

VStancer

VStancer applies wheel and suspension modifications to vehicles.

Installation

Drag and drop VStancer.asi and the folder VStancer to the main GTA V folder.

The menu can be opened by the `;:` key (on US keyboards), or using the `vstancer` cheat (without quotes).

The hotkey and cheat can be changed in the `VStancer/settings_menu.ini` folder.

Usage

The menu should be self-explanatory, so I won't go into basic usage.

Vehicle configuration files go into the Configs folder. Each vehicle has its own .ini file. The included `a80.ini` file contains some configurations for [Wanted188's Supra Mk4](#).

Configurations can be license-plate specific, the format is `[ABCD1234]`. Spaces are allowed, e.g. `[ YEET ]`. Just keep in mind there should be exactly 8 characters within the square brackets.

Most of the file is generated by the script, except for `[Modifications]`. `[Modifications]` should be created manually, if needed.

```
[Modifications]
Identifiers = 1_0,1_1,1_2
1_0_FrontCamber = 0.0
1_0_FrontHeight = 0.0
1_0_FrontTrackWidth = 0.025
1_0_RearCamber = 0.0
1_0_RearHeight = 0.0
1_0_RearTrackWidth = 0.025
1_1_FrontCamber = 0.0
1_1_FrontHeight = 0.0
1_1_FrontTrackWidth = 0.04
1_1_RearCamber = 0.0
1_1_RearHeight = 0.0
1_1_RearTrackWidth = 0.10
1_2_FrontCamber = 0.0
1_2_FrontHeight = 0.0
1_2_FrontTrackWidth = 0.05
1_2_RearCamber = 0.0
1_2_RearHeight = 0.0
1_2_RearTrackWidth = 0.05
```

`Identifiers` are the tuning parts for which the adjustments exist. The format is `<mod_slot>_<mod_index>`.

When the tuning part is installed, the applicable adjustments are active immediately: [Demo](#)

The modifications can be added and edited outside the game, re-opening the VStancer menu reloads the changes.

Changelog

0.4.0

- Compatibility with GTA V Enhanced 1.0.1013.33
- Compatibility with GTA V Legacy 1.0.3788.0
- Apply track width based on model origin

0.3.3

- Add in-game deletion for configs
- Fix pre-cambered vehicles having inverted camber on rear wheels

0.3.2

- Fix critical bug: 0.3.1's "Improve incompatible vehicle detection" had a programming mistake causing the script to crash

0.3.1

- Change suspension patch to (optionally) conditionally apply, prevents breaking certain vehicles
- Set default patch mode to player-only detection (only unpatch when player drives unsupported vehicle)
- Improve incompatible vehicle detection
- Fix license plate-based saves not working
- Change license plate format to [**PLATE**] to support whitespace plates

0.3.0

Some background info: Version 0.3.0 is more or less a complete rewrite. The script is functionally the same as previous versions, no breakthroughs have been achieved since version 0.2.5. Just big internal codebase improvements which have been bothering me for a while.

- Changed the save format: **car_saved.xml** and **car_preset.xml** are not supported in 0.3. Instead, the Config folder contains settings per vehicle. Your old configurations *will* have to be made again.
- Added modification-based adjustments: tuning parts can be specified to change suspension geometry, for example: Increase track width on body kits. This stacks with the base/existing configuration. Values for modifications have to be modified in the vehicles' .ini file. Re-opening the menu reloads files, to load changes.
- Added support for NPC vehicles: The script always updates all vehicles in the game world in 0.3.