

GTA VC: Rect-HUD v4.0 by CharlesVercetti

General Information Guide

<https://gtaforums.com/topic/670360-asiiiivc-rectangular-hud/>

Visit above link for queries and bug reports.

Features:

- Rectangular radar similar to GTA V.
- Radar repositioned to bottom.
- Car/Location texts moved to bottom and are straighter and smaller.
- Time with phone.
- Weapon and Radio wheel.
- Dynamic money counter.
- Smaller text-box.
- Mission timers similar to GTA V.
- Fonts and Radar icons similar to GTA V.

What's New! (v4.0):

Menu:

- Revamped Menu layouts, completely customizable positioning for each screen.
- New Keyboard setup and Player Skin setup screens.
- Reordered Options.
- (Experimental) Tabbed menu layout – turned off by default.
- Transparent Blur effects on Menu background and Weapon wheel toggle – turned off by default.
- Blur effect, colour and saturation are customizable.
- New frontend textures – Game cover, Menu background (original) and mouse icons.
- New loading screens – sourced from <https://libertycity.net/files/gta-vice-city/110095-vice-city-full-hd-loadscreens.html>
- All menu, HUD, Font textures relocated to /rect_hud_charlesvercetti folder. Mod works purely as plug and play now.
- New GXT_new.csv which houses all GXT strings in /rect_hud_charlesvercetti folder.
- New Control bar at bottom right – replaces helper text and improved navigation.
- New Pause Map screen with HQ map textures and transparent background – customizable.
- Skip Intro toggle – enabled by default.
- Skip Loading screen toggle – disabled by default.
- Game Auto loader toggle – enabled by default. If no saves, start a new game.

- Trails toggle – enables in-built trails (hazy blur effect). Disabled when skyGfx installed. Another fantastic mod. https://github.com/aap/skygfx_vc

HUD:

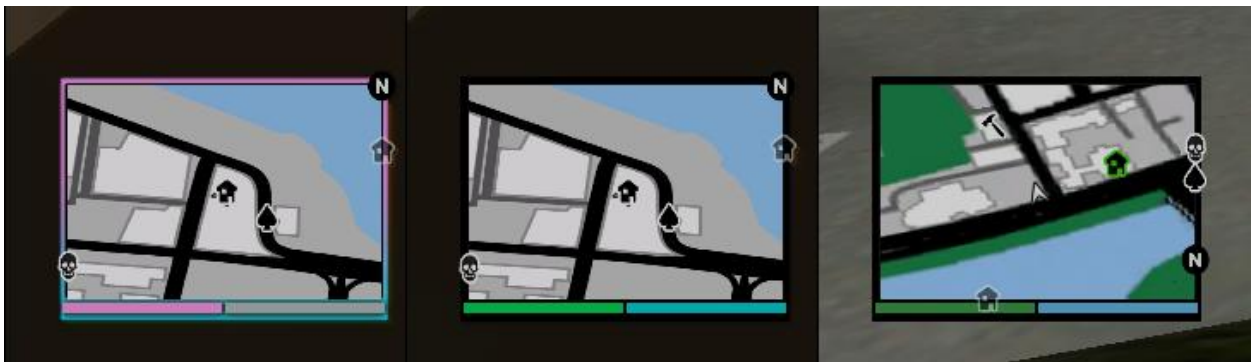
- Improved Message box with stacking (In-game messages, Garage and Loading messages under one common layout).
- Simple GPS navigation with waypoint. (Thanks to 13AG for GPS codebase.)
- Round Entity/destination markers.
- Money difference indicator.
- Adjusted layout of some HUD items.
- Rewritten Weapon/Radio wheel logic – reduce texture overhead.
- Blur behind weapon/radio wheels and slow-motion activation.
- Improved crosshairs with hit-indicator.
- Simple Reticule option added in configs.
- Auto ClassicAxis identification.
- Config files are now auto-generated by the plugin if not found.

ToDo:

- Tab-Clicking to Tabbed Menu – sounds like a lame joke but it's what it is.
- Looking into feasibility of whatever idea comes to mind or via suggestions.

Styles:

Right now, menu is styled in a common way – with heavy pink and blue aesthetic; users can customize to their liking.



Classic	Modern	V Style
VC Style Radar	V Styled Radar	V Styled Radar
VC Colour schemed HUD	VC Colour schemed HUD	V Colour schemed HUD
1986 Tommy's Phone	GTA V Michael's phone	GTA V Michael's phone.
GTA V style fonts/blips	GTA V style fonts/blips	GTA V style fonts/blips

VC styled modern menu layout	VC styled modern menu layout	VC styled modern menu layout
VC styled frontend textures	VC styled frontend textures	VC styled frontend textures
Definitive Edition style weapon icons (greyscaled)	Definitive Edition style weapon icons (greyscaled)	Definitive Edition style weapon icons (greyscaled)

Customization:

- Position/scaling of HUD and Menu elements can be done in [rect_hud_charlesvercetti/recthud_VC.ini](#)
- All the texture files can be modded using MagicTXD.
- The colour of the HUD elements can be modded through [rect_hud_charlesvercetti/color_configs/...](#)

New Controls:

- Press 1 / Scroll mouse wheel to see weapon wheel (on foot)
- Press 2 / Scroll mouse wheel to see radio wheel (on vehicle)
- Press P to activate phone.
- Press O to deactivate phone.
- Press X to turn off radio.

Important note:

- **Don't forget to ask for permission while hosting this on your server or something.**
- **The new folder structure is used to prevent mod stealing activities.**
- **Don't rename and repack and distribute and act like an intellectual. It won't work!**

HOW TO INSTALL?

- Open the zip file.
- If you had extracted this already using it, skip the step.
- Extract all the contents to your game folder.
- This already comes with the latest widescreen fix by 13AG, ASI loader by 13AG and rwd3d9.dll plugin (for blur filters). The mod still runs without a widescreen

fix, but the Widescreen fix adds lot of QOL improvements. Visit <https://fusionfix.io/wfp#gtavc> to know more.

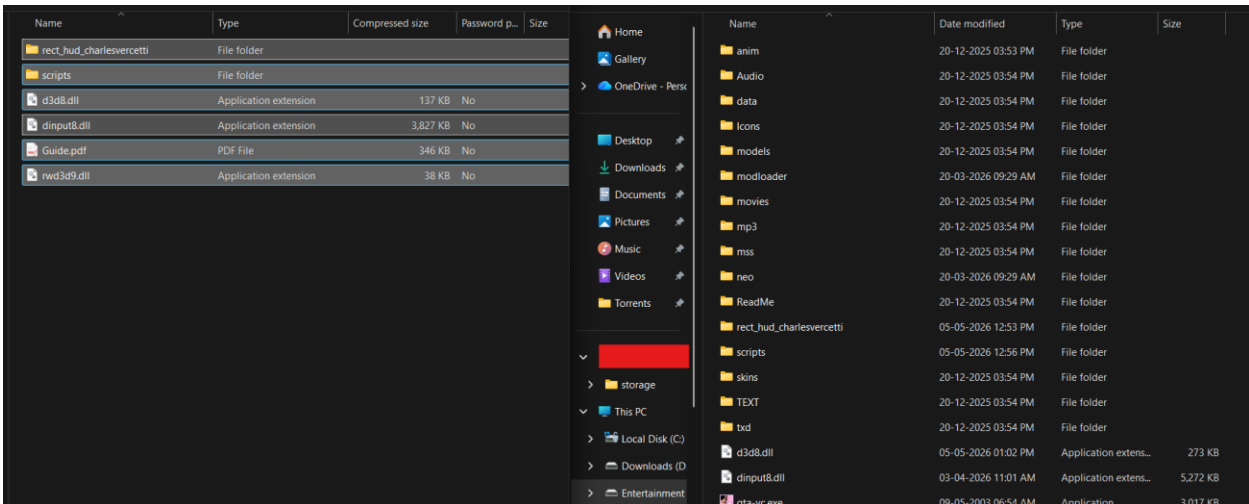


Figure 1: After opening the download, open the folder shown above

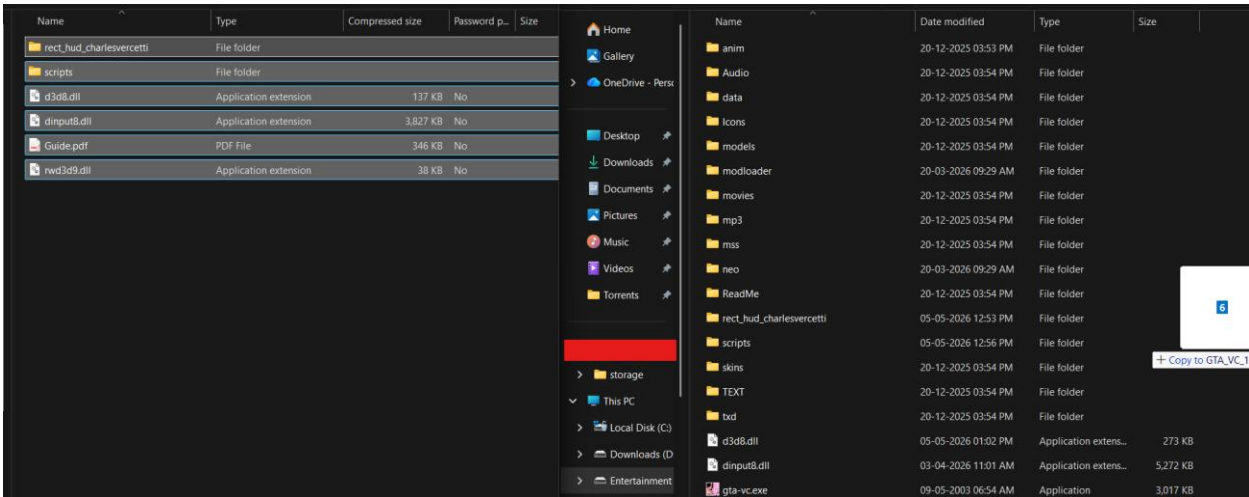


Figure 2: Select the contents inside it, drag it to your game folder. That's it !

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