

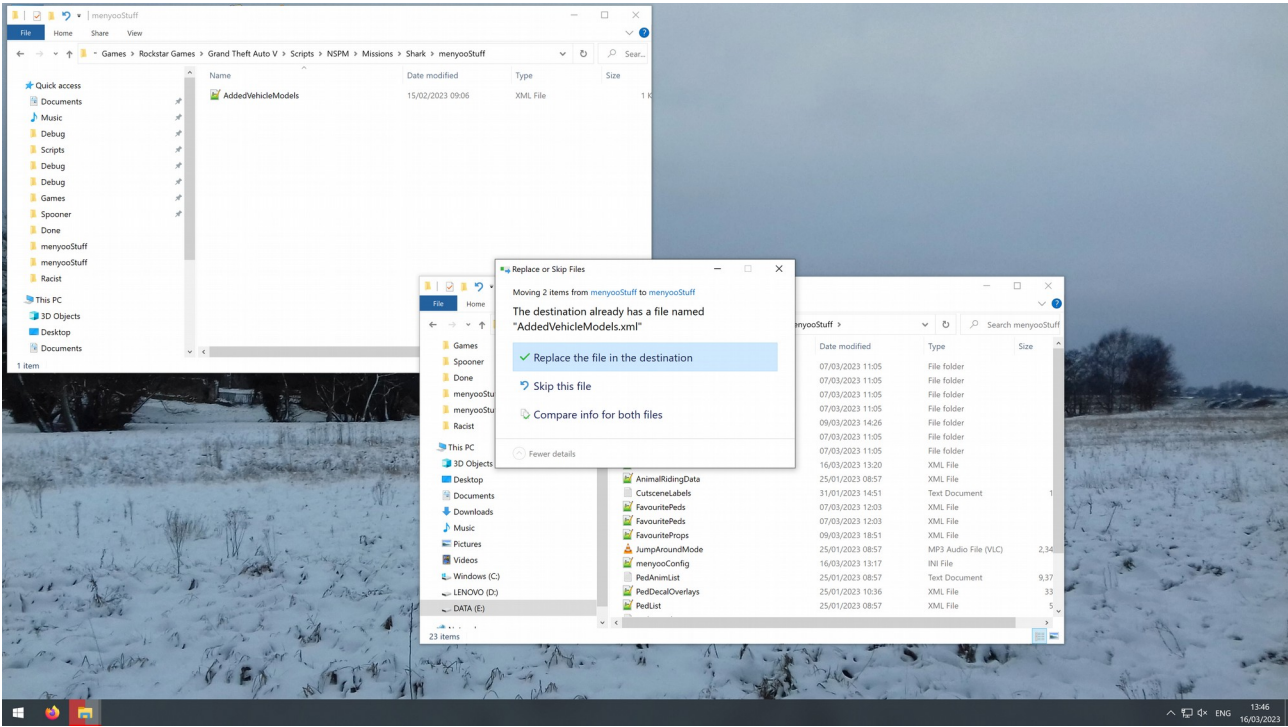
shark missions;

the shark missions are contained in (.xml) format. Each (.xml) contains a list of locations, they can be constructed using a combination of menyoo and my spoon conversion program.



<Zone>1</Zone> this is the area the shark mission is in.

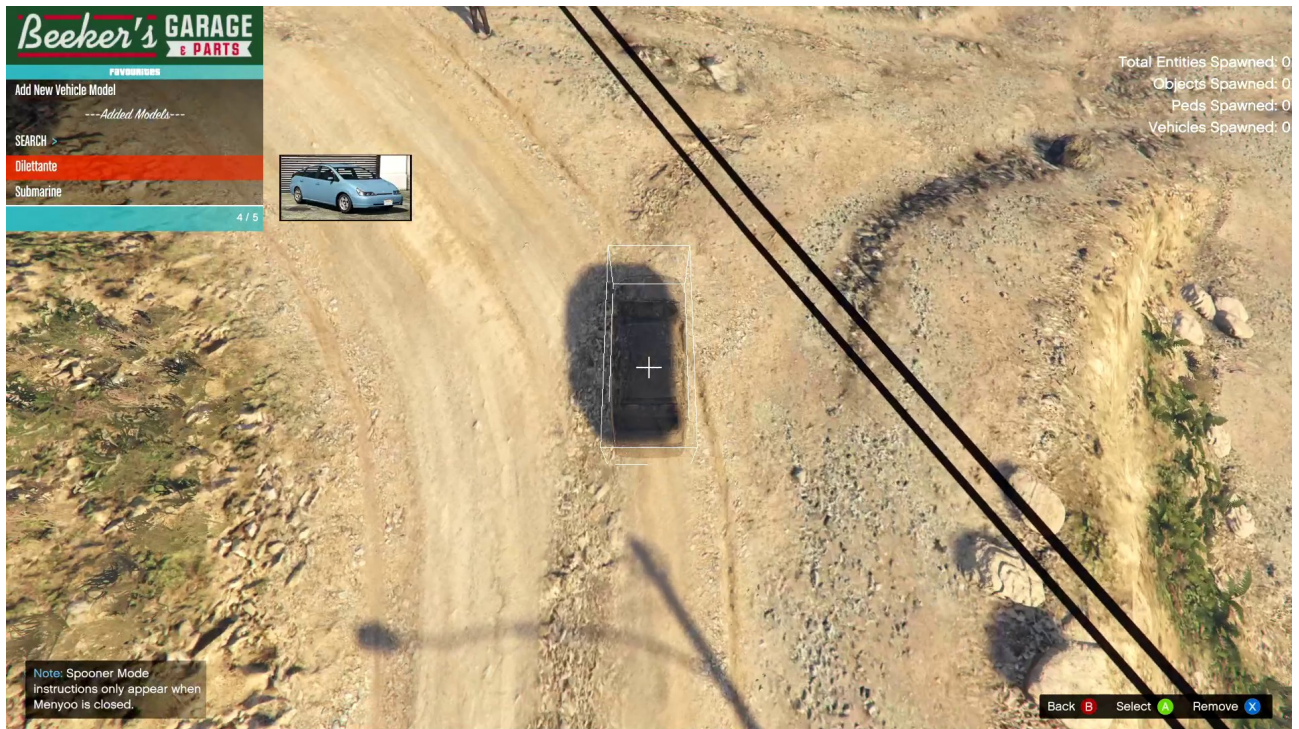
<FuPark>//the location for fast travel to the start.
 <SubPark>//where the sub choice is parked.
 <Target>//where the sharks will spawn from.



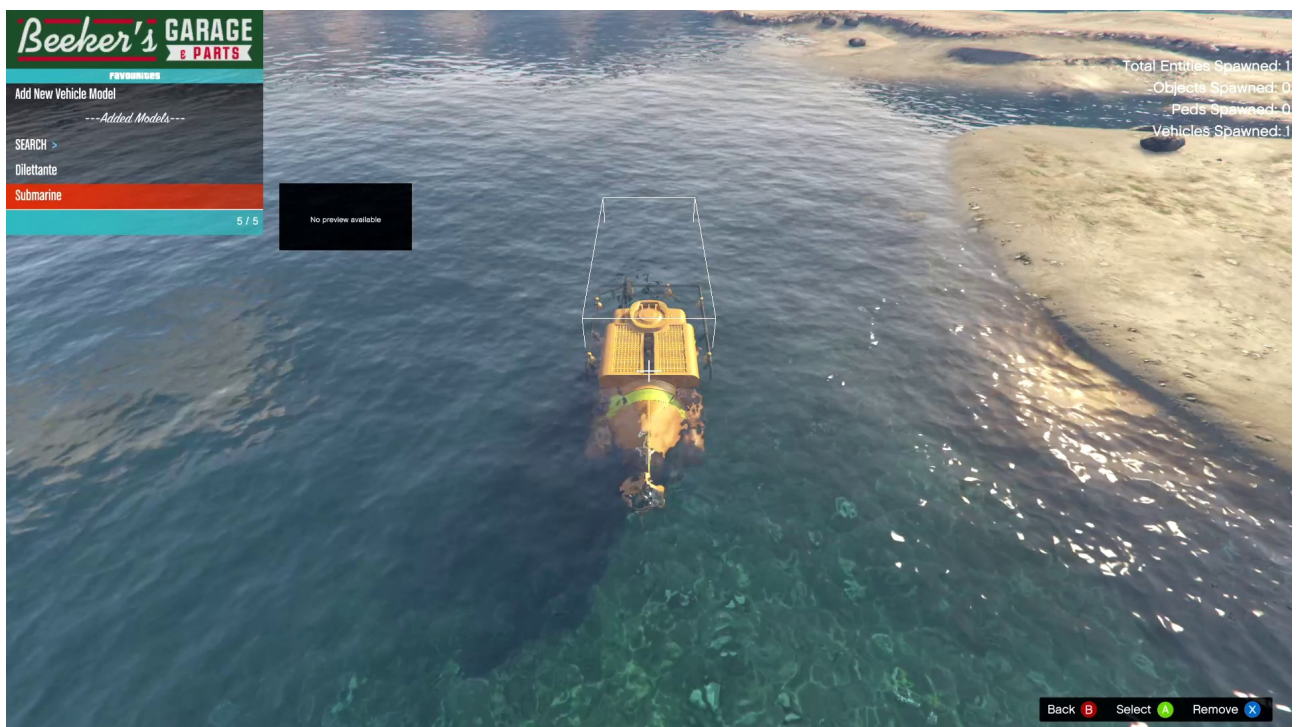
to add shark locations with menyoo, first import the vehicle list from the racist folder.



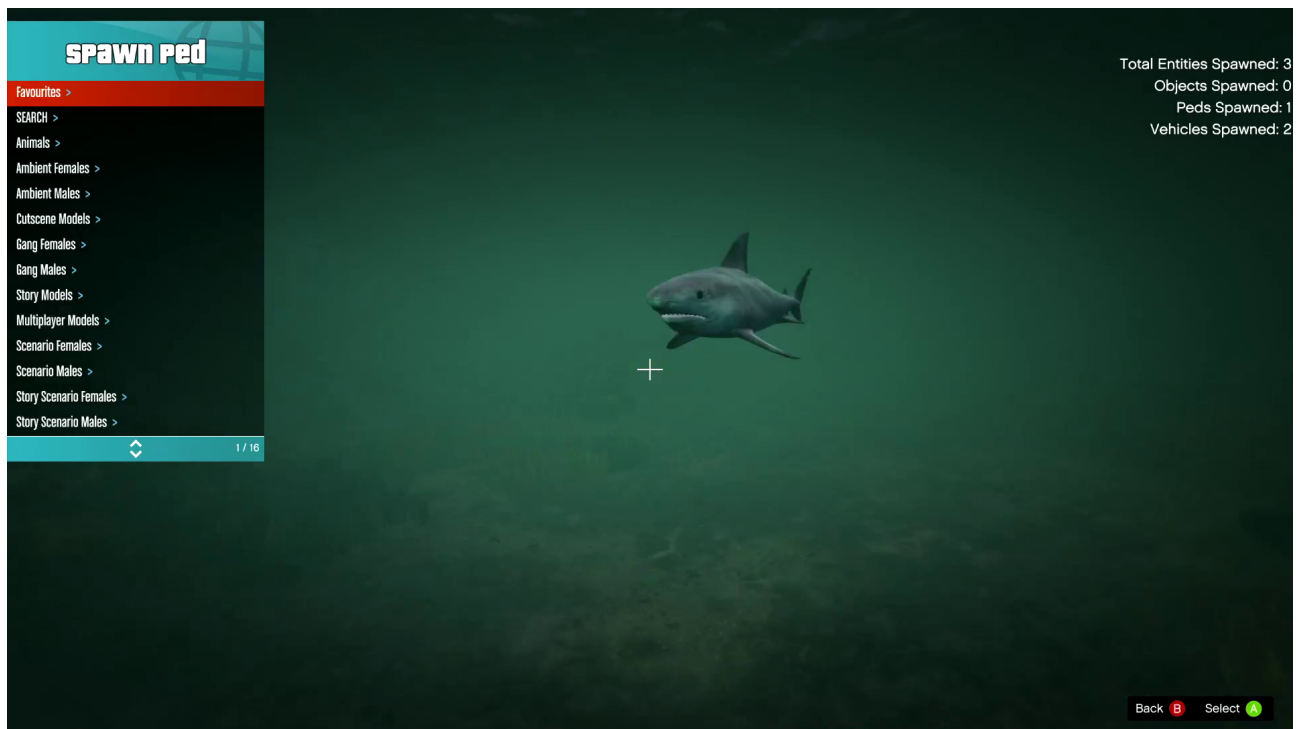
then open up gta with menyoo on your mod list.



FIRST PLACE A DILETTANTE THIS REPRESENTS THE FAST TRAVEL LOCATION.



NEXT PLACE THE SUBMARINE THIS REPRESENTS THE PICK VEHICLE LOCATION.

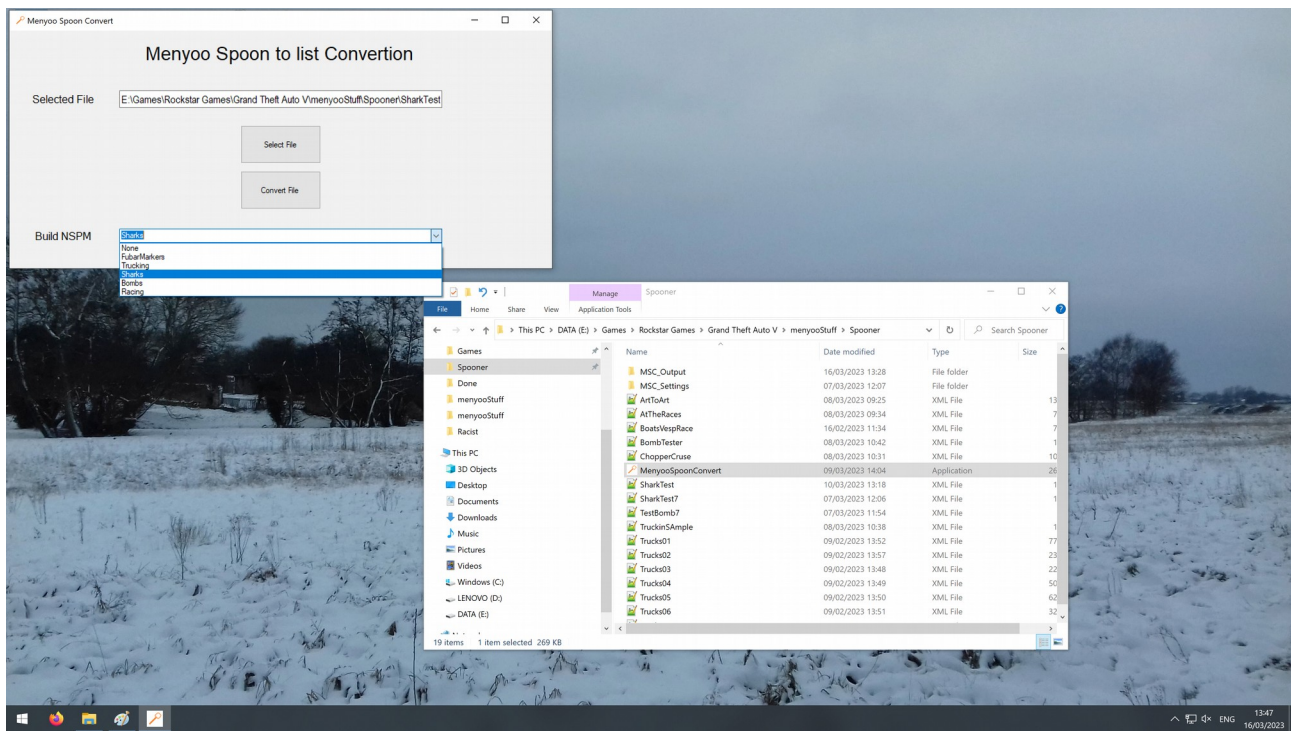


now place the shark this is the spawn point for the sharks.

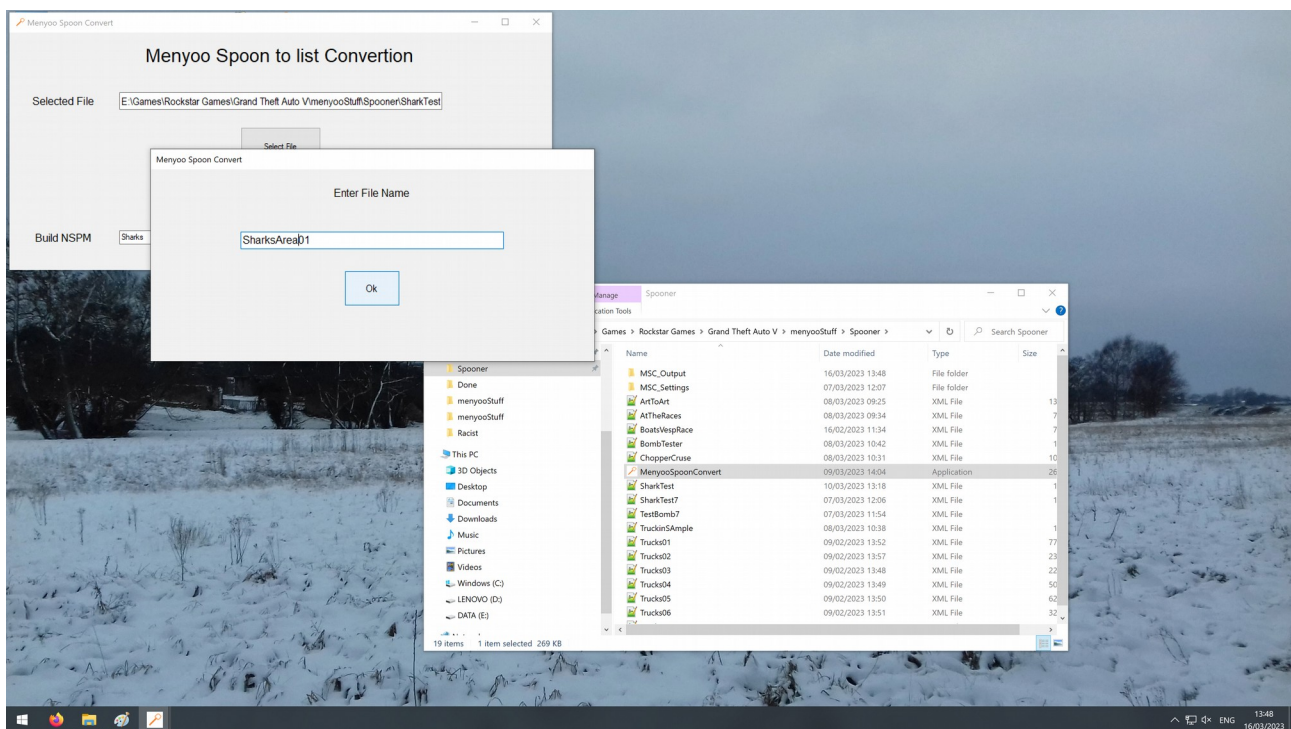
you can repeat this process to add more shark locations.



save your placements.



**now open spoon convert, and select the file you've just made.
select the sharks option**



**name your file.
then open the (.xml) and set the <Zone>1</Zone> to the area your placements are in.**