

M I T S U B I S H I

ECLIPSE

C O U P E

VERSION BETA 0.1

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- ✓ It is forbidden to convert model in other games without the coordination with the author.
- ✓ It is forbidden to use model and (or) its components in the purposes without the coordination with the author.
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Distribution conditions:

- ✓ The model is authorised to be extended freely in a network.
- ✓ To place model only in an initial kind, without change of contained archive.
- ✓ To specify the author of model, its e-mail and the site address.

Гарантии:

- ✓ The author cannot guarantee working capacity of game model at non-observance specified above conditions of distribution and infringement of copyrights.

Author:

3D model: Juiced 2 (J2HIN) | S.Fisher

Site: www.thq.com | www.club3g.info

Structures: Juiced 2 (J2HIN) | S.Fisher

Original model:

- ✓ Mitsubishi Eclipse GTS (2003)
- ✓ Engine: petrol, six-cylinder, v-shaped
- ✓ Transmission: mechanical, five-step
- ✓ Type of a drive: the forward

Features 3D models:

- ✓ Supports such functions of a game cursor, as:

Dirt, damages of a body and glasses.

- ✓ Includes extras, such as:

bodykit WingWest, back spoiler ShineStreet, an air inlet on a roof, a metal skeleton of safety, additional devices, a cylinder nitrogen NOS, carbon hood Seibon carbon (style GT Extreme), carbon trunk ViS Racing

- ✓ Exclusive tyre covers Yokohama Advan Neova AD08
- ✓ Sports seats Recaro
- ✓ It is painted in original colours Mitsubishi Eclipse 2000-2005, besides there is a popular two-coloured colour scheme of painting inherent in the given model.

Necessary utilities:

- ✓ Utility **SparkIV** established on your computer for replacement of game model Blista Compact. (www.quackler.com)
- ✓ The application installed on your computer **Microsoft .NET Framework 3.5** (www.microsoft.com)

Recommended utilities:

- ✓ The library installed in game (trainer) **inGame Trainer** for independent installation extras on model, painting in favourite colour and not only.

For library work (trainers) preliminary instal in game **ASI LOADER** and **C ++ Script Hook**. You can find recommended utilities on www.gtaforums.com

Installation:

- ✓ Take archive contents **mmc_eclipse2003_gtaIV_beta.rar**
- ✓ Start the utility **SparkIV**
- ✓ By means of the utility open a file **vehicles.img** in a root folder with game. Usually it is located on a following way: **C:\Program Files\Rockstar Games\Grand Theft Auto IV\pc\models\cdimages**
- ✓ Import files **blista.wdt** and **blista.wft** from archive with new model, having pressed **Import**.
- ✓ Group anew game model having pressed **Rebuild**
- ✓ Keep result, having pressed **Save**.
- ✓ Close the utility **SparkIV**
- ✓ Replace files **carcols.dat**, **handling.dat** and **vehicles.ide**, are usually located here **C:\Program Files\Rockstar Games\Grand Theft Auto IV\common\data**, On the files with the same name from a folder **Replace**
- ✓ Start game.

If you already established earlier foreign models it is necessary for you to change files **carcols.dat**, **handling.dat** and **vehicles.ide** manually.

Open a file **carcols.dat**, find in it a line beginning with **blista** and remove a line completely. Find a line beginning with **car4** and insert after it a new line:

blista, 0,0,133,133, 1,1,133,133, 7,7,133,133, 127,0,133,0, 56,56,133,133, 57,57,133,133, 74,74,133,133, 128,0,133,0, 76,76,133,133, 81,81,133,133, 85,85,133,133, 131,0,133,133, 28,28,133,133, 29,29,133,133, 30,30,133,133, 27,0,133,0, 112,112,127,133, 44,0,133,0, 63,0,133,0,

- Open a file **handling.dat**, find in it a line beginning with **BLISTA** and replace it with the new:

**BLISTA 1470.0 5.0 85 0.0 0.1 -0.13 1.0 5 0.25 1.0 280.0 0.35 0.65 1.0 30.0 1.50
1.20 14.5 0.15 0.48 1.7 1.3 1.4 0.08 -0.15 0.0 0.5 1.0 1.0 0.5 1.5 0.0 35000
440040 1 1**

- Open a file **vehicles.ide**, find in it a line beginning with **blista** and replace it with the new:

blista, blista, car, BLISTA, SULTANRS, VEH@LOW, VEH@LOW_HI4_HI4, 10, 999, 0.2910, 0.2910, 0.3, 5, 1.0 ,0, ext_gang+ext_all+ext_strong+sports