

0.61 Changelog

Fixes:

- Added paths.rpf

0.60 Changelog

Fixes:

- Fixed missing sign Over the Del Perro Freeway and Las Lagunas Avenue (Downtown)
- Fixed floating traffic on the dirt road next to Rebel Radio (removed for now)

Road Management:

Completed:

- Modified all Interstates in San Andreas with the exception of Interstate 5/Route 20. All speeds are now between 60mph-70mph.
 - Modified all US Routes to be between 60mph -70mph as well with the exception of Route 68 and Route 1 through Paleto Bay.
 - Route 68 now has a speed of 50mph until the Harmony City limits (drops to 35)
 - Route 1 through Paleto has a speed limit of 50mph (by default set to 25-30mph). Speed limit drops from 60-70mph to 50mph before entering Paleto. Made custom signs to warn of speed limit reduction.
- Added and fixed traffic signals at Route 13/Joshua Road and Route 13/Union Road. Traffic no longer (or shouldn't merge back into the main lanes.)
- Substantia Road (Runs near NOOSE HQ) now has speed limit of 50mph. was 20mph by default.
- Added traffic signal at Voodoo Place/Interstate 5/Route 20. Increased speed in addition to 50mph instead of 20mph by default.
- Missing traffic signals (by default) placed at Elgin Avenue and Interstate 2.
- Added missing traffic signals along Bay City Avenue.
- Added missing traffic signals at Liberty Street and Del Perro Blvd.
- Added missing traffic signal at Great Ocean Highway and Bay City Incline (Del Perro beach area)
- Added missing traffic signal at Davis Avenue and Interstate 5.
- Added missing traffic signal to Paleto Blvd and Procorpio Drive (Paleto Bay)
- Added missing traffic signal to Procorpio Drive and Route 1 (Paleto Bay)
- Added missing traffic signal to Procorpio Drive and Cascabel Ave (Paleto Bay)
- Added Cantilever signals along Lowenstein Blvd (Signals shaped like upside down L)

- Stop signs now serve a purpose in GTA. Modified paths so that cars now stop, or California Stop, at stop signs. Still working on making sure I have gotten all stop signs so please let me know if you come across any.
- Working on traffic signal at Orchardville Ave and Labor Place. Signals are in place by default but do not function. Have water barriers and stop sign in place for now.
- Right turn at Power street turning onto Vespucci Blvd. no longer protected turn (by light)
- Rockford Drive Speed limit (Baytree Canyon Road) now has speed limit of 50mph (previously 20mph).
- San Andreas Avenue now has speed limit of 50mph (previously 20mph)
- Buccaneer Way has speed limit of 50mph to 35mph to 20mph when entering Terminal Docks.
- Still being worked on:
- Traffic on Eastern portion of Fudge Lane. Working on getting traffic to not make right turns.
- Working on adding traffic on all side streets in GTA. Currently only have Fudge Lane and some dirt roads in Blaine County.
- The Dutch London/Davis Avenue Interchange SW of Maze Bank Arena now has a speed limit of 50mph (speed declines on ramp sharp turns)
- New Empire Way (runs through Airport terminals) Now has a speed limit of 50mph to 35mph.
- Railroad signals at Capital Blvd and Little Bighorn flash continuously.

Major changes: (Only big noticeable props added. Hundreds of additional props have been added over time):

Los Santos Area:

- Added Mission crane to Terminal Docks (Crane furthest to West)
- Increased LOD distance of Rancho Towers
- Added perimeter fencing to the Land Act Dam. Doesn't encompass the entire dam however (no benefit or reason)
- Added basketball goal to Rancho Projects courtyard
- Switched Open and shut railcar at the Cattle plant in the Industrial area (Open car now has ramp leading to it)
- Added Palm trees to Strawberry
- Created and added Handicaps signs around the map to handicap parking areas. Makes great photo opportunities.
- Spruced up Most of the Fire Stations around the greater Los Santos area.
- Added props to GoPostal Warehouse in Airport. Currently working on Scenarios for next update.
- Added lots of Construction material to the Mile-High Club Tower in Downtown LS. Removed a Lane from Vespucci Blvd.
- Added Palm Trees to Koreatown along San Andreas Avenue.
- Added benches to Park in Koreatown
- Added fencing along Interstate 2 downtown.
- Front of Rockford Hills City Hall Completely reworked.

- Construction fencing added around Alta Construction Site.
- Added fencing along railyard near Dashhound Terminal. Will work on moving prostitute scenarios in later update.
- Added radio tower to El Burro Heights Fire Station.
- Added control gates to the LSDWP Rancho Substation
- Added lighting to lots of different locations.
- Added scenery to Mirror Park. More trees without trying to impact framerates.
- Added Trees to Galileo Observatory without trying to impact framerates.
- Added DLC to spawn under the cargin. Will see them mainly around the Richman Glen area (golf course) and ritzier neighborhoods.

Blaine County:

- Added Lando Salvage Barge and Barge to the shipwreck west of the Map. (add scenario peds in future)
- Fencing added around Sandy Shores decrepit Motel (has 3 entrances for scenario peds).
- Fencing added around Sandy Shores Fire Station (Similar to Fencing found around Desert Shores Fire Station)
- Props that were removed by default replaced around Grapeseed.
- "Falling Rock" fencing placed along Route 1 through Braddock Pass.
- Trees added near Cassidy Trail
- Mile long dealeantors added to Route 1 entering/exiting Chumash.
- K-Rails (highway dividers) added to US route 1/US Route 15 split.
- Tank cars and Boxcars added to Union Grain Supply Depot.
- Hunter added to Fort Zancudo.
- Custom traffic signs added everywhere.