

2010

# BMW X5 xDrive35d

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## Mod Information

Version: 1.1

Date added: 09-06-13

Base model by: Forza Motorsport 3 & Forza Motorsport 4

Edited and converted by: Vertelvis

## Features

- Full L0 and L1 models
- Highly detailed L0 model
- Custom collision model
- 3 License plate options
- Factory exterior colors included
- Factory interior colors included
- 3 Dashboard inlays controlled by liveries

## Does Not Feature

- A working bonnet and boot

## Changelog

v1.1:

- New door sills

## Carcols.dat

This mod uses the following original colors: (You do not need to copy these if you haven't modified them)

10,10,10,-,black # 0 Black (Vertelvis)  
201,201,201,-,white # 112 White (Vertelvis)

This mod uses the following colors from my Saleen S281 mod:

122,121,123,-,grey # 19 Ford - Satin Silver (Vertelvis)

This mod uses the following colors from my Saleen S281 Unmarked Police Car mod:

30,30,30,-,grey # 8 Dark Gray (Vertelvis)

This mod uses the following colors from my Mini Cooper S mod:

55,55,60,dark,grey # 21 Mini - Dark Silver (Vertelvis)  
10,24,25,dark,green # 52 Mini - British Racing Green (Vertelvis)

This mod uses the following colors from my Audi Q7 V12 TDI mod:

9,19,56,dark,blue # 62 Audi - Mugello Blue (Vertelvis)  
150,129,108,-,beige # 94 Interior - Beige (Vertelvis)  
51,42,37,dark,brown # 104 Interior - Espresso Brown (Vertelvis)

This mod uses the following new colors:

99,101,104,-,silver # 12 BMW - Titanium Silver (Vertelvis)  
49,13,19,-,red # 33 BMW Individual - Ruby Black (Vertelvis)  
54,65,65,-,green # 58 BMW - Mineral Green (Vertelvis)  
3,12,27,dark,blue # 83 BMW - Monaco Blue (Vertelvis)  
75,69,59,-,beige # 91 BMW - Platinum Bronze (Vertelvis)

Carcol line: (Attention: This is a 4-color car!)

112,8,0,8, 0,19,0,19, 0,94,0,94, 12,8,0,8, 91,94,0,94, 91,104,0,104, 21,8,0,8, 58,12,0,12, 58,104,0,104, 52,19,0,19, 52,94,0,94, 83,19,0,19, 83,94,0,94, 0,19,62,19, 0,94,33,94,

## Handling.cfg

Handling.cfg line:

2150.0 7.0 80 0.0 0.0 -0.75 0.45 6 0.15 1.0 135.0 0.22 0.66 0.5 35.0 1.05 0.95 14.0 0.15 0.47 1.8 1.35 1.35 0.15 -0.18 0.0 0.5 1.0 1.0 0.8 1.5 0.0 70000 440044 0 0

## Vehicles.ide

Vehicles.ide line:

rebla, rebla, car, REBLA, PMP600, VEH@STD, NULL, 100, 999, 0.25, 0.25, 0, 5, 1.0, 0, noboot+livery

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## Disclaimer

This mod has been thoroughly tested on several systems and in both GTA IV and EFLC. I have run this mod for hours and hours without any crashes whatsoever. 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](http://www.vertelvis.com)
- [www.gta4-mods.com](http://www.gta4-mods.com)
- [www.gtainside.com](http://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

Although some would say this is merely a convert, a lot of time has gone into making this mod. I have locked the archive to protect my work. Although I take no credit for creating the base model, I do take credit for editing and converting this model to GTA IV. I hope you respect this and do not claim this or parts of this mod as your work, nor use this or parts of this mod in your own mods.

Thank you,

- Vertelvis