



MORS MUTUAL INSURANCE

Single Player

Tired of losing your 500k\$ fully modded vehicle because you went on a mission and it disappeared? Or because you wanted to see if it was waterproof and (unfortunately) it wasn't?

Don't wait any longer and insure your vehicle now at Mors Mutual insurance!

Table of Contents

Table of Contents	1
Prerequisites	2
You need to install these parts before installing the mod	2
Having any troubles? Install these too	2
Installation	3
Install	3
Uninstall	3
What is this mod	4
Location of Mors Mutual depots	5
Frequently Asked Questions	7
Why this mod?	7
How do I contact MMI?	7
What vehicles can I insure?	7
How can I insure my vehicle?	7
Ok, I'm insured. Now what?	8
My vehicle has been recovered but the depot is far away!	8
Is it possible to set a custom license plate number?	8
How can I tweak this mod?	8
How to translate this mod?	9
Benny's motorwork compatibility?	9

Prerequisites

You need to install these parts before installing the mod

- ScriptHookV:
www.dev-c.com/gtav/scripthookv/
- ScriptHookVDotNet2:
<https://github.com/crosire/scripthookvdotnet/releases>
- NativeUI:
<https://github.com/Guad/NativeUI/releases>
- iFruitAddon2:
<https://github.com/Bob74/iFruitAddon2/releases>
- SHVDN-Extender:
<https://github.com/Bob74/SHVDN-Extender/releases>

Having any troubles? Install these too

- .NET Framework 4.7 or above:
<https://www.microsoft.com/en-us/download/details.aspx?id=56116>
- Visual C++ 2015 (or above) x64:
<https://www.microsoft.com/en-us/download/details.aspx?id=53587>

Installation

Install

- Install all prerequisites.
- Create a folder named **scripts** in your GTA V main directory (the one that contains GTAV.exe).
- Go to your main GTA V directory (the one that contains GTAV.exe).
- Copy **MMI-SP.dll** and the **MMI** folder to your **scripts** directory.
- Done!

Uninstall

- Go to your main GTA V directory (the one that contains GTAV.exe).
- Remove **MMI-SP.dll** and the **MMI** folder from your **scripts** directory.
- Done!

What is this mod

MMI-SP is an attempt to bring GTA: Online's Mors Mutual Insurance to Story mode. I have tried to make this mod as lore friendly as possible.

When your vehicle is insured, you can recover it and it will respawn at the Mors Mutual depot (see next section for the locations).

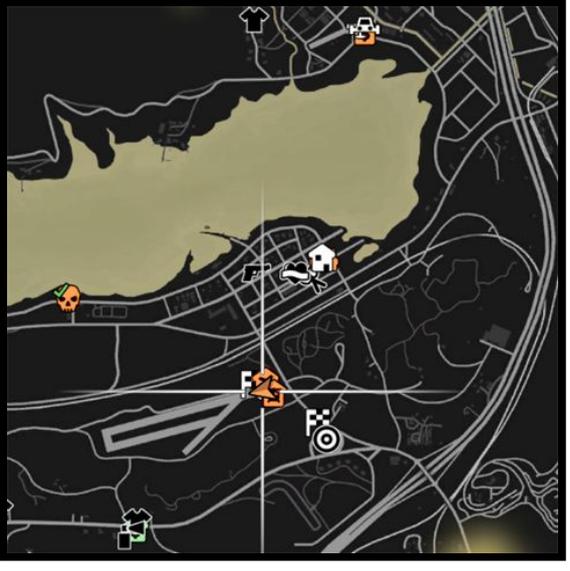
You insure your vehicle by going to the MMI office (it will let you insure the last vehicle you have entered).

You will also be able to respawn a vehicle even if it hasn't been destroyed (but the price will be higher).

If the option is selected (see FAQ "How can I tweak this mod?"), all your insured vehicles can be tagged as persistent (they won't despawn until they explode).

Location of Mors Mutual depots

Vehicles	Boats
	
GTA: Online depot (Vapid dealership)	Puerto Del Sol Marina

Helicopters	Planes
	
Puerto Del Sol Marina (helipads)	Sandy Shores Airfield & McKenzie Field Hangar

Military vehicles



Outside Fort Zancudo (East)

Frequently Asked Questions

Why this mod?

In GTA V, you can lose your personal vehicles too easily (except for the character's specific vehicles since they keep respawning):

If your vehicle is destroyed, you've lost it.

If your vehicle disappears, you can still recover it from the LSPD impound (maximum 2 vehicles stored in the impound).

If your vehicle disappears and the impound already has 2 vehicles in it, you will lose the older vehicle in the impound.

It is the game's mechanic and we can't change it.

By insuring your vehicle, you will be able to **recover** it when it has been destroyed and even **spawn** it again if it has disappeared!

If you pay the price, you will always be able to recover your insured vehicles.

I don't really like how other mods deal with this issue since it's often implemented in a non vanilla way (it looks like cheating).

How do I contact MMI?

MMI has an office in the city (a red **M** marker is displayed on your map) and you can call them with your phone too.

What vehicles can I insure?

Barely everything! The only restrictions are main character's vehicles (they already respawn) and trains (obviously).

How can I insure my vehicle?

To insure a vehicle, you need to go to the MMI office. Once you're inside, you will be able to insure the **last vehicle you've used**.

Ok, I'm insured. Now what?

- **Your vehicle has been destroyed**

You can call MMI using your phone or go to the office and ask to recover it. After paying, your vehicle will be delivered to the Vapid dealership (same location as GTA: Online).

A blinking marker is added to your map to find your vehicle easily.

- **Your vehicle has disappeared**

Well, it happens quite often in GTA V but don't worry, here is the solution!

First you need to check the LSPD impound since the game start by putting your vehicle there. But it only contains 2 vehicles max.

If your vehicle has disappeared and is not in the impound, you can report your vehicle as stolen to MMI (using your phone or going to the office). Once you've paid, your vehicle will be delivered to the depot.

My vehicle has been recovered but the depot is far away!

Call MMI using your phone. You will have a "Bring me my vehicle" menu that will bring your vehicle to you using a driver.

Is it possible to set a custom license plate number?

Yes! Go into the office and you will have the possibility to set a custom plate number for any of your vehicles.

Remember: a license plate number car only contain letters, digits or white spaces.

How can I tweak this mod?

The easiest way is to use the phone and call the contact "MMI-SP Settings". It will bring up a menu which will allow you to edit each parameters as if you were editing them directly in "config.ini".

Using the phone, the settings will be applied immediately unless it is specified otherwise.

How to translate this mod?

In "config.ini", change the value of the key "language" to the name of the translation file.

ie: "language=fr" will ask the mod to use the file "fr.xml".

Only English is embedded with this mod but you can easily make your own translation file:

- Copy the file "default.xml" and rename it as you like (ie: the name of your country in two characters notation)
- Edit the content of the markups (what is between <this> and </this>)
- There are some variables in the text, **you must not translate them**. Variable starts with the character: \$
- Change the value of the key "language" in "config.ini" to match the name of your file.

Benny's motorwork compatibility?

Benny's modifications are supported.

But BE CAREFUL!

If you've modified your vehicle's body to allow Benny's modifications, you will need to insure your vehicle again (it is a limitation of my mod, I will try to fix this point in the future).