

2010

Volkswagen Golf GTI Mk6

Readme

Information

Settings - Stock

Settings - Tuned

Release

Mod Information

Version: 1.0

Date added: 28-01-15

Base model by: Forza Motorsport 4

Edited and converted by: Vertelvis

Features

3 Versions Included:

- Stock
- APR Stage 1 Tuned: Porsche Cayman front brake calipers (also known as the Not So Big Brake Kit), 18" Neuspeed RSE12 Wheels
- APR Stage 2 Tuned: Volkswagen Racing 352mm/6-piston front brakes and ventilated rear rotors, Milltek exhaust system, 18" Neuspeed RSE07 wheels

Features:

- Full L0 and L1 models
- Highly detailed L0 model
- Custom collision model
- 9 License plate options
- Factory exterior colors included
- Brake caliper logo colors controlled by liveries (black, grey and white)
- Brake caliper colored front grille accents (extra's 8 and 9) on tuned versions

Does Not Feature

- A working bonnet and boot

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)
63,62,69,dark,grey # 7 Shadow 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)

This mod uses the following colors from my Audi Q7 V12 TDI mod:

22,22,23,dark,grey # 3 Audi - Lava Grey (Vertelvis)
9,19,56,dark,blue # 62 Audi - Mugello Blue (Vertelvis)

This mod uses the following colors from my Lexus GS300h mod:

16,28,40,dark,blue # 66 Lexus - Meteor Blue (Vertelvis)

This mod uses the following new colors:

141,0,11,-,red # 30 Volkswagen - Tornado Red (Vertelvis)
4,14,34,dark,blue # 71 Volkswagen - Shadow Blue (Vertelvis)
8,12,18,dark,blue # 72 Volkswagen - Graphite Blue (Vertelvis)

Carcol line:

0,30,0, 0,30,71, 112,30,0, 3,30,0, 7,30,0, 19,30,0, 30,30,0, 71,30,62, 72,30,66,

Handling.cfg

Handling.cfg line:

1293.0 4.0 85 0.0 0.0 -0.58 1.0 6 0.17 1.0 145.0 0.23 0.57 0.5 35.0 1.25 1.05 13.5 0.15 0.48 1.7 1.4 1.4 0.10 -0.10 0.0 0.52 1.0 1.0 0.8 1.5 0.0 35000 440042 0 0

Vehicles.ide

Vehicles.ide line:

uranus, uranus, car, URANUS, URANUS, VEH@STD, NULL, 100, 999, 0.25, 0.25, 0, 1, 1.0, 1, noboot

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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)
63,62,69,dark,grey # 7 Shadow 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)
205,125,0,-,yellow # 97 Ford - Screaming Yellow (Vertelvis)
```

This mod uses the following colors from my Audi Q7 V12 TDI mod:

```
22,22,23,dark,grey # 3 Audi - Lava Grey (Vertelvis)
9,19,56,dark,blue # 62 Audi - Mugello Blue (Vertelvis)
```

This mod uses the following colors from my Range Rover mod:

```
51,51,51,dark,grey # 11 Interior - Medium Grey (Vertelvis)
```

This mod uses the following colors from my Lexus GS300h mod:

```
16,28,40,dark,blue # 66 Lexus - Meteor Blue (Vertelvis)
```

This mod uses the following new colors:

```
141,0,11,-,red # 30 Volkswagen - Tornado Red (Vertelvis)
4,14,34,dark,blue # 71 Volkswagen - Shadow Blue (Vertelvis)
8,12,18,dark,blue # 72 Volkswagen - Graphite Blue (Vertelvis)
```

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

```
0,30,0,19,0,97,0,11,0,11,71,19,112,64,0,11,112,30,0,3,3,11,0,19,3,97,0,11,7,11,0,19,7,30,0,3,19,64,0,11,19,30,0,3,30,11,0,11,30,30,0,3,71,97,62,11,71,11,62,19,72,11,66,19,
```

Handling.cfg

Handling.cfg line for the APR Stage 1 tuned version:

```
1293.0 4.0 85 0.0 0.0 -0.58 1.0 6 0.19 1.0 155.0 0.24 0.57 0.5 35.0 1.29 1.09 13.5 0.15 0.48 1.8 1.5 1.5 0.08 -0.08 -0.011 0.53 1.0 1.0 0.8 1.5 0.0 40000 440042 0 0
```

Handling.cfg line for the APR Stage 2 tuned version:

```
1293.0 4.0 85 0.0 0.0 -0.58 1.0 6 0.20 1.0 158.0 0.24 0.57 0.5 35.0 1.29 1.09 13.5 0.15 0.48 1.8 1.5 1.5 0.08 -0.08 -0.011 0.53 1.0 1.0 0.8 1.5 0.0 45000 440042 0 0
```

Vehicles.ide

Vehicles.ide line for the APR Stage 1 tuned version:

```
uranus, uranus, car, URANUS, URANUS, VEH@STD, NULL, 100, 999, 0.27, 0.27, 0, 1, 1.0, 1, noboot+ext_requi+ext_taxi+ext_strong+livery
```

Vehicles.ide line for the APR Stage 2 tuned version:

```
uranus, uranus, car, URANUS, SULTAN, VEH@STD, NULL, 100, 999, 0.27, 0.27, 0, 1, 1.0, 1, noboot+ext_requi+ext_taxi+ext_strong+livery
```

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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