

There are two OIV installer files in the install folder, **weapons** and **extras**.

- If you need the full **Real | RAGE** experience, install both.
- If you using other mods and you only need the weapon modifications just install the **weapons** installer.
- If you using other weapon mod and you only need the extras (eg. pickups, health, euphoria, bullet impact visuals, blood, dispatch, relationships, etc. mods) just install the **extras** installer.

- 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)
- 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 one of the OIV files you want to install 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.
If you want to install both (weapons and extras) you have to repeat step 7-8-9-10.
- 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>

UNINSTALL

If you want to uninstall the mod you can do it automatically.
The process is the same like the installation, just you have to use the OIV files 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 MODED 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.

NOTICE

GTA5-MODS.COM profile: [HTTPS://WWW.GTA5-MODS.COM/USERS/REAL_GABE](https://www.gta5-mods.com/users/real_gabe)
website: [WWW.REALRAGE.THEREALGABE.NET](http://www.realrage.therealgabe.net)
donation: [CLICK](#)

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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PERFORMANCE

MY PC

CPU: **AMD Ryzen 7 1800X**

MB: **ASUS Prime X370-Pro** (bios: 4024)

MEMORY: **G.SKILL Ripjaws V F4-3000C15D-16GVGB 16GB DDR4 @2933MHz**

VGA: **GALAX/KFA2 GTX 1070 8GB Hall of Fame** (driver: 411.70)

OS: **Windows 10 Pro** (version: 1803)

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

OS is on SSD, the game is on HDD (7200rpm)

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**;

ORIGINAL GAME						
	1080p			1440p		
PASS	MIN FPS	AVG FPS	MAX FPS	MIN FPS	AVG FPS	MAX FPS
0	7.5	58.4	136.8	12.9	38.9	63.1
1	20	43.9	68.6	14	31.2	129.5
2	33.5	59.4	118.4	29.3	39.4	113.6
3	42.9	65.3	136.6	31.5	43.7	134.6
4	12.6	58.8	105.6	8.3	39.6	89.7
AVG	23.3	57.1	113.2	19.2	38.5	106.1

MODDED GAME						
	1080p			1440p		
PASS	MIN FPS	AVG FPS	MAX FPS	MIN FPS	AVG FPS	MAX FPS
0	8.1	59.9	81.6	10.3	39.5	131
1	22.6	45.5	134.9	16.1	31.9	145.4
2	14.7	59.8	109.5	9.1	39.6	110.4
3	36.9	67.1	138.7	31.5	43	115.5
4	22.2	59.6	133.4	21.5	39.7	96.1
AVG	20.9	58.3	119.6	15.7	38.7	119.6

*Results are from the ingame benchmark. Game version: 1.0.1493.0

RELEASE NOTES

v2.1604.4 (04/14/19)

Now fully compatible with the new game update v1.0.1604.1!

CHANGES IN THE WEAPONS INSTALLER

- **Updated** some files to be compatible with the new game update v1.0.1604.1;
- **Adjusted** pistol's fire rate, now you can shoot faster;
- **Increased** the damage of the combat pistol because it is burst firing (fires 3 bullets at once) so it has to be more damage than a normal pistol;
- **Decreased** the tank's rumble and kickback amplitude;

CHANGES IN THE EXTRAS INSTALLER

- **New:** cops are now patrolling with cars in much more areas; cops are now patrolling on foot; more peds on all beaches and promenades;
- **Adjusted** Euphoria when peds hit by car and peds can grab moving cars longer;

v2.1604.3 (12/28/18)

Now compatible with the new game update v1.0.1604.0!

Clean install needed! Do not install it on previous version of this mod!

CHANGES IN THE WEAPONS INSTALLER

- **No more fun guns:** removed the tracer from the **taser** (stun gun) and increased a bit the recharge time; decreased the **firework launcher's** reload speed; **sawn-off shotgun** is no more a hand cannon; **snowball** is now a regular snowball (if you need, you can download the flaming snowball mod from here: <https://www.gta5-mods.com/weapons/the-great-snowball-of-fire>).
- **Ray pistol (Up-N-Atomizer) changes:** decreased the reload time, adjusted the force of the weapon, adjusted rumble and recoil, adjusted the FOV, increased zoom, adjusted the damage, increased the muzzle flash, projectile sets peds on fire, now you can use it in vehicles;
- **Ray carbine changes (Unholy Hellbringer):** adjusted the force of the weapon, the rumble and recoil, the FOV, increased zoom, increased the muzzle flash, adjusted the damage and the accuracy, now you can use it in vehicles;
- **Ray minigun (Widowmaker):** adjusted the force of the weapon, the rumble and recoil, the FOV, increased zoom, increased the muzzle flash, adjusted the damage and the accuracy;
- **Railgun changes:** added red laser bullet tracer and muzzle flash, changed back the fire type to the original (exploding projectile);

CHANGES IN THE EXTRAS INSTALLER

- **Fixed** the hunting mission bug when kills not counted and the map displaying dead animals like they alive;

v2.1493.2 (11/03/18)

- No more manual install;
- The installation (and uninstallation) process is now separated into two auto install phase (weapons and extras) for better usability with other mods;
- Adjusted the **sawn-off shotgun**: increased the bullet force, the recoil and increased the range a little bit;
- Updated the **readme file**: added fun weapons info and updated the installation instructions;

v2.1493.1 (10/31/18)

HERE IS V2 WITH NEW FEATURES AND LOTS OF CHANGES!

- Adjusted the health of the peds;
- Adjusted the damage of all the weapons;
- Adjusted the force of all the weapons;
- Removed tracers from all weapons (except vehicle turrets);
- Peds drop nothing when they die;
- Manual pickups with action button;
- Smaller pickup radius;
- Pickups not glowing;
- Enhanced ragdoll euphoria (body physics and reactions);
- 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);
- Increased the fire rate and tightened a bit the bullet spread of the Micro SMG;
- Adjusted flashlight: increased range and intensity;
- Now the gangs hates each other, domestic animals likes the player, + some more relationships tweaks
- Tweaked fist and melee fights, no more kicking with melee weapon in hand;
- Tweaked dispatch: Increased 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 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;
- Cops are not firing at you from police helicopter (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;
- Small caliber pistols has lower headshot damage, sometimes peds need 2 shots to the head to be fatal, cops need 2 shots mostly, and SWAT helmet needs 3 or 4 shots;
- Changed the sound of the minigun, now sounds like an A-10 Warthog... BRRRRRRRRRRRT... 😊
- New readme;
- ... and more;

v1.1493.7 (08/26/18)

Now compatible with game version 1.0.1493.0

- Adjusted some Gunrunning DLC weapons;

v1.1365.6 (04/30/18)

Now compatible with game version 1.0.1365.1

- **Changed:** stun gun has no damage (peds will not die);
- **Changed:** increased a bit the fire rate and bullet spread of the micro smg;

v1.1290.5 (12/27/17)

Now fully compatible with game version 1.0.1290.1

All DLC weapons are not yet enhanced but their files are presents in the mod.

- **Changed:** restored animals's health to the original values and adjusted peds's health;
- **Changed:** adjusted heavy revolver's fire rate;
- **Changed:** merged my vehicles and weapons enhancer mod's materials.dat file to avoid chaos in development, that means when you install the weapons enhancer that effects cars behaviour on various materials like ice, snow, sand, mud, etc.;

v1.1180.4 (11/26/17)

- **Fixed:** health not shown on HUD;
- **New:** added automatic uninstaller (OIV);

v1.1180.3 (11/25/17)

Compatibility update: now compatible with game version 1.1180.2.

- **Changed:** cleaned up the auto installer's code and archive structure;

v1.1032.2 (05/27/17)

- **New:** Added weaponfx.dat (common file with Real | RAGE Graphics Enhancer) to improve the bullet impact visuals.
- **New:** Added OpenIV Package Installation file (.oiv) for easier installation.
- **Fixed:** FPS view issues
- **Fixed:** Revolver shoot like a machinegun in/on vehicle
- **Fixed:** Wrong install path in dlc_patch folder's mpartment, mpheist, mplowrider, mplowrider2, mpluxe, mpluxe2. There was an extra, unnecessary „dlc.rpf“ before the „common“ folder
- **Changed:** increased grenade's fuse time, now it's not gonna blow up in air when you throw it further
- **Changed:** decreased the bullet spread of the heavy pistol.

v1.1032.1 (05/12/17)

FIRST RELEASE!