

Car Transporter

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Mod Information

Version: 1.1

Date added: 17-06-13

Scratchmade by Vertelvis

Features

- Spawn a car transporter
- Attaching cars to the car transporter with correct positioning and wheel brackets
- Ingame configuration utility to position your own cars on the back of the car transporter
- Customizable key bindings via the .ini-file
- All features are controlled via an ingame menu system
- Compatible with ikt's Traffic Load Fix
- Detailed instructions on adding cars included
- Detailed instructions on configuring cars included
- Document with car configuration data for all (fitting) GTA IV cars included
- Document with car configuration data for all my mods up to 07-04-13 included
- Document with all numeric key bindings included

Mod Requirements

- GTA IV 1.0.7.0
- .Net Scripthook 1.7.1.7 Beta
- Any ASI-loader

Furthermore all prerequisites for the above are also needed in order to run this mod.

Changelog

v1.1:

- Changed the default menu toggle key binding to F10 (to not conflict with my newly released Westdyke Safehouse mod)
- Added the option to select a random configured car to transport
- Added the car configuration data for my latest car mod; the Ford Country Squire

Installation

Extract CarTransporter.net.dll and CarTransporter.ini to <GTA IV installation folder>/scripts

Note:

If the Mercedes-Benz Sprinter 3500 Car Transporter replaced a different car than the Packer, you should do the following the first time you run this script:

- | | |
|----------|--|
| Step 1 - | Start GTA IV, make sure you have installed the mod correctly and meet all requirements as outlined above. |
| Step 2 - | Spawn a car transporter WITHOUT USING THE CAR TRANSPORTER SCRIPT, for instance using the Simple Native Trainer mod, and enter the car. |
| Step 3 - | Press F10 > Configuration menu > Save current car as car transporter model. |

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Default Key Bindings

| | |
|----------------------------|--------------|
| Menu on and off toggle key | F10 |
| Menu up key | Numpad - |
| Menu down key | Numpad + |
| Menu enter key | Numpad Enter |

You can rebind all keys to the keys of your liking in the .ini-file under the heading [Keys].

Adding A Car

Below I will outline the process of adding a vehicle to the script, making it appear ingame and attaching it to a car transporter. In the following instruction I will assume that you have made no changes to the .ini-file supplied in the archive and therefore have no cars added yet and have not modified the key bindings.

- Step 1 - Pick the vehicle of your choice from one of the documents with car configuration settings.
- Step 2 - Copy the settings of the vehicle of your choice and copy it under the header [Car1], replacing the "Inactive--Replace this with your SavedCar data--".
- Step 3 - Change the value of the line "Count" under the header [Cars] from 0 to 1.
- Step 4 - Start GTA IV, make sure you have installed the mod correctly and meet all requirements as outlined on the last page.
- Step 5 - Acquire a car transporter, either by spawning one using the script or by another method, and enter the car.
- Step 6 - Press the F10 key to toggle the mod menu. If you press F10 and nothing happens, you have not fulfilled step 4.
- Step 7 - Scroll to the option "Select transported car" using Numpad + (by default) and press Numpad Enter (by default) when this option is highlighted.
- Step 8 - Select the appropriate car from the now appearing menu by using the same controls as at step 7.

Adding subsequent cars is done along the same lines as above, raising the car count by 1 for every car you add.

Configuring A Car

Below I will outline the process of configuring a vehicle using the script. In the following instruction I will assume that you have made no changes to the key bindings and have a general understanding of how the script's menu system works.

- Step 1 - Start GTA IV, make sure you have installed the mod correctly and meet all requirements as outlined on the last page.
- Step 2 - Spawn a car transporter
- Step 3 - Spawn the car you want to configure
- Step 4 - Enter the car transporter. Open the script's menu > Configuration menu > Set current car as base car and hit Numpad Enter. Do not close the menu after doing this.
- Step 5 - Enter the car you want to configure, scroll down to "Set current car as transported car" and hit Numpad Enter. Do not close the menu after doing this.
- Step 6 - The menu should now show both the base and transported cars as "Set". If this is not the case you have not done the previous steps correctly. If both items are indeed shown as "Set" scroll down to "Start car configuration" and hit Numpad Enter.
- Step 7 - Both cars will now be attached to each other. You can now position and rotate the transported car by using the menu system. Operations will be done by the increment visible and changable at the first row of the menu. The appropriate wheel brackets can be selected at the second row of the menu.
- Step 8 - When the transported car is positioned to your liking and the correct wheel brackets are selected scroll down to "Save car settings" and hit Numpad Enter.
- Step 9 - Your car data is now saved in the .ini-file. Exit GTA IV and open CarTransporter.ini in your <GTA IV installation folder>/scripts. Your saved car data can be found under the header [SavedCar]. You can now add the car to the game by following the procedure outlined at "Adding a car" using the settings just saved under [SavedCar].

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Disclaimer

This mod has been thoroughly tested on GTA IV 1.0.7.0 and the scripthook outlined in the requirements. Using other game versions (like 1.0.4.0) is not officially supported and tested, although it might work. The same goes for different scripthook versions. Any strange behaviour ingame is most probably caused by not following the installation instructions, not having the required mods installed or incompatibility with other installed mods. Be aware that you always install mods at your own risk, and I am not responsible for any problem caused by this mod.

Release Sites

This mod is released and is only allowed to be hosted on the following sites:

- www.vertelvis.com
- www.gta4-mods.com
- www.gtainside.com

I do not upload my mods on other sites because they don't allow me to update my mods, which I regularly do since I always want to supply the community with the latest versions of my mods. In other words, this is done with you in mind!

Release

A lot of time has gone into making this mod. I hope you respect this and do not claim this or parts of this mod as your work, nor use it or parts of this mod in your own mods.

Thank you,

- Vertelvis