



MRSA
MEDICAL RESPONSE SAN ANDREAS



**A Modpack Created by
Weeby & Nacho**

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I. FOREWORD

This pack was made to completely overhaul the EMS service presented to us in Grand Theft Auto V. All of the assets of the base game are either replaced or expanded upon by this mod. We decided to remove the different agencies that are visible on ambulance liveries and paramedics and streamlined them to one agency – MRSA.

MRSA is an already established lore agency that stands for Mission Row San Andreas. This, of course, makes no sense in whatever way you put it.

We changed the abbreviations meaning to Medical Response San Andreas to make it a statewide agency while still keeping the abbreviated joke in there. We drew our inspiration for their look from SoCal CARE Ambulance Services and AMR, whilst still adding some creative liberty.

We hope you enjoy playing with this mod as much as we enjoyed making it.

Signed,

Weeby & Nacho

II. INSTALLATION

To install this pack, you will need OpenIV or Codewalker.

1. Head to /Install/ folder
2. Move the provided folder /fpmrsa/ with its content inside:
/mods/update/x64/dlcpacks/
3. Locate 'dlclist.xml' in:
/mods/update/update.rpf/common/data/
4. Open it and add the following line to the bottom:

`<Item>dlcpacks:/fpmrsa/</Item>`

If done correctly, the mod contents should now appear in the game.

Next steps are automated if you use OpenIV, but Codewalker users must jump to MANUAL FINAL STEPS section.

5. Install .oiv files with [Required] tag by dragging them into OpenIV window or using Package Installer.

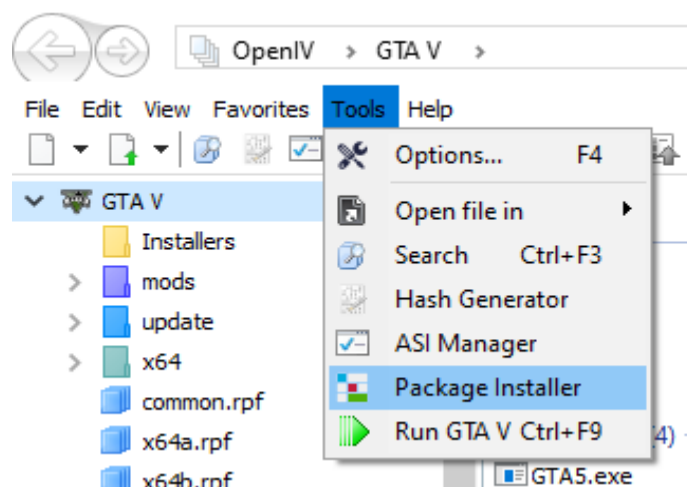
6. Other .oiv files, tagged with [Recommended], can be installed at your desire in the same manner. These are not required for the mod to function, but will enable

additional features and ensure compatibility with our upcoming mods.

Our .oiv files edit .meta files in your /mods/ folder but do NOT replace them entirely. So if you already made changes to your native, for example, vehicles.meta, the .oivs will not overwrite them, just change the lines required.

MANUAL FINAL STEPS:

5. Open .txt files for respective patches and follow instructions inside.



III. DEPENDENCIES

Most of these are fundamental requirements for modding your game. If these are not installed it will most likely crash because of reaching certain RAGE engine limits set by Rockstar*.

- Improved gameconfig.xml
- Heap Adjuster
- PackFile Limit Adjuster
- Weapon Limits Adjuster

IV. RECOMMENDED ADDITIONS

For better lighting effects and flash patterns:

- SirenSetting Limit Adjuster

For greater control over siren tones and lighting stages:

- Dynamic Lighting System

ELS is not required nor supported. There won't be problems if you don't have .vcf configs for model names matching ours in your folder.

V. DEINSTALLATION

To remove the mod using OpenIV, simply run an .oiv for the desired process from the Uninstall folder.

Manual deinstallation can be done by opening the files that were edited previously (they are listed in .oiv descriptions and manual .txt files) and following the instructions.

VI. PACK CONTENT

Included in this pack are five vehicles, two peds, three props, one weapon and a multitude of map edits that make these spawn naturally in game.

a. VEHICLES

TYPE III BRAVADO RUMPO AMBULANCE – ‘ambulance’

This model replaces the original ambulance included with the game. It features new cab from Rumpo van, improved details, all new LED lighting, a fully detailed colorable rear interior, and various extras,



Extra 1	–	Wraparound bullbar
Extra 2	–	Police-styled bullbar
Extra 3	–	LED takedowns
Extra 4	–	Mudguards
Extra 5	–	Lightbar
Extra 7	–	A/C Unit
Extra 10	–	Stretcher
Extra 12	–	Baseball cap on dashboard

TYPE II VAPID SPEEDO EXPRESS AMBULANCE – ‘ambulance2’

Compact and maneuverable, this Speedo based ambulance is more common on the streets of the city rather than in Los Santos County.

To firmly grab attention at noisy streets, it's fitted with two sirens and modern LED lighting. Just like its bigger brother, Speedo has detailed colorable interior and a few extras,



- Extra 1 – Front roof LED modules
- Extra 2 – Lightbar
- Extra 10 – Stretcher

DUNDREARY LANDSTALKER SUPERVISOR/PARAMEDIC 'emsstalker' —

This agile SUV is used as a first response & command vehicle.

LED takedown lights are useful for Search & Rescue operations; cabinets and special equipment make use of all space in the rear.

Medical bag can be obtained by entering the truck.



- Extra 4 — Police-style bullbar
- Extra 6 — LED takedowns
- Extra 7 — Rear LED modules
- Extra 9 — Additional rear lightbar lights

NOTE: Will not spawn natively. These modules are colorable by changing the dashboard color. You can set these up to be any color you want. We recommend Bright Green to mark supervisor vehicles or Lava Red for additional lighting.

- Extra 12 — Baseball cap on dashboard

PFISTER COMET ORGAN TRANSPORT – ‘emscomet’

This sportscar packs a punch – and it needs to. Utilized for urgent organ transport, the Comet is certainly one of the most expensive cars in the MRSA fleet.

Extra performance upgrades were installed by our team, allowing it to get from the donator right to the operation room in a matter of minutes.



- Extra 1 – Windshield sunstrip labelled “MRSA”
- Extra 2 – Hood latches
- Extra 3 – Roll cage
- Extra 10 – Organ transport box
- Extra 11 – “Organ”
- Extra 12 – Baseball cap on dashboard

BUCKINGHAM SWIFT MEDICAL HELICOPTER – 'emsswift'

This versatile helicopter can be used for urgent care transports and Search & Rescue operations.

Narrow hull shape, great ground clearance, good altitude performance, large doors and special equipment make it the choice of air ambulance service providers all around San Andreas.



The helicopter is not really associated with MRSA but serves as an addition to the vanilla air ambulance. Comes with different liveries inspired by vanilla design and real-life California air ambulances.

In Singleplayer mode, the pilot can utilize the search light and FLIR camera. In FiveM their controls are passed to the co-pilot. To simulate FLIR behavior, the searchlight locks onto hot objects, but free aim mode is also available. Activate the searchlight by enabling high beams.



b. PEDS

CITY PARAMEDIC – ‘s_m_m_paramedic_01’

This ped replaces the original paramedic and features class A and class B shirts. Optionals include a stethoscope, surgical gloves (only worn when responding), a baseball cap and glasses.

COUNTY PARAMEDIC – ‘s_m_m_paramedic_02’

This ped is an add-on, wears a jacket with hi-vis and navy blue options, as well as a polo shirt. It's intended for more rural areas, but can also spawn in the city. This ped also wears gloves when responding and can spawn with sunglasses and a baseball cap.



c. PROPS

STRETCHER – ‘prop_med_stretcher’

This stretcher is the same as the one used in ambulance interiors. You can use it for LSPDFR, FiveM scripts or just as a generic prop for scenes.

MEDIC BAG – ‘prop_med_bag’

Includes a simple medic bag that you can place. Same model as the weapon one that you can hold in your hand.

MEDIC BOX – ‘prop_med_box’

A generic medical box that you can place. Not much more to say, really.

d. WEAPONS

MEDIC BAG – ‘w_am_medbag’

Hold a medical bag in your hand for some extra immersion.

e. AMBIENT SPAWNS

You will notice the contents of this mod spawn naturally in appropriate locations. Numerous extra events, vehicle spawns, even whole emergency scenes were added, blending naturally with base game ambience, to make the pack come alive in the state of San Andreas.



VII. DISCLAIMER

This mod was only released on the website “5Mods”. Any other sites or individuals distributing this mod are unauthorized.

You may not edit the contents of this pack and release them without explicit written permission. An exception to this are texture files or livery packs. All the models have been locked to prohibit editing by the authors’ request. There are no exceptions when it comes to editing the models.

You may add these models to custom Grand Theft Auto V servers, however they need to be accessible by all players and not be locked behind financial actions. Proper credits to the models needs to be given and accessible for all users. No financial operations involving this mod contents are allowed.

The majority of assets included in this download have been created by Weeby and/or Nacho. These fall under our copyright and, if violated, will be prosecuted. Exceptions to this are:

- base meshes by Rockstar Games
- Speedo Express model by TGStig
- antennas by 11john11
- Swift model edits by Fenton
- liveries by Crizby
- texture assets by AlexanderLB

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VIII. CREDITS

- Nacho - Custom assets, compilation, texture work, assembly, peds, map edits
- Weeby - Custom assets, compilation, texture work, assembly, ambient events, sounds
- 11john11 - Antennas
- Fenton - Original Swift model edits
- Crizby - Liveries, textures
- TGStig - Speedo Express model
- AlexanderLB - Decals, textures

Special thanks to:

- Dexyflex and all Codewalker researchers, and developers
- Monkeypolice188 for his sound research and documentation
- LoreHub community for support, feedback and beta-testing

Programs Used:

- Zmodeler 3
- Blender w/ Sollumz plugin
- 3ds Max
- Photoshop
- Paint.net
- Substance Painter
- Simplygon
- Codewalker
- OpenIV

IX. CONTACT US

If you want to contact Weeby or Nacho, please do so over Discord.

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