

IMPROVED VAPID SPEEDO

This is a modified version of the default Speedo with several quality of life improvements implemented into the vehicle. It has functional side doors and the front badge's position has been restored to be similar to the IV and early V versions. There are three versions of the improved Speedo: Liveryless version, this replaces the original Speedo model, perfect for compatibility with the Story Mode, the livery version with 13 available liveries and piles of boxes inside its interior, and the passenger version with 6 available liveries, the latter two are add-on models.

There are livery and color combinations defined on each livery for the livery and passenger versions. There are also several spawn points for the Speedo variants, they can be found at the appropriate locations.

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 dexyflex:**

<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 & dexyflex:**

<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>

- **FwBoxStreamerVariable and Decals Limit Patch by Tanuki (LEGACY ONLY):**

<https://www.gta5-mods.com/tools/ymap-load-list-extent-limit-fix-fwboxstreamervariable-patch>

- **FwBoxStreamerVariable and Decals Limit Patch by JaliscoGDL and Tanuki (ENHANCED ONLY):**

<https://www.gta5-mods.com/scripts/tanuki-s-fwbox-streamer-decals-patch-enhanced>

KNOWN ISSUES/LIMITATIONS:

- The color and livery combinations will not work properly if the vehicle is spawned by any trainer besides [Simple Trainer](#) and [Menyoo](#). In order to get the combinations to work properly, you may need to install either of the aforementioned trainers or find them spawn naturally on traffics.

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 “example” 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_speedo” 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_speedo/</Item>
```

- **Go to update.rpf/common/data/levels/gta5/vehicles.meta directory and edit the *vehicles.meta* file, replace these respective entries with the following lines below within the “speedo” entry and then save it:**

```
<diffuseTint value="0x57000000" />
```

```
<maxNum value="5" />
```

```
<flags>FLAG_IS_VAN FLAG_HAS_LIVERY  
FLAG_DELIVERY FLAG_AVERAGE_CAR  
FLAG_POOR_CAR FLAG_IS_BULKY</flags>
```

ADDITIONAL INSTRUCTIONS:

- **If you want to make the vehicles spawn in traffic, go to update.rpf/x64/levels/gta5/popgroups.ymt and edit the popgroups.ymt file, go to the entries mentioned below and add the following lines below to these entries and then save it:**

VEH_AIRPORT:

```
<Item>
```

```
<Name>speedopas</Name>
```

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

```
</Item>
```

VEH_FREEWAY:

```
<Item>
```

```
<Name>speedoliv</Name>
```

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

```
</Item>
```

```
<Item>
```

```
<Name>speedopas</Name>
<Variations type="NULL"/>
</Item>
```

VEH_UTILITY:

```
<Item>
<Name>speedoliv</Name>
<Variations type="NULL"/>
</Item>
```

- **If you want to make the vehicles spawn in scenarios, go to update.rpf/common/data/ai/vehiclemodelsets.meta and edit the vehiclemodelsets.meta file, go to the entries mentioned below and add the following lines below to these entries and then save it:**

AIRPORT_BUS and BUS:

```
<Item>
<Name>speedopas</Name>
<Variations type="NULL"/>
</Item>
```

FREEWAY:

```
<Item>
<Name>speedoliv</Name>
<Variations type="NULL"/>
</Item>
<Item>
<Name>speedopas</Name>
<Variations type="NULL"/>
</Item>
```

TRUCKS_DELIVERY:

```
<Item>
<Name>speedoliv</Name>
<Variations type="NULL"/>
</Item>
```

CHANGELOG:

- 1.0** – Initial release
- 1.1** – Fixed an interior issue on the passenger version
- 1.2** – Changed the installation method using the OpenIV Package Installer
- 1.3** – Added Enhanced version

CREDITS:

- **Rockstar Games** – Original model
- **TheF3nt0n** – Model edits, conversions
- **Monkeypolice188** – Original LCPD Speedo model and soundbanks
- **Bondergomme** – Flat panels and other modelling stuff
- **Dani02** – General improvements
- **AlexanderLB** and **TheSecretPower** –Textures
- **Sealyx** and **UkeyS** – Screenshots

DISCLAIMER:

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