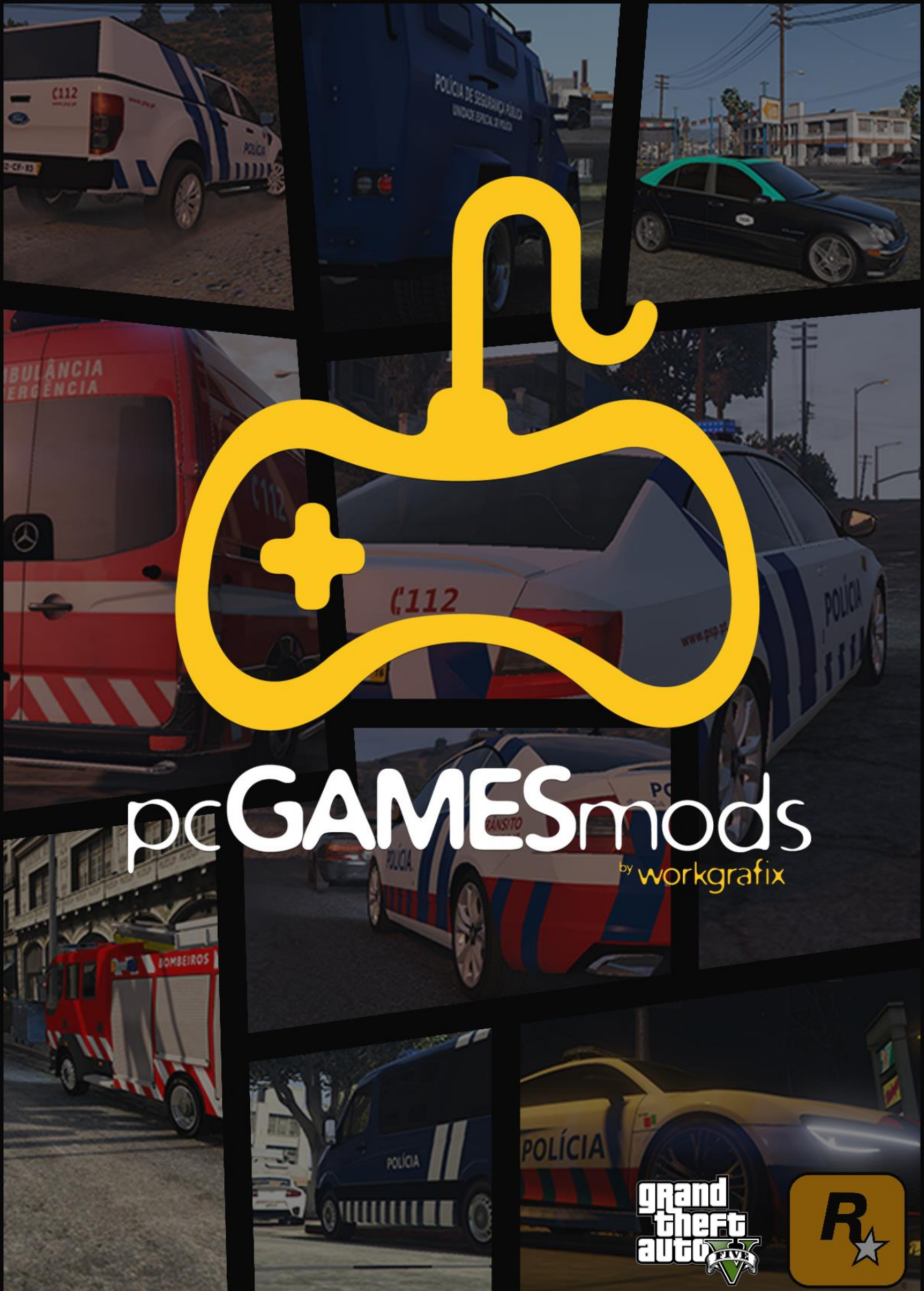


# BRISA – ASSISTÊNCIA NAS AUTO-ESTRADAS v1.0

BRISA – HIGHWAY ASSISTANCE

MERCEDES-BENZ VITO **ADDON** BRISA\_MVITO



## INDICE - INDEX

1. INSTALAÇÃO PT
2. INSTALL EN
3. CRÉDITOS / CREDITS
4. DOWNLOAD FONTE ORIGINAL – DOWNLOAD ORIGINAL FONT
5. SOFTWARE NECESSÁRIO RECOMENDADO - SOFTWARE NEEDED RECOMMENDED
6. VIDEOS TUTORIAIS
7. ALTERAÇÕES – CHANGE LOG

## ATENÇÃO - ATTENTION

### PT\_pt

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**OBRIGADO**, por usares os meu mod. **THANK YOU**, for using my mod.

### CONTACTOS – CONTACTS

**E:** [pcgm@workgrafix.com](mailto:pcgm@workgrafix.com) **F:** <http://bit.ly/2hxE7WV> **Y:** <http://bit.ly/2h5KlqW> **W:** <http://bit.ly/2i6yHCq>

**1º ADICIONAR: CAMINHO:** mods / update / x64 / dlcpacks

- Criar uma pasta com o nome **BRISA\_MVITO** dentro da pasta **dlcpacks**
- Descompactar a pasta .zip
- Arrastar para dentro da pasta criada o ficheiro **dlc.rpf**

**2º ADICIONAR: CAMINHO:** mods / update / update.rpf / common / data

- Arrastar para o ambiente de trabalho os seguintes ficheiros “**DLCLIST.XML**” e “**EXTRATITLEUPDATE.META**” e editar com Notepad, acrescentado a seguintes linhas em cor amarela mais a baixo.

**DLCLIST.XML =**

```
<Item>dlcpacks:\brisa_mvito\</Item>
</Paths>
</SMandatoryPacksData>
```

**EXTRATITLEUPDATE.META =**

```
<Item type="SExtraTitleUpdateMount">
  <deviceName>dlc_brisa_mvito:</deviceName>
  <path>update:/dlc_patch/brisa_mvito/</path>
</Item>
</Mounts>
</SExtraTitleUpdateData>
```

- Salvar os dois ficheiros e arrastar novamente para o mesmo local **mods / update / update.rpf / common / data**
- Para “spawn” o carro abrir o Trainer, e escolher a opção “spawn por nome” e escrever **BRISA\_MVITO**

**Nota Importante:** Se não conseguires ter mais de 8 veículos usa este mod

- **Gameconfig for Limitless Add-On Vehicles**  
Download: <https://www.gta5-mods.com/misc/gta-5-gameconfig-300-cars>

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||| EN\_us ||||||||||||||||||| INSTALL |||||||||||||||||||

**1º ADD: PATH:** mods / update / x64 / dlcpacks

- Create a folder **BRISA\_MVITO** name within the folder **dlcpacks**
- Unzip the .zip folder
- Drag into the folder you created the file **dlc.rpf**

**2º ADD: PATH:** mods / update / update.rpf / common / data

- Drag to the desktop the following files "**DLCLIST.XML**" and "**EXTRATITLEUPDATE.META**" and edit with Notepad, acrescentado the following lines in yellow further down.

**DLCLIST.XML =**

```
<Item>dlcpacks:\brisa_mvito\</Item>
</Paths>
</SMandatoryPacksData>
```

**EXTRATITLEUPDATE.META =**

```
<Item type="SExtraTitleUpdateMount">
  <deviceName>dlc_brisa_mvito:</deviceName>
  <path>update:/dlc_patch/brisa_mvito/</path>
</Item>
</Mounts>
</SExtraTitleUpdateData>
```

- Save both files and drag again to the same place **mods / update / update.rpf / common / data**
- To "spawn" the car to open the Trainer, and choose the "spawn by name" option and write **BRISA\_MVITO**

**Important Note:** If you cannot have more than 8 vehicles using this mod

- **Gameconfig for Limitless Add-On Vehicles**  
**Download:** <https://www.gta5-mods.com/misc/gta-5-gameconfig-300-cars>

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## CRÉDITOS – CREDITS:

- Converted Template: **workgrafix**
- License Plate: **workgrafix**
- LightBar Top and Front: **workgrafix**
- GPS: **dyverze**
- Suspension and Hub: **Rockstars** (adapted: **workgrafix**)
- New Textures: **workgrafix**
- All Lights Fix: **workgrafix**
- Interior rear:
  - Big Signals: **workgrafix**
  - Cones: **Rockstars**
  - Lathe: **3dwarehouse**
  - Flashlight: **Herman the German**
  - Cabinet: **3dwarehouse**
  - others: **3dwarehouse**
- Warning Panel Top roof: **workgrafix**
- Boot Door: **Chipicao** (adapted: **workgrafix**)
- Bug Fixes: **workgrafix**
- handling.meta / carvariations.meta / vehicles.meta: (adapted: **workgrafix**)
- Converted to GTA V: **TeamMOH, (Marco)**
- Old Textures: **TeamMOH, (Marco)**
- Wheels: **TubeltGaming**

## DOWNLOAD FONTE ORIGINAL – DOWNLOAD ORIGINAL FONT:

Link: <https://www.gta5-mods.com/vehicles/unlocked-mercedes-benz-vito>

## SOFTWARE NECESSÁRIO RECOMENDADO - SOFTWARE NEEDED RECOMMENDED

OpenIV: <http://openiv.com/>

## VIDEOS TUTORIAIS

Video Tutorial OpenIV: <https://www.youtube.com/watch?v=eyKObXa6btE>

pcGAMESmods: [https://www.youtube.com/watch?v=dw5uWHq0NIU&list=PLrLVNnJziaazxK-eliSQxA18A\\_9X9VgYV](https://www.youtube.com/watch?v=dw5uWHq0NIU&list=PLrLVNnJziaazxK-eliSQxA18A_9X9VgYV)

## ALTERAÇÕES - CHANGE LOG:

**18-05-2017**

- **PT:**
  - Lançamento

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- EN:  
- First Release

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