

2003

Mini Cooper S

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Mod Information

Version: 1.4

Date added: 31-01-14

Base model by: Forza Motorsport 3

Edited and converted by: Vertelvis

Features

2 Versions included:

- Stock
- Light Tuned: 17" Work CR Kai rims with Mini centercaps, slightly lowered suspension, Milltek catback exhaust
- Full L0, L1 and L2 models
- Highly detailed L0 model
- Custom collision model
- 6 License plate options
- Factory exterior colors included
- Extra bonnet lights

Does Not Feature

- A working bonnet and boot

Changelog

v1.1:

- Windows are now damagable and breakable

v1.2:

- L1 interior fixes
- Improved texture quality

v1.3:

- Added a light tuned version
- Headliner is now dark grey
- New outer doorseals
- New tires
- Fixed a few minor bugs

v1.4:

- Changed the rims on the light tuned version to Work CR Kai's
- Smoothed front and rear sidemarkers
- Darker rear defrost

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)
164,167,165,-,silver # 15 Silver Poly (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)
0,30,70,-,blue # 64 Ford - Vista Blue (Vertelvis)
```

This mod uses the following new colors:

```
55,55,60,dark,grey # 21 Mini - Dark Silver (Vertelvis)
150,8,18,-,red # 28 Mini - Chili Red (Vertelvis)
10,24,25,dark,green # 52 Mini - British Racing Green (Vertelvis)
0,81,119,light,blue # 75 Mini - Electric Blue (Vertelvis)
212,186,53,light,yellow # 92 Mini - Liquid Yellow (Vertelvis)
```

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

```
0,112,0,15, 0,0,0,15, 19,0,0,15, 19,19,0,15, 21,0,0,15, 28,0,0,15, 28,112,0,15, 52,52,0,15, 52,112,0,15, 64,112,0,15, 75,112,0,15, 92,112,0,15,
```

Handling.cfg

Handling.cfg line for the stock version:

```
1140.0 5.0 85 0.0 0.0 -0.425 1.0 6 0.17 1.0 150.0 0.25 0.60 0.7 35.0 1.37 1.17 14.0 0.12 0.47 2.5 1.8 1.8 0.10 -0.10 0.0 0.5 1.0 1.0 0.5 1.5 0.0 30000 440044 0 0
```

Handling.cfg line for the light tuned version:

```
1140.0 5.0 85 0.0 0.0 -0.425 1.0 6 0.17 1.0 150.0 0.25 0.60 0.7 35.0 1.42 1.22 14.0 0.12 0.47 3.0 2.1 2.1 0.08 -0.08 -0.01 0.5 1.0 1.0 0.5 1.5 0.0 30000 440044 0 0
```

Vehicles.ide

Vehicles.ide line for the stock version:

```
blista, blista, car, BLISTA, BLISTA, VEH@STD, NULL, 100, 999, 0.2272, 0.2272, 0, 2, 1.0 ,0, noboot
```

Vehicles.ide line for the light tuned version:

```
blista, blista, car, BLISTA, BLISTA, VEH@STD, NULL, 100, 999, 0.24, 0.24, 0, 2, 1.0 ,0, noboot
```

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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
- 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

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