



[HTTP://WWW.REALRAGE.THEREALGABE.NET](http://www.realrage.therealgabe.net)

# Real | RAGE VEHICLES ENHANCER

## VERSIONS EXPLANATION

The **Real | RAGE** mod's version numbers consists of three parts. The **first part** is the number of the **main version**, the **second part** is the number of the **compatible game version**, the **third part** is the mod's **release number** (the number of the updates in the given main version).

Example: **v1.877.1**

## REQUIREMENTS

You need the OpenIV Tool to install this mod!

Download link: <https://www.gta5-mods.com/tools/openiv>

## HOW TO INSTALL

1. Install OpenIV
2. Create a new folder in the game's root directory and name it to **mods**
3. Copy the **update** folder and the **x64w.rpf** file (they are in the root directory) into the **mods** folder
4. Open up OpenIV
5. Install the OpenIV's OpenIV.asi and ASI loader
6. Enable edit mode
7. Extract the mod's archive somewhere
8. In the mod's folder the other folders are named and structured according to paths in OpenIV. So follow the paths in OpenIV according to the mod's folders and drag&drop the files into OpenIV
9. Close OpenIV
10. DONE

Here is a tutorial to install the OpenIV.asi and ASI Loader, and to use of the OpenIV's mods folder feature:

<http://openiv.com/?p=1132>

**WITH THE USE OF OPENIV'S MODS FOLDER FEATURE YOU DON'T HAVE TO ALTER THE ORIGINAL FILES, SO YOU CAN PLAY WITH ACTIVE INTERNET CONNECTION! BUT DON'T PLAY WITH GTA ONLINE BECAUSE YOU WILL GET BANNED! WITH MODDED GTA YOU CAN PLAY ONLY WITH THE STORY MODE! IF YOU WANT TO PLAY GTA ONLINE SIMPLY DELETE THE OPENIV.ASI, THEN INSTALL IT AGAIN WHEN YOU WANT TO PLAY THE MODDED STORY MODE.**

## BACKUP

Backup files are not included because you don't need it thanks to OpneIV's mods folder feature!

## MY OTHER MODS

[https://www.gta5-mods.com/users/Real\\_Gabe](https://www.gta5-mods.com/users/Real_Gabe)

If you make a video with/about this mod, please link the mod's page at least in the video's description!  
Do not claim you made this mod and don't upload and/or alter it without my permission!

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RELEASE NOTES

v1.877.2 (11/22/16)

- Added more DLC vehicles handling files (now all DLC vehicles has increased deformation)
- Updated the installation instructions (you need to copy the x64w.rpf file to the mods folder)

v1.877.1 (11/21/16)

FIRST RELEASE

HANDLING.META FILES	
GENERAL	Increased deformation for all vehicles (including DLC vehicles); cop cars has lower deformation than other cars;
RHINO TANK	Increased mass, increased brake and handbrake force, added 4 drive gears (originally 1); increased the top speed to 78km/h (originally 55km/h), adjusted brake force balance (added more force to the front), increased the turning speed, adjusted brake and turning grip; adjusted gear shifting, hardened the suspension, increased turret speed, no deformation
WHEELFX.DAT	
Increased tiresmoke on burnout, ajusted the smoke color to white on concrete, tarmac, stone and paving; increased trail effect on concrete, dusty concrete, tarmac, all kind of sand, dry dirt, puddle, water, gravel, mud, clay, grass;	
CARCOLS.YMT	
Bigger and more intensive siren lights; police motorcycle has now proper siren lights; siren lights casts shadows;	