

the gta v mod encyclopedia



July 2023



about the author

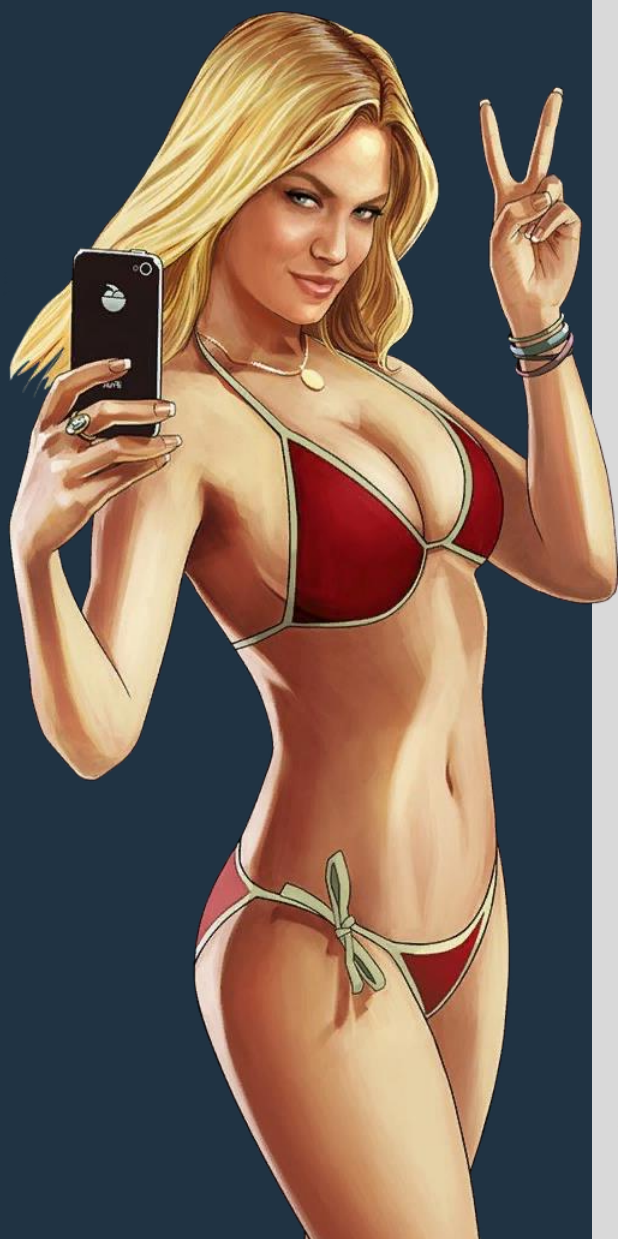


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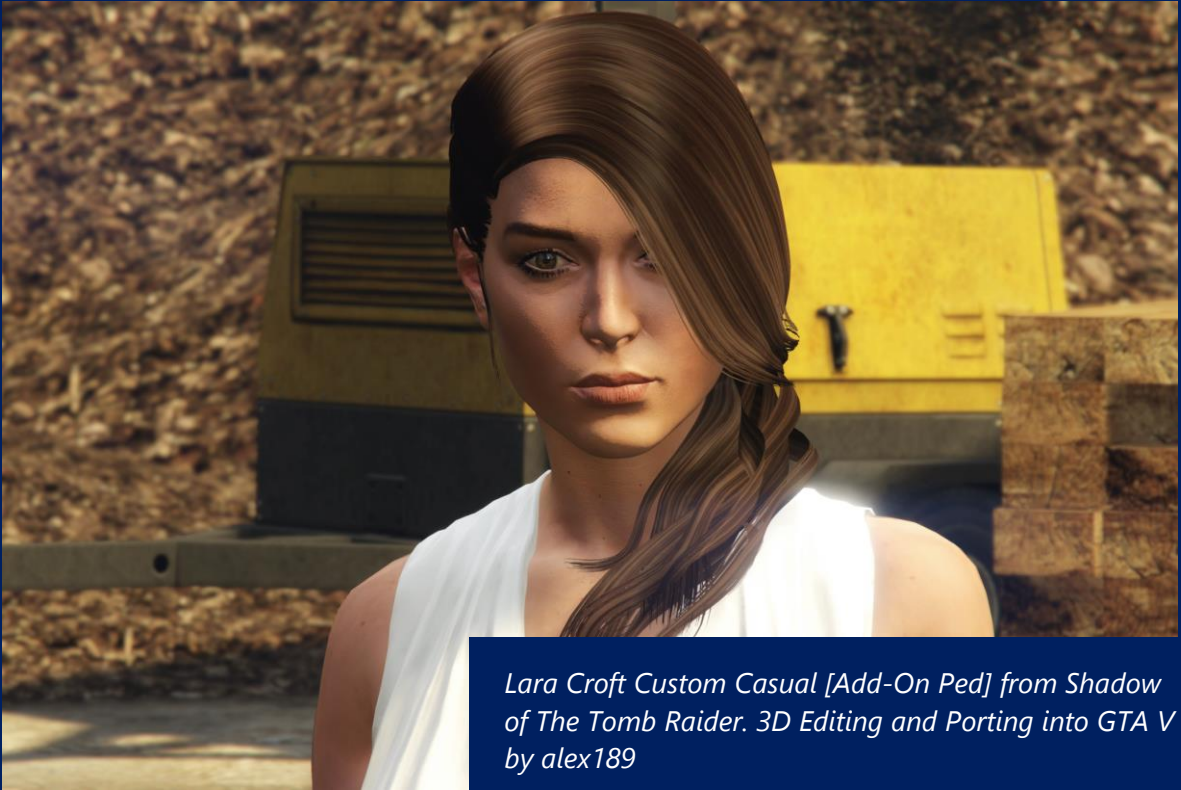
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Introduction

— The ultimate guide for GTA V modding



Lara Croft Custom Casual [Add-On Ped] from Shadow of The Tomb Raider. 3D Editing and Porting into GTA V by alex189

This is possibly the greatest guide ever devoted specifically to GTA V modding. That's because it's very likely the only one that exists. GTA V (Grand Theft Auto V) is an action-adventure game developed by Rockstar North and published by Rockstar Games. It was released in 2013 for multiple platforms including PlayStation 3, PlayStation 4, Xbox 360, Xbox One, Microsoft Windows, and later for PlayStation 5 and Xbox Series X/S. GTA V was released for PC on April 14, 2015. In the game, players control three protagonists who participate in heists and other criminal activities in a fictional version of Los Angeles called Los Santos. It is known for its open-world gameplay, storytelling, and multiplayer modes.

A mod is simply short for modification - something added, removed, or changed that modifies the game. It could be functional, for example a script. Or it could be an entity (or asset) such as players, vehicles, buildings, weapons - in fact any change to any aspect of the game is considered modding.



ESSENTIAL mods

All the files required for modding GTA V

SCRIPT HOOK V

Script Hook V is a library that allows the execution of custom scripts in Grand Theft Auto V (GTA) on PC. It provides access to the game's native functions and enables developers to create mods for the game. These mods can range from simple adjustments to gameplay mechanics to completely new features and content.

Script Hook V is an essential tool for modders in the GTA community who want to create and share their own custom content and enhance the game's experience for themselves and other players. It is installed in the game folder, also called the root folder, where you will also find GTA5.exe. Along with Script Hook V (SH5) you install dinput8.dll (the asi loader).



*Script Hook V is the library that allows the use of GTA V script native functions in custom *.asi plugins. Note that it doesn't work in GTA Online, script hook closes GTA V when player goes in multiplayer. This distrib also includes the latest Asi Loader and Native Trainer.*

Alexander Blade, author of Script Hook V

open IV

OpenIV is a free tool used for modding and editing various aspects of Grand Theft Auto V, including the game's graphics, textures, sounds, and gameplay mechanics. It allows users to modify the game's files, create new content, customize the game's graphics, and add custom vehicles, weapons, and other elements to the game.

OpenIV is also used to load mods, which are custom modifications made by users to enhance or change the game in some way. Mods can range from simple graphical tweaks to complex gameplay overhauls and offer players a great degree of customization and control over their gaming experience.

OpenIV allows users to edit and modify the game's .rpf files. These files contain a variety of game assets such as models, textures, and other game data. Without OpenIV, it would be difficult or impossible to access and edit these encrypted files, to customize mods, add custom content such as addons, and tweak game settings. OpenIV is widely used in the GTA modding community and is considered an essential tool for creating and sharing user-generated content.



With the installed ASI loader and plugin, you will not be able to go into GTA Online. This will keep you from accidentally being banned and GTA Online will be protected from modifications."

Open IV Development Team





GLOSSARY

Mod

Mod is short for "modification." GTA 5 mods are user-created modifications or alterations made to the game to add new features, change gameplay mechanics, or improve graphics. Installing mods typically requires downloading third-party software which can lead to issues with stability or performance.

DLC

DLC stands for "Downloadable Content". It refers to additional content that can be downloaded and added to the game, often for a fee, after the main game has been released. This can include new game modes, vehicles, weapons, or even entirely new storylines.

Downgrading

A downgrade refers to the process of reverting back to a previous version of the game. This is often done to access certain mods or cheats that are not available in the current version of the game or are no longer supported resulting in lost functionality or crashes.

Patch

In the context of GTA 5 and other games, a patch refers to a software update that fixes bugs, glitches or adds new features to the game. Patches may also adjust gameplay mechanics, rebalance weapons and vehicles, or improve overall performance.

RAGE

RAGE stands for the Rockstar Advanced Game Engine that powers the game. A video game engine is a software framework designed to aid in the creation and development of video games. It typically includes a set of tools, libraries, and resources to help developers create, design, and program various elements of a video game, such as graphics, physics, sound, AI, networking, and more. Some popular game engines include Unity, Unreal Engine, and Source.



An Enabling Mod

SHVDN

The Community Script Hook V .NET (SHVDN) created by Crosire, is a tool that enables developers to create and use scripts in the game. It is a plugin for the Script Hook V that allows users to create custom scripts using the .NET Framework. It is commonly used to create mods, trainers, and other modifications for the game. The Community Script Hook V .NET also offers an API (Application Programming Interface) for developers to access game data and functionality.

Scripts are commonly written in C# and VB dot net. Although strictly not an essential mod, SHVDN is required to run all script mods that are in the scripts folder.

glossary

Scripts

A script refers to a set of instructions or code that dictates certain events, behaviors or actions within the game. Scripts are programmed by game developers to allow players to interact with the environment, characters, and objects in various ways, such as triggering events or unlocking hidden features.

Libraries

In programming, a library is a collection of pre-written code and resources that developers can use to enhance their application's functionality without having to write everything from scratch.

Native Functions

GTA V native functions are predefined functions or methods provided by its programming interface that can be used by developers to create custom mods and scripts. These functions allow access to various game features and mechanics such as vehicles, pedestrians, weapons, graphics, and more. Examples of GTA V native functions include CreateVehicle, SetPedHealth, GetPlayerPed, and IsEntityDead. These functions can be called from scripting languages such as C++ and C#.

RPF Files

RPF stands for "Rage Package Format," which is the file format used by Rockstar Games to store game assets, such as models, textures, and other game data. RPFs are encrypted to prevent unauthorized access and modification. This is done to protect the game's intellectual property and prevent cheating in multiplayer modes. However, there are software tools available that can decrypt and modify these files including OpenIV and another tool called Code Walker.



An Essential File The ASI Loader

The file `dinput8.dll` is the ASI Loader for GTA V: an ASI plugin loader that allows users to load custom plugins and mods into the game. These plugins can range from graphical enhancements, to gameplay modifications, to performance optimizations. The ASI Loader is often required to run many mods in GTA V, and it is an important tool for the modding community.

This file is a library file used by some mods and trainers for GTA V. It enables the mods/trainer to inject custom code into the game, allowing users to customize or enhance their gameplay. It is a modified version of the Windows file of the same name and is packaged with both SH5 and OpenIV.

GLOSSARY

The gameconfig.xml

This is a modified version of a GTA 5 file that contains important configuration settings for the game. It controls various parameters related to the game engine, graphics, audio, and other game features. This file is necessary for the proper functioning of the game and any modifications made to it may affect the gameplay and performance of the game. Players may need to modify this file when installing mods or adding custom content to the game.

The heap limit adjuster

This is a tool for modifying the game's memory allocation settings on PC. This can help to increase the game's stability and performance, especially in mods that require a lot of memory. The heap limit adjuster allows the game to allocate more memory to certain processes, reducing crashes and other issues.

The packfile limit adjuster

This is a tool used to modify the limit of the game's .rpf files (aka packfiles), which are used to store game assets such as textures, models, and scripts. By increasing the limits, more mods can be installed.. Without the packfile limit adjuster, the game would not be able to load the additional mods. This tool is essential for modding the game and making the most out of the game engine's capabilities. It also fixes errors such as ERR_FIL_PACK_1.

CTD

CTD stands for "Crash To Desktop." This occurs when the game unexpectedly crashes and returns the user to their desktop or home screen without any warning or error message.

The DLCLIST.XML

This is a configuration file that lists all the downloadable content (DLC) that the game can load. The file contains the names of DLC packages that the game should load when it starts up. This file is important because it determines which DLC content is accessible in the game. Players can modify this file to add or remove DLC packages from the game.



More Essentials The Stability Trinity

Not to be confused with Grand Theft Auto: The Trilogy, there is also a Grand Theft Auto: The Stability Trinity.

For a Modded GTA 5 game to be stable, for it not to crash, 3 mods are essential: The trinity of GTA5 modding. These are, in no particular order:

1. An updated gameconfig.xml to match GTA 5 version
2. A Heap Limit Adjuster (hasn't been updated, ever)
3. A Packfile Limit Adjuster (has only been updated once)

You can search this guide for more information about these mod files. And remember that you need a properly configured PC or Laptop with enough computing power to run mods, not just the recommended system requirements published by Rockstar. You want to exceed those if possible to ensure a fun and stable gaming experience.

GLOSSARY

Spawning

Spawning refers to creating a new instance of a vehicle, character, or object in the game world. This is typically done by inputting specific codes or using in-game menus, which can allow players to quickly access what they need without having to search for it manually.

Addon Mods

Addon mods refer to user-created mods that add new content, items, or features to the game. These mods are created by modifying the game files and can range from adding new vehicles, weapons, or characters to changing game mechanics or adding new game modes. Addon mods can be downloaded and installed to enhance the gaming experience. They are generally in files called dlc.rpf within folders.

Replace Mods

A replace mod is a type of mod that replaces a specific file within the game. This can include replacing vehicles, weapons, or character models with new ones created by modders. These mods can enhance visual quality or add new content, but they may also negatively affect the game's performance or stability.

ENB

An ENB (Enhanced Natural Beauty) is a mod that improves the game's graphics, lighting, and overall visual presentation. It adds various effects such as depth of field, motion blur, and color correction to make the game look more realistic and immersive. ENBs can also add new features not available in the vanilla version.

IG

In GTA 5, "IG" refers to "In Game." It is often used to describe something that is happening within the game or in reference to a feature/function of the game itself.



Story Mode Open World

The term "Open World" in GTA 5 refers to a virtual game environment where players are free to explore at their own leisure without any set path or objective. It's a sandbox-style game that allows players to interact with the environment and complete missions or goals in whatever way they choose. The open-world nature of the game gives players a sense of freedom and autonomy that is not found in linear games, where there is only one set path to follow.

Free roam in GTA V refers to a mode where the player can explore the game's open world without any set goals or missions. In this mode, players can roam around the game map, check out different locations, interact with non-player characters, and cause havoc. Sandbox style in GTA 5 refers to the open-world gameplay in which the player is free to roam and interact with the environment without following a linear storyline or completing objectives in a specific order.

glossary

Trainers

A trainer is a mod allowing players to access a variety of cheats, mods, and enhancements not found in the base game. These trainers can be used to tweak various settings, spawn vehicles or characters, and give players an unfair advantage in the game. Trainers should be used with caution, as using them in online multiplayer can result in a ban or account suspension.

Menyoo

Menyoo is a Trainer mod menu that allows players to add new vehicles, weapons, and objects to the game, customize their character, change the weather and time of day, and access various cheat codes and other in-game features. It can also be used for general modding and scripting purposes and is a popular tool among the GTA V modding community.

Peds

A PED in GTA 5 is a pedestrian, which refers to the non-playable characters (NPCs) that roam around the game's world. They are usually civilians who provide life and realism to the game's environment.

NPC

An NPC refers to Non-Player Characters. These are characters that are controlled by the game's artificial intelligence (AI) and are not controlled by the player. NPCs can be seen walking or driving around in the game's open world, and they can also be interacted with by the player in various ways.

SKINS

A skin refers to a character model that can be worn by the player's avatar, modifying the appearance of the character in the game. Skins can be unlocked or purchased through various means, and they can range from individual clothing items to entirely new character models with unique abilities or animations..



Rockstar The GTA Franchise

Rockstar Games is the developer and publisher of GTA 5. They are known for creating popular and critically acclaimed titles such as the Grand Theft Auto series, Red Dead Redemption, and Max Payne. Take-Two Interactive is the parent company. The Rockstar Game Launcher is a digital distribution platform that allows players to purchase, download, and manage their games from a single location. It also includes social and community features, such as a friend list and achievements. In addition, the launcher provides automatic updates for games and access to support for issues. The Social Club is a website and online community created by Rockstar for players. It provides features such as tracking player progress and statistics, creating and joining crews, and accessing exclusive in-game content and rewards. It also serves as a hub for news, announcements, and events related to Rockstar Games.

GLOSSARY

MP Freemode

This means Multiplayer Freemode, where players can explore and interact with the game world in an open environment with other players. In this multiplayer mode players are free to do various activities without any set objectives or storyline. Players can engage in different activities like racing, shooting, stunts, and challenges with other players.

Vanilla Mode

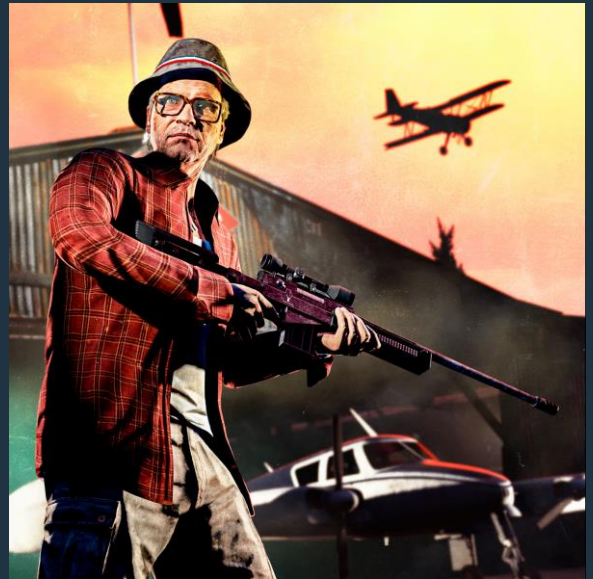
This doesn't refer to the flavour of ice cream. Vanilla, as in the expression plain vanilla, refers to the GTA 5 game without any mods - no changes at all, nothing modified, exactly as it was when first installed or after being updated by Rockstar. Same applies to vanilla files, meaning original game files without edits.

Cutscenes

A cutscene is a short pre-rendered video sequence that occurs at certain points during gameplay or between missions in GTA 5. They are used to convey story elements or to show events that cannot be shown in real-time gameplay. Cutscenes are often used to advance the plot, introduce characters, or provide context for the player's actions. They are usually triggered by colliding with certain objects, walking into certain areas, or completing certain objectives.

Scenarios

In GTA 5, a scenario refers to a specific situation or event that occurs in the game, often involving the player character and other characters or entities within the game world. Scenarios can be scripted or emergent, and may involve tasks such as completing a mission, engaging in a car chase, or simply exploring the game world.



Game Modes

SP and MP

What are GTAO, MP, SP, RP, and FiveM?

GTAO refers to GTA 5 Online. It is also called MP (multiplayer) or even Co-op when playing as a team or with friends. SP means Single Player (as opposed to MP). RP means role playing and takes place on servers. Finally FiveM is a popular multiplayer GTA 5 platform hosted on servers - similar in many ways to GTAO and other RP server platforms.

Other related terms are Story Mode, which means playing the game in SP mode. Sandbox or Open World or Free Roam are terms that can be used when you explore the game either taking a break during Story Mode or just for fun, with or without playing the game and missions.

Mods aren't allowed in GTAO, only in SP. RP or FiveM servers are modded but don't necessarily allow you to be modded while playing on their server.

GLOSSARY

YFT, YTD, YDD, YMT

The yft (fragment model) file is a 3D model file format used for in-game models such as peds, vehicles, weapons, and props. A ytd (texture dictionary) file is a texture file format used for in-game textures such as skins, logos, and decals. A ydd (drawable models) file is a 3D model file format used for in-game models that have animation, such as characters and animals. A ymt (meta files) file is a file format used to store meta-data for various in-game entities such as handling, audio, and mission data.

Ped mods generally are comprised of the four files above. Additionally there could be a prop file with a _p suffix and a YLD cloth dictionary.

Update.rpf

The Update.rpf is a file in GTA V that contains all of the game's updates and modifications. It includes code, textures, models, and other resources that the game needs to function correctly. This file is essential for the proper functioning of the game and any mods or updates that are installed on top of it. The update.rpf file is typically located in the game's installation folder as well as in the mods folder. It can be edited to introduce new content or changes to the game..

Modkits

The vehicle modkit is a feature in GTA 5 that allows players to modify their vehicles by adding various customizations, such as new rims, paint jobs, spoilers, and engine upgrades. The modkit is available in several vehicle custom shops found throughout the game, and players can purchase mods. Modifying a vehicle can improve its performance and appearance, making it more desirable and valuable to players.



GTA V Files Meta and Dat

DAT is the extension used for general data files for GTA. They are commonly plain text files (although there are binary ones) and many have different structures. For example, visualsettings.dat stores initial values for configuration of in game visual elements.

Meta .meta files are XML files and can be opened and edited by standard text editors. For example, handling.meta stores information about vehicle handling. A variation, .ymt files are compiled meta files and can't currently be opened directly.

In general, meta files contain information about the game itself, such as game options, settings, and various configurations, while dat files store data related to the game's assets, such as textures, models, and audio files. These files are essential for the game to run properly and for players to have a satisfying gaming experience.

glossary

More Y files

YLD: The cloth dictionary.

YDR: a single drawable object (3D model) file, whereas YDD can contain many drawables in one single file (or many YDR files).

The YDR file is common in YMAPs and even some vehicles (wheels for example). A YDR may contain a texture dictionary and LODs for the model (up to 4 LODs - level of detail).

YND: These are path nodes, they define a traffic path for vehicles. They are binary files, not directly viewable.

YTP: text file containing a group of MapTypes (Archetypes), each defining where a object will be placed in GTA5 map. Also known as definition entries.

YMAP: file containing the metadata for the placements of Archetypes, each defining an entity in GTA5. This file is useful to view (it's plain text) if you don't know the location of an MLO or YMAP as it will give you the x, y, z coordinates on the map.

YBN: bounds file, more commonly referred to as collisions or static collisions. These are used, as an example, to keep you from falling through the floor of an interior. You can view YBN files with OpenIV.

YMF: These are metadata text files for MLOs (interiors) and YMAPs.

YCD: These are animation files including poses.

YNV. These contain nav (navigation) meshes for traffic.

YSC. These are script resource files..

Audio and Video

AWC. These are audio files.

BIK. These are video files, for example during loading.

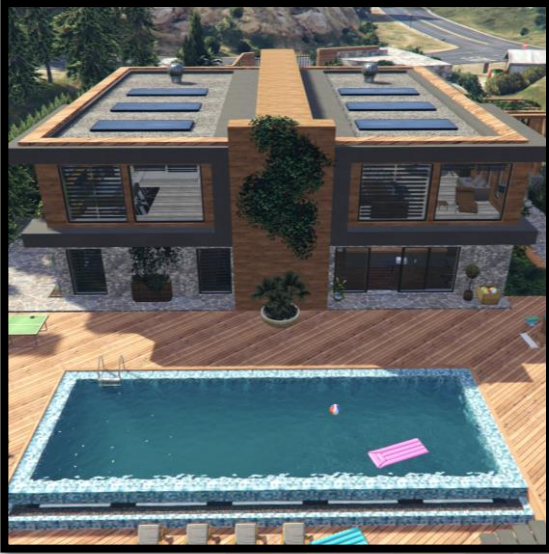


GTA V Files Common Files

Common GTA 5 file types include:

1. Script files: These files contain the game's core programming scripts and are vital for modding.
2. Texture files: These files are responsible for displaying the graphics and textures used in the game. Modding these files can enhance the game's aesthetics.
3. Audio files: These files contain the game's sound effects, music, and spoken dialogue. Modding these files can improve the game's audio experience.
4. Configuration files: These files contain various game settings and configuration options. Modding these files can alter the gameplay mechanics in a game.
5. Save files: These files contain the player's progress and statistics. Modding these files can help players unlock achievements or access new features in the game.

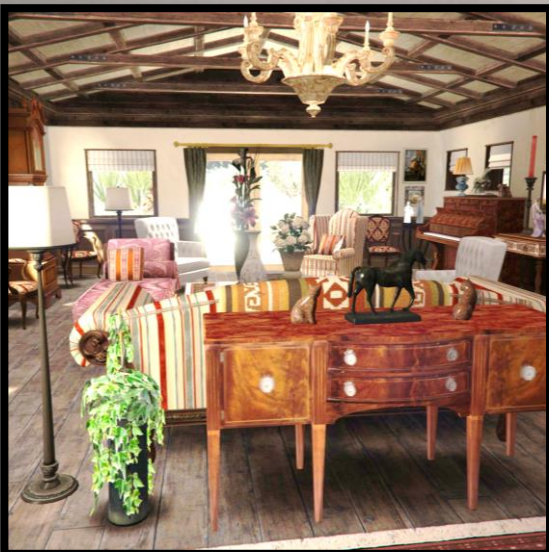
what is an mlo?



MLO or MiLO. Exact acronym definition is unknown but it refers to buildings with interiors. It possibly stands for Moveable Interior Loader given they can be moved anywhere (mobile) on the GTA5 map and they load interiors. The O could possibly also stand for Online although they are common in Single Player mode.



Other possibilities are that an MLO building in Grand Theft Auto V stands for Multi-Level Object. It is a type of building interior that was originally meant to be created using multiple levels or floors and could be entered by the player. MLO buildings are often used to add more detail and depth to the game world and provide more interactive environments for the player to explore.



MLOs can range from simple additions like new buildings or rooms to more complex builds like entire cities or islands although the latter are generally called maps. These mods require a thorough knowledge of game mechanics, 3D modeling, and scripting to create, and can greatly enhance the gameplay experience for those who enjoy exploring the game world beyond the standard content.

what is a map?



A map mod in GTA 5 is a modification made by a player to alter the game's original map, often adding new locations or changing the layout of existing ones. This can include adding new buildings, roads, terrain features, and other environmental elements to enhance the gameplay experience.



GTA 5 even has mods to recreate the worlds of other games in the Grand Theft Auto franchise including Liberty City (above), San Fierro (opposite), and Vice City (below). Liberty City is based on New York City. San Fierro on San Francisco. Vice City is based on Miami.



There are hundreds of mod maps that can be installed in GTA 5. These enhance gameplay, adding a new level of excitement to the game, providing players with an opportunity to explore different environments. The map in GTA 5 is vast, but after playing it for a while, it can feel repetitive. Mod maps provide players with new environments to explore and brings much-needed variety to the game. Modding is a huge part of the GTA 5 community, and maps help foster a vibrant and exciting community of players and modders.

peds & npcs

GTA V populations

GTA 5 has many varieties of entity mods such as weapons, props, interiors (MLOs), and entire world maps such as Liberty City and Vice City. Here we explore two very popular mods, peds and vehicles and common files that can be edited to customize these entities. Let's start with peds (pedestrians) and NPCs (non-player characters).

In GTA 5, **Popgroups** refers to the game's system for managing the population of pedestrians and vehicles in the game world. It determines which types of pedestrians and vehicles spawn in certain areas and at certain times, and can also affect the frequency of certain types of events or activities. Popgroups can be customized through mods or editing of game files to change the game's overall atmosphere.

Popgroups.ymt and **popcycle.dat** are both files that control the spawning of vehicles and pedestrians in the game. The main difference between them is that **Popgroups.ymt** governs the specific groups of vehicles and pedestrians that spawn in a particular area, while **popcycle.dat** controls the overall frequency of these spawns and how they change over time.

Popgroups.ymt contains a list of vehicle and pedestrian groups that spawn in specific areas of the game world. It determines which vehicles and pedestrians will spawn in each area and how often they will spawn. It can be modified to change the types and amounts of vehicles and pedestrians that spawn in any given area.

On the other hand, **popcycle.dat** controls the general frequency of vehicle and pedestrian spawns throughout the entire game world. It determines the likelihood of different types of vehicles and ped spawning, as well as how often they will appear. The file is also responsible for determining how these spawns change over time - for example, whether the frequency of certain types of vehicles or pedestrians will increase or decrease over the course of the game.

Overall, **Popgroups.ymt** and **popcycle.dat** both work together to control the spawning of NPCs and vehicles in GTA 5, but **Popgroups.ymt** is more specific to certain areas while **popcycle.dat** controls the overall frequency of spawns.

Pedpersonality.ymt. Pedpersonality in GTA 5 refers to the characteristics and behaviors assigned to the non-playable characters (NPCs) that populate the game world. Each pedpersonality has a unique set of traits, such as aggression, intelligence, and courage, that determine how they interact with the player and other NPCs.

For example, some NPCs may be more likely to attack the player while others may be more cautious and avoid conflict. Pedpersonalities also influence how NPCs respond to different situations, such as being pursued by the police or witnessing a crime.

Ped mods have a ymt file, for example **lara.ymt**, but there is also a file called **peds.ymt** in **update.rpf**. This file is also an xml file but it isn't encrypted so it can be easily edited from OpenIV (or a text editor).

It contains metadata for all vanilla peds. If you are using an addonpeds template mod then you will edit a similar file for addon peds rpf but the file is called **peds.meta**. With OpenIV you will find **peds.ymt** at the following paths or locations:

`\update.rpf\x64\data` and also at `\update.rpf\x64\data`

Note: Peds mods can be addons, but generally they are installed with 4 files, **YFT, YTD, YDD, YMT** as was described in the glossary section. There may also be props and a yld (cloth dictionary).

vehicles

GTA V populations

GTA 5 has an incredible variety of vehicle mods. These include cars, ranging from a Honda Civic right through to exotics like the Bugatti Veyron and Koenigsegg Agera. Vehicles aren't limited to cars, they can also be planes, ships, motorcycles, bicycles, etc. Vehicles can be installed as replace mods or addon mods.

Carcols.meta is the file that contains data about the colors of the game's vehicles. This file is used by the game's engine to determine what color options are available for each vehicle in the game, and how those colors are applied to different parts of the vehicle. The file contains information about the base colors, pearlescent colors, and wheel colors that can be applied to each vehicle, as well as information about how those colors interact with the game's lighting and reflection systems. Players can modify this file to add new color options or modify existing ones, allowing them to customize the appearance of vehicles in the game to their liking.

Carvariations.meta is the file that contains data about the variations of the game's vehicles. This file is used by the game's engine to determine what different versions of each vehicle are available in the game, and how they are customized with different parts and accessories. The file contains information about the different components that can be added or removed from each vehicle, such as spoilers, exhausts, and body kits, as well as information about how those components affect the vehicle's performance and handling.

Dlctext.meta is the file that contains data about the text and language used in the game's downloadable content (DLC). This file is used by the game's engine to determine what text and language resources are required for each DLC, and how those resources are organized and accessed. The file contains information about the different languages that are supported by the game, as well as information about how the game's text is translated and displayed in those languages.

Handling.meta is a file in GTA 5 that contains data about the handling and physics of the game's vehicles. This file is used by the game's engine to determine how each vehicle behaves in terms of acceleration, braking, top speed, grip, weight distribution, suspension, and other factors. Players can modify the handling.meta file to tweak the performance of vehicles in the game, which can affect how they handle, drive, and respond to different types of terrain and driving conditions. The handling.meta file is a critical component of the game that helps to create a realistic and immersive driving experience.

Vehicles.meta is a data file in GTA 5 that contains information about all the vehicles in the game, including their handling, physics, engine sounds, and other technical details. This information is used by the game engine to control how the vehicles behave and interact with the game world. It can also be edited by modders to modify the performance or appearance of vehicles in the game. So essentially, the purpose of the vehicles.meta file is to provide technical data for all the vehicles in GTA 5.

DLC.rpf is the container for all vehicle addons but its structure varies greatly from GTA model to model. In fact, there aren't any clear standards and if you inspect different addon cars using OpenIV you will be surprised by how much the folder structure can differ from model to model. However, generally speaking there will be one vehicles.rpf containing one or more 3d models (yft) and textures (ytd). There could also be a second rpf for vehicle mods containing multiple 3d models (yft) for different components.

Note: the meta files will all be found in a folder called data which can be found directly under the dlc.rpf or in some cases it will be a subfolder of common.





installing mods

YOU CAN ALSO VISIT
GTA 5 HOW TO INSTALL
mods





trouble shoot

YOU CAN ALSO VISIT
troubleshooting





mod FILE

editing





BEST & WORST mods





modding tutorials