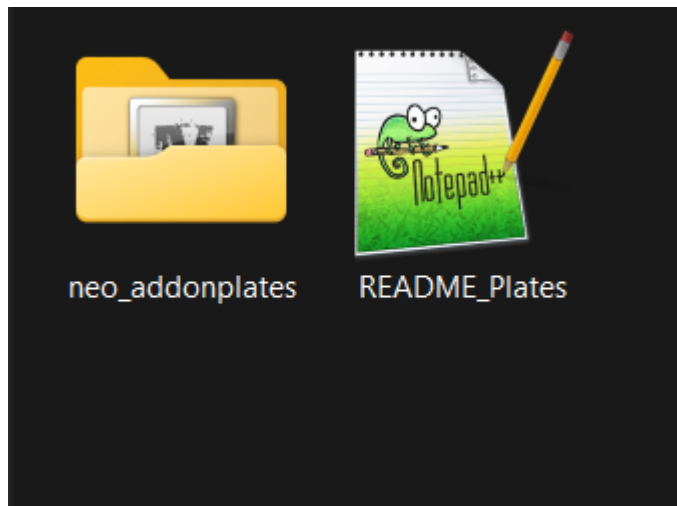


neogeo39's Classic and Retro Exempt Plates

Instructions for correct installation and usage

1- Once you have downloaded the addon pack from GTA5Mods.com, you will find yourself with 2 important files:



2- Place the neo_addonplates folder in your dlcpacks folder [mods/update/x64/dlcpacks/](#) and add it to the dlclist file located at [mods/update/update.rpf/common/data/dlclist.xml](#)

3- If you open the **README_Plates** file, you will find this:

```
These are the lines you must add to mods/update/update.rpf/x64/data/carcols.ymt

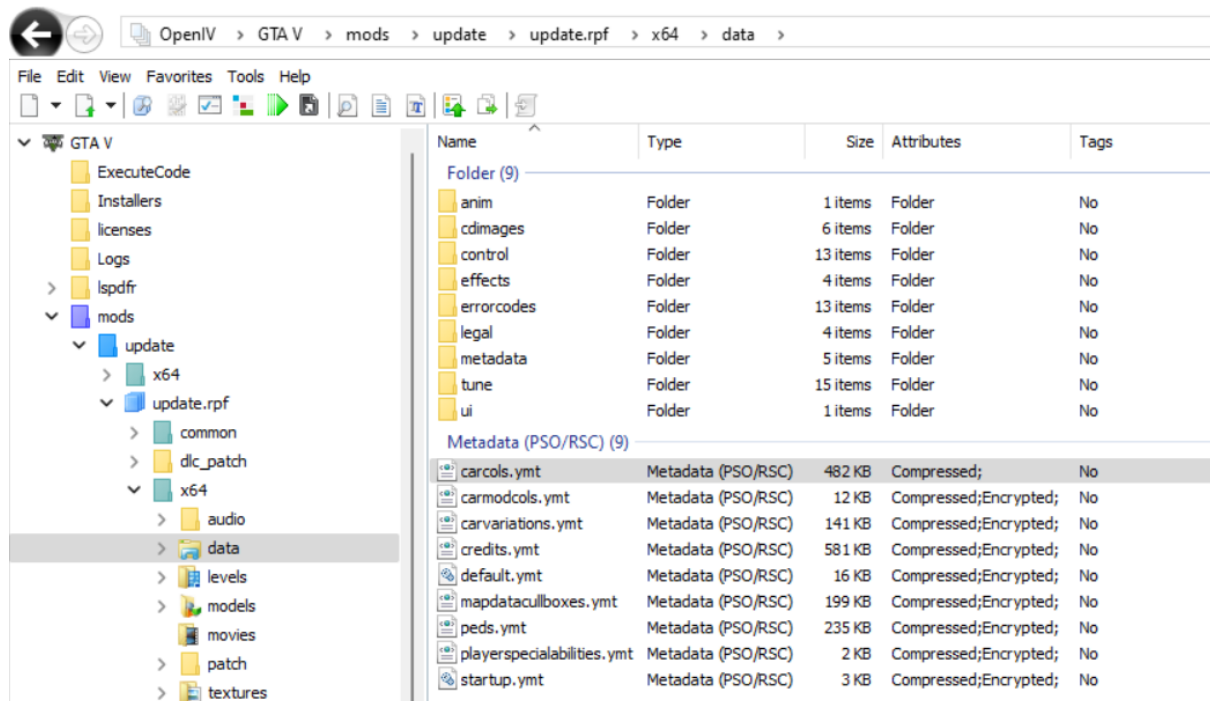
WARNING: IF YOU DON'T ADD THESE LINES, THE LICENSE PLATES ON MY MODS WON'T WORK, I AM NOT RESPONSIBLE FOR YOU NOT FOLLOWING THESE INSTRUCTIONS

<Item>
  <TextureSetName>Police Local 50s plate</TextureSetName>
  <DiffuseMapName>plate50s</DiffuseMapName>
  <NormalMapName>plate50s_n</NormalMapName>
  <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
  <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
  <FontColor value="0xFF000000"/>
  <FontOutlineColor value="0x00FFFFFF"/>
  <IsFontOutlineEnabled value="false"/>
  <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
</Item>
<Item>
  <TextureSetName>Police Local 60s plate</TextureSetName>
  <DiffuseMapName>plate60s</DiffuseMapName>
  <NormalMapName>plate60s_n</NormalMapName>
  <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
  <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
  <FontColor value="0xFF000000"/>
  <FontOutlineColor value="0x00FFFFFF"/>
  <IsFontOutlineEnabled value="false"/>
  <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
</Item>
<Item>
  <TextureSetName>Police Local 70s plate</TextureSetName>
  <DiffuseMapName>plate70s</DiffuseMapName>
  <NormalMapName>plate70s_n</NormalMapName>
  <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
  <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
  <FontColor value="0xFF000000"/>
  <FontOutlineColor value="0x00FFFFFF"/>
  <IsFontOutlineEnabled value="false"/>
  <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
</Item>
<Item>
  <TextureSetName>Police Local 80s plate</TextureSetName>
  <DiffuseMapName>plate80s</DiffuseMapName>
  <NormalMapName>plate80s_n</NormalMapName>
  <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
  <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
  <FontColor value="0xFF000000"/>
  <FontOutlineColor value="0x00FFFFFF"/>
  <IsFontOutlineEnabled value="false"/>
  <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
</Item>
```

These are the lines you will have to add to **carcols.ymt** in your mods folder

4- To add these lines, you must use a program such as Codewalker or OpenIV. Head to this path (also shown in the README file) [mods/update/update.rpf/x64/data/carcols.ymt](#)

If you have followed that address, you will find yourself in this screen:



```

1  <?xml version="1.0" encoding="UTF-8" standalone="no"?>
2  <CVehicleModelInfoVarGlobal>
3    <VehiclePlates>
4      <Textures>
5        <Item>..</Item> ...
6        <Item>..</Item> ...
7        <Item>..</Item> ...
8        <Item>..</Item> ...
9        <Item>..</Item> ...
10       <Item>
11         <TextureSetName>Police Local 50s plate</TextureSetName>
12         <DiffuseMapName>plate50s</DiffuseMapName>
13         <NormalMapName>plate50s_n</NormalMapName>
14         <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
15         <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
16         <FontColor value="0xFF000000"/>
17         <FontOutlineColor value="0x00FFFFFF"/>
18         <IsFontOutlineEnabled value="false"/>
19         <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
20       </Item>
21       <Item>
22         <TextureSetName>Police Local 60s plate</TextureSetName>
23         <DiffuseMapName>plate60s</DiffuseMapName>
24         <NormalMapName>plate60s_n</NormalMapName>
25         <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
26         <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
27         <FontColor value="0xFFCF9E00"/>
28         <FontOutlineColor value="0x00FFFFFF"/>
29         <IsFontOutlineEnabled value="false"/>
30         <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
31       </Item>
32       <Item>
33         <TextureSetName>Police Local 70s plate</TextureSetName>
34         <DiffuseMapName>plate70s</DiffuseMapName>
35         <NormalMapName>plate70s_n</NormalMapName>
36         <FontExtents x="0.25000000" y="0.35500000" z="0.95000000" w="0.81600000"/>
37         <MaxLettersOnPlate x="7.00000000" y="1.00000000"/>
38         <FontColor value="0xFFBD7121"/>
39         <FontOutlineColor value="0x00FFFFFF"/>
40         <IsFontOutlineEnabled value="false"/>
41         <FontOutlineMinMaxDepth x="0.47500000" y="0.50000000"/>
42       </Item>
43       <Item>
44         <TextureSetName>Police Local 80s plate</TextureSetName>
45         <DiffuseMapName>plate80s</DiffuseMapName>
46         <NormalMapName>plate80s_n</NormalMapName>

```

6- If you have followed these steps, everything should work as intended and you can now have these plates in game as shown in the mod page screenshots. Note that all my mods will eventually **require this pack**

OPTIONAL STEP

7- If you want to make these plates to spawn with a certain vehicle, you must add them to said vehicle's carvariations.meta file. I will now demonstrate using 11john11's policeold model

Find the model you want to add a custom license plate to, in this case, the 1998 Vapid Stanier from 11john11's LSPD Pack, open the **carvariations.meta** file, find said model's entry and add the plate you want inside the <probabilities> tab as shown in the image

```
<Item>
  <modelName>policeold</modelName>
  <colors>
    <Item>..</Item> 
    <Item>..</Item> 
    <Item>..</Item> 
  </colors>
  <kits>
    <Item>0_default_no_lower</Item>
  </kits>
  <windowsWithExposedEdges/>
  <plateProbabilities>
    <Probabilities>
      <Item>
        <Name>Police Local 90s plate</Name>
        <Value value="100"/>
      </Item>
    </Probabilities>
  </plateProbabilities>
  <lightSettings value="0"/>
  <sirenSettings value="143"/>
</Item>
```

If you have done it correctly, the vehicle will spawn with this plate

DISCLAIMER: I am not responsible for any malfunction or mistake committed through the installation, I went through the trouble of making this pdf so anyone can install this resource, so please, follow the instructions. I repeat, THIS RESOURCE WILL BE MANDATORY FOR THE CORRECT FUNCTION OF MY PACKS FROM NOW ON AND I WILL NOT ANSWER ANY COMMENTS RELATED TO ISSUES BECAUSE OF NOT INSTALLING THIS RESOURCE OR FOLLOW ITS INSTRUCTIONS