

The New York Police Department Chevrolet Chevy Blazer for GTA United

Thank you for downloading this expansion for GTA United, This NYPD Chevy Blazer patrol car, created originally by Ivan of the Brazilian Motors Team for San Andreas, has been textured by myself and is a new release which is a pre release of the version that will be included in the GTA United Pack V2.0 coming soon.

Before we do anything, even backup, we must pay tribute to the incredible people that made this mod possible.

Here goes, Thanks people, I could not have done this without you

Chevrolet Blazer NYPD Police Cruiser



Original Author: Ivan (ivanlavigne23@yahoo.co.uk)

See also: <http://brazilianmotorsteam.blogspot.com>

Texture by: Alicantin (alicantin@hotmail.com)

Please rate this pack if the website you download it from offers a rating system, and feedback any issues, suggestions or your opinions to me at alicantin@hotmail.com

Installation Instructions

Ok, first and foremost, BACK IT ALL UP, I can not stress this enough, the <gta3.img> file was never designed by Rockstar to get mauled and messed with, consequently, when we mess with it, with stuff like imgtool, which although is a fantastic tool, is not what Rockstar used to compile the file, anything can happen, and there is nothing worse than hearing that ding and seeing the progress bar stop and the PC hang, and it happens to the best of us, it takes only one tiny mistake folks.

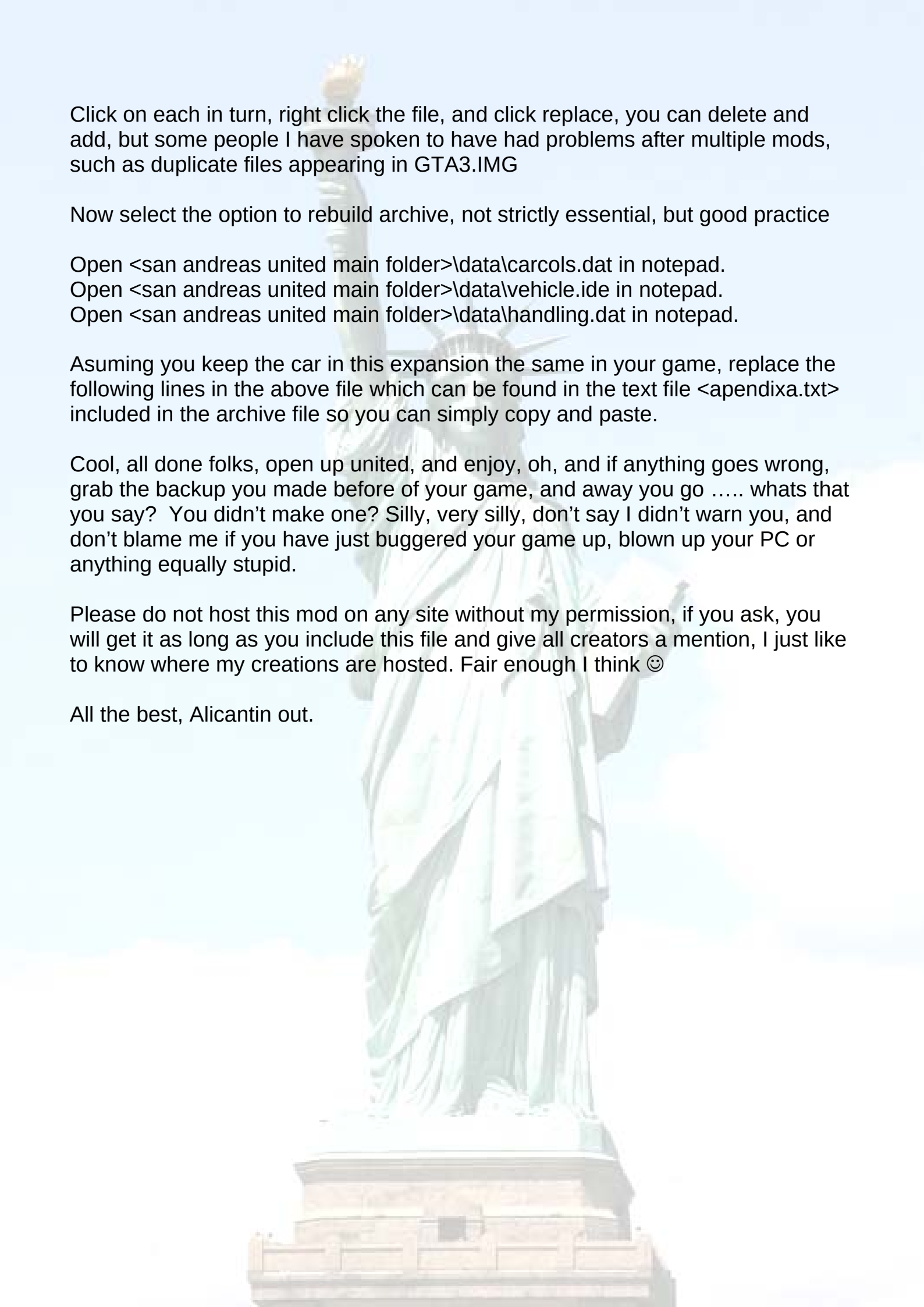
Okay, enough of my ranting. Close San Andreas if its still open.

Download the new IMGtool 2.0 updated for San Andreas from

<http://spookie.powerpill.co.uk> or <http://www.gtagarage.com>

NOTE Old Vice one won't work!

Okay, we are getting there. Find the existing txd and dff files that are included in the pack within file <san andreas united main folder>\models\gta3.img



Click on each in turn, right click the file, and click replace, you can delete and add, but some people I have spoken to have had problems after multiple mods, such as duplicate files appearing in GTA3.IMG

Now select the option to rebuild archive, not strictly essential, but good practice

Open <san andreas united main folder>\data\carcols.dat in notepad.

Open <san andreas united main folder>\data\vehicle.ide in notepad.

Open <san andreas united main folder>\data\handling.dat in notepad.

Assuming you keep the car in this expansion the same in your game, replace the following lines in the above file which can be found in the text file <appendix.txt> included in the archive file so you can simply copy and paste.

Cool, all done folks, open up united, and enjoy, oh, and if anything goes wrong, grab the backup you made before of your game, and away you go whats that you say? You didn't make one? Silly, very silly, don't say I didn't warn you, and don't blame me if you have just bugged your game up, blown up your PC or anything equally stupid.

Please do not host this mod on any site without my permission, if you ask, you will get it as long as you include this file and give all creators a mention, I just like to know where my creations are hosted. Fair enough I think ☺

All the best, Alicantin out.