

MAPPED BURRITO

This mod edits both generations of the Burrito by fixing their normals and remapping to give them more lore friendly liveries. There are three versions available: the original 1st generation with a rack on the roof, another 1st generation with no roof rack and the 2nd generation version. There are 9 liveries added for each version including the remade vanilla liveries.

Please note that the mapped 2nd generation Burrito replaces the unused McGill Olsen 2nd generation Burrito, not the unmarked one to not interfere with the story mode. The Bugstars Burrito's livery is also part of the improvements.

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>

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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 “mapped burrito” 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_burrito” 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_burrito/</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 mentioned entries below and then save it:**

burrito, burrito3 and burrito4:

```
<frequency value="10" />
```

burrito2:

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

burrito, burrito3 and burrito4:

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

burrito2:

```
<maxNum value="2" />
```

burrito2:

```
<drivers>
```

```
<Item>
```

```
<driverName>S_M_Y_PestCont_01</driverName>
```

```
<npcName />
```

```
</Item>
```

```
</drivers>
```

burrito:

```
<flags>FLAG_IS_VAN FLAG_HAS_LIVERY  
FLAG_DELIVERY FLAG_EXTRAS_STRONG  
FLAG_AVERAGE_CAR FLAG_IS_BULKY  
FLAG_RECESSED_HEADLIGHT_CORONAS  
FLAG_HAS_INTERIOR_EXTRAS</flags>
```

burrito2:

```
<flags>FLAG_IS_VAN FLAG_DELIVERY  
FLAG_PEDS_CAN_STAND_ON_TOP  
FLAG_AVERAGE_CAR  
FLAG_DONT_SPAWN_IN_CARGEN FLAG_IS_BULKY  
FLAG_RECESSED_HEADLIGHT_CORONAS  
FLAG_HAS_INTERIOR_EXTRAS</flags>
```

burrito3:

```
<flags>FLAG_IS_VAN FLAG_DELIVERY  
FLAG_PEDS_CAN_STAND_ON_TOP  
FLAG_AVERAGE_CAR FLAG_IS_BULKY  
FLAG_RECESSED_HEADLIGHT_CORONAS  
FLAG_HAS_INTERIOR_EXTRAS</flags>
```

burrito4:

```
<flags>FLAG_IS_VAN FLAG_HAS_LIVERY  
FLAG_DELIVERY FLAG_PEDS_CAN_STAND_ON_TOP  
FLAG_AVERAGE_CAR FLAG_IS_BULKY  
FLAG_RECESSED_HEADLIGHT_CORONAS  
FLAG_HAS_INTERIOR_EXTRAS</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_FREEWAY:

```
<Item>  
<Name>burrito4</Name>  
<Variations type="NULL"/>  
</Item>
```

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

VEH_UTILITY:

```
<Item>
  <Name>burrito2</Name>
  <Variations type="NULL"/>
</Item>
```

```
<Item>
  <Name>burrito4</Name>
  <Variations type="NULL"/>
</Item>
```

```
<Item>
  <Name>burritonr</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:**

FREEWAY:

```
<Item>
  <Name>burrito4</Name>
  <Variations type="NULL"/>
</Item>
```

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

TRUCKS_DELIVERY:

```
<Item>
  <Name>burrito4</Name>
  <Variations type="NULL"/>
</Item>

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

CHANGELOG:

- 1.0** – Initial release
- 2.0** – Remade the whole vehicle

CREDITS:

- **Rockstar Games** – Original model
- **TheF3nt0n** – Model edits, conversions
- **austen64** – QOL 2nd generation Burrito
- **AlexanderLB** and **stirfry** – Textures
- **ukeyS** – 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.