ClockWork Trails

Thank you for downloading the ClockWork Trails object mod. This is my first object mod, and I plan to update it with new trails as I find them. If you find trails you would like to add to it please email me at Stringermedia@outlook.com with a video of the trail or a drawn map. If I like the trail, I will add it to my mod.

Installation Instructions:

To use this object mod, you must have the Clockwork Mount map mod by: Steel89ita
http://www.gtainside.com/en/download.php?do=comments&cat=457&start=14&id=47182&orderBy=

You will also need Simple Native Trainer 6.5

http://www.gtainside.com/en/download.php?do=comments&cat=330&start=0&id=49982&orderBy=

Once you have the above files, simply copy Objects10.ini to your main GTA:IV/EFLC directory.
To spawn the objects in-game, open up the trainer menu (F3 by default) and navigate to the object spawning menu.

Under the object spawning menu, select the More Objects Menu option at the bottom right.

Once on the More Objects Menu screen select the option for Load Objects10.ini

You will then be teleported to the start of Clockwork Mount. Go straight ahead until you see the construction fencing, which is the start of the main trail of this mod.

You may also see a few other areas marked throughout the map, these are just areas I find fun.

You can change the name of Objects10.ini to whichever number you desire.

This mod is only to be available on GTAinside.com and OffroadGamer.com

If you enjoy this map, please consider joining our group at OffroadGamer.com

Please let me know if you want to make changes to the mod.

THANK YOU FOR DOWNLOADING!

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