PORTUGUESE **AMBULANCE (OTHER VERSION)** v1.0 - 2016

\\\\\\\\\\\\\\\\\\\\\\\\ INSTALAÇÃO //////////////////////// **PT**

SUBSTITUIR:
ambulance.yft, ambulance.ytd, ambulance _hi.yft, ambulance +hi.yfd
1º CAMINHO: mods/x64e.rpf/levels/gta5/vehicles.rpf

SUBSTITUIR
2º VEHICLES.META: mods/update/update.rpf/common/data/levels/gta5


```
<Item>
    <modelName>ambulance</modelName>
    <txdName>ambulance</txdName>
    <handlingId>mule</handlingId>
    <gameName>AMBULAN</gameName>
    <vehicleMakeName />
    <expressionDictName>null</expressionDictName>
    <expressionName>null</expressionName>
    <animConvRoofDictName>null</animConvRoofDictName>
    <animConvRoofName>null</animConvRoofName>
    <animConvRoofWindowsAffected />
    <ptfxAssetName>null</ptfxAssetName>
    <audioNameHash />
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    <coverBoundOffsets>AMBULANCE_COVER_OFFSET_INFO</coverBoundOffsets>
    <explosionInfo>EXPLOSION_INFO_TRUCK</explosionInfo>
    <scenarioLayout />
    <cameraName>DEFAULT_FOLLOW_VEHICLE_CAMERA</cameraName>
    <aimCameraName>BOX_VEHICLE_AIM_CAMERA</aimCameraName>
    <bonnetCameraName>DEFAULT_VEHICLE_BONNET_CAMERA</bonnetCameraName>
    <povCameraName>DEFAULT_POV_CAMERA_NO_REVERSE_LOOKAROUND</povCameraName>
    <FirstPersonDriveByIKOffset x="-0.045000" y="-0.018000" z="-0.040000" />
    <FirstPersonDriveByUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
            <FirstPersonProjectileDriveByIKOffset x="0.053000" y="-0.035000" z="0.068000" />
            <FirstPersonProjectileDriveByPassengerIKOffset x="0.053000" y="-0.035000" z="0.068000" />
            <FirstPersonProjectileDriveByRearLeftIKOffset x="0.000000" y="0.000000" z="-0.075000" />
            <FirstPersonProjectileDriveByRearRightIKOffset x="0.000000" y="0.000000" z="-0.075000" />
            <FirstPersonDriveByLeftPassengerIKOffset x="0.000000" y="0.015000" z="-0.083000" />
            <FirstPersonDriveByRightPassengerIKOffset x="-0.035000" y="0.048000" z="-0.040000" />
            <FirstPersonDriveByRightRearPassengerIKOffset x="0.000000" y="0.015000" z="-0.083000" />
            <FirstPersonDriveByLeftPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
            <FirstPersonDriveByRightPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
            <FirstPersonMobilePhoneOffset x="0.155000" y="0.300000" z="0.540000" />
    <FirstPersonPassengerMobilePhoneOffset x="0.171000" y="0.363000" z="0.463000" />
    <FirstPersonMobilePhoneSeatIKOffset>
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                        <SeatIndex value="2" />
                </Item>
                <Item>
                        <Offset x="0.156000" y="0.533000" z="0.538000" />
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    <PovPassengerCameraOffset x="0.000000" y="0.150000" z="0.030000" />
    <PovRearPassengerCameraOffset x="0.000000" y="0.150000" z="0.030000" />
    <vfxInfoName>VFXVEHICLEINFO_CAR_GENERIC</vfxInfoName>
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<shouldCameraTransitionOnClimbUpDown value="false" />
<shouldCameraIgnoreExiting value="false" />
<AllowPretendOccupants value="false" />
<AllowJoyriding value="false" />
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<AllowBodyColorMapping value="true" />
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<envEffScaleMax2 value="1.000000" />
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<lodDistances content="float_array">
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</lodDistances>
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<identicalModelSpawnDistance value="20" />
<maxNumOfSameColor value="10" />
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<visibleSpawnDistScale value="1.000000" />
<trackerPathWidth value="2.000000" />
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<maxNum value="999" />
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FLAG_EMERGENCY_SERVICE FLAG_NO_RESPRAY FLAG_DONT_SPAWN_IN_CARGEN
FLAG_BLOCK_FROM_ATTRACTOR_SCENARIO</flags>
<type>VEHICLE_TYPE_CAR</type>
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<dashboardType>VDT_SPEEDO</dashboardType>
<vehicleClass>VC_EMERGENCY</vehicleClass>
<wheelType>VWT_SPORT</wheelType>
<trailers />
<additionalTrailers />
<drivers>
 <Item>
  <driverName>S_M_M_Paramedic_01</driverName>
  <npcName />
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</drivers>
<extraIncludes />
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<driveableDoors />
<bumpersNeedToCollideWithMap value="false" />
```

```
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    <rewards>
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      <Item>REWARD_STAT_HEALTH</Item>
    </rewards>
    <cinematicPartCamera>
      <Item>WHEEL_WIDE_REAR_RIGHT_CAMERA</Item>
      <Item>WHEEL_WIDE_REAR_LEFT_CAMERA</Item>
    </cinematicPartCamera>
    <NmBraceOverrideSet />
    <buoyancySphereOffset x="0.000000" y="0.000000" z="0.000000" />
    <buoyancySphereSizeScale value="1.000000" />
    <pOverrideRagdollThreshold type="NULL" />
    <firstPersonDrivebyData>
      <Item>VAN_STOCKADE_FRONT_LEFT</Item>
      <Item>VAN_STOCKADE_FRONT_RIGHT</Item>
      <Item>VAN_BOXVILLE_REAR_LEFT</Item>
      <Item>VAN_BOXVILLE_REAR_RIGHT</Item>
    </firstPersonDrivebyData>
  </Item>
```

SUBSTITUIR:
VISUALSETTINGS mods/update/update.rpf/common/data

Aproximadamente da linha 425:

```
sub.lightOne.color.red        1.00
sub.lightOne.color.green      1.00
sub.lightOne.color.blue       1.00
sub.lightOne.intensity        0.00
sub.lightOne.radius           1.00
sub.lightOne.falloffExp 8.0
sub.lightOne.innerConeAngle          0.00
sub.lightOne.outerConeAngle          45.00
sub.lightOne.coronaHDR 0.00
sub.lightOne.coronaSize 0.00

sub.lightTwo.color.red        1.00
sub.lightTwo.color.green      1.00
sub.lightTwo.color.blue       1.00
sub.lightTwo.intensity        0.00
sub.lightTwo.radius           1.00
sub.lightTwo.falloffExp 8.0
sub.lightTwo.innerConeAngle          0.00
sub.lightTwo.outerConeAngle          45.00
```

Aproximadamente da linha 476:

```
car.defaultlight.day.emissive.on        650.00
car.defaultlight.night.emissive.on      200.00
```

PORTUGUESE **AMBULANCE (OTHER VERSION)** v1.0 - 2016

CRÉDITOS:
template: **workgrafix**

MODEL: TubeItGaming
SKIN: Mohaalsmeer
TEMPLATE: Topmods
LIGHTS: Topmods
HANDLING: Mohaalsmeer
SCREENSHOTS: Mohaalsmeer
VIDEO: Mohaalsmeer

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CONTACTOS:

EMAIL: pcgm@workgrafix.com

PORTUGUESE **AMBULANCE (OTHER VERSION)** v1.0 - 2016

\\\\\\\\\\\\\\\\\\\\\\\\\\ INSTALL ////////////////////////// **EN**

REPLACE:
policet.yft, policet.ytd, policet_hi.yft, policet+hi.yfd
1º PATH: mods/x64e.rpf/levels/gta5/vehicles.rpf

REPLACE
2º VEHICLES.META: mods/update/update.rpf/common/data/levels/gta5


```
<Item>
    <modelName>ambulance</modelName>
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    <scenarioLayout />
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                </Item>
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    <PovCameraOffset x="0.000000" y="-0.100000" z="0.650000" />
    <PovCameraVerticalAdjustmentForRollCage value="0.000000" />
    <PovPassengerCameraOffset x="0.000000" y="0.150000" z="0.030000" />
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    <vfxInfoName>VFXVEHICLEINFO_CAR_GENERIC</vfxInfoName>
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FLAG_EMERGENCY_SERVICE FLAG_NO_RESPRAY FLAG_DONT_SPAWN_IN_CARGEN
FLAG_BLOCK_FROM_ATTRACTOR_SCENARIO</flags>
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<plateType>VPT_FRONT_AND_BACK_PLATES</plateType>
<dashboardType>VDT_SPEEDO</dashboardType>
<vehicleClass>VC_EMERGENCY</vehicleClass>
<wheelType>VWT_SPORT</wheelType>
<trailers />
<additionalTrailers />
<drivers>
 <Item>
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 </Item>
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<driveableDoors />
<bumpersNeedToCollideWithMap value="false" />
<needsRopeTexture value="false" />
```

```
    <requiredExtras />
    <rewards>
      <Item>REWARD_HEALTH_ENTER_VEHICLE</Item>
      <Item>REWARD_STAT_HEALTH</Item>
    </rewards>
    <cinematicPartCamera>
      <Item>WHEEL_WIDE_REAR_RIGHT_CAMERA</Item>
      <Item>WHEEL_WIDE_REAR_LEFT_CAMERA</Item>
    </cinematicPartCamera>
    <NmBraceOverrideSet />
    <buoyancySphereOffset x="0.000000" y="0.000000" z="0.000000" />
    <buoyancySphereSizeScale value="1.000000" />
    <pOverrideRagdollThreshold type="NULL" />
    <firstPersonDrivebyData>
      <Item>VAN_STOCKADE_FRONT_LEFT</Item>
      <Item>VAN_STOCKADE_FRONT_RIGHT</Item>
      <Item>VAN_BOXVILLE_REAR_LEFT</Item>
      <Item>VAN_BOXVILLE_REAR_RIGHT</Item>
    </firstPersonDrivebyData>
  </Item>
```

REPLACE:
VISUALSETTINGS mods/update/update.rpf/common/data

About the line 425:

```
sub.lightOne.color.red        1.00
sub.lightOne.color.green      1.00
sub.lightOne.color.blue       1.00
sub.lightOne.intensity        0.00
sub.lightOne.radius           1.00
sub.lightOne.falloffExp 8.0
sub.lightOne.innerConeAngle          0.00
sub.lightOne.outerConeAngle          45.00
sub.lightOne.coronaHDR 0.00
sub.lightOne.coronaSize 0.00

sub.lightTwo.color.red        1.00
sub.lightTwo.color.green      1.00
sub.lightTwo.color.blue       1.00
sub.lightTwo.intensity        0.00
sub.lightTwo.radius           1.00
sub.lightTwo.falloffExp 8.0
sub.lightTwo.innerConeAngle          0.00
sub.lightTwo.outerConeAngle          45.00
```

About the line 476:

```
car.defaultlight.day.emissive.on        10.00
car.defaultlight.night.emissive.on      10.00
```

PORTUGUESE **AMBULANCE (OTHER VERSION)** v1.0 - 2016

CREDITS:
template: **workgrafix**

MODEL: TubeItGaming
SKIN: Mohaalsmeer
TEMPLATE: Topmods
LIGHTS: Topmods
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SCREENSHOTS: Mohaalsmeer
VIDEO: Mohaalsmeer

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EMAIL: pcgm@workgrafix.com