Guide BSOR-POR in English

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About modification

Behind Space Of Realities

Behind Space Of Realities - this addition for the game **GTA San Andreas**, that replaces most amount of vegetation. The modification realized as <u>basic version</u>. Basic versions the modification may be a few, and you can choose to your taste. Each basic version is unique and quite different from each other. Each basic version is available change of seasons.

This modification supports the creation of self-assembly for installation through the use of available components. For assembly are used: DLC, catalogs, parts of vegetation, grasses sets, seasons and limited resolution texture packs.

Each basic version contains: *directory Vegetation, Limited resolution textures, set your own herbs and seasons*.

You can extend the modification using other directories.

Project Oblivion Revivals

Project Oblivion Revivals - <u>remaster</u> popular modification of vegetation **Project Oblivion 2010 HQ**, created on the basis of technical solutions **Behind Space Of Realities** project. In concept, it was necessary to correct all the errors of the previous modification, complete and change.

Project Oblivion Revivals - is an analogue of the project **Behind Space Of Realities**. It has the same technical features as **Behind Space Of Realities** and can use parts of vegetation from **Behind Space Of Realities**.

However, you cannot install **Project Oblivion Revivals** over the **Project Oblivion HQ 2010** and earlier versions; otherwise it will be fatal errors.

Author of the modification Behind Space Of Realities and idea: Czeslaw Magelatov (YourCreatedHell)
Author of the modification Project Oblivion Revivals and idea: Czeslaw Magelatov (YourCreatedHell)
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If you want to help in the development, you can transfer some money to the accounts:

Yandex money - 41001981967599
WebMoney - Z310982678664, R332141566916, E224442773242

Once we tested the modification request to unsubscribe to the forum of my site:
http://yourcreatedhell.clan.su/forum

Basic versions

Currently, there are 4 basic versions modification **Behind Space Of Realities**.

- American Dream
- Classic version
- Cursed Memories
- To Be Seen Again

Itself **Project Oblivion Revivals** have only 1 basic version because it remaster of **Project Oblivion 2010 HQ**.
- Project Oblivion Revivals

The basic version - is the author's assembly with its own unique models. Each basic version has its catalogs and parts of vegetation. In version Classic version (C-CLV- #) *all parts of vegetation is unique*. In other basic versions can be used, some parts of vegetation from Classic version (C-CLV- #) and other versions. In Project Oblivion Revivals are used in almost all unique parts of vegetation except for a few that are taken from Classic version.

Modification can be assembled piece by piece, using some of the individual components. **Behind Space Of Realities** and **Project Oblivion Revivals** made in format *Directory/Parts of vegetation*. In directory is defined by the vegetation. Each directory contains separate *parts of vegetation*. In the final assembly, you can use different parts of vegetation from other basic versions or additions.

- The content parts of vegetation in directory Vegetation

Each basic version consists of: directory Vegetation, setting paths models and textures, settings grass, setting generation of vegetation on a variety of surfaces, grass models and texture grass. Each basic version its unique parts of vegetation in directory Vegetation and texture grass. Any basic version can be expanded using other directories. Any additional directory does not affect the contents of the directory Vegetation, which is in the basic version, but simply adds modification. It is worth noting that in each basic versions modifications directory Vegetation with different content.

- Directory Vegetation
- Directory Locations plant

Each basic version has a season, which you then used in the assembly prior to installation. As the seasons can be used with the additions.

There are a few of seasons:

[- End of the Summer (autumn)](#)
[- White silence (winter)](#)

Thanks to available add-ons, you can collect a unique assembly **Behind Space Of Realities** or **Project Oblivion Revivals** ready to install. Additions are used with the basic versions. Additions generally exist in parts of vegetation which are replaced in directory.

[- Additions](#)

In **Behind Space Of Realities** or **Project Oblivion Revivals**, used grass from the models, textures and settings. In basic versions, grass by default provided by the author. You can also download a grass models, textures and settings that are installed on top of your build. Unfortunately, **Behind Space Of Realities** and **Project Oblivion** used their models of grass, textures and settings. However, between these two modifications you can make the choice of grass according to the compatibility.

[- Grass](#)

BSOR, American Dream

Behind Space Of Realities - American Dream(C-AD-4)
Update #4. 16-01-2016

American Dream - the second basic version of the project **Behind Space Of Realities**. The idea of creating **American Dream** appeared after users' **Classic version** began to complain that they did not like African vegetation. In **American Dream** has been removed, all African vegetation. Most of the vegetation was made from scratch.

The basic version of the American Dream has the following components.

The basic vegetation, directory Vegetation, unique parts of vegetation:
          1 - Вяз 1 (Elm-tree 1)
          2 - Вяз 2 (Elm-tree 2)
          3 - Деревенские деревья (Country trees)
          4 - Деревья 1 (Trees 1)

5 - Деревья 2 (Trees 2)
6 - Деревья 3 (Trees 3)
7 - Дуб (Oak-tree)
8 - Кипарис (Cypress)
10 - Огромные деревья (Huge trees)
12 - Елки (Spruces)
13 - Пихта (Firs)
14 - Секвойи (Redwoods)
18 - Кусты (Shrubs)
20 - Плохая почва (Badlands)
21 - Цветы (Flowers)
22 - Горшечные (Pots)
23 - Пальмы (Palms)
24 - Пальмы с гирляндами (Garlands_P)
31 - Дерево Джошуа (Joshua-tree)
34 - П.Кусты (DesShrubs)
35 - Сагуаро кактус (Saguaro cactus)
36 - П.Скалы (DesRocks)
37 - Лоды1 (LQ Lods1)
40 - Бревно (Log)

The basic vegetation, directory Vegetation, *Limited resolution textures:*
- 1024x1024 (used by default)
- 512x512
- 256x256

Set of grass:
1) Models of grass: BSOR, Original SA grass models 2, LQ
2) Textures of grass: BSOR, TES Skyrim, 256
3) Setting grass - BSOR, with colors of grass, level 3 (for Standard Game)

Addition for the basic vegetation, directory Vegetation, seasons:
- End of the Summer (autumn)
- White silence (winter)

Addition for the basic vegetation, directory Vegetation, seasons, *Limited resolution textures:*
- 1024x1024
- 512x512
- 256x256

Addition to season End of the Summer*:*
- Textures of grass: TES Oblivion - EOTS, 256

Addition to season White silence*:*
- Necessary vegetation model
- Models of grass: BSOR, No grass
- Textures of grass: BSOR, No grass
- Setting grass: BSOR, with colors of grass, level 0 (No grass)

BSOR, Classic version

Behind Space Of Realities - Classic version (C-CLV-8)
Update #8. 16-01-2016

Classic version - The very first basic version **Behind Space Of Realities**. This version contains most of the models from a variety of games and leaning towards the face of the game **Far Cry 2**. Set vegetation models based on the initial form of the project, so this version is called classical.

In current version parts of present models from *Call of Duty: World at War, Call of Juarez: Bound in Blood, Far Cry 2, Need For Speed World, Resident Evil 5.*

The basic version of the American Dream has the following components.

The basic vegetation, directory Vegetation, unique parts of vegetation:
> *1 - Вяз 1 (Elm-tree 1)*
> *2 - Вяз 2 (Elm-tree 2)*
> *3 - Деревенские деревья (Country trees)*
> *4 - Деревья 1 (Trees 1)*
> *5 - Деревья 2 (Trees 2)*
> *6 - Деревья 3 (Trees 3)*
> *7 - Дуб (Oak-tree)*
> *8 - Кипарис (Cypress)*
> *9 - Лысый кипарис (Bald cypress)*
> *10 - Огромные деревья (Huge trees)*
> *11 - Высокая ель (High spruce)*
> *12 - Елки (Spruces)*
> *13 - Пихта (Firs)*
> *14 - Секвойи (Redwoods)*
> *15 - Сосна (Pine-tree)*
> *16 - Хвойные 1 (Softwoods 1)*
> *17 - Хвойные 2 (Softwoods 2)*
> *18 - Кусты (Shrubs)*
> *19 - Кусты сорняка (Bushland)*
> *20 - Плохая почва (Badlands)*
> *21 - Цветы (Flowers)*
> *22 - Горшечные (Pots)*
> *23 - Пальмы (Palms)*
> *24 - Пальмы с гирляндами (Garlands_P)*
> *25 - Нечеткая трава (Fuzzyplant)*

26 - Папоротники (Ferns)
27 - Проростки елок (Grassland)
28 - Травы (Rushes)
29 - Травянистый сорняк (Grasslanda)
30 - Сломанные деревья (Broken trees)
31 - Дерево Джошуа (Joshua-tree)
32 - Колючки (Prickles)
33 - Опунция (Prickly pear)
34 - П.Кусты (DesShrubs)
35 - Сагуаро кактус (Saguaro cactus)
36 - П.Скалы (DesRocks)
37 - Лоды1 (LQ Lods1)
38 - Лоды2 (LQ Lods2)
39 - Бордюры (Curbs)
40 - Бревно (Log)
41 - Лианы (Vines)
42 - Камни (Stones)
43 - Мусорные кучи (Garbage heaps)
44 - Подводная часть (Underwater_P)

The basic vegetation, directory Vegetation, *Limited resolution textures:*
- 1024x1024 (used by default)
- 512x512
- 256x256

Set of grass:
1) Models of grass: BSOR, Original SA grass models 2, LQ
2) Textures of grass: BSOR, CoD WaW, 256
3) Setting grass - BSOR, with colors of grass, level 3 (for Standard Game)

Addition for the basic vegetation, directory Vegetation, seasons:
- End of the Summer (autumn)
- White silence (winter)

Addition for the basic vegetation, directory Vegetation, seasons, *Limited resolution textures:*
- 1024x1024
- 512x512
- 256x256

Addition to season End of the Summer*:*
- Textures of grass: TES Oblivion - EOTS, 256

Addition to season White silence*:*
- Models of grass: BSOR, No grass
- Textures of grass: BSOR, No grass
- Setting grass: BSOR, with colors of grass, level 0 (No grass)

BSOR, Cursed Memories

Behind Space Of Realities - Cursed Memories (C-CM-3)
Update #3. 16-01-2016

Cursed Memories - Four project development **Behind Space Of Realities**, which was designed as a competitor **Project Oblivion 2007 HQ**, but the idea failed completely, because it turned out that the **Cursed Memories** has nothing to do with **Project Oblivion 2007 HQ**. In the end, it turned out that Cursed Memories do not like to modify **the Project Oblivion 2007 HQ**.

Cursed Memories - independent development **Behind Space Of Realities**, and not the **Project Oblivion.**

> *Everybody remembers* **Project Oblivion 2007 HQ** *and its many shortcomings, which was an exceptional stability of the game. All that remains of the* **Project Oblivion**, *is cursed memories.* **Cursed Memories** *- it is on the top was some consideration, they say, how should look correctly* **Project Oblivion**, *which lacked the correct paint vertex, where there was optimization to the game, which were not correctly models trees made, were unnecessary extra layers of landfills.*

Cursed Memories 2 - change the geometry of the leaves, thus improving view of plants from the bottom/top, but decreases performance. Redwoods were not affected. Addition installed over **Cursed Memories**.
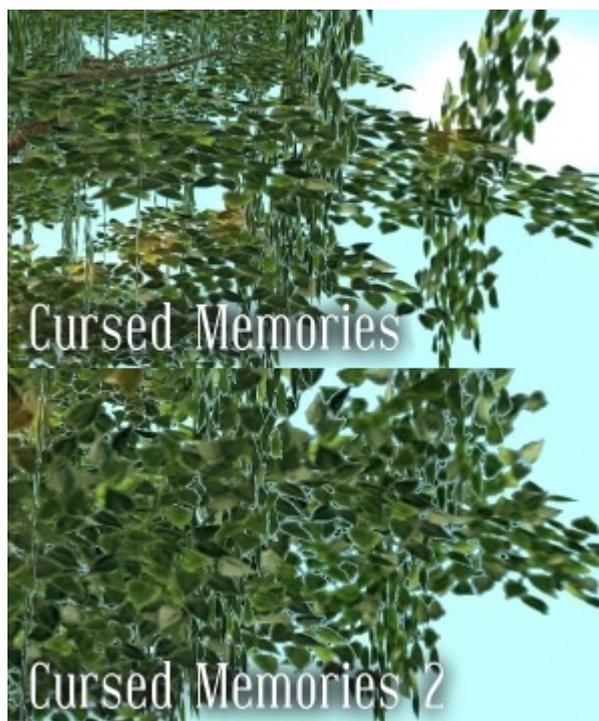
The basic version of the Cursed Memories has the following components.

The basic vegetation, directory Vegetation, unique parts of vegetation:

       1 - Вяз 1 (Elm-tree 1)
       2 - Вяз 2 (Elm-tree 2)
       4 - Деревья 1 (Trees 1)
       5 - Деревья 2 (Trees 2)
       6 - Деревья 3 (Trees 3)
       7 - Дуб (Oak-tree)
       8 - Кипарис (Cypress)
       9 - Лысый кипарис (Bald cypress)
       10 - Огромные деревья (Huge trees)
       11 - Высокая ель (High spruce)
       12 - Елки (Spruces)
       13 - Пихта (Firs)
       14 - Секвойи (Redwoods)
       15 - Сосна (Pine-tree)
       16 - Хвойные 1 (Softwoods 1)
       17 - Хвойные 2 (Softwoods 2)
       18 - Кусты (Shrubs)
       19 - Кусты сорняка (Bushland)
       20 - Плохая почва (Badlands)
       21 - Цветы (Flowers)
       22 - Горшечные (Pots)
       23 - Пальмы (Palms)
       24 - Пальмы с гирляндами (Garlands_P)
       26 - Папоротники (Ferns)
       32 - Колючки (Prickles)
       34 - П.Кусты (DesShrubs)
       36 - П.Скалы (DesRocks)
       37 - Лоды1 (LQ Lods1)
       39 - Бордюры (Curbs)
       40 - Бревно (Log)
       42 - Камни (Stones)

Models Cursed Memories 2, basic vegetation, directory Vegetation:

1 - Вяз 1 (Elm-tree 1)
2 - Вяз 2 (Elm-tree 2)
4 - Деревья 1 (Trees 1)
5 - Деревья 2 (Trees 2)
6 - Деревья 3 (Trees 3)
7 - Дуб (Oak-tree)
8 - Кипарис (Cypress)
9 - Лысый кипарис (Bald cypress)
10 - Огромные деревья (Huge trees)
11 - Высокая ель (High spruce)
12 - Елки (Spruces)
13 - Пихта (Firs)
15 - Сосна (Pine-tree)
16 - Хвойные 1 (Softwoods 1)
18 - Кусты (Shrubs)
20 - Плохая почва (Badlands)
30 - Хвойные 1 (Softwoods 1)

The basic vegetation, directory Vegetation, *Limited resolution textures:*
- 1024x1024 (used by default)
- 512x512
- 256x256

Set of grass:
1) Models of grass: BSOR, Original SA grass models 2, LQ
2) Textures of grass: BSOR, TES Oblivion, 256
3) Setting grass - BSOR, with colors of grass, level 3 (for Standard Game)

Addition for the basic vegetation, directory Vegetation, seasons:
- End of the Summer (autumn)
- White silence (winter)

Addition for the basic vegetation, directory Vegetation, seasons, *Limited resolution textures:*
- 1024x1024
- 512x512
- 256x256

Addition to season End of the Summer*:*
- Textures of grass: TES Oblivion - EOTS, 256

Addition to season White silence*:*
- Necessary vegetation model
- Models of grass: BSOR, No grass
- Textures of grass: BSOR, No grass
- Setting grass: BSOR, with colors of grass, level 0 (No grass)

BSOR, To Be Seen Again

Behind Space Of Realities - To be seen Again (C-TBSA-7)
Update #7. 16-01-2016

To be seen Again - the basic version of the project **Behind Space Of Realities**. Look modifying longer corresponds to the original atmosphere of the game than ever before. Detailed models was higher, which requires serious PC where performance will be similar to **Project Oblivion 2010HQ**.

The basic version of the To be seen Again has the following components.

The basic vegetation, directory Vegetation, unique parts of vegetation:
>   1 - Вяз 1 (Elm-tree 1)
>   2 - Вяз 2 (Elm-tree 2)
>   3 - Деревенские деревья (Country trees)
>   4 - Деревья 1 (Trees 1)
>   5 - Деревья 2 (Trees 2)
>   6 - Деревья 3 (Trees 3)
>   7 - Дуб (Oak-tree)
>   8 - Кипарис (Cypress)
>   9 - Лысый кипарис (Bald cypress)
>   10 - Огромные деревья (Huge trees)
>   11 - Высокая ель (High spruce)
>   12 - Елки (Spruces)
>   13 - Пихта (Firs)
>   14 - Секвойи (Redwoods)
>   15 - Сосна (Pine-tree)
>   16 - Хвойные 1 (Softwoods 1)
>   17 - Хвойные 2 (Softwoods 2)
>   18 - Кусты (Shrubs)
>   21 - Цветы (Flowers)
>   22 - Горшечные (Pots)
>   23 - Пальмы (Palms)
>   24 - Пальмы с гирляндами (Garlands_P)
>   31 - Дерево Джошуа (Joshua-tree)
>   32 - Колючки (Prickles)
>   35 - Сагуаро кактус (Saguaro cactus)
>   37 - Лоды1 (LQ Lods1)
>   40 - Бревно (Log)

The basic vegetation, directory Vegetation, *Limited resolution textures:*

- 1024x1024 (used by default)
- 512x512
- 256x256

Set of grass:
1) Models of grass: BSOR, Original SA grass models 2, LQ
2) Textures of grass: BSOR, Far Cry 3, 256x128 MQ
3) Setting grass - BSOR, with colors of grass, level 3 (for Standard Game)

Addition for the basic vegetation, directory Vegetation, seasons:
- End of the Summer (autumn)
- White silence (winter)

Addition for the basic vegetation, directory Vegetation, seasons, *Limited resolution textures*:
- 1024x1024
- 512x512
- 256x256

Addition to season End of the Summer*:*
- Textures of grass: TES Oblivion - EOTS, 256

Addition to season White silence*:*
- Necessary vegetation model
- Models of grass: BSOR, No grass
- Textures of grass: BSOR, No grass
- Setting grass: BSOR, with colors of grass, level 0 (No grass)

Project Oblivion Revivals

Project Oblivion Revivals (C-POR-1)
Обновление #1. 03-09-2016

Project Oblivion Revivals - <u>remaster</u> popular modification of vegetation **Project Oblivion 2010 HQ**, created on the basis of technical solutions **Behind Space Of Realities** project. In concept, it was

necessary to correct all the errors of the previous modification, complete and change.

Project Oblivion Revivals - is an analogue of the project **Behind Space Of Realities**. It has the same technical features as **Behind Space Of Realities** and can use parts of vegetation from **Behind Space Of Realities**.

Influenced and inspired modifications **Project Oblivion**, YourCreatedHell made its modification **Behind Space Of Realities**. Over time, **Behind Space Of Realities** changed and acquired many of its features, **Project Oblivion** has stopped its development in 2010.

Modification repeats view of obsolete **Project Oblivion 2010 HQ**. Remaster has undergone major changes. Almost all models are made from scratch and nothing remains of the original **Project Oblivion**.

The basic vegetation, directory Vegetation, unique parts of vegetation:
>   *1 - Вяз 1 (Elm-tree 1)*
>   *2 - Вяз 2 (Elm-tree 2)*
>   *3 - Деревенские деревья (Country trees)*
>   *4 - Деревья 1 (Trees 1)*
>   *5 - Деревья 2 (Trees 2)*
>   *6 - Деревья 3 (Trees 3)*
>   *7 - Дуб (Oak-tree)*
>   *8 - Кипарис (Cypress)*
>   *9 - Лысый кипарис (Bald cypress)*
>   *10 - Огромные деревья (Huge trees)*
>   *11 - Высокая ель (High spruce)*
>   *12 - Елки (Spruces)*
>   *13 - Пихта (Firs)*
>   *14 - Секвойи (Redwoods)*
>   *15 - Сосна (Pine-tree)*
>   *16 - Хвойные 1 (Softwoods 1)*
>   *17 - Хвойные 2 (Softwoods 2)*
>   *18 - Кусты (Shrubs)*
>   *19 - Кусты сорняка (Bushland)*
>   *20 - Плохая почва (Badlands)*
>   *21 - Цветы (Flowers)*
>   *22 - Горшечные (Pots)*
>   *23 - Пальмы (Palms)*
>   *24 - Пальмы с гирляндами (Garlands_P)*
>   *25 - Нечеткая трава (Fuzzyplant)*
>   *26 - Папоротники (Ferns)*
>   *27 - Проростки елок (Grassland)*
>   *28 - Травы (Rushes)*
>   *29 - Травянистый сорняк (Grasslanda)*
>   *30 - Сломанные деревья (Broken trees)*
>   *31 - Дерево Джошуа (Joshua-tree)*
>   *32 - Колючки (Prickles)*
>   *33 - Опунция (Prickly pear)*
>   *34 - П.Кусты (DesShrubs)*
>   *35 - Сагуаро кактус (Saguaro cactus)*
>   *36 - П.Скалы (DesRocks)*
>   *37 - Лоды1 (LQ Lods1)*
>   *39 - Бордюры (Curbs)*
>   *40 - Бревно (Log)*
>   *41 - Лианы (Vines)*
>   *42 - Камни (Stones)*
>   *44 - Подводная часть (Underwater_P)*

The basic vegetation, directory Vegetation, *Limited resolution textures:*
>   *- 1024x1024 (used by default)*
>   *- 512x512*

- 256x256

Set of grass:
1) Models of grass: POR, PO 2010
2) Textures of grass: POR, PO standard, 256
3) Setting grass - POR, level 3 (for Standard Game)

Addition for the basic vegetation, directory Vegetation, seasons:
- End of the Summer (autumn)
- White silence (winter)

Addition for the basic vegetation, directory Vegetation, seasons, *Limited resolution textures*:
- 1024x1024
- 512x512
- 256x256

Addition to season End of the Summer*:*
- Textures of grass: POR, PO standard - EOTS, 256

Addition to season White silence*:*
- Necessary vegetation model
- Models of grass: BSOR, No grass
- Textures of grass: BSOR, No grass
- Setting grass: POR, level 0 (No grass)

Directory Vegetation

Name: Vegetation
Shorthand: VG or Veg

This directory replaces the vegetation that refers to content in procobj.ide, vegepart.ide and in several ide. Contains 286 dff models and 44 txd containers with textures.

Directory Vegetation replaces 44 parts of vegetation, where each parts of vegetation can be replaced using a variety of additions to the directory or by using parts of vegetation from other basic versions. Each part has its own numbered vegetation indicator, for what would have been easier to navigate.

Directory Vegetation contains the following parts of vegetation:

The identification number parts of vegetation / name parts of vegetation in Russian / In brackets the name parts of vegetation in English.

1 - Вяз 1 (Elm-tree 1)
2 - Вяз 2 (Elm-tree 2)
3 - Деревенские деревья (Country trees)
4 - Деревья 1 (Trees 1)
5 - Деревья 2 (Trees 2)
6 - Деревья 3 (Trees 3)
7 - Дуб (Oak-tree)
8 - Кипарис (Cypress)
9 - Лысый кипарис (Bald cypress)
10 - Огромные деревья (Huge trees)
11 - Высокая ель (High spruce)
12 - Елки (Spruces)
13 - Пихта (Firs)
14 - Секвойи (Redwoods)
15 - Сосна (Pine-tree)
16 - Хвойные 1 (Softwoods 1)

17 - Хвойные 2 (Softwoods 2)
18 - Кусты (Shrubs)
19 - Кусты сорняка (Bushland)
20 - Плохая почва (Badlands)
21 - Цветы (Flowers)
22 - Горшечные (Pots)
23 - Пальмы (Palms)
24 - Пальмы с гирляндами (Garlands_P)
25 - Нечеткая трава (Fuzzyplant)
26 - Папоротники (Ferns)
27 - Проростки елок (Grassland)
28 - Травы (Rushes)
29 - Травянистый сорняк (Grasslanda)
30 - Сломанные деревья (Broken trees)
31 - Дерево Джошуа (Joshua-tree)
32 - Колючки (Prickles)
33 - Опунция (Prickly pear)
34 - П.Кусты (DesShrubs)
35 - Сагуаро кактус (Saguaro cactus)
36 - П.Скалы (DesRocks)
37 - Лоды1 (LQ Lods1)
38 - Лоды2 (LQ Lods2)
39 - Бордюры (Curbs)
40 - Бревно (Log)
41 - Лианы (Vines)
42 - Камни (Stones)
43 - Мусорные кучи (Garbage heaps)
44 - Подводная часть (Underwater_P)

In parts of vegetation are models and textures that are individually replaceable is not recommended, because each part of vegetation pegged its *TXD container* with textures. What would replace at least one model in a particular part of vegetation, it is necessary to use materials with textures from *TXD container* or *TXD container* adds additional texture. Also note that the *TXD containers* used texture with mipmapping, if you resave *TXD container*, *mipmapping* is lost. Binding part of vegetation to the *TXD containers* is registered into the *IDE* files by the author modification. In the original game, binding into the IDE files is different, which is not available for modification.

However, there is no consistent part of the vegetation, which is not compatible between the modifications Behind Space Of Realities and Project Oblivion Revivals, due to the vegetation generation settings, namely procobj.dat different settings. If using parts of vegetation from other modification, probably not the correct view of vegetation. Do not replace these parts of vegetation, using the following list:
- Incompatible parts of vegetation between BSOR and POR

To look at the contents part of vegetation, click here:
- Contents part of vegetation

Incompatible parts of vegetation (VG)

There are parts of vegetation that cannot be combined between modifications to avoid errors. Each modification has its own settings procobj.dat. Ignoring will lead to visual errors.

The identification number parts of vegetation / name parts of vegetation in Russian / In brackets the name parts of vegetation in English.
19 - Кусты сорняка (Bushland)
21 - Цветы (Flowers)
25 - Нечеткая трава (Fuzzyplant)
26 - Папоротники (Ferns)
27 - Проростки елок (Grassland)

28 - Травы (Rushes)
29 - Травянистый сорняк (Grasslanda)

Contents part of vegetation (VG)

Contents part of vegetation, sorting models according to part of vegetation:

Models replaced: *286*
Replaced TXD containers: *44*

Note:
1) The identification number parts of vegetation/Name parts of vegetation in Russian / In brackets the name parts of vegetation in English/Belonging to the basic version or is it DLC (This topic is not specified).
2) Model/Native TXD container (if it is not specified, then exert appropriate native in the original game for this model)

> ***0-10 - Trees***
> ***11-17 - Conifers***
> ***18-21 - Shrubs***
> ***22-24 - Palms***
> ***25-30 - Forest vegetation***
> ***31-36 - Desert vegetation***
> ***37-44 - Other***

1 - Вяз 1 (Elm-tree 1)
Models replaced: *10*
Attached TXD container: *bsor_elm*
List of models:
- *elmdead_hi, tree2*
- *elmred_hi, tree1*
- *elmred_hism, tree1*
- *elmsparse_hi, tree1*
- *elmsparse_hism, tree1*
- *elmtreegrn_hi, tree1*
- *elmtreegrn_hism, tree1*
- *elmtreegrn2_hi, tree1*
- *elmwee_hi, tree2*
- *elmwee_hism, tree2*

2 - Вяз 2 (Elm-tree 2)
Models replaced: *7*
Attached TXD container: *bsor_elm_prc*
List of models:
- *elmdead_po, tree2prc*
- *elmred_po, tree1prc*
- *elmredsm_po, tree1prc*
- *elmsparsesm_po, tree1prc*
- *elmtreegrn_po, tree1prc*
- *elmtreegrn2_po, tree1prc*
- *elmweesm_po, tree2prc*

3 - Деревья поселения (Trees populations)
Models replaced: *2*
Attached TXD container: *des_trees*
List of models:
- *des_treeline1*
- *des_treeline2*

4 - Деревья 1 (Trees 1)
Models replaced: *21*
Attached TXD container: *gta_tree_boak*
List of models:
>   - *aw_streettree1, gta_tree_bevhills*
>   - *aw_streettree2, gta_tree_bevhills*
>   - *aw_streettree3, gta_tree_bevhills*
>   - *hashburytree4sfs*
>   - *sm_bevhiltree*
>   - *sm_bevhiltreepv, gta_tree_bevhills*
>   - *sm_bushvbig*
>   - *sm_bushytree*
>   - *sm_veg_tree4*
>   - *sm_veg_tree4_big*
>   - *sm_veg_tree4_vbig*
>   - *sm_veg_tree5*
>   - *sm_veg_tree7*
>   - *sm_veg_tree7vbig*
>   - *veg_bevtree1*
>   - *veg_bevtree2*
>   - *veg_bevtree1*
>   - *veg_tree3*
>   - *veg_treea1*
>   - *veg_treea3*
>   - *veg_treeb1*

5 - Деревья 2 (Trees 2)
Models replaced: *4*
Attached TXD container: *bsor_tree*
List of models:
>   - *ash1_hi, tree3*
>   - *hazeltall_hi, tree3*
>   - *hazelweetree_hi, tree3*
>   - *locust_hi, tree2*

6 - Деревья 3 (Trees 3)
Models replaced: *3*
Attached TXD container: *bsor_tree_prc*
List of models:
>   - *ash_po, tree3prc*
>   - *hazelweetree_po, tree3prc*
>   - *locust_po, tree2prc*

7 - Дуб (Oak-tree)
Models replaced: 3
Attached TXD container: *bsor_oak_tree*
List of models:
>   - *tree_hipoly09b, vegtresshi9b*
>   - *tree_hipoly11, vegtresshi9b*
>   - *tree_hipoly14, vegtresshi9b*

8 - Кипарис (Cypress)
Models replaced: 2
Attached TXD container: *bsor_cypress*
List of models:
>   - *ceasertree01_lvs*
>   - *sm_veg_tree6*

9 - Лысый кипарис (Bald cypress)
Models replaced: *1*

Attached TXD container: *bsor_bald_cypress*
List of models:
     - tree_hipoly09, gtatreeshi9

10 - Огромные деревья (Huge trees)
Models replaced: *2*
Attached TXD container: *bsor_huge_trees*
List of models:
     - sm_vegvbbig
     - sm_vegvbbigbrn

11 - Высокая ель (High spruce)
Models replaced: *1*
Attached TXD container: *bsor_high_spruce*
List of models:
     - sprucetree_hi, tree2

12 - Елки (Spruces)
Models replaced: *9*
Attached TXD container: *gta_tree_oldpine*
List of models:
     - firtree2
     - pinetree01
     - pinetree02
     - pinetree03
     - pinetree04
     - pinetree05
     - pinetree06
     - pinetree07
     - pinetree08

13 - Пихта (Firs)
Models replaced: *2*
Attached TXD container: *bsor_firs*
List of models:
     - tree_hipoly04, gtatreesh04
     - tree_hipoly08, gtatreeshifir

14 - Секвойи (Redwoods)
Models replaced: *24*
Attached TXD container: *gta_tree_pine*
List of models:
     - bg_fir_dead
     *- sm_fir_*
     - sm_fir_copse1
     - sm_fir_copse2
     - sm_fir_dead
     - sm_fir_group
     - sm_fir_scabby
     - sm_fir_scabg
     - sm_fir_scabt
     - sm_fir_scabtg
     - sm_fir_tall
     - sm_fir_tallgroup
     - sm_firtallded
     - sm_firtbshg
     *- sm_redwood_*
     - sm_redwoodgrp
     - vbg_fir_copse
     - veg_largefurs01

     - veg_largefurs02
     - veg_largefurs03
     - veg_largefurs04
     - veg_largefurs05
     - veg_largefurs06
     - veg_largefurs07

15 - Сосна (Pine-tree)
Models replaced: *2*
Attached TXD container: *bsor_pine_tree*
List of models:
     - tree_hipoly19, gtatreesh

16 - Хвойные 1 (Softwoods 1)
Models replaced: *7*
Attached TXD container: *bsor_gtatreesh*
List of models:
     - Cedar1_hi, tree2
     - Cedar2_hi tree2
     - Cedar3_hi, tree2
     - tree_hipoly06, gtatreeshi
     - tree_hipoly07, gtatreeshi7
     - tree_hipoly10, gtatreeshifir
     - tree_hipoly19, gtatreesh

17 - Хвойные 2 (Softwoods 2)
Models replaced: *7*
Attached TXD container: *gta_tree_pineprc*
List of models:
     - Cedar1_PO, tree2prc
     - Cedar2_PO, tree2prc
     - Cedar3_PO, tree2prc
     - Pinebg_hi, tree3
     - Pinebg_hism, tree3
     - Pinebg_PO, tree3prc
     - sm_fir_scabg_PO, gta_tree_pineprc

18 - Кусты (Shrubs)
Models replaced: *7*
Attached TXD container: *gta_proc_bush*
List of models:
     - genveg_bush07
     - genveg_bush09
     - genveg_bush10
     - genveg_bushy, gta_proc_bigbush
     - genveg_tallgrass, gta_proc_bigbush
     - new_bushsm
     - new_bushtest

19 - Кусты сорняка (Bushland)
Models replaced: *3*
Attached TXD container: *gta_proc_bushland*
List of models:
     - genveg_bush08
     - genveg_bush14
     - genveg_tallgrass05

20 - Плохая почва (Badlands)
Models replaced: *5*
Attached TXD container: *badlands*

List of models:
- *sm_bush_large_1*
- *sm_bush_small_1*
- *sm_drybrush_sm1*
- *sm_tumblewd48p*
- *sm_tumbleweed*

21 - Цветы (Flower)
Models replaced: *10*
Attached TXD container: *gta_procflowers*
List of models:
- *veg_pflowers01*
- *veg_pflowers02*
- *veg_pflowers03*
- *veg_pflowers04*
- *veg_pflowers2wee*
- *veg_pflowerswee*
- *veg_procfpatch*
- *veg_procfpatch01*
- *veg_procfpatchwee*
- *veg_procgrasspatch*

22 - Горшечные (Pots)
Models replaced: *13*
Attached TXD container: *gta_potplants*
List of models:
- *kb_pot_1, gta_potplantsx*
- *pot_01, gta_potplantsx*
- *pot_02, gta_potplantsx*
- *pot_03, gta_potplantsx*
- *veg_palmkb1, gta_potplantsaa*
- *veg_palmkb2, veg_palmkb2*
- *veg_palmkb3, kbplantssmz*
- *veg_palmkb4, kbplantssmz2*
- *veg_palmkb7, gta_potplantsaa*
- *veg_palmkb8, gta_potplants*
- *veg_palmkb9, kbplantssmz*
- *veg_palmkb10, kbplantssmz2*
- *veg_palmkb14, gta_potplants*

23 - Пальмы (Palms)
Models replaced: *20*
Attached TXD container: *gta_tree_palm*
List of models:
- *sjmpalm*
- *sjmpalmbig*
- *sjmpalmbigpv, gta_tree_bevhills*
- *sjmpalmtall*
- *veg_palm01*
- *veg_palm02*
- *veg_palm03*
- *veg_palm04*
- *veg_palmkb5, gta_potplantsaa*
- *veg_palmbig14*
- *veg_palmkb13*
- *veg_palmkbb11, gta_potplantsaa*
- *veg_palwee01*
- *veg_palwee02*
- *veg_palwee03*
- *vgs_palm01*

- *vgs_palm02*
- *vgs_palm03*
- *vgs_palm04, gta_tree_bevhills*
- *vgs_palmvtall*

24 - Пальмы с гирляндами (Garlands_P)
Models replaced: *8*
Attached TXD container: *vgsn_nitree*
List of models:
- *vgsn_nitree_b01*
- *vgsn_nitree_b02*
- *vgsn_nitree_g01*
- *vgsn_nitree_g02*
- *vgsn_nitree_r01*
- *vgsn_nitree_r02*
- *vgsn_nitree_y01*
- *vgsn_nitree_y02*

25 - Нечеткая трава (Fuzzyplant)
Models replaced: *5*
Attached TXD container: *veg_fuzzyplant*
List of models:
- *genveg_tallgrass02*
- *genveg_tallgrass03*
- *genveg_tallgrass07*
- *genveg_tallgrass08*
- *genveg_tallgrass11*

26 - Папоротники (Ferns)
Models replaced: *6*
Attached TXD container: *gta_proc_ferns*
List of models:
- *genveg_bush01*
- *genveg_bush12*
- *genveg_bush13*
- *genveg_tallgrass04*
- *genveg_tallgrass06*
- *genveg_tallgrass12*

27 - Проростки елок (Grassland)
Models replaced: *3*
Attached TXD container: *gta_proc_grassland*
List of models:
- *genveg_bush16*
- *genveg_bush18*
- *genveg_bush19*

28 - Травы (Rushes)
Models replaced: *3*
Attached TXD container: *gta_proc_rushes*
List of models:
- *gen_tallgrsnew*
- *genveg_tallgrass*
- *genveg_tallgrass01*

29 - Травянистый сорняк (Grasslanda)
Models replaced: *4*
Attached TXD container: *gta_proc_grasslanda*
List of models:
- *genveg_bush10*

- *genveg_bush15*
- *genveg_bush17*
- *procweegrs*

30 - Сломанные деревья (Broken trees)
Models replaced: *20*
Attached TXD container: *gta_brokentrees*
List of models:
- *dead_tree_1*
- *dead_tree_2*
- *dead_tree_3*
- *dead_tree_4*
- *dead_tree_5*
- *dead_tree_6*
- *dead_tree_7*
- *dead_tree_8*
- *dead_tree_9*
- *dead_tree_10*
- *dead_tree_11*
- *dead_tree_12*
- *dead_tree_13*
- *dead_tree_14*
- *dead_tree_15*
- *dead_tree_16*
- *dead_tree_17*
- *dead_tree_18*
- *dead_tree_19*
- *dead_tree_20*

31 - Дерево Джошуа (Joshua-tree)
Models replaced: *7*
Attached TXD container: *bsor_des_josh*
List of models:
- *josh_ball*
- *sand_josh1, gta_procdesert*
- *sand_josh2, gta_procdesert*
- *sm_des_josh_lrg1*
- *sm_des_josh_lrg2*
- *sm_des_josh_sm2*
- *sm_des_josh_sml1*

32 - Колючки (Prickles)
Models replaced: *8*
Attached TXD container: *gta_deserttrees*
List of models:
- *sand_plant01, gta_procdesert*
- *sand_plant02, gta_procdesert*
- *sand_plant04, gta_procdesert*
- *sand_plant05, gta_procdesert*
- *sm_des_agave1*
- *sm_des_agave2*
- *sm_des_cact_bsh*
- *sm_des_cactflr*

33 - Опунция (Prickly_pear)
Models replaced: *6*
Attached TXD container: *bsor_prickly_pear*
List of models:
- *sand_plant03, gta_procdesert*
- *sm_des_cactiigrp*

- *sm_des_pcklypr1*
- *sm_des_pcklypr2*
- *sm_des_pcklypr1*
- *sm_descactiigrpb*

34 - П.Кусты (DesShrubs)
Models replaced: *4*
Attached TXD container: *gta_procdesert*
List of models:
- *sand_combush1*
- *sand_combush2*
- *sand_combush3*
- *sm_des_bush1*

35 - Сагуаро кактус (Saguaro cactus)
Models replaced: *3*
Attached TXD container: *gta_cactus*
List of models:
- *sjmcacti1*
- *sjmcacti2*
- *sjmcacti03*

36 - П.Скалы (DesRocks)
Models replaced: *9*
Attached TXD container: *gtarock_deserts*
List of models:
- *sm_scrb_column1*
- *sm_scrb_column2*
- *sm_scrb_column3*
- *sm_scrb_grp1*
- *sm_scrub_rock2*
- *sm_scrub_rock3*
- *sm_scrub_rock4*
- *sm_scrub_rock5*
- *sm_scrub_rock6*

37 - Лоды1 (LQ Lods1)
Models replaced: *5*
Attached TXD container: *lod_veg_firs*
List of models:
- *lod_largefurs05*
- *lod_largefurs06*
- *lod_largefurs07*
- *lod_redwoodgrp*
- *lod_vbg_fir_co*

38 - Лоды2 (LQ Lods2)
Models replaced: *1*
Attached TXD container: *lod_veg*
List of models:
- *lod_vegvbbigbrn*

39 - Бордюры (Curbs)
Models replaced: *3*
Attached TXD container: *veg_leavesplnt*
List of models:
- *kb_planter+bush*
- *kb_planter+bush2*
- *kb_planterbox*

40 - Бревно (Log)
Models replaced: *1*
Attached TXD container: *bsor_fir_log*
List of models:
- *sm_fir_log02*

41 - Лианы (Vines)
Models replaced: *3*
Attached TXD container: *veg_leaves*
List of models:
- *veg_fern_balcny_kb1*
- *veg_fern_balcny_kb2*
- *veg_ivy_balcny_kb3*

42 - Камни (Stones)
Models replaced: *10*
Attached TXD container: *gta_rockcuntry*
List of models:
- *p_rubble*
- *p_rubble0bcol*
- *p_rubble2*
- *p_rubble03*
- *p_rubble04bcol*
- *p_rubble04col*
- *p_rubble05col*
- *p_rubblebig*
- *rockbrkq*
- *sm_cunt_rock1*

43 - Мусорные кучи (Garbage part)
Models replaced: *6*
Attached TXD container: *junkpiles*
List of models:
- *CJ_urb_rub_1*
- *CJ_urb_rub_2*
- *CJ_urb_rub_3*
- *CJ_urb_rub_4*
- *CJ_urb_rub_5*
- *CJ_urb_rub_3b*

44 - Подводная часть (Underwater_P)
Models replaced: *8*
Attached TXD container: *underwater*
List of models:
- *searock01*
- *searock02*
- *searock03*
- *searock04*
- *searock05*
- *searock06*
- *starfish*
- *seaweed*

Directory Locations plant

Name: Locations plant
Shorthand: LP

<u>Locations plant</u> - replaces the vegetation that it refers to a specific location. Models in this part are the one with the fences, power lines, poles, signs and etc. There are a lot of elements. The number of replaceable elements can play a nasty trick with performance modification, and therefore need to be installed at the discretion.
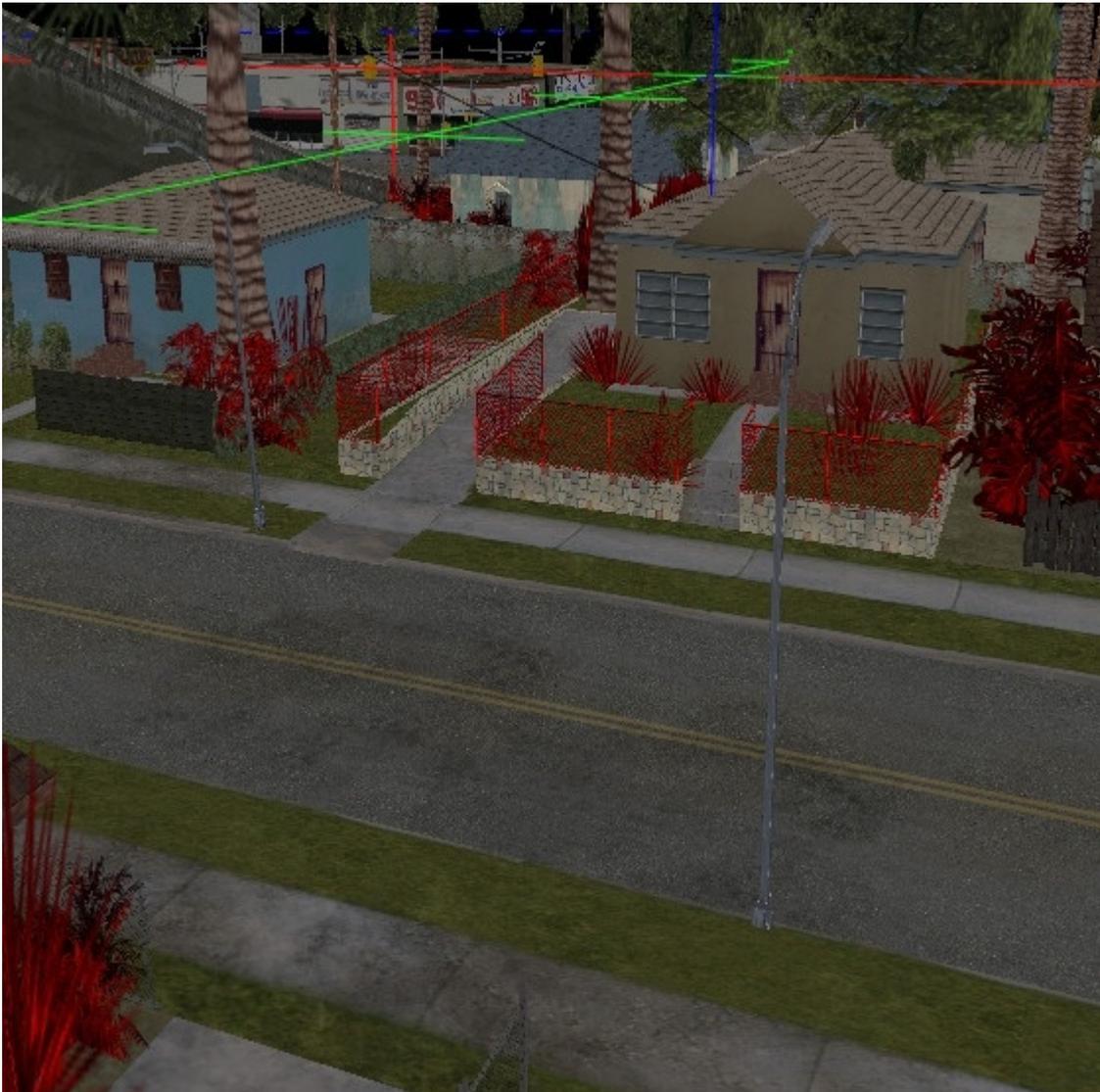
This directory is expansion for any basic version **Behind Space Of Realities** or **Project Oblivion Revivals**. Directory under development, and there is only one version:
    - Classic Weeds

Additional difficulty in realization, that needs to be adapted for each texture mod.

Classic Weeds

Behind Space Of Realities - Classic Weeds, Demo 0.01
Version 0.01

Classic Weeds - - Extends any basic version **Behind Space Of Realities**. This modification replaces the vegetation that is assigned to definite locations. Demo version for review, prior to the completion of a lot of work. No mipmapping. No seasons.

Classic Weeds has the following components.

The basic vegetation, directory Locations plant, unique parts of vegetation:
- LAe
- LAe2
- LAhills
- LAn
- LAs
- LAs2
- LAw

Seasons

Adapt basic modifications to the seasons or special atmosphere. It represents *retextures* or *replacement models of vegetation*, and sometimes combines both factors. In basic version can only be installed on top. When you use additions to replace the part of vegetation is necessary to collect the assembly of the season based on the *basic version*, which is already installed season. Then choose a separate *part of the vegetation*, adapted this *part* to season and the next step to replace it in the assembly, which is already preassembled basic version adapted to the season. If the *limits* were changed texture resolution in the assembly initially, the adaptable part of vegetation in is necessary to apply *limits* respectively.

There are the following seasons:
- End of the Summer (Autumn)
- White silence (Winter)

End of the Summer

Autumn seasons. Only affects deciduous plants, which are painted in golden colors of autumn. Installed on top of basic versions, which are not used before seasons. Used with a special set of grass, which is adapted to season. It is found in all basic versions and additions.

White silence

Winter season. Cleaned leaves, all covered with frost or snow. Installed on top of basic versions, which are not used before the seasons. Used with a special set of grass, this is adapted to the season. It is found in all basic versions and additions. It can be installed on top of the season Frozen, when using additions.

Additions

Additions exist in *DLC, in the older parts of vegetation and DLC from different authors*. Each such addition goes with seasons. As with basic version, add-ons, too, have limited resolution textures. In different additions can be a lot of new and interesting parts of the vegetation. With these additions may change considerably component of your build.

DLC packages will replace some portion of vegetation in different directories. Packages are not basic versions of modification; because they can contain a variety of content, while in the basic version are already defined capacity additions. Packages are installed on top of either the basic version or your build, if installed through *GTA3.img*. In case if you are using *modloader*, the packages are installed according to numbered indicators of vegetation.

- 1) Behind Space Of Realities - Classic version (C-CLV-7)
- 2) Behind Space Of Realities - Classic version (C-CLV-7) + HQ palms 1er prototype u3 BSOR DLC Packages 1

BSOR DLC Packages

BSOR DLC Packages - **DLC** contains unique vegetation, which was not the default in the basic version.

At the moment, there are a few variations **BSOR DLC Packages**:
> **BSOR DLC Packages 1** - component of this package, **DLC**, which replace a small amount parts of vegetation.
> **BSOR DLC Packages 2** - component of this package, **DLC**, which replace a largest amount parts of vegetation, where the number of parts vegetation close to basic version.
> **BSOR DLC Packages 3** - component of this package, **DLC**, which are now in development.

POR DLC Legacy

Component of this package, **DLC**, which contains part of vegetation designed only to **Project Oblivion Revivals**.

BSOR DLC Legacy

Component of this package, **DLC**, which contains outdated parts of vegetation from old basic versions.

POR DLC Legacy

Component of this package, **DLC**, which contains vegetation models from earlier versions of **Project Oblivion**.

In order to create itself, it is necessary to know the technical component of project and comply with all necessary regulations. Each such addition, you must have created: mipmapping, adapting to seasons, format identification parts of vegetation, limited resolution textures. The title should be BSOR DLC Guest - your name and number #. Calling addition can arbitrarily.

Notes:

1) When installed in gta3.img, DLC rewrite previous part of vegetation, i.e. installing new trees, old disappear.

2) When installed in gta3.img, if you install a basic version over top to other version, the previous version is overwritten with DLC and parts of vegetation.

3) It is necessary to take into account compatibility of content between modifications BSOR and POR.

Grass

In your own assembly, you can use a variety of grass. Using various combinations of models, textures and settings may be different effects. All the default textures and mipmapping have limits resolution textures. For performance it is recommended to disable mipmapping.

Grass models (GM)
Grass textures (GT)
Specific grass (SG)
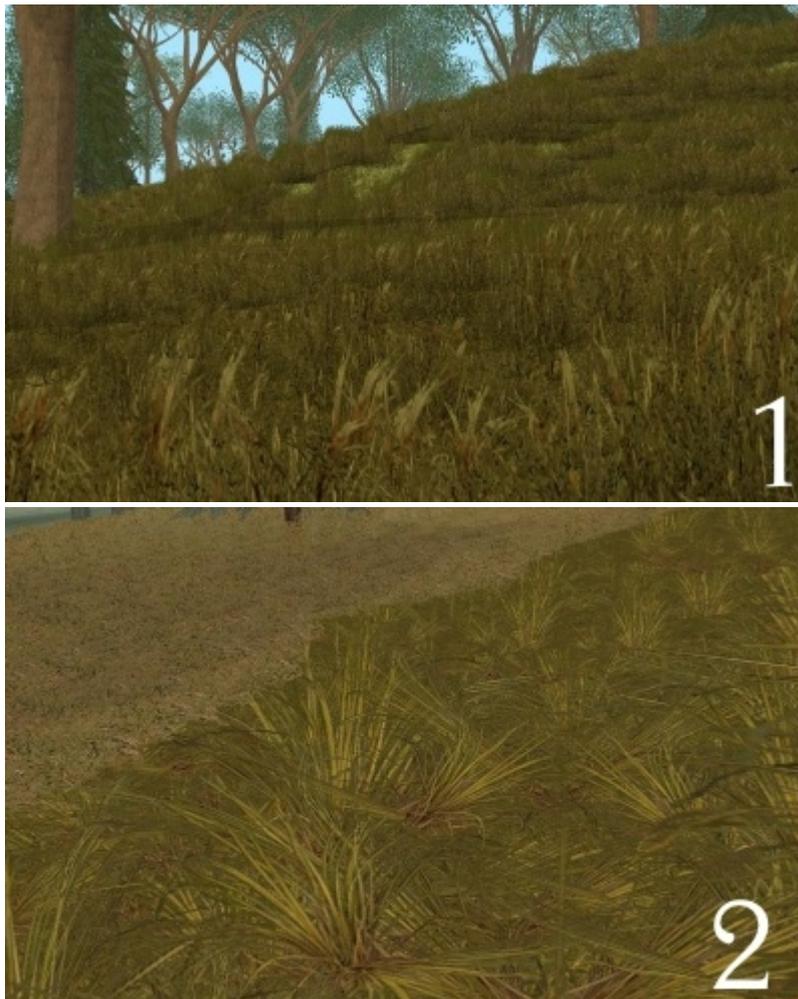
- 1) Original SA grass models 2, LQ + WOT SD grass 1
- 2) TES Oblivion grass models + Stalker

Models of grass and grass texture combined with each other. With models of grass can be install any textures of grass, and also install textures of grass with any models of grass, but within borders of series, which belong to grass.

- 3) Far Cry 2 grass + Standard

Specific grass can lead to a drop in **FPS** of gameplay, because they have a large content of polygons. Textures for specific grass are divided into several types:

Standard - default
Autumn - for autumn season
Winter - for winter season

At of grass has its own settings for the generation of density on 1 sq/m of the surface. The higher the level, the higher the density of the grass, however, high levels can lead to a drop **FPS** game process.

Density setting of grass
level 0 (no grass) - completely removes the grass
level 1 - 3 times less than the standard value
level 2 - 2 times less than the standard value
level 3 (standard game) - standard value
level 4 - 2 times larger than the standard value
level 5 - 3 times larger than the standard value
level 6 - 5 times larger than the standard value
level 7 - special settings
level 8 - 7.5 times larger than the standard value
level 9 - 10 times larger than the standard value (Death for your PC)
level 10 (To Hell With God) - maximum value (Death for your PC)

In the basic version, the default level is always 3. It should be noted that the setting should not be used above 7 levels and for specific of grass not exceeding 4-5 level.

Each series of grass has its own density setting of grass. For a series of specific grass used settings from **BSOR** series.

It should be noted that for a **BSOR** series, there are a few density setting of grass:
Only white color of grass - geometry of grass has no staining on of ground type. Used for its maps of area or to places where there is no need for staining geometry of ground type (for example, to the snow-covered modifications).
With colors of grass -
*It is used for standard game, geometry of grass stains to ground type. This by default in basic versions **Behind Space Of Realities**.*

At grass has its own series, which are not compatible with each other. Series - are sets designed for particular modification, i.e. for **Behind Space Of Realities** or **Project Oblivion Revivals**, consisting of grass models, textures and their density setting of grass. Grass models, textures and density setting of grass - within a series may be used.

You can make your build of grasses in a series, choice enough. The use of different components from different series, will lead to visual errors. However, selected series of grass can be set **Behind Space Of Realities** or **Project Oblivion Revivals**.

There are several grass series:
Behind Space Of Realities (BSOR) - grasses generally used in builds Behind Space of Realities, but the series can be used in Project Oblivion Revivals.
Project Oblivion Revivals (POR) - grasses generally used in builds Project Oblivion Revivals, but the series can be used in Behind Space of Realities. However, this series can be used with modification Project Oblivion 2010 HQ.
Specific grass (SG)

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The technical component

The project was initially normal replacement of of vegetation, but the experience came later special technical solutions and a variety of chips. With these decisions, the modification **Behind Space Of Realities** and **Project Oblivion Revivals** can be collected as a designer, and added many interesting features that are not available anywhere else.

- 2dfx effects
- Limited resolution textures
- Mipmapping
- Directory of vegetation
- Modification paths models and textures
- Setting generation of vegetation
- Support seasons

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2dfx

2dfx - special effects to DFF models which are in section DFF. There are 10 types' 2dfx effects.

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Limited resolution textures

To improve performance, modification **Behind Space Of Realities** created **Limited resolution textures**. Sets Limited resolution textures - set limited resolution textures in TXD containers, thereby increasing productivity, but deteriorates the quality of textures. For panoramic views, general view of vegetation is the same if you use any limit, because all TXD containers use *mipmapping*.

Currently *Limited resolution textures* available for **Project Oblivion Revivals**.

1024 limit (default) - the original textures in TXD containers, where the resolution no more than **1024x1024**. Textures in *TXD containers* go along with models in part of vegetation but not in season.
512 limit - for increase performance and preserve the quality of use of those limits, where the resolution no more than **512x512**.
256 limit - for significantly increase performance, use these limits, where the resolution no more than **256x256**. Texture quality at short distances is bad.

Grass also uses *Limited resolution textures*. At grass texture can be **16-512** <u>limits</u>.

Copied TXD container with limit to with replacing in <u>part of vegetation</u> and rewrites TXD container by default, which is <u>part of vegetation</u>.

Mipmapping

Mipmapping - remove ripple texture on different distances. Increases the speed of rendering objects on a map, but increases the consumption of video on the third. *Mipmapping* works on the principle: *the farther away an object on the position of the reference point the camera, the lower resolution texture uses the object, removing noise and ripple*. Reduced copy of the texture is generated from the basic texture of standard resolution, drawing through the levels, using different filter. Levels drawing more than 1-3. Video memory when using *mipmapping* keeps the original texture and reduced copies of all time.

- With mipmapping

- Without mipmapping

By default, all texture *mipmapping* contain because of its presence may cause artifacts (raying objects through the alpha channel). If you remove - will no artifacts, but the appearance of abundant sharpness at the texture. When using *mipmapping*, you cannot run Map Editor, if the TXD containers are in img archives. To remove *mipmapping*, just resave TXD containers with using **TXD Workshop 5**.

In the original game, there is no need to use *mipmapping*, because most of the textures over **256x256** resolutions is not, although in some cases, and for such texture *mipmapping* needs, because in the original game, there are moments when objects with textures cut eye.

Modification paths models and textures

Thanks to modification of files in procobj.ide, vegepart.ide, there was the possibility of replacing part of vegetation.

Due to the fact that DLC had earlier adapted to each version **Behind Space Of Realities**, that we could play with additions using any full version **Behind Space Of Realities**, it was necessary to simplify the modification. Such a step is a modification of IDE files that are responsible for the generation of objects in the game, as the setting for game objects - a new fastening DFF and TXD files to the object ID, the parameters of rendering. The meaning of this change is to give a particular group of objects one *TXD file* to load textures, instead of what would have to use several *TXD files*. This solution makes it possible to install freely almost any part of vegetation.

The disadvantage is that it is necessary put only **Behind Space Of Realities**, if you want to play with the additions. By the fact that presence of a modified IDE files this will support certain *TXD*. Adaptation parts under the original game and other additions - *no more, because Behind Space Of Realities is an independent addition which will give a light to all the same modes!*

The necessity to install IDE files. If you install *DFF* and *TXD* files without changing the IDE files, you will not be away; most of the textures on vegetation. When you install IDE files without needed *TXD*, the game will be crash!

For **Project Oblivion Revivals** used path of models and textures that **Behind Space Of Realities**,

therefore, many parts of vegetation from basic version or **DLC**, you can use the **Behind Space Of Realities**.

Setting generation of vegetation

Generation of vegetation on certain ground surface define files plants.dat and procobj.dat. The first is responsible for generating of grass, and the second for the generation of objects. In both files, you can adjust the density and size of vegetation.

Plants.dat file must conform to a series of grass.

For **Behind Space Of Realities** and **Project Oblivion Revivals** procobj.dat has its own settings and they are not compatible with each other!

Tuned procobj.dat file is not required to replacement for **Behind Space Of Realities**, but it significantly expands the fauna. In cases with **Project Oblivion Revival**, replacement is required.

Installation

Before you install a modification, you need to collect your own assembly vegetation **Behind Space Of Realities** or **Project Oblivion Revivals**. If you do not want to gather build, you can take advantage of what is offered to you by default in the basic version.

The example will be considered **Behind Space Of Realities**. For **Project Oblivion Revivals** do similarly.

1. First you need to understand what your own assembly and deal with the Limited resolution textures.

 - Base assembly

2. You need to know how to install seasons for correct work of modification.

 - Adding seasons

3. In order to create a unique assembly, you need to know about parts of vegetation.

 - Separate parts of vegetation

4. Some basic versions available upgrade to the next version.

 - Updating to next version

5. In order for the grass looked beautiful, fauna can be extended by using the settings of generation plants.

 - Generation of vegetation and settings

6. You can extend the modification, installing additional directories.

 - Additional directory

7. Most important is must know how to install the modification.

 - Installation of modification

8. For modification work, you need to know some of the working conditions.

[- Working conditions](#)

Base assembly

In the folder **Main** is the modification itself. Parts of vegetation located in the folder **BSOR directory - Vegetation**. Vegetation - is the name of the directory in which are parts of vegetation. This folder is key assembly of parts of vegetation. Before you begin, make a backup this folder. This folder **BSOR directory - Vegetation**, where you will collect parts of vegetation, will be referred to the **folder assembly parts of vegetation**. Collect we learn from the classic version.

In **Project Oblivion Revivals**, part of vegetation located in folder **POR directory - Vegetation**.

Parts of vegetation are numbered, have a Russian name, the English name in brackets and have a membership in the basic version as a unique part of the vegetation.

For example: **C-CLV**.

1 - Вяз 1 (Elm-tree 1) C-CLV	34 - П.Кусты (DesShrubs) C-CLV
2 - Вяз 2 (Elm-tree 2) C-CLV	35 - Сагуаро кактус (Saguaro cactus) C-CLV
3 - Деревенские деревья (Country trees) C-CLV	36 - П.Скалы (DesRocks) C-CLV
4 - Деревья 1 (Trees 1) C-CLV	37 - Лоды1 (LQ Lods1) C-CLV
5 - Деревья 2 (Trees 2) C-CLV	38 - Лоды2 (LQ Lods2) C-CLV
6 - Деревья 3 (Trees 3) C-CLV	39 - Бордюры (Curbs) C-CLV
7 - Дуб (Oak-tree) C-CLV	40 - Бревно (Log) C-CLV
8 - Кипарис (Cypress) C-CLV	41 - Лианы (Vines) C-CLV
9 - Лысый кипарис (Bald cypress) C-CLV	42 - Камни (Stones) C-CLV
10 - Огромные деревья (Huge trees) C-CLV	43 - Мусорные кучи (Garbage heaps) C-CLV
11 - Высокая ель (High spruce) C-CLV	44 - Подводная часть (Underwater_P) C-CLV
12 - Елки (Spruces) C-CLV	
13 - Пихта (Firs) C-CLV	
14 - Секвойи (Redwoods) C-CLV	
15 - Сосна (Pine-tree) C-CLV	
16 - Хвойные 1 (Softwoods 1) C-CLV	
17 - Хвойные 2 (Softwoods 2) C-CLV	
18 - Кусты (Shrubs) C-CLV	
19 - Кусты сорняка (Bushland) C-CLV	
20 - Плохая почва (Badlands) C-CLV	
21 - Цветы (Flowers) C-CLV	
22 - Горшечные (Pots) C-CLV	
23 - Пальмы (Palms) C-CLV	
24 - Пальмы с гирляндами (Garlands_P) C-CLV	
25 - Нечеткая трава (Fuzzyplant) C-CLV	
26 - Папоротники (Ferns) C-CLV	
27 - Проростки елок (Grassland) C-CLV	
28 - Травы (Rushes) C-CLV	
29 - Травянистый сорняк (Grasslanda) C-CLV	
30 - Сломанные деревья (Broken trees) C-CLV	
31 - Дерево Джошуа (Joshua-tree) C-CLV	
32 - Колючки (Prickles) C-CLV	
33 - Опунция (Prickly pear) C-CLV	

C - *Common*, the basic version
CLV - **Classic version**

Note:
If you are ready to play with the default build, then go directly to the installation of the game.

You need to ascertain with what texture resolution you'll be playing. For performance, we recommend a limit of 256. To find the folder **Limited resolution textures** and selects the needed limit.

|		
Main		
Screenshots, other versions and comparisons	BSOR directory - Vegetation	256 limit
Season, End of the Summer	In the folder GTA SA	512 limit
Season, White silence	Limited resolution textures	

In the folder with limit, <u>select all the contents</u> and <u>click Copy</u>.

📁 1 - Вяз 1 (Elm-tree 1) C-CLV
📁 2 - Вяз 2 (Elm-tree 2) C-CLV
📁 3 - Деревенские деревья (Country trees) C-CLV
📁 4 - Деревья 1 (Trees 1) C-CLV
📁 5 - Деревья 2 (Trees 2) C-CLV
📁 6 - Деревья 3 (Trees 3) C-CLV
📁 7 - Дуб (Oak-tree) C-CLV
📁 8 - Кипарис (Cypress) C-CLV
📁 9 - Лысый кипарис (Bald cypress) C-CLV
📁 10 - Огромные деревья (Huge trees) C-CLV
📁 11 - Высокая ель (High spruce) C-CLV
📁 12 - Елки (Spruces) C-CLV
📁 13 - Пихта (Firs) C-CLV
📁 14 - Секвойи (Redwoods) C-CLV
📁 15 - Сосна (Pine-tree) C-CLV
📁 16 - Хвойные 1 (Softwoods 1) C-CLV
📁 17 - Хвойные 2 (Softwoods 2) C-CLV
📁 18 - Кусты (Shrubs) C-CLV
📁 19 - Кусты сорняка (Bushland) C-CLV
📁 20 - Плохая почва (Badlands) C-CLV
📁 21 - Цветы (Flowers) C-CLV
📁 22 - Горшечные (Pots) C-CLV
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📁 24 - Пальмы с гирляндами (Garlands_P) C-CLV
📁 25 - Нечеткая трава (Fuzzyplant) C-CLV
📁 26 - Папоротники (Ferns) C-CLV
📁 27 - Проростки елок (Grassland) C-CLV
📁 28 - Травы (Rushes) C-CLV
📁 29 - Травянистый сорняк (Grasslanda) C-CLV
📁 30 - Сломанные деревья (Broken trees) C-CLV
📁 31 - Дерево Джошуа (Joshua-tree) C-CLV
📁 32 - Колючки (Prickles) C-CLV
📁 33 - Опунция (Prickly pear) C-CLV

📁 34 - П.Кусты (DesShrubs) C-CLV
📁 35 - Сагуаро кактус (Saguaro cactus) C-CLV
📁 36 - П.Скалы (DesRocks) C-CLV
📁 37 - Лоды1 (LQ Lods1) C-CLV
📁 38 - Лоды2 (LQ Lods2) C-CLV
📁 39 - Бордюры (Curbs) C-CLV
📁 40 - Бревно (Log) C-CLV
📁 41 - Лианы (Vines) C-CLV
📁 42 - Камни (Stones) C-CLV
📁 43 - Мусорные кучи (Garbage heaps) C-CLV
📁 44 - Подводная часть (Underwater_P) C-CLV

Отправить	▶
Вырезать	
Копировать	"COPY"
Создать ярлык	
Удалить	
Переименовать	
Свойства	

Go to **folder assembly parts of vegetation**, and click on paste. Confirm the replacement, mark the "Run this action for all of the current objects (found: 31)" and click Yes. It should be replaced 44 **folders** and **TXD** 44 files.
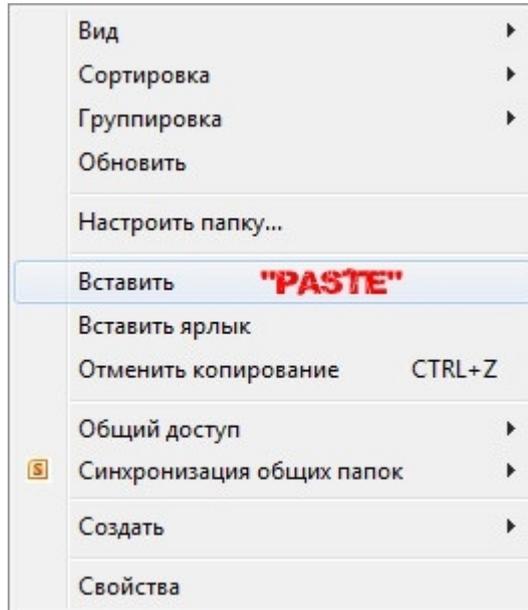
Files copied with replacement well, congratulations, you install for assembly limited resolutions textures. Now we learn how to add seasons.

- Adding seasons

Adding seasons

In order to add a season, you must select one of the available seasons.

Main
Screenshots, other versions and comparisons
Season, End of the Summer
Season, White silence

Go to the folder of your chosen season and see folder **BSOR directory - Vegetation**. This folder contains models of season, which required for use. If you see that this folder is not **BSOR directory - Vegetation**, then you skip this step. Select contents of the folder **BSOR directory - Vegetation** and click Copy.

BSOR directory - Vegetation
In the folder GTA SA
Limited resolution textures

1 - Вяз 1 (Elm-tree 1) C-CLV
2 - Вяз 2 (Elm-tree 2) C-CLV
3 - Деревенские деревья (Country trees) C-CLV
4 - Деревья 1 (Trees 1) C-CLV
5 - Деревья 2 (Trees 2) C-CLV
6 - Деревья 3 (Trees 3) C-CLV
7 - Дуб (Oak-tree) C-CLV
8 - Кипарис (Cypress) C-CLV
9 - Лысый кипарис (Bald cypress) C-CLV
10 - Огромные деревья (Huge trees) C-CLV
11 - Высокая ель (High spruce) C-CLV
12 - Елки (Spruces) C-CLV
13 - Пихта (Firs) C-CLV
14 - Секвойи (Redwoods) C-CLV
15 - Сосна (Pine-tree) C-CLV
16 - Хвойные 1 (Softwoods 1) C-CLV
17 - Хвойные 2 (Softwoods 2) C-CLV
18 - Кусты (Shrubs) C-CLV
19 - Кусты сорняка (Bushland) C-CLV
20 - Плохая почва (Badlands) C-CLV
21 - Цветы (Flowers) C-CLV
22 - Горшечные (Pots) C-CLV
23 - Пальмы (Palms) C-CLV
24 - Пальмы с гирляндами (Garlands_P) C-CLV
25 - Нечеткая трава (Fuzzyplant) C-CLV
26 - Папоротники (Ferns) C-CLV
27 - Проростки елок (Grassland) C-CLV
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29 - Травянистый сорняк (Grasslanda) C-CLV
30 - Сломанные деревья (Broken trees) C-CLV
31 - Дерево Джошуа (Joshua-tree) C-CLV
32 - Колючки (Prickles) C-CLV
33 - Опунция (Prickly pear) C-CLV

34 - П.Кусты (DesShrubs) C-CLV
35 - Сагуаро кактус (Saguaro cactus) C-CLV
36 - П.Скалы (DesRocks) C-CLV
37 - Лоды1 (LQ Lods1) C-CLV
38 - Лоды2 (LQ Lods2) C-CLV
39 - Бордюры (Curbs) C-CLV
40 - Бревно (Log) C-CLV
41 - Лианы (Vines) C-CLV
42 - Камни (Stones) C-CLV
43 - Мусорные кучи (Garbage heaps) C-CLV
44 - Подводная часть (Underwater_P) C-CLV

Go to **folder assembly parts of vegetation**, and click on paste. Confirm the replacement, mark the "Run this action for all of the current objects (found: ?)" and click Yes.

Now you need to install texture. It is worth noting that the winter season has an impact on all parts of vegetation. Autumn season affects only some parts of vegetation s and there may not be 44 parts of vegetation, in contrast to the winter season.

To do this, find the folder **Limited resolution textures** and select desired limit.

In the folder with limit, select all the contents and click Copy.

📁 1 - Вяз 1 (Elm-tree 1) C-CLV
📁 2 - Вяз 2 (Elm-tree 2) C-CLV
📁 3 - Деревенские деревья (Country trees) C-CLV
📁 4 - Деревья 1 (Trees 1) C-CLV
📁 5 - Деревья 2 (Trees 2) C-CLV
📁 6 - Деревья 3 (Trees 3) C-CLV
📁 7 - Дуб (Oak-tree) C-CLV
📁 8 - Кипарис (Cypress) C-CLV
📁 9 - Лысый кипарис (Bald cypress) C-CLV
📁 10 - Огромные деревья (Huge trees) C-CLV
📁 11 - Высокая ель (High spruce) C-CLV
📁 12 - Елки (Spruces) C-CLV
📁 13 - Пихта (Firs) C-CLV
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📁 15 - Сосна (Pine-tree) C-CLV
📁 16 - Хвойные 1 (Softwoods 1) C-CLV
📁 17 - Хвойные 2 (Softwoods 2) C-CLV
📁 18 - Кусты (Shrubs) C-CLV
📁 19 - Кусты сорняка (Bushland) C-CLV
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📁 39 - Бордюры (Curbs) C-CLV
📁 40 - Бревно (Log) C-CLV
📁 41 - Лианы (Vines) C-CLV
📁 42 - Камни (Stones) C-CLV
📁 43 - Мусорные кучи (Garbage heaps) C-CLV
📁 44 - Подводная часть (Underwater_P) C-CLV

Go to **folder assembly parts of vegetation**, and click on paste. Confirm the replacement, mark the "Run this action for all of the current objects (found: ?)" and click Yes.

Note that **Limited resolution textures** must conform to those used in your assembly. For the winter season, it does not matter, but not for add-ons or other parts of vegetation from basic version.

In folders with seasons, we see a folder **In the folder GTA SA**. In this folder, there are textures, models and settings grasses that match a particular season.
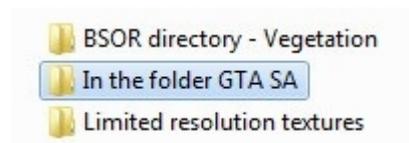
In order to install that it can be done as follows. If you have the Mod Loader, it is done a little differently.

Congratulations, you are able to install season. Now we learn to replace individual parts of vegetation.

Separate parts of vegetation

In order to replace <u>parts of vegetation</u>, you need to find her in <u>additions</u> or other <u>basic versions</u>. For example, take the <u>DLC add-ons</u>.
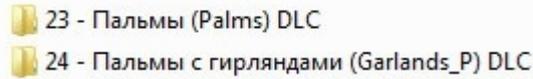
We see 2 part of vegetation that we want to replace. Before you replace parts of vegetation in **folder assembly parts of vegetation**, you must ensure on presence established **Limited resolution textures** or seasons in your assembly. If yes, then the <u>parts of vegetation</u> must be prepared.

Select desired <u>resolution textures</u> in <u>addition</u>.

In the folder with limit, <u>select all the contents</u> and <u>click</u> Copy.

📁 1 - Вяз 1 (Elm-tree 1) C-CLV
📁 2 - Вяз 2 (Elm-tree 2) C-CLV
📁 3 - Деревенские деревья (Country trees) C-CLV
📁 4 - Деревья 1 (Trees 1) C-CLV
📁 5 - Деревья 2 (Trees 2) C-CLV
📁 6 - Деревья 3 (Trees 3) C-CLV
📁 7 - Дуб (Oak-tree) C-CLV
📁 8 - Кипарис (Cypress) C-CLV
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📁 17 - Хвойные 2 (Softwoods 2) C-CLV
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📁 20 - Плохая почва (Badlands) C-CLV
📁 21 - Цветы (Flowers) C-CLV
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📁 24 - Пальмы с гирляндами (Garlands_P) C-CLV
📁 25 - Нечеткая трава (Fuzzyplant) C-CLV
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📁 43 - Мусорные кучи (Garbage heaps) C-CLV
📁 44 - Подводная часть (Underwater_P) C-CLV

Отправить	▶
Вырезать	
Копировать	"COPY"
Создать ярлык	
Удалить	
Переименовать	
Свойства	

Go to where **parts of vegetation from addition**, and click on paste. Confirm the replacement, mark the "Run this action for all of the current objects (found: ?)" and click Yes.
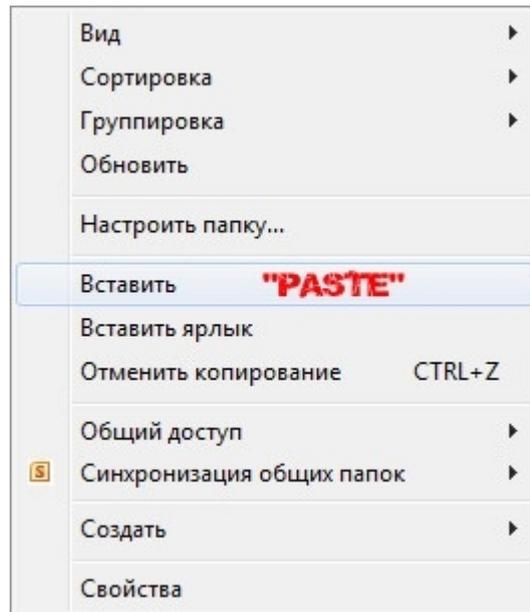
Similarly, you can make if you use seasons, using limits with seasons.

Once you have prepared part of vegetation, you can replace them in **folder assembly parts of vegetation**.
Look at the identification numbers parts of vegetation where we have **parts of vegetation from addition**.
We have, for example, the numbers 23 and 24. These parts of vegetation we will replace in **folder assembly parts of vegetation**.
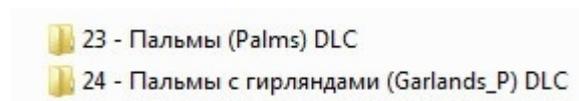
Go to **folder assembly parts of vegetation**, select part of vegetation with identification numbers 21 and 22 and delete them.

1 - Вяз 1 (Elm-tree 1) C-CLV

2 - Вяз 2 (Elm-tree 2) C-CLV

3 - Деревенские деревья (Country trees) C-CLV

4 - Деревья 1 (Trees 1) C-CLV

5 - Деревья 2 (Trees 2) C-CLV

6 - Деревья 3 (Trees 3) C-CLV

7 - Дуб (Oak-tree) C-CLV

8 - Кипарис (Cypress) C-CLV

9 - Лысый кипарис (Bald cypress) C-CLV

10 - Огромные деревья (Huge trees) C-CLV

11 - Высокая ель (High spruce) C-CLV

12 - Елки (Spruces) C-CLV

13 - Пихта (Firs) C-CLV

14 - Секвойи (Redwoods) C-CLV

15 - Сосна (Pine-tree) C-CLV

16 - Хвойные 1 (Softwoods 1) C-CLV

17 - Хвойные 2 (Softwoods 2) C-CLV

18 - Кусты (Shrubs) C-CLV

19 - Кусты сорняка (Bushland) C-CLV

20 - Плохая почва (Badlands) C-CLV

21 - Цветы (Flowers) C-CLV

22 - Горшечные (Pots) C-CLV

23 - Пальмы (Palms) C-CLV

24 - Пальмы с гирляндами (Garlands_P) C-CLV

25 - Нечеткая трава (Fuzzyplant) C-CLV

26 - Папоротники (Ferns) C-CLV

27 - Проростки елок (Grassland) C-CLV

28 - Травы (Rushes) C-CLV

29 - Травянистый сорняк (Grasslanda) C-CLV

30 - Сломанные деревья (Broken trees) C-CLV

31 - Дерево Джошуа (Joshua-tree) C-CLV

32 - Колючки (Prickles) C-CLV

33 - Опунция (Prickly pear) C-CLV

34 - П.Кусты (DesShrubs) C-CLV

35 - Сагуаро кактус (Saguaro cactus) C-CLV

36 - П.Скалы (DesRocks) C-CLV

37 - Лоды1 (LQ Lods1) C-CLV

38 - Лоды2 (LQ Lods2) C-CLV

39 - Бордюры (Curbs) C-CLV

40 - Бревно (Log) C-CLV

41 - Лианы (Vines) C-CLV

42 - Камни (Stones) C-CLV

43 - Мусорные кучи (Garbage heaps) C-CLV

44 - Подводная часть (Underwater_P) C-CLV

Вырезать

Копировать

Создать ярлык

Удалить   "DELITE"

Переименовать

Свойства

1 - Вяз 1 (Elm-tree 1) C-CLV
2 - Вяз 2 (Elm-tree 2) C-CLV
3 - Деревенские деревья (Country trees) C-CLV
4 - Деревья 1 (Trees 1) C-CLV
5 - Деревья 2 (Trees 2) C-CLV
6 - Деревья 3 (Trees 3) C-CLV
7 - Дуб (Oak-tree) C-CLV
8 - Кипарис (Cypress) C-CLV
9 - Лысый кипарис (Bald cypress) C-CLV
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12 - Елки (Spruces) C-CLV
13 - Пихта (Firs) C-CLV
14 - Секвойи (Redwoods) C-CLV
15 - Сосна (Pine-tree) C-CLV
16 - Хвойные 1 (Softwoods 1) C-CLV
17 - Хвойные 2 (Softwoods 2) C-CLV
18 - Кусты (Shrubs) C-CLV
19 - Кусты сорняка (Bushland) C-CLV
20 - Плохая почва (Badlands) C-CLV
21 - Цветы (Flowers) C-CLV
22 - Горшечные (Pots) C-CLV
25 - Нечеткая трава (Fuzzyplant) C-CLV
26 - Папоротники (Ferns) C-CLV
27 - Проростки елок (Grassland) C-CLV
28 - Травы (Rushes) C-CLV
29 - Травянистый сорняк (Grasslanda) C-CLV
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31 - Дерево Джошуа (Joshua-tree) C-CLV
32 - Колючки (Prickles) C-CLV
33 - Опунция (Prickly pear) C-CLV
34 - П.Кусты (DesShrubs) C-CLV
35 - Сагуаро кактус (Saguaro cactus) C-CLV

36 - П.Скалы (DesRocks) C-CLV
37 - Лоды1 (LQ Lods1) C-CLV
38 - Лоды2 (LQ Lods2) C-CLV
39 - Бордюры (Curbs) C-CLV
40 - Бревно (Log) C-CLV
41 - Лианы (Vines) C-CLV
42 - Камни (Stones) C-CLV
43 - Мусорные кучи (Garbage heaps) C-CLV
44 - Подводная часть (Underwater_P) C-CLV

Go to where **parts of vegetation from addition**, in a folder, select all the contents and click Copy.

Отправить ▶
Вырезать
Копировать   "COPY"
Создать ярлык
Удалить
Переименовать
Свойства

23 - Пальмы (Palms) DLC
24 - Пальмы с гирляндами (Garlands_P) DLC
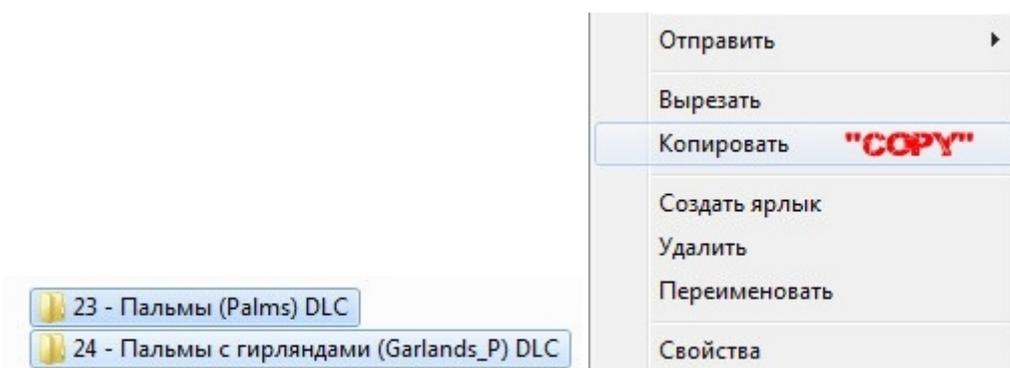
Go to where **folder assembly parts of vegetation** and <u>click on</u> <u>paste</u>.

📁 1 - Вяз 1 (Elm-tree 1) C-CLV	📁 36 - П.Скалы (DesRocks) C-CLV
📁 2 - Вяз 2 (Elm-tree 2) C-CLV	📁 37 - Лоды1 (LQ Lods1) C-CLV
📁 3 - Деревенские деревья (Country trees) C-CLV	📁 38 - Лоды2 (LQ Lods2) C-CLV
📁 4 - Деревья 1 (Trees 1) C-CLV	📁 39 - Бордюры (Curbs) C-CLV
📁 5 - Деревья 2 (Trees 2) C-CLV	📁 40 - Бревно (Log) C-CLV
📁 6 - Деревья 3 (Trees 3) C-CLV	📁 41 - Лианы (Vines) C-CLV
📁 7 - Дуб (Oak-tree) C-CLV	📁 42 - Камни (Stones) C-CLV
📁 8 - Кипарис (Cypress) C-CLV	📁 43 - Мусорные кучи (Garbage heaps) C-CLV
📁 9 - Лысый кипарис (Bald cypress) C-CLV	📁 44 - Подводная часть (Underwater_P) C-CLV
📁 10 - Огромные деревья (Huge trees) C-CLV	
📁 11 - Высокая ель (High spruce) C-CLV	
📁 12 - Елки (Spruces) C-CLV	
📁 13 - Пихта (Firs) C-CLV	
📁 14 - Секвойи (Redwoods) C-CLV	
📁 15 - Сосна (Pine-tree) C-CLV	
📁 16 - Хвойные 1 (Softwoods 1) C-CLV	
📁 17 - Хвойные 2 (Softwoods 2) C-CLV	
📁 18 - Кусты (Shrubs) C-CLV	
📁 19 - Кусты сорняка (Bushland) C-CLV	
📁 20 - Плохая почва (Badlands) C-CLV	
📁 21 - Цветы (Flowers) C-CLV	
📁 22 - Горшечные (Pots) C-CLV	
📁 25 - Нечеткая трава (Fuzzyplant) C-CLV	
📁 26 - Папоротники (Ferns) C-CLV	
📁 27 - Проростки елок (Grassland) C-CLV	
📁 28 - Травы (Rushes) C-CLV	
📁 29 - Травянистый сорняк (Grasslanda) C-CLV	
📁 30 - Сломанные деревья (Broken trees) C-CLV	
📁 31 - Дерево Джошуа (Joshua-tree) C-CLV	
📁 32 - Колючки (Prickles) C-CLV	
📁 33 - Опунция (Prickly pear) C-CLV	
📁 34 - П.Кусты (DesShrubs) C-CLV	
📁 35 - Сагуаро кактус (Saguaro cactus) C-CLV	

Вид		▶
Сортировка		▶
Группировка		▶
Обновить		
Настроить папку...		
Вставить	**"PASTE"**	
Вставить ярлык		
Отменить копирование	CTRL+Z	
Общий доступ		▶
Синхронизация общих папок		▶
Создать		▶
Свойства		

1 - Вяз 1 (Elm-tree 1) C-CLV
2 - Вяз 2 (Elm-tree 2) C-CLV
3 - Деревенские деревья (Country trees) C-CLV
4 - Деревья 1 (Trees 1) C-CLV
5 - Деревья 2 (Trees 2) C-CLV
6 - Деревья 3 (Trees 3) C-CLV
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42 - Камни (Stones) C-CLV
43 - Мусорные кучи (Garbage heaps) C-CLV
44 - Подводная часть (Underwater_P) C-CLV

Congratulations, you have managed replace part of vegetation. Next, consider how to update basic versions, if there is an update available.

[- Updating to next version.](#)

Updating to next version

There are such basic versions that have updated. These updates were once separate basic version, for example, **Cursed Memories 2**. Later, the basic versions are unified and have been added to other basic versions as an upgrade. These updates are archived together with the basic version. However, not all basic versions updates are available.

Consider the example of the basic version of **Cursed Memories**:

In the folder there is an update to the modification **Cursed Memories 2 models**, this update changes the basic version of **Cursed Memories** to **Cursed Memories 2**.
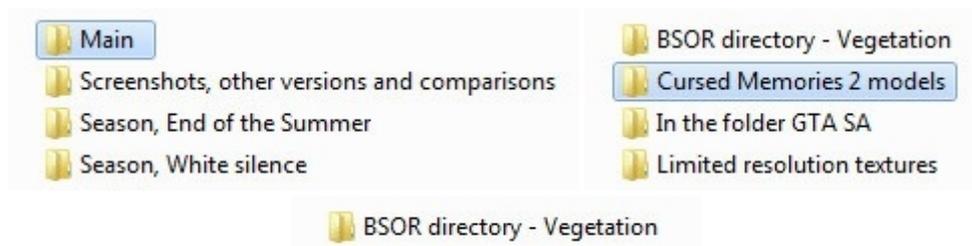
Go to the folder **BSOR directory - Vegetation**, which is updated. Select all the contents and click Copy.
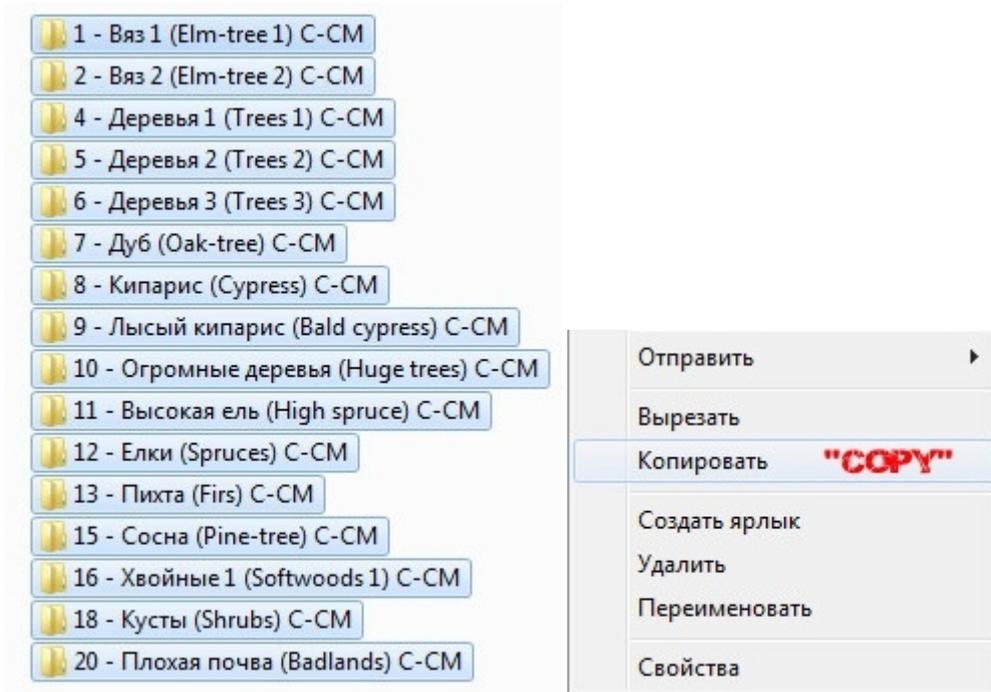
Go to **folder assembly parts of vegetation**, and click on paste. Confirm the replacement, mark the "Run this action for all of the current objects (found: ?)" and click Yes.
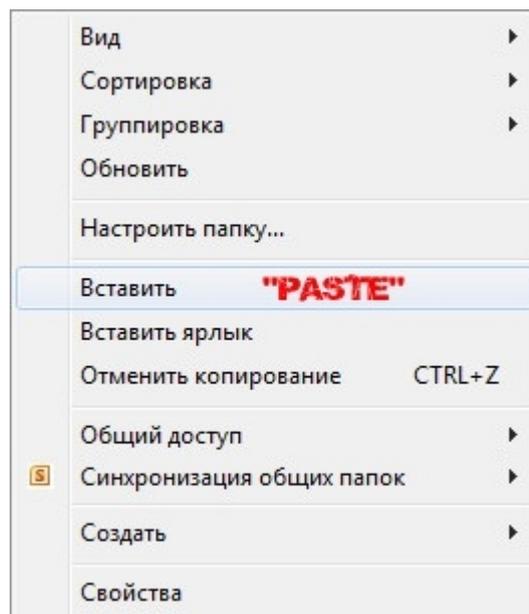
Congratulations, you updated the basic version. The last thing left is to learn how to install the grass and manipulate settings.

# Generation of vegetation and settings

In your own assembly, you can use a variety of grass.

In order to install model and textures grass, from the folder "*In the folder GTA SA*" copy folder *models* in the game folder, confirm the replacement of files. If you are using **Mod Loader**, in a folder **BSOR** "*C:\Games \GTA San Andreas\modloader*", copy "*In the folder GTA SA*", confirm the replacement of files.

There are also grass **Limited resolution textures**. These limits have in grasses that you download separately from basic versions.

Select the desired limit and go to the folder with the limit.
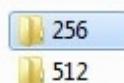
From the folder "*In the folder GTA SA*" copy folder *models* in the game folder, confirm the replacement of files. If you are using **Mod Loader**, in a folder **BSOR** "*C:\Games\GTA San Andreas\modloader*", copy "*In the folder GTA SA*", confirm the replacement of files.

Grass from seasons is installing similarly.

In order to install the files generation plants, from the folder "*In the folder GTA SA*" copy folder *data* in the game folder, confirm the replacement of files. If you are using **Mod Loader**, in a folder **BSOR** "*C:\Games \GTA San Andreas\modloader*", copy "*In the folder GTA SA*", confirm the replacement of files.

Files generating plants are located in the *data* into the original game.
- plants.dat
- procobj.dat

Congratulations, we succeeded install grass. If you want to expand the game world will have to learn how to install additional directories.

- Additional directory.

Additional directory

Additional directory can expand the plant world.

Installed by copying to folder with modification.

If you are using Mod Loader, in folder *BSOR* в "*C:\Games\GTA San Andreas\modloader*", copy "*BSOR directory - Locations plant*" or "*In the folder GTA SA*" (in the presence directory), confirm the replacement of files.

Congratulations, we succeeded to install an additional directory. Now we will learn to install a modification to game.

- How to install the modification.

Installation of modification

Now we will learn how to install a modification to the game. To do this, there are 2 ways. Each method has advantages and disadvantages, let's examine them.

- Standard installation
- Using the Mod Loader

Standard installation

This method is traditional, which replaces the files in your game.

Replacement models:
- Replace the files in the archive gta3.img *"C: \ Games \ GTA San Andreas \ models"* on the files from the folder *" folder assembly parts of vegetation "*, in the contents of the archive using Alci's IMG Editor 1.5. After replacing the file, rebuild the file by clicking the *"Rebuild" (Ctrl + R)*. Note that before installing the need to define itself with part of vegetation.

Changing settings:
- From the folder *"In the folder GTA SA"* copy folder *data* in the game folder, confirm the replacement of files.

Installation grasses:
- From the folder *"In the folder GTA SA"* copy folder *models* in the game folder, confirm the replacement of files.

Using the Mod Loader

When using the **Mod Loader** is much easier to experiment with their assemblies, because they do not need to touch gta3.img

Create a folder BSOR in "C: \ Games \ GTA San Andreas \ modloader", copy " folder assembly parts of vegetation *" and "In the folder GTA SA" in it.*

Working conditions

- Modification **Behind Space Of Realities** or **Project Oblivion Revivals** is not installed on top of **Project Oblivion 2010 HQ**, or on top of any other analog, because conflicts are possible modifications. It is advisable to install on clean game.
- Modification **Behind Space Of Realities** or **Project Oblivion Revivals** supports various **DLC** add-ons. Other modification to replace the vegetation does not support **DLC** add-ons for **Behind Space Of Realities** or **Project Oblivion Revivals**.
- Modification **Behind Space Of Realities** or **Project Oblivion Revivals** is not designed for automatic installation. Provided that you have downloaded this modification, which is automatically installed - may see different misunderstandings that you find a mistake for the unfinished work.
- If you do not replace **ide** files may be critical errors and crash of the gameplay.
- To build the game from the assembly mods should: *Install any texture modes (eg, SRT 1.7), then* **Behind Space Of Realities** or **Project Oblivion Revivals***, and then other modifications.*

SAMP

Testing has shown that the modified IDE files work with the client SAMP. This means that **Behind Space Of Realities** or **Project Oblivion Revivals** works fine in SAMP. Modification works with standard installation and installation when using Mod Loader.

Settings generation of plants is ignored by the client, so no grass, no fauna which will not.

Rules for use modification

- Site of the author specified when placing on other sites is necessary. It is an important directive for all, without exception!
- For blunt installation, I will not be responsible for loss of property, or the distortion of your data. Read carefully the contents of the document "Read me."
- Do not spread a modification to the site www.gtavicecity.ru
- Do not add this modification in automatic installers.
- It is forbidden to convert models and textures in other games.
- Do not use models and textures for commercial gain.
- Do not rename the modification.
- It is forbidden to assign the copyright itself.
- Do not use this modification in any global modes.
- Do not spread the modification on filesharing and earn foreign labor.
- When placing the file archive, forbidden modify or delete document "Read me." The whole archive should be in the same condition.

- It is forbidden to publish and spread in washed-shit community Graphics Improvement.

Testing of vegetation

BSOR Ultimate Test of Vegetation - a modification adds a location in air to check that the vegetation. It made for testing vegetation modifications. With **BSOR Ultimate Test of Vegetation**, any modification can be tested by replacing the vegetation in the game.

Install modification using Mod Loader, and enjoy the result.