

2006

Saleen S281 Extreme

Version 1.1



Base Model: Forza Motorsport 3

Edited and Converted by: Vertelvis

Notices Before Installation

Features this mod does not support

1. This mod has no working bonnet and boot. These are not sufficiently detailed in the original Forza 3 model, and since I do not really value these in my mods I haven't remodeled them.
2. The window can't be damaged at the moment. This means shooting out of the window is not possible at the moment. This seems to be related to a polygon limit on the window meshes in the game engine. For now, I was not willing to give up detail in favor of damagable windows. If you however know a fix or workaround for this, please do let me know.

Required tools and mods for installation

1. An .img editor (I highly recommend OpenIV)
2. A game unlocker (Built into Xliveless, but any equivalent will also do. If the car flips very easily ingame you haven't got this step right.)

This car was created mainly for cruising. The car works fine in campaign play, but there may be certain points in the storyline where using this car is less than ideal (not being able to shoot from your car for instance). As long as you realize this, you will have a (at least in my opinion) fine time with this mod.

Mod Information

Model Information

Original Model by: Forza Motorsport 3
Edited and Converted by: Vertelvis
Version: 1.1

Mod Features

- Full L0, L1 and L2 models included, making for a relatively seamless transition while not eating all your system's resources.
- Highly detailed L0 model, for stunning ingame visuals.
- Custom collision model
- 2 Handling options
- 6 License plate options
- Factory colors included

Car Information

Year: 2006
Make: Saleen
Model: S281 Extreme

Engine: 4.6L Supercharged V8
Power: 550 BHP @ 6000 rpm
Torque: 667 NM @ 4800 rpm

Transmission: 6-speed Manual
Drive: Rear Wheel Drive

For me, the Saleen S281 has everything a muscle car should be about. The already muscular looks of a standard Mustang have been very nicely complemented by the Saleen bodykit, making it look like the ultimate bad guy's car. This coupled with the bright colors available make for a very striking looking car. The power train is equally suitable: A big supercharged V8, coupled to a manual 6-speed delivering all it's power through what is generally found under vans. Yes, the S281 still has a live rear axle, making for some tailhappy handling.

Changelog v1.1

- The rims are now paintable
- Fixed a small bug on the bonnet mesh

Installation Instructions

In this manual, I am assuming you have a general knowledge of how to install a new car into GTA IV. If you do not, I suggest you search around the internet a bit, there are excellent manuals which describe this process in great detail.

This car replaces the Sabre GT by default, but it can replace any 2-door car of your choice. Therefore, where I mention Sabre GT in the following instructions, replace that with the car you chose to replace.

- Step 1.
- Replace the sabregt.wft and sabregt.wtd in the <GTA IV installation folder>/pc/models/cdimages/vehicles.img archive with the ones supplied in the archive, using an .img editor (like OpenIV).
- Step 2.
- Open <GTA IV installation folder>/common/data/carcols.dat with notepad. This mod uses the following standard GTA IV colors, check if they are unmodded. If you are not sure, you can copy back the following lines to ensure they are.

10,10,10,-,black	# 0 Black
63,62,69,dark,grey	# 7 Shadow Silver Poly
118,123,124,-,grey	# 10 Gray Poly
201,201,201,-,white	# 112 White

Then, replace the following lines with the following factory colors (I've labeled them Ford colors, because Saleen uses Ford colors).

122,121,123,-,grey	# 19 Ford - Satin Silver
140,5,5,bright,red	# 42 Ford - Torch Red
95,8,20,-,red	# 44 Ford - Redfire
115,115,65,light,green	# 60 Ford - Legend Lime
0,30,70,-,blue	# 64 Ford - Vista Blue
75,126,153,light,blue	# 73 Ford - Windveil Blue
205,125,0,-,yellow	# 97 Ford - Screaming Yellow

Finally, replace the Sabre GT color line with the following:

112,10,0, 42,10,0, 0,10,0, 64,10,0, 19,10,0, 44,10,0, 60,10,0, 73,10,0, 97,10,0,
--

Note that the decal color isn't defined by the carcols line, but is defined by liveries ingame.

- Step 3.
- Open <GTA IV installation folder>/common/data/vehicles.ide with notepad. Replace the second part (after the archive definition) of the Sabre GT vehicle line with:
- VEH@LOW,VEH@LOW_LE2_RI2, 100, 999, 0.275, 0.275, 0, 5, 1.0 ,0, noboot+livery

Step 4. Open <GTA IV installation folder>/common/data/handling with notepad. Here you have two handling options to install:

GTA-style handling

```
1642.0 7.3 85 0.0 0.0 -0.49 0.0 6 0.22 1.0 150.0 0.32 0.68 0.7 35.0 1.35 1.15 14.5 0.15 0.49 2.0 1.8 1.8 0.10 -0.10 0.0 0.51 0.1 0.0 0.8 1.5 0.0 60000 440042 0 0
```

Semi-realistic handling (less grip, slides around a lot more)

```
1642.0 7.3 85 0.0 0.0 -0.49 0.0 6 0.22 1.0 150.0 0.32 0.68 0.7 35.0 1.17 1.07 14.5 0.15 0.50 2.0 1.8 1.8 0.10 -0.10 0.0 0.5 1.0 1.0 0.8 1.5 0.0 60000 440042 0 0
```

Choose which one you prefer, then replace the Sabre GT handling line.

Step 5.
Optional If you like you can replace the numberplate with one of those supplied in the archive. To do this, simply replace the np.tga and npn.tga textures in sabregt.wtd with the ones of you liking with OpenIV.

Installation
Complete You have now completed the installation of this mod. Enjoy!

Release Information

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

Release

Although some would say this is merely a convert, a lot of time has gone in to 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