

Behind Space Of Realities - Cursed Memories (C-CM-1)

Manuals for this addition, for [GTA San Andreas](#) in English.



Author of the project and ideas: Vyacheslav Magelaton (YourCreatedHell)

Authors models: Bethesda Game Studios (TES Oblivion), EA (Need For Speed World), Ubisoft Montreal (Call of Juarez - Bound in Blood, Far Cry 2), YourCreatedHell.

Authors of original textures: Bethesda Game Studios (TES Oblivion), Eden Games (TDU 2), GSC Game World (S.T.A.L.K.E.R.: Call of Pripjat), Ubisoft Montreal (Call of Juarez - Bound in Blood, Far Cry 2), YourCreatedHell.

Author of all the modifications and improvements: Vyacheslav Magelaton.

About the modification:

Cursed Memories - fifth development of the project **Behind Space Of Realities**, which was designed as a competitor **Project Oblivion 2007 HQ**, but the idea failed completely, because it turned out that **Cursed Memories** has nothing to do with **Project Oblivion 2007 HQ**. In the end, it turned out that **Cursed Memories** do not like to modify **Project Oblivion 2007 HQ**.

Cursed Memories - independent development **Behind Space Of Realities**, and not **Project Oblivion**.

All perfectly understandable **Project Oblivion 2007 HQ** and its many drawbacks where the exceptional stability of the game. All that remains from the **Project Oblivion**, it's cursed memory. **Cursed Memories** - it was at the beginning of some consideration, they say, as it should be properly look **Project Oblivion**, which lacked the correct paint vertex where there was no optimization with the game, were not properly made and tree models were unnecessary additional layers of polygons.

Installation:

replacement models:

- replace the files in the archive gta3.img "C:\Games\GTA San Andreas\models" on the files in the folders "dff" and "txd" (common folder gta3.img), contents of archive using *Alci's IMG Editor 1.5*. After replacing the file, rebuild the archive by clicking the "Rebuild" (Ctrl+R).

replacement settings:

- Copy the data to the folder with the game, confirm the replacement of files.

Installing the grass:

- Copy the models to the folder with the game, confirm the replacement of files.

It should be take into account:

- Addition is not installed on top of **Project Oblivion 2010 HQ** or on top of any other analog, because conflicts are possible modifications. It is advisable to install a clean game.
- Supplement supports different DLC packs.
- Amendment is not designed for unattended installation. Provided that you have downloaded this add-on that installs automatically - see the different possible misunderstandings that you count on the error for the unfinished work.
- If you have not replaced the ide files are possible critical errors and the completion of the gameplay.
- To raise the game from the assembly mods should: Install any texture modes (eg, SRT 1.7), then **Behind Space Of Realities - Cursed Memories**, and then other modifications.

WARNING!!!

Author website: <http://yourcreatedhell.clan.su> or <http://yourcreatedhell.vol-gta.com> (Russian version), <http://yourcreatedhell.ucoz.org> (English version)

- Author website point when placed on other sites is mandatory. Very important directive for all, without exception!
- For the installation of Crookshanks, I will not be responsible for loss of property or misrepresentation of your data. Read carefully the contents of the document "Read me."
- Do not add this modification in the automatic installer, or, otherwise, performance supplements completely canceled due to the modification of a specific package for your game, created by himself.
- Do not use this supplement in any global modes, without the permission of the author.
- Do not locate this file archive, anywhere without the permission of the author.
- Never lay out a modification to file sharing and earn foreign labor.
- When placing the file archive, prohibits the changing or deleting the document "Read me." All archive should be in the same condition.

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And...

If you want to help in development, you can transfer some money to the accounts:

Yandex money - 41001981967599

WebMoney - Z310982678664, R332141566916, E224442773242

Once tested the modification, please write in the forum of my site: <http://yourcreatedhell.voltgta.com/forum>