

## WTC Installation Guide

it is recommended to install this mod on a clean copy of GTA 5, you'll need OpenIV.

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### Automatic Installation

1. Open OpenIV and click on **Tools > ASI Manager** to ensure all ASI loaders are installed.
2. Click on **Open package installer** and locate the wtc.oiv file included in the mod package. (Or just drag and drop the oiv into openIV)
3. Run the installer and follow the prompts.

Once the installation is complete you can now play

### What the OIV will install in your game files:

It's going to add a DLC pack named "world\_trade\_center\_5" and will edit the dlclist.xml to include the line for "world\_trade\_center\_5".

**Note:** Normally, I make sure that's the only thing you need to do. But if you have any issues with the mod, please check the section below."

### Additional Teleportation Script

To make things more fun, I also created a tiny script that lets you teleport to the top of the World Trade Center. Just walk toward one of the entrance doors, and you'll see a prompt asking you to pay \$30 to go up. Simple and immersive.

- 1: Drag and drop the script folder into your GTA 5 main directory.

And that's it — you're good to go.

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## If you have issues with the mod

If you have issues with the mod it's important to ensure there are no conflicts between ymap files or other assets, as these can cause objects to disappear or float unnaturally.

If you notice missing buildings, disappearing objects, or floating props, it's likely due to conflicts between the original game's ymaps and those from this mod.

◆ **Solution:** Check if other mods modify the same area and disable conflicting ymaps by deleting them

### How to Remove Duplicates

1. Open OpenIV and navigate to:  
mods\update\x64\dlcpacks\world\_trade\_center\_5\dlc.rpf\x64\levels\gta5\
2. Open the world\_trade\_center\_5.rpf file.
  - This contains all the models replaced by the mod.
3. Check for duplicates:

- Copy the name of a model (e.g., dt1\_12\_build1).
- Paste it into the OpenIV search bar and press **Enter**.
- Look for entries in **dark gray**, which indicate files located in the mods folder.

#### 4. Handle duplicates:

- If only one entry appears in dark gray, no duplicate exists, and you're good to go.
- If multiple entries appear, this indicates a duplicate. For example:
  - One entry might be in:  
mods\update\x64\levels\gta5\dlc\_patch.rpf (DLC file causing the duplication).
  - Another might be in:  
mods\update\x64\levels\gta5\world\_trade\_center\_5.rpf (Mod file to keep)
- Delete the duplicate from the DLC file (dlc\_patch.rpf or similar) and keep the one from world\_trade\_center\_5.rpf.

Repeat this process for all models used in the mod to ensure no conflicts.

**Tip:** Models created specifically for this mod are prefixed with **WTC\_** (e.g., WTC\_NameOfTheModel). You can skip checking these files since they don't conflict with the game's default files.

#### Verify YND and YMAP Files

- Check the **YND** files (collision files).
- Verify the **YMAP** files in world\_trade\_center\_5\_metadata.rpf.

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#### Final Check

After resolving any duplicates, the mod should work correctly. This process ensures fewer issues like floating objects or misplaced buildings.

Now you're ready to launch the game and enjoy the World Trade Center mod!

