Modding DLC Pack V

Supports adding and replacing vehicles, peds and weapons all in one place for Grand Theft Auto V modding.

Credits

Released by Albo1125. Major thanks to Festivalmatt for his many, extremely valuable contributions.
Credits for the included gameconfig.xml go to Dilapidated (https://www.gta5-mods.com/misc/gameconfig-xml-dilapidated).

Please do not reupload or redistribute Modding DLC Pack V in any way without my explicit permission. If you would like to use Modding DLC Pack V as a base to release a pack of mods or similar, that's usually fine - please ask first and include credits ☺

Contents

Prerequisites:

- Requires the PC version of Grand Theft Auto V.
- Requires OpenIV - download at http://openiv.com/.
- You **really should** also use a mods folder - tutorial: https://youtu.be/OPN9YroBcTs?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb
- If you are on a GTA5 version other than 1.0.1290.1, you must download a custom gameconfig.xml for 'limitless' addon vehicles for your GTA version. There are multiple good GameConfigs available on gta5-mods.com, such as https://www.gta5-mods.com/misc/gameconfig-xml-dilapidated

Installation:

Video installation tutorial:
https://youtu.be/s6ERd0QiFIU?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

1. In OpenIV, select 'Tools' from the menu bar, and select 'Package Installer'.
2. Select the ModdingDLCPack.oiv file and install it into your mods folder.
3. If you're running a different version of Grand Theft Auto V than the one indicated above, you may need to install a different gameconfig.xml for unlimited cars for your game version (see **prerequisites**).

For those interested, the OIV file does the following:

- Replaces your current gameconfig.xml with the one included (see link above).
- Adds the following file: *mods\update\x64\dlcpacks\MODDING\dlc.rpf*
- Adds a line to your current dlclist.xml (does not replace it).

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To replace existing peds that are in the game by default (e.g. S_M_Y_COP_01):

Full video tutorial:

https://youtu.be/AI8bZZaYhI4?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

Add the ped files here (using OpenIV in edit Mode):
Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\models\cdimages

Place any props for the ped (filename ends with _p) into *componentpeds_p.rpf* Place the rest of the ped model files into *componentpeds.rpf*

To add NEW (addon) peds that are not in the game by default (e.g. S_M_Y_COP_02):

Full video tutorial:

https://youtu.be/znS2BC3r3q0?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

1. Adding a peds.meta entry:

Activate edit mode, and go to *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data*. Right click *peds.meta* and select *edit.*

As you're adding a new addon ped that's not in the game by default, you'll need to add an entry for the new ped here. I was not able to find the location of the default peds.meta that contains a cop ped, but I've included an example entry in the download that you should be able to use/edit (peds meta example entry.txt). Contains a male/female version and may require editing for certain peds.

You need to put the new entry in, change the first two lines to match your new peds name:

<Name>S_M_Y_COP_02</Name>
<PropsName>S_M_Y_COP_02_p</PropsName>

(note, the first line is the ped's gamename, the second line is its corresponding prop).
Save the file.

2. Add the ped files here (using OpenIV in edit Mode):
Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\models\cdimages

Place any props for the ped (filename ends with _p) into *componentpeds_p.rpf* Place the rest of the ped model files into *componentpeds.rpf*

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To replace existing vehicles that are in the game by default (e.g. POLICE)

Full video tutorial:

https://youtu.be/NZah_OuNA3I?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

1. Add vehicle models. Drag & Drop the vehicle models into OpenIV (EditMode) in the following location: *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\levels\gta5\vehicles\vehicles.rpf*

2. Carvariations.meta lines go in *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data*
(see below for further information on how to add lines to the meta files)

3. Handling.meta NEW entries also go into *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data*.
Handling.meta entries that are in the game by default, however, CANNOT be done via the DLC and must be done in the default handling.meta: *Grand Theft Auto V\mods\update\update.rpf\common\data\handling.meta*
(see below for further information on how to add lines to the meta files).

4. Vehicles.meta MUST be edited in the default vehicles.meta for existing cars as normal:
Grand Theft Auto V\mods\update\update.rpf\common\data\levels\gta5\vehicles.meta
The game will not check this DLC's vehicles.meta for vehicles that are in the game by default.
(see below for further information on how to add lines to the meta files)

To add NEW (addon) vehicles that are not in the game by default (e.g. POLICE20)

Full video tutorial:

https://youtu.be/_ZMbZoIbtYw?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

1. Add vehicle models. Drag & Drop the vehicle models into OpenIV (EditMode) in the following location: *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\levels\gta5\vehicles\vehicles.rpf*

2. Carvariations.meta entries for the vehicle go in *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data*
If the vehicle download does not include a custom carvariations.meta entry for the vehicle, you must add the one from the meta-templates\template_carvariations.meta file (see below for further information on how to add lines to the meta files).

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3. Vehicles.meta lines go in *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data\levels\gta5*
If the vehicle download does not include a custom vehicles.meta entry for the vehicle, you must add the one from the meta-templates\template_carvariations.meta file (see below for further information on how to add lines to the meta files).

4. Handling.meta lines for the vehicle go in *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data*
(see below for further information on how to add lines to the meta files). If the vehicle download does not include a custom vehicles.meta entry for the vehicle, you can simply skip this step.

How to replace Weapons that are in the game by default:
Full video tutorial: https://youtu.be/kGqUuGLDT-I?list=PLEKypmos74W8PMP4k6xmVxpTKdebvJpFb

Using OpenIV's edit mode, drag & drop the weapon's model files into
Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\models\cdimages

Adding entries to handling.meta
Handling.meta NEW/ADDON entries go into
Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data\handling.meta.

Handling.meta entries that are in the game by default, however, CANNOT be replaced via the DLC and must be done in the default handling.meta:
Grand Theft Auto V\mods\update\update.rpf\common\data\handling.meta

To add lines, activate edit mode and right click handling.meta and select edit. Add your lines between <HandlingData> and </HandlingData>.
Save the file.
Note you only need to add new handling.meta entries if your vehicle's download includes one.

Adding entries to vehicles.meta
vehicles.meta NEW/ADDON entries go into
Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data\levels\gta5\vehicles.meta.

For addon vehicles.meta entries, you should want to add **POLICE** as an *audioHash* if none is specified in the entry you're adding – this will ensure the vehicle has police sirens and vehicle sounds, and is not muted.

vehicles.meta entries that are in the game by default CANNOT be replaced via the DLC and must be done in the default vehicles.meta:
Grand Theft Auto V\mods\update\update.rpf\common\data\levels\gta5\vehicles.meta

To add lines, activate edit mode, right click vehicles.meta and select edit. Add your lines between <initDatas> and </initDatas>.
Save the file.

If installing your vehicle in a different slot than it was made for:

In case a vehicle download doesn't include a custom vehicles.meta entry, the default vehicles.meta is included with this download in the meta-templates folder. So, if a vehicle was made for e.g. the **police2** slot, you can copy the police2 vehicles.meta entry, change the <modelName>, <txdName> and <gameName> (but **not** <handlingID>) to whatever slot you're placing your vehicle in and include it as a new entry in one of the above paths. This applies for both replacing default slots and addon slots. However, if a vehicle download contains its own vehicles.meta entry, make sure to use that one instead of the template (and simply change the <modelName>, <txdName> and <gameName> for whatever slot you wish to place it in).

Adding entries to carvariations.meta

All carvariations.meta entries (both default replacement & addon entries) go into *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\common\data\carvariations.meta.*
To add lines, activate edit mode, right click carvariations.meta and select edit. Add your lines between <variationData> and </variationData>.
Save the file.

If installing your vehicle in a different slot than it was made for:

In case a vehicle download doesn't include a custom carvariations.meta entry, a default carvariations.meta entry is included with this download in the meta-templates folder that should work with **most** vehicles. Simply copy the template entry, change the <modelName> to whatever vehicle slot you're installing the vehicle in and include it as a new entry in the above path. This applies for both replacing default slots and addon slots. However, if a vehicle download contains its own carvariations.meta entry, make sure to use that one instead of the template (and simply change the <modelName> for whatever slot you wish to place it in).

If the vehicle you're installing is a **non-ELS** vehicle and its lights look strange, you may have to change the <sirenSetting> for that vehicle's carvariations.meta entry. For a full list of possible sirenSetting values for the default carcols, see the carvariations_sirenSettingsIDs.txt file in the Modding DLC Pack V download. If you're using a custom carcols file, these value may be different – consult the documentation of the carcols mod you've installed.

Adding custom names to vehicles (not important)

Find out the hash for your addon vehicle - e.g. by using this tool
https://www.se7ensins.com/forums/threads/another-jenkins-hash-converter.1227230/
In OpenIV to Grand Theft Auto
V\mods\update\x64\dlcpacks\MODDING\dlc.rpf\x64\data\lang and into the rpf matching your language.
Edit global.gxt2 - use this tutorial
https://www.youtube.com/watch?v=eKaAGwVf3lg&ab_channel=OpenIV

Add your hash on a new line between the curly braces, followed by = NAME. Example:
{
      0x00000000 = MYNAME
      0x00000001 = MYNAME2
}
These names should pop up in the bottom right when entering the vehicle with the specified hash ingame.

Exporting & Backing up your Modding DLC (e.g. when performing a fresh install/update of GTAV)

Using OpenIV, go to *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\.*
Drag and drop *dlc.rpf* out of OpenIV to a folder where you keep your backups (e.g. to desktop). Your DLC is now exported and backed up.

To restore your backup on a fresh GTA 5 install, follow the installation instructions again. Afterwards, replace the *Grand Theft Auto V\mods\update\x64\dlcpacks\MODDING\dlc.rpf* file with the one you backed up earlier.