

# DECAL5

DECAL5 is a graffiti and vehicle vinyl editor for Grand Theft Auto 5.

- Insert your own textures into the game.
- Place your art almost anywhere on the map.
- Create multiple vehicle outfits using a combination of your textures.
- Manage all of it through the in-game menu.

## Requirements

*OpenIV*

*ScripthookV*

*ScripthookVDotNet*

*Script Communicator Menu (Optional)*

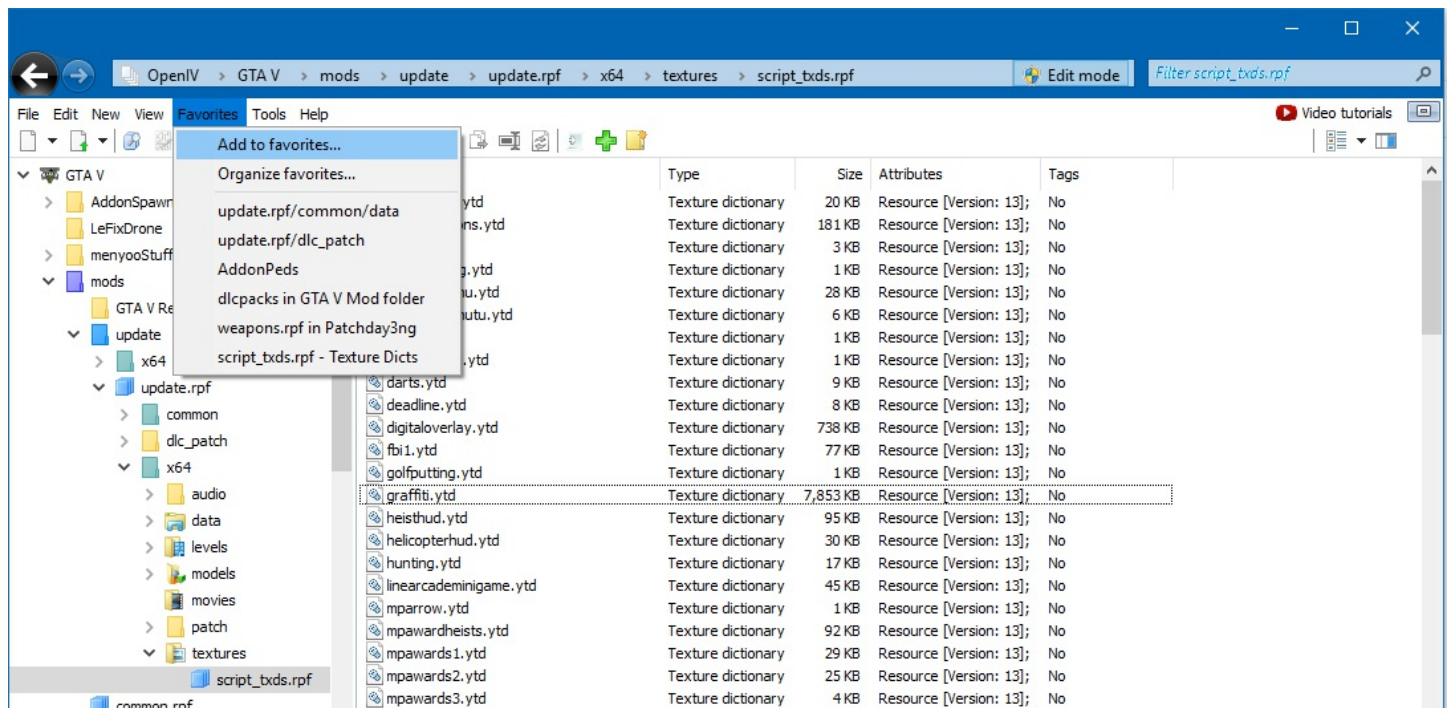
## First-time Installation

1. Install all requirements mentioned above.
2. Copy GraffitiArtist.dll and the Graffiti Mod folder to your scripts folder.
3. Launch OpenIV and make sure Edit Mode is on.
4. Navigate to this directory (You may want to add it to your

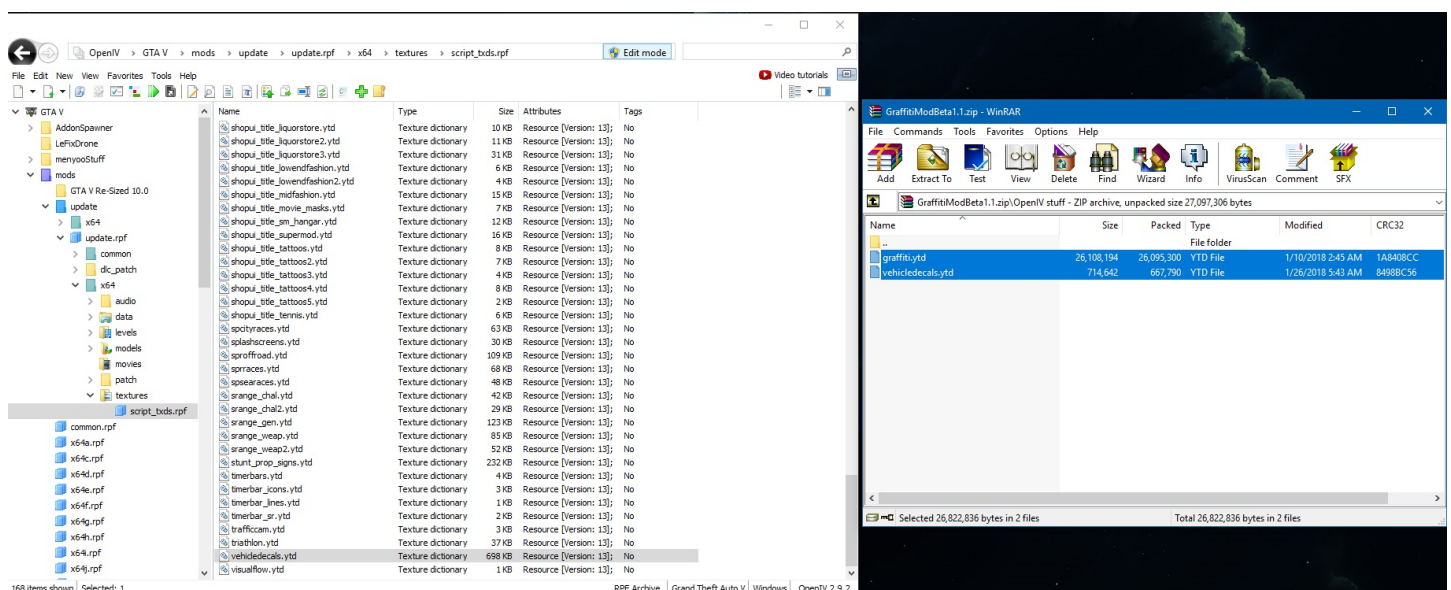
favourites for easy access):

Grand Theft Auto

V\mods\update\update.rpf\x64\textures\script\_txds.rpf\



5. Copy “graffiti.ytd” and “vehicledecals.ytd” (included in this mod) to this directory.



6. Exit OpenIV.

7. Go in-game and press the default key (F10) to open the Graffiti mod menu.

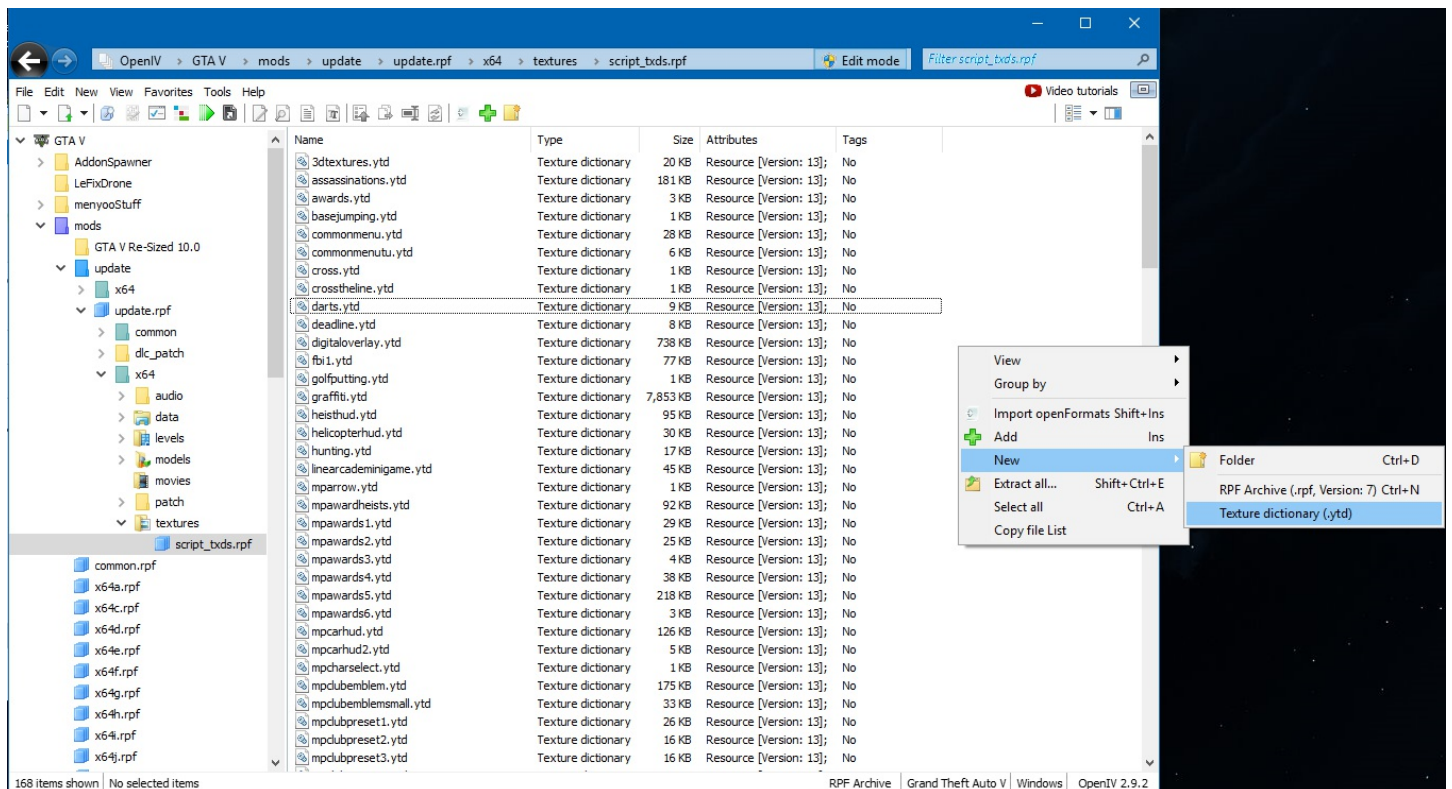
## Adding New Textures

1. Launch OpenIV and make sure Edit Mode is on.
2. Navigate to this directory (You may want to add it to your favourites for easy access):

Grand Theft Auto

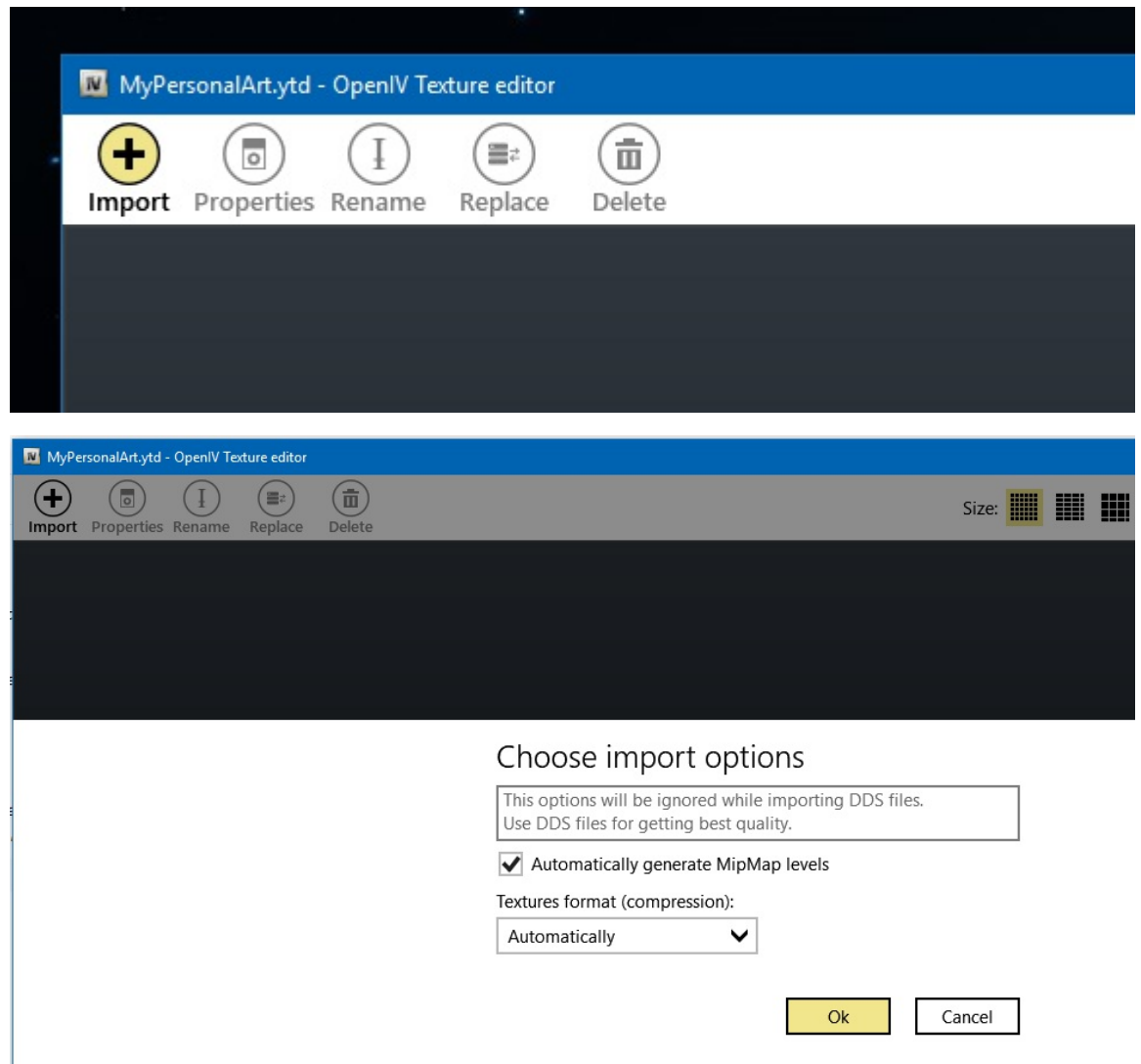
V\mods\update\update.rpf\x64\textures\script\_txds.rpf\

3. Double-click any .ytd file you want to modify, or create a new Texture dictionary (\*.ytd).

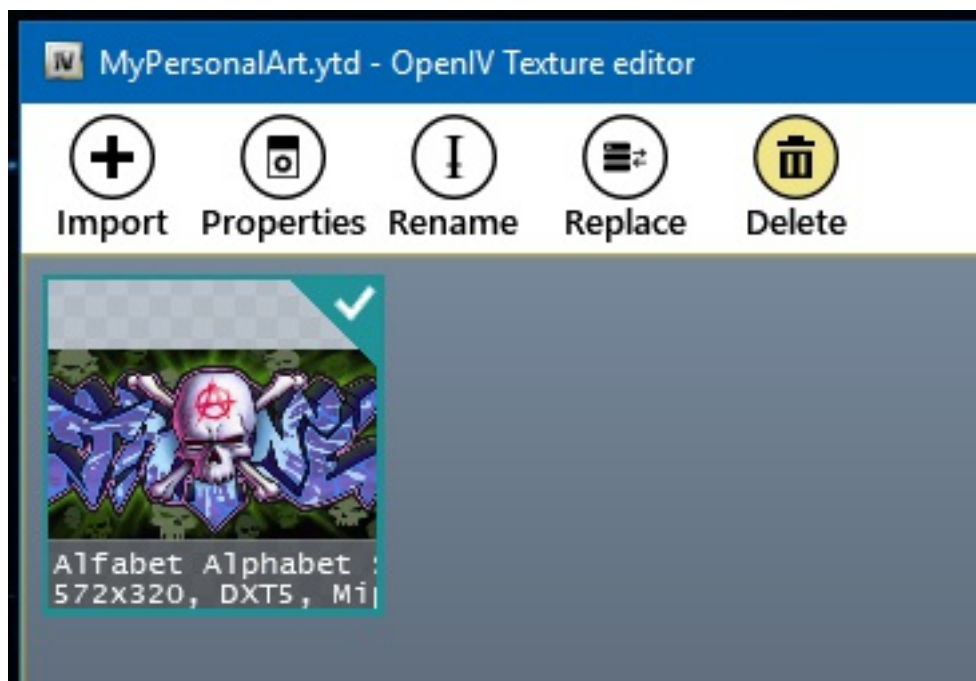


4. Inside the .ytd file, you will see all the textures (unless you created a new one).

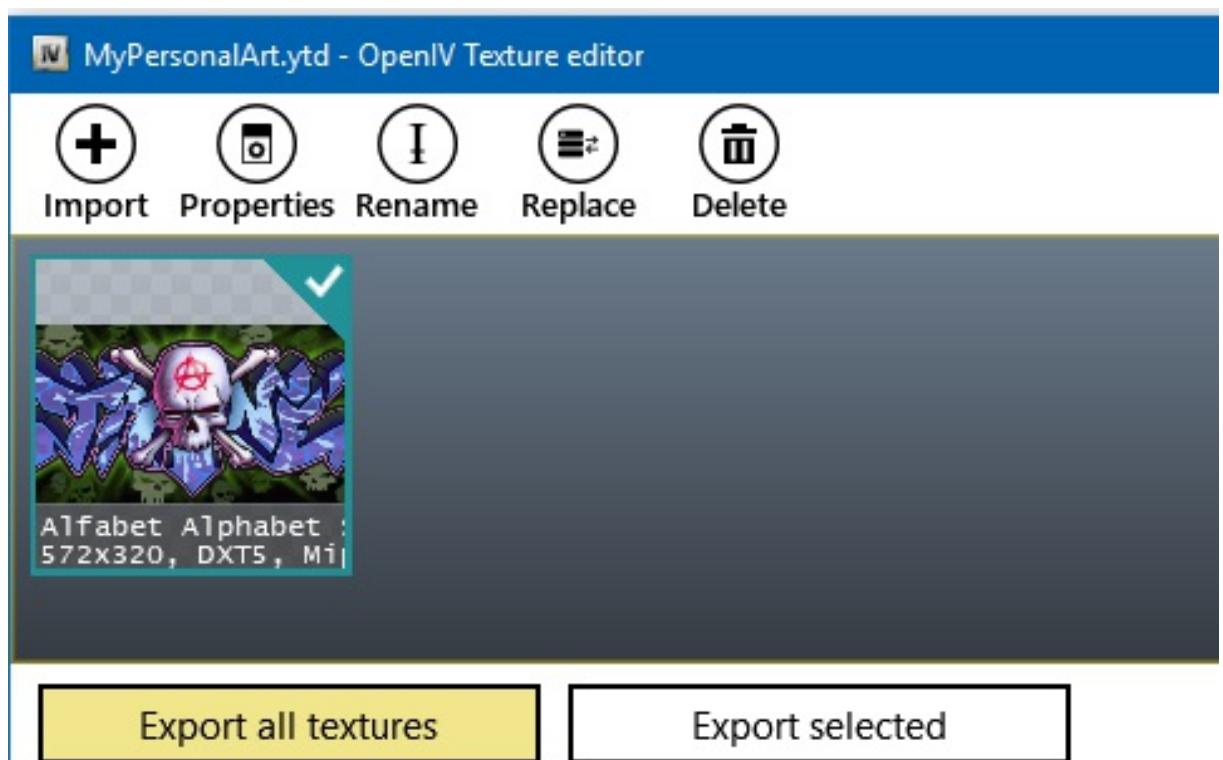
- At this point you can add more images to your game by using OpenIV's "Import" feature.



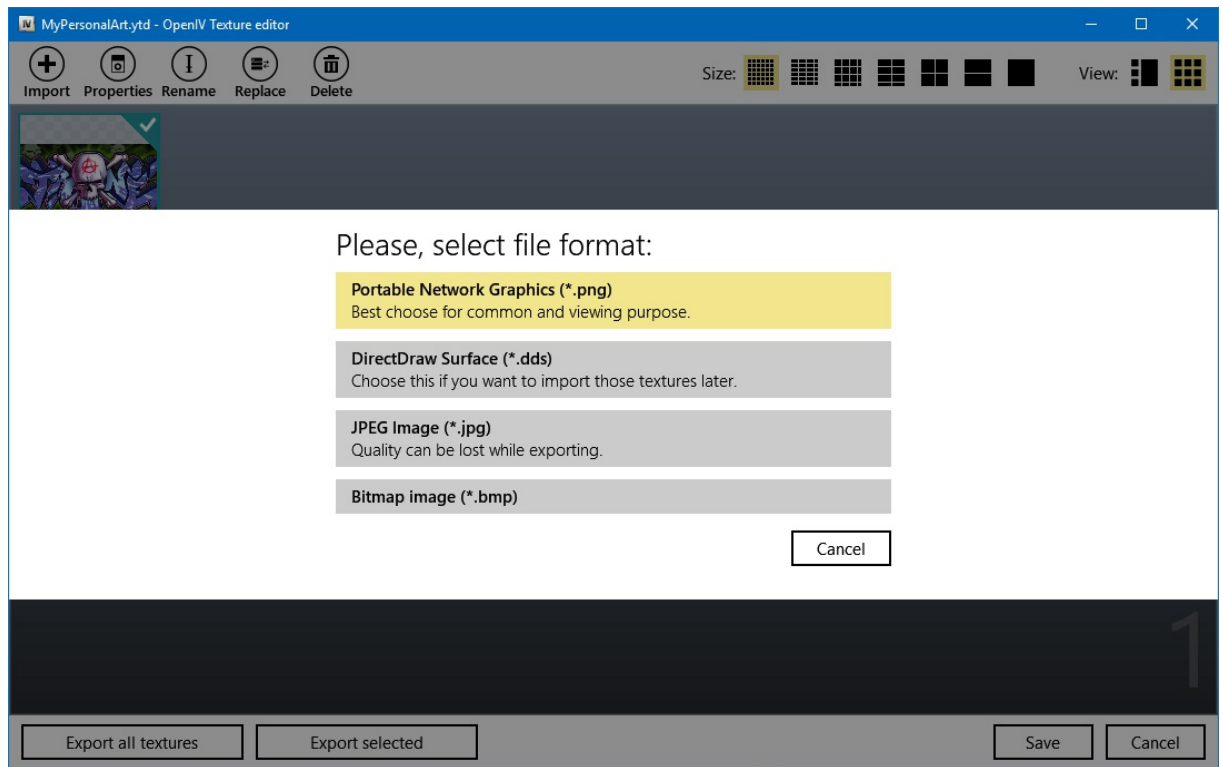
- You can also remove textures you don't like.



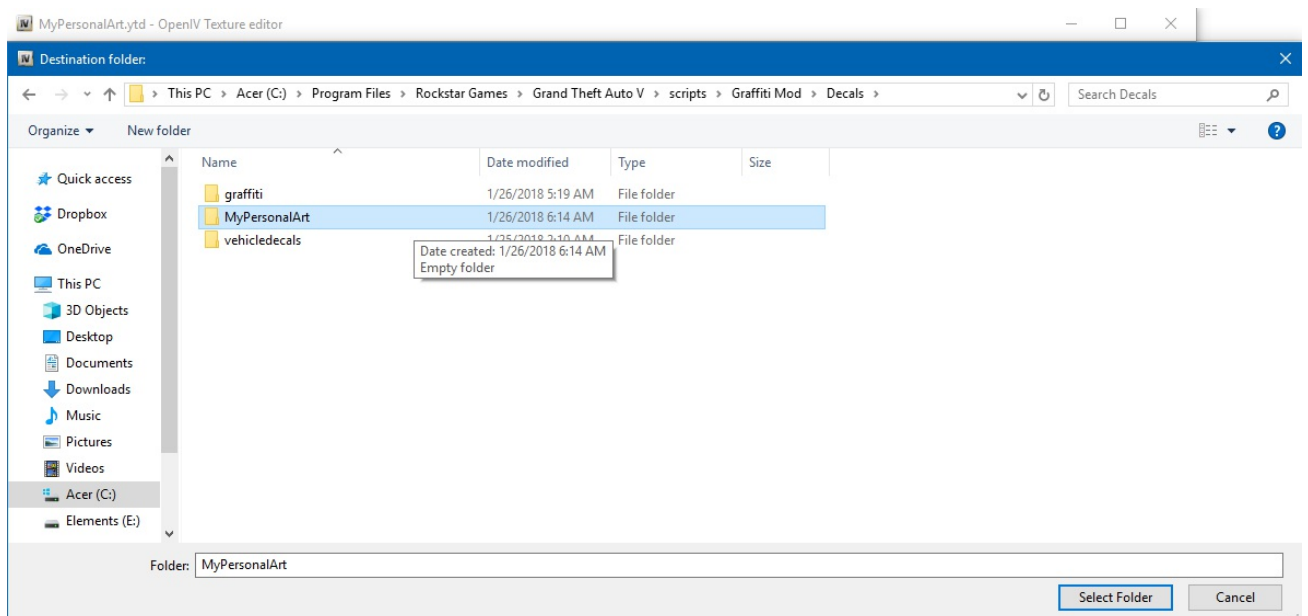
5. Click “Export all textures” and then click “Portable Network Graphics (\*.png)”.



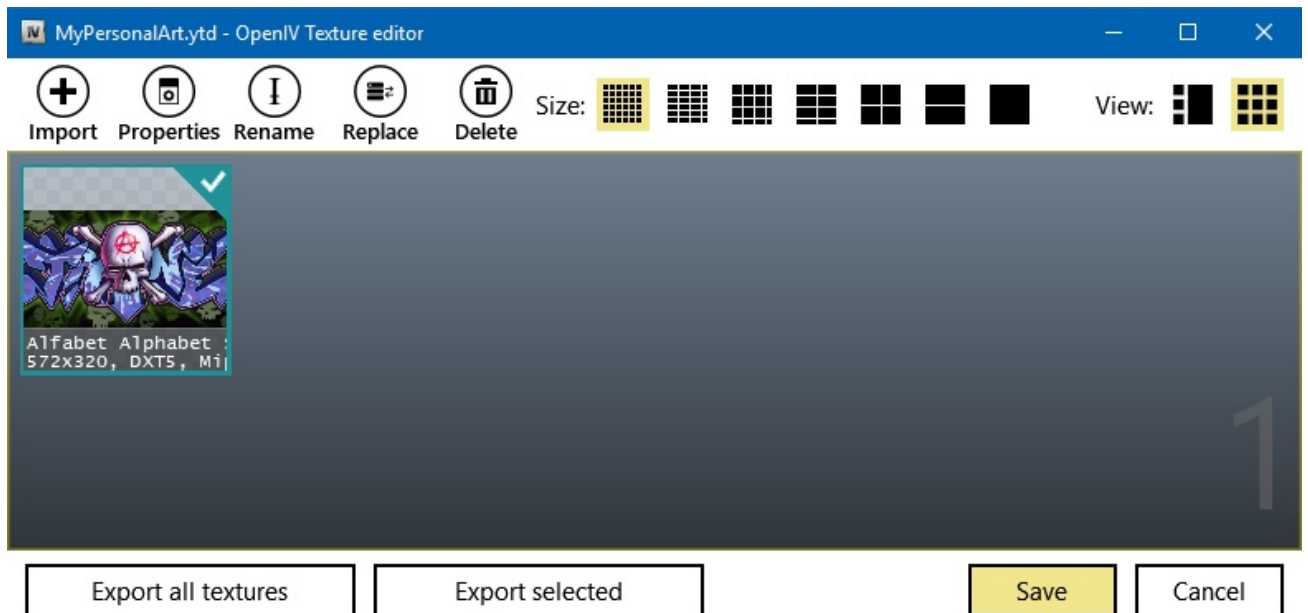




6. Select the folder within the “scripts/Graffiti Mod/Decals/” folder that matches the \*.ytd filename that you are exporting from. Create the folder if it does not exist.



7. Finally, click save.



8. Launch the AddonGraffitiListMaker.exe program that is in the Graffiti Mod folder.
9. A window will pop up showing the same instructions you just followed. Just press any keyboard key to generate a list of textures that the script will be able to read.
10. "GraffitiTextureList.xml" will be updated with your new textures. If it wasn't, then make sure AddonGraffitiListMaker.exe is unblocked and has write permissions.

**General rule: Every time you edit a .ytd texture dictionary, always export the textures to the scripts/Graffiti Mod/Decals/[ytd texture dictionary name]/ directory and run AddonGraffitiListMaker.exe so that the script will recognize your changes.**