

IMPROVED SEMINOLE

The Seminole has been revamped to turn the fog lights on its front bumper to be functional. The permanent brush bar on the front bumper has also been turned into an extra part, so a version of the vehicle may spawn without equipping it. The rims has also been replaced with new ones. There also the side steps and roof rails added as separate tuning parts that can be selected inside a tuning shop or a trainer. The tuning ID used in this mod is **786**.

REQUIREMENTS:

- **Script Hook V by Alexander Blade:**

<https://www.gta5-mods.com/tools/script-hook-v>

- **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>

-
- **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>

-
- **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>

- **Modkit Limit Adjuster Enhanced by Chiheb-Bacha and Tanuki:**

- <https://www.gta5-mods.com/scripts/modkit-limit-adjuster-enhanced>

INSTRUCTIONS:

- **Make sure the most recent versions of 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, open the OIV Installer folder and run the “improvedseminole” OIV or simply drag and drop the file into the Package Installer and assign the correct directories for the setup. Do not enable “Skip backup” to be able to uninstall the mod at a later time if necessary. Press “Install” to automatically add the new files and 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 “sp_seminole” 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:/sp_seminole/</Item>
```

CHANGELOG:

- **1.0** – Initial release
- **1.1** – Changed the textures of the tail lights, fixed the front fenders and added roof rails and side steps as tuning parts
- **2.0** – Completely remade the vehicle and added new rims
- **2.1** – Changed the installation method using the OpenIV Package Installer

CREDITS:

- **Rockstar Games** – Original model
- **TheF3nt0n** – Model edits
- **austen64** – Improved Seminole
- **Bondergomme** – Upscaled side steps and roof rails
- **WibFlip** - Rims
- **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.