

# KARIN ASTEROPE STANDARD

This is a standard version of the Asterope with several changes:

- Sunroof removed
- Metallic door trims removed
- Side skirts removed
- Bumper's fog lights removed
- Painted door handles
- New rims
- Single exhaust

## REQUIREMENTS:

- **OpenIV by OpenIV Team (LEGACY ONLY):**  
<https://www.gta5-mods.com/tools/openiv>
- **CodeWalker by dexyfex:**  
<https://www.gta5-mods.com/tools/codewalker-gtav-interactive-3d-map>
- **RageOpenV by Chiheb-Bacha:**  
<https://www.gta5-mods.com/tools/rageopenv>
- **OIV Package Installer by CoreFX & dexyfex:**  
<https://www.gta5-mods.com/tools/oiv-package-installer>

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- **Gameconfig for Limitless Add-On Vehicles by F7YO:**  
<https://www.gta5-mods.com/misc/gta-5-gameconfig-300-cars>

OR

- **Gameconfig by Dilapidated (LEGACY ONLY):**  
<https://www.gta5-mods.com/misc/gameconfig-xml-dilapidated>

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- **Packfile Limit Adjuster Enhanced by Chiheb-Bacha and Unknown Modder:**  
<https://www.gta5-mods.com/scripts/packfile-limit-adjuster-enhanced>
  - **HeapAdjuster Enhanced by Chiheb-Bacha and Dilapidated:**  
<https://www.gta5-mods.com/tools/heapadjuster-enhanced>

## INSTRUCTIONS:

- **Make sure all requirements are installed before starting the setup process.** For example, if you are not using a modified *gameconfig.xml* your game will not be able to handle add-on vehicles properly and it will crash during loading;
- Choose the correspondent mod version to (Legacy or Enhanced) to be installed, click on the OIV Installer folder and run the “asteropestock” OIV package installer, assign the correct directories for the setup and press “Install” to automatically register the *.meta* changes to the base game files. Wait until the process is done.
- After following these steps, launch the game and enjoy!

## ALTERNATIVE MANUAL INSTRUCTIONS:

**Follow these instructions only if the automatic OIV installation procedures do not work as intended:**

- Run OpenIV (Legacy only) or CodeWalker to proceed with the manual steps. Choose the correspondent mod version (Legacy or Enhanced) to be installed, drag the “asteropestock” folder located in Manual Installation to update/x64/dlcpacks/ and **add** the following line to *dlclist.xml* located in update.rpf/common/data then save the file:

```
<Item>dlcpacks:/asteropestock/</Item>
```

## ADDITIONAL INSTRUCTIONS:

- If you want to make the car spawn in traffic, go to update.rpf/x64/levels/gta5 and edit the popgroups.ymt file, go to “VEH\_MID” section and add the following lines below and then save it:

```
<Item>
```

```
<Name>asteropestock</Name>
```

```
<Variations type="NULL"/>
```

```
</Item>
```

## CHANGELOG:

**1.0** – Initial release.

**1.1** – Changed the brake caliper texture and changed the installation method using the OpenIV Package Installer

**1.2** – Added Enhanced version

**CREDITS:**

- **Rockstar Games** - Original model
- **TheF3nt0n** - Model edits
- **austen64** - Improved vanilla Asterope
- **WibFlip** - New rims
- **Eddlm** - Handling
- **Sealyx** - Screenshots

**DISCLAIMER:**

Do not modify or re-upload this modification without authors' permissions. Do not exploit the contents of this modification for commercial, monetary or personal gain. Technical assistance for FiveM or RageMP, support for tampered files included in this modification by the end user or ELS and DLS compatible versions will not be provided. This modification is intended for single-player use, although its utilization on any alternative online platform should be allowed as long as permissions are requested and full credits given. A FiveM-ready version may be provided and made available on Tebex for some modifications.