

KRYST4LCLR's Gameconfig (Updated Regularly)



Mod description:

Hello and thank-you for checking-out my custom gameconfig for GTA5. My gameconfig will help players out, when using mods. I'm regularly changing, improving & updating my gameconfig for a more stable experience when using mods. If you have any questions, please feel free to comment those, and I'll be happy to answer them.

Bugs:

None

This is the important stuff:

Players need to take note of the following...

- If Players are still experiencing issues even after installing this gameconfig, then consider it's the mods that you have installed. The game comes with default R* values that are present inside the gameconfig.xml that works for everyone for vanilla use only, so for those who wish to install mods would either, A: Have to adjust these values themselves or B: Search around for an uploaded modded gameconfig.xml file that increases these values. I have tested my gameconfig with & without mods whilst playing storymode missions without issues.
- Players that install alot of mods may, experience non-functioning story mode missions. This is because certain mods out there have the capacity to break story mode missions. To avoid this from happening, either remove the problematic mods or simply don't play the story mode missions when having mods installed.
- Although players would like to increase in-game population, in my experience, when having alot of mods installed, problems will occur such as, game crashes. To prevent this, my gameconfig only provides stock 1xped & 1xtraffic. There are some rumors suggesting that even having no mods installed but have increased the in-game population either through the gameconfig itself or by editing settings.xml, can also crash the game.
- Players may think that, by changing various of number values in any gameconfig would remove mod limits, are incorrect, as there is not such way to easily remove such limits as the majority of them are hardcoded in the games "exe" files. So even after increasing the number values in any gameconfig, should you still encounter game crashes, then again consider it's the mods that you have installed.
- Having a modded gameconfig will not solve "Game Memory Error", this is because Rockstar Games implemented the "MEMORY LEAK" that restricts the in-game resources from using too much memory. As a result of this implementation, when players install memory intensive mods, they will encounter "Game Memory Error". This means that the current mods that such individual has installed in their game has exceeded the built-in game memory resources resulting the player to force close gta 5. Gameconfig.xml is not the root cause, but rather having un-optimized mods installed or having memory intensive mods installed that results in having "Game Memory Error" show up on-screen.
- After countless attempts with changing numerous number values inside my gameconfig, I'm sad to say to those who use the "Redux" mod that my gameconfig will not work as you will see after a few minutes, the game suddenly crashes. I have investigated the "Redux" mod as it seems to provide it's own "gameconfig.xml", however no such edits have been made, so basically it's identical to the stock r* version.
- I shall take no responsibility for those who wish to not read the installation instructions that lead to a non functional game experience, but will courage those who are new to gta 5 modding to research tutorials primarily on YouTube for help.

Supported Mod Types:

- Vehicles
- Vehicle Modkits
- Weapons
- Sounds
- Maps
- Ped Models & Ped Props

Supported Platforms:

- PC (2060 – 3351)

Supported x64 Platform Launchers:

- Epic Games Store
- Steam
- Rockstar Games Launcher

FAQ's:

Q1: Why is it that, the stock gameconfig has a higher file size than, your e.g. this gameconfig?

A1: Due to certain sections within the stock e.g. R* gameconfig not being read by the game, I've removed these to cleanup inside the gameconfig.

Q2: How often does your e.g. this gameconfig get updated?

A2: For the stable release, updates are in-frequent where as Experimental release is, updated fortnightly (every 2weeks)

Must Have Requirements:

- “Mods” folder – The use of a “Mods” folder is to help keep vanilla game files stay vanilla.
- [ScriptHookV](#) – Gives the ability to, allow community based scripts/plugins to load at runtime.
- [ScriptHookVDotNet](#) (Regular Release) or [ScriptHookVDotNet](#) (Nightly Release) – Gives the ability to, load community based .Net framework scripts/plugins at runtime.
- [OpenIV](#) (Online Installer) or [OpenIV](#) (Offline Installer) – Gives the ability to add, edit, delete game files.
- [HeapAdjuster](#) – Gives the ability to, increase the game engines memory allocation when using mods. Note that, it's recommended to set the value between 750 & 2000.
- [fwBoxStreamerVariable and decals limit patch](#) - check mod description for more info.
- [ZolikaPatch](#) – check mod description for more info.

Optional Scripts/Plugins:

- [Weapons Limit Adjuster](#) - Only needed if you intend to use weapon mods, otherwise skip this one.
- [SirenSettingLimitAdjuster](#) - Only needed if you intend to use Siren mods, otherwise skip this one.
- [ModKit Limit Extended](#) - Only needed if you intend to use Siren mods, otherwise skip this one.
- [Resource Adjuster](#) - Only needed if you are experiencing in-game texture loss and/or pop-ins, otherwise skip this one. If you plan on using this script, be sure to set "additionalGPUMemory" (which can be found in "ResourceAdjuster.ini") value to whatever your gpu memory is e.g 2048

Useful Scripts/Plugins:

- [PoolManager](#) - This one can be useful if you are experiencing “PoolSize” related game crashes.

Installation Instructions:

For OIV Packages...

Step 1: Go to "Install\OIV Packages" and drag the selected "kryst4lclrs_gameconfig_gameversion.oiv" for your game version to somewhere on your device, then launch OpenIV.

Step 2: Choose Grand Theft Auto V pc version.

Step 3: Locate "Tools" from the toolbar within OpenIV, and choose "Package Installer".

Step 4: Locate the extracted "kryst4lclrs_gameconfig_gameversion.oiv" on your device.

Step 5: Follow the necessary steps to install my gameconfig.

Step 6: Start the game and if done correctly, your game should now boot normally.

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For Manual...

Step 1: Go to "Install\Manual" and Drag the selected "gameconfig.xml" for your game version to somewhere on your device, then launch OpenIV.

Step 2: Choose Grand Theft Auto V pc version.

Step 3: Proceed to the following location... --> mods/update/update.rpf/common/data.

Step 4: Activate edit mode.

Step 5: Drag & Drop the "gameconfig.xml" into OpenIV.

Step 6: Start the game and if done correctly, your game should now boot normally.

Uninstallation Instructions:

For OIV Packages...

Step 1: Go to "Uninstall\OIV Packages" and drag the selected "stock_gameconfig_gameversion.oiv" for your game version to somewhere on your device then, launch OpenIV.

Step 2: Choose Grand Theft Auto V pc version.

Step 3: Locate "Tools" from the toolbar within OpenIV, and choose "Package Installer".

Step 4: Locate the extracted "stock_gameconfig_gameversion.oiv" on your device.

Step 5: Follow the necessary steps to install my gameconfig.

Step 6: Start the game and if done correctly, your game should now boot normally.

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Credit(s):

Me, I'm KRYST4LCLR. If you like this mod, be sure to give me a credit.

Permission for Content Re-use:

Under no circumstances are you allowed to re-upload my mod(s) to any third party modding sites or cloud hosting when, claiming to be the author when you are not. Failing to comply with this, will result in DMCA to such website of interest for subject of removal.

Mod Changelog(s):

Mod Update TimeStamp: 19/10/24

Mod Version: 1.2 (update 1)

Mod State: Stable

Mod Update Description: Fixed crash upon loading into story mode across all gameconfigs.

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Mod Update TimeStamp: 19/10/24

Mod Version: 1.2 (update 1)

Mod State: Experimental

Mod Update Description: Fixed crash upon loading into story mode across all gameconfigs.

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Older changelog(s) can be found in "changelog.txt"