

GTA5 Weapon mod M4A1



Description:

I made this standard Weapon package to share it with others that might appreciate my work as a artist and for specially porting it onto gta5. Let me know what you think with positive feedback or maybe a small donation.

If you want to buy me a coffee leave a donation.

Features:

- Two versions of weapon M4A1
- Two magazines regular and stanag
- Suppressor and scope have correct position
- HD Textures 4K

- HQ Models
- Animated
- Works well with Rockstar magazines and suppressor
- Collisions work

Known Bugs:

- The scope is only for appearance but doesn't work in first person
- Magazines have collision when dropped but are glitched, alot of mods have that problem.

Installation:

Add all files in
GTAV/mods/update/x64/dlcpacks/patchday8ng/dlc.rpf/models/cdimages/weapons.rpf

This mod replaces the Carbinerifle

Credits:

Jmonkey for textures, models and porting onto GTA5.

Donation Link: [https://www.paypal.com/donate/?business=24Q2TGUXQPND4
&no_recurring=0¤cy_code=USD](https://www.paypal.com/donate/?business=24Q2TGUXQPND4&no_recurring=0¤cy_code=USD)

All donations go to creating more art.

Visit artist deviantart page: <https://www.deviantart.com/jaym0nkey>

If you really like 3d weapons and want to buy them royalty free check out my 3D
Weapon store

Store Link 1: <https://www.cgtrader.com/jaymmonkey>

Store Link 2: <https://sketchfab.com/Jm0nkey>

Do not upload this mod on other sites.