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**GTA Modification Forums**

**Please post mod releases in the Mod Showroom**

- Please read the [Official Modification Forum Rules & Procedure](#) BEFORE posting!
- Data topics: The following topics contain extremely useful data relating to the modifying of maps.
  - [SA IPL Definitions](#)
  - [Compiled path nodes](#)
  - [III / VC Map File Documentation & Troubleshooting](#)
- Before starting a huge map project, please read [Starters guide to total conversions](#). So you know the work that needs to be undertaken.
- Requests are to be made in [the pinned topic](#).

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► [\[SA|DOC\] IPL Definitions](#), item placement files

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**spaceinstein** **Posted:** Jul 9 2005, 14:39

There are a whole lots new categories Rockstar made for the IPLs in San Andreas.

[QUOTE](#)

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巧克力

Group: Members  
Joined: Jul 17, 2003



## Inst

Item Placement

#### **CODE**

```
ID#, DFF Name, Interior#, X-Coord, Y-Coord, Z-Coord, RotationX, RotationY, RotationZ,  
RotationR, Flags
```

EX: 5105, Stordralas2, 0, 2543.460938, -2142.28125, 10.1953125, 0, 0, 0, 1, 99e

By Steve: [Explanation of the new LOD system in SA](#)

## Cull

Creates rainfree zones, wastefree zones, map reflections, TV screens, and temporary camera movements.

#### **CODE**

```
centerX, centerY, centerZ, 0, Ywidth, bottomZ, Xwidth, 0, topZ, Effect, Vx, Vy, Vz, Cm
```

Vx, Vy, Vz - mirror direction (like [-1 0 0] or [0 1 0] or [0 0 -1])

Cm - mirror plane coordinate in direction axis (See [this](#) for more information)

Flags:

-1 - default for reflective surfaces; four stars, camera stops outside of cull area and tracks player remotely

0 - uses player viewpoint for realtime reflections

1 - normal reflection; forces a close camera mode

2 - no reflection; camera stops outside of cull area and tracks player remotely

4

8 - No weather effect (rain), shiny floor when wet

9 - (is listed in the file) no reflection

16 - no reflection

32

64

128

256

512

1024 - uses player viewpoint for realtime reflections

2048

4096 - uses player viewpoint for realtime reflections

8192

16384 - uses player viewpoint for realtime reflections

32768

33792 - uses player viewpoint for realtime reflections

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- Writers' Discussion
- Debates & Discussion

**The Network**

- Announcements
- GTA Network Support
- Suggestions

EX: 1.7363, 29.5882, 198.602, 0, 8.15653, 198.602, 2.4303, 0, 203.101, 1, 0, 0, 1, 198.595

[Reference](#)

[Reference 2](#)

[more findings here](#)

[Reference 3](#)

**Path**

Creates permanent paths for vehicles, pedestrians, and boats (this is unused in San Andreas, use nodes.dat).

**CODE**

```
Type, Next, 0, X-Coord, Y-Coord, Z-Coord, Median (Width), Left, Right, Flag1, Flag2,  
Flag3, Flag4
```

EX: 2, 2, 0, -27704.7, 26283.1, 0, 5, 1, 1, 1, 0, 1, 0

[Reference](#)

By Steve: [Explanation of new paths system in SA.](#)

**Grge**

Creates garages for the main.scm to use.

**CODE**

```
X1, Y1, Z1, frontX, frontY, X2, Y2, Z2, Door, Garage, Name
```

X, Y, Z = corners of garage, position doesn't matter as long as it makes a box

FrontX, Y = lower right, position doesn't matter as long as it makes a box

Door = Type of door

1 door opens up and out, camera remotely follows player

2 door opens straight up, camera remotely follows player

3 door opens up and in, camera remotely follows player

4 door opens straight up, camera follows player

5 door opens up and out, camera follows player

6 door opens straight up, camera follows player

7 door opens up and in, camera follows player

Garage = Type of garage

1 Placeholder garage (inactive garage)

2 Bomb shop with 5 second detonator

3 Bomb shop with engine ignition detonation

4 Bomb shop with remote-control detonator

5 Spray garage  
15 ?  
16 Save garage (Ganton)  
17 Save garage (Santa Maria Beach)  
18 Save garage (Rockshore West)  
19 ?  
24 Save garage (Fort Carson)  
25 Save garage (Verdant Meadows)  
26 Save garage (Dillimore)  
27 Save garage (Prickle Pine)  
28 Save garage (Whitewood Estates)  
29 Save garage (Palomino Creek)  
30 Save garage (Redsands West)  
31 Save garage (El Corona)  
32 Save garage (Muholland)  
33 Los Santos impound lot  
34 San Fierro impound lot  
35 Las Venturas impound lot  
36 Loco Low Co (opens only for lowriders)  
37 Wheel Arch Angels (opens only for street racers)  
38 Transfender (opens for anything else)  
39 Save garage (Calton Heights)  
40 Save garage (Paradiso)  
41 Save garage (Doherty)  
42 Save garage (Hashbury)  
43 Burglary  
44 AT 400 hangar (garage door opens very slow)  
45 Verdant Meadows hangar  
Name is used to edit garage through the SCM  
EX: 2002.96, 2303.72, 9.61706, 2010.36, 2303.72, 2002.96, 2317.59, 13.9914, 1, 2, blob2  
[Reference](#)  
[Reference 2](#)

**Enex**  
Creates interior connection to real world

**CODE**

```
X1, Y1, Z1, ROT, R1, R2, C8, X2, Y2, Z2, Rot2, Int, Mark, Name, Sky, I2, Time On, Time Off
```

XYZ1 - entrance location  
ROT - ???, useless angle in radians?  
R1 - X radius of entry  
R2 - Y radius of entry  
C8 - constant 8  
XYZ2 - exit location  
Rot2 - exit rotation in degrees  
Int - The target interior number  
Mark - The type of marker  
Name - interior name, used to find the counterpart and to identify via mission script  
Sky - Sky color changer  
I2 - unknown integer flags, could be weather related  
Time On - enables the marker at this time  
Time Off - disables the marker at this time

[Mark explanations by OrionSR and pdescobar](#)

[Brief tutorial by pdescobar \(17th post down\)](#)

**List of interiors by spaceinstein (see rest at [GTAModding.com](#))**

Number	Name	Description
1	ABATOIR	Sindacco Abattoir
1	AMMUN1	Ammu-Nation
1	CARMOD1	TransFender
1	FDREST1	World of Coq
1	GF1	Denise's
1	JETINT	Shamal interior
1	LACS1	Sub Urban
1	LAHS1B	House
1	MAFCAS	Caligulas Casino
1	MAFCAS2	Penthouse Suites
1	-	Saint Mark's
1	SMASHTV	Warehouse
1	-	Stadium with wooden sandbox
1	SVVGHO1	Hotel Suite

1	SWEETS	Sweet's House
1	-	Trailer
2	TSDINER	Truck Stop
2	WUZIBET	Wu Zi Mu's
2	BARBERS	Barber
2	BDUPS1	B Dup's Crack Palace
2	CARMOD2	Loco Low Co.
2	CARTER	Smokes Crack Palace
2	GF2	Katie's
2	LAHS1A	House
2	LASTRIP	Strip Club
2	RYDERS	Ryder's Place
2	SVVGH02	Hotel Suite
2	VGHSB1	House
2	VGHSB3	House
3	BARBER2	Barber
3	BDUPS	B Dup's apartment
3	BIKESCH	Bike School
3	BROTHL1	Whore House
3	CARLS	The Johnson House
3	CARMOD3	Wheel Arch Angels
3	CHANGER	Wardrobe
3	CSSPRT	Pro-Laps
3	DRIVES	Driving School
3	DRIVES2	Driving School
3	GENOTB	Inside Track Betting
3	GF3	Helena's
3	LAHSB4	House
3	OGLOCS	OG Loc's

3	PAPER	Planning Department
3	PDOMES	The Pleasure Domes
3	PDOMES2	The Pleasure Domes
3	POLICE3	LVPD HQ
3	SEXSHOP	Sex Shop
3	S1TEST	Middle of nowhere
3	STRIP2	Strip Club
3	STUDIO	Blastin' Fools Records studio
3	TATTO3	Tattoo Parlor
3	LAHS1A	House
3	LASTRIP	Strip Club
3	RYDERS	Ryder's Place
3	SVVGHO2	Hotel Suite
3	VGHSB1	House
3	VGHSB3	<p>House            Not arsed to make the whole thing table            2 - Salvatore's Caligula room            3 BARBER2 Barber            3 BDUPS B Dup's apartment            3 BIKE SCH Bike School            3 BROTHL1 Whore House            3 CARLS The Johnson House            3 CARMOD3 Wheel Arch Angels            3 CHANGER Wardrobe            3 CSSPRT Pro-Laps            3 DRIVES Driving School            3 DRIVES2 Driving School            3 GENOTB Inside Track Betting            3 GF3 Helena's            3 LAHSB4 House            3 OGLOCS OG Loc's            3 PAPER Planning Department            3 PDOMES The Pleasure Domes            3 PDOMES2 The Pleasure Domes            3 POLICE3 LVPD HQ            3 SEXSHOP Sex Shop            3 S1TEST Middle of nowhere            3 STRIP2 Strip Club            3 STUDIO Blastin' Fools Records studio            3 TATTO3 Tattoo Parlor            4 AMMUN2 Ammu-Nation            4 DINER1 Diner            4 DIRBIKE Dirt Stadium            4 GF4 Michelle's</p>

4 LAHS2A House  
4 LAHSS6 House  
4 SFHSM2 House  
4 X711S2 24-7  
5 CSDESGN Victim  
5 DINER2 Diner  
5 FDPIZA Pizza Stack  
5 GANG Vagos Gang House  
5 GF5 Barbara's  
5 GYM1 Ganton Gym  
5 LACRAK Crack Den  
5 LAHSB3 House  
5 MADDODGS Madd Dogg's Crib  
5 MDDOGS Madd Dogg's Crib  
5 SFHSB1 House  
5 SVHOT1 Hotel Suite  
5 VGHSM2 House  
6 AMMUN3 Ammu-Nation  
6 AMMUN5 Ammu-Nation  
6 BROTHEL Whore House  
6 GF6 Millie's  
6 GYM2 Cobra Marital Arts  
6 LAHSB1 House  
6 POLICE1 LSPD HQ  
6 RCPLAY Zero's RC Shop  
6 REST2 Secret Valley  
6 SFHSB2 House  
6 SFHSS2 House  
6 Svc\*nt Safe House  
6 SVSF BG Safe House  
6 SVSF SM Safe House  
6 X7\_11S 24-7  
7 8TRACK 8-Track Stadium  
7 AMMUN4 Ammu-Nation  
7 GYM3 Below the Belt Gym  
7 LAHSB2 House  
7 OFTEST Middle of nowhere  
8 BURHOUS Colonel Fuhrberger's  
8 SFHSS1 House  
8 SVLAMD Safe House  
9 FDCHICK Cluckin' Bell  
9 LAHS2B House  
9 SFHSB3 House  
9 SVGNMT2 Motel room  
9 SVVGMD Safe House  
10 DESHOUS Abandoned AC tower  
10 FDBURG Burger Shot  
10 POLICE2 SFPD HQ  
10 SVGNMT1 Motel room  
10 TRICAS The Four Dragon's  
10 - The Four Dragon's Casino's maintenance room  
10 SVSFMD Safe House  
10 VGHSM3 House  
10 X711S3 24-7  
10 - Zero's No Man's Land  
11 BAR2 Bar  
11 SVLASM Safe House  
12 BARBER3 Barber

12 CASINO2 Casino Floor  
12 MOROOM Motel room  
12 SVLABIG Safe House  
14 CSEXL Didier Sachs  
14 AIRPOR2 Los Santos International Airport  
14 AIRPORT Francis Intl. Airport  
15 CSCHP Binco  
15 MOTEL1 Jefferson Motel  
15 SFHSM1 House  
15 VGHSS1 House  
15 VGSHM2 House  
15 VGSHM3 House  
15 VGSHS2 House  
16 - Stadium with giant round circular raised platform in middle  
16 TATTOO Tattoo Parlor  
16 X7\_11C 24-7  
17 BAR1 Bar  
17 DAMIN Generator Hall  
17 FDDONUT Rusty Brown's  
17 TATTO2 Tattoo Parlor  
17 X7\_11D 24-7  
18 ATRIUME Atrium  
18 ATRIUMX Attrium  
18 CLOTHGP Zip  
18 GENWRHS Warehouse  
18 UFOBAR Lil' Probe Inn

#### List of Sky Colors by Fireman

Sky Color	Descriptions
0	Blue sky
1	White sky fading to black
2	Black with yellow circles in the sky
3	Same as 1
4	Same as 2
5	White fading to purple fading to black with yellow circles in the sky
6	White fading to black with yellow circles in the sky
7	White fading to green fading to black with yellow circles in the sky
8	Same as 6
9	Same as 6
10	Same as 2
11	Purple with some strange shadows and with a small seeing range
12	Same as 6
13	Same as 6

14	White fading to ocean blue fading to black with yellow circles in the sky
15	Same as 6
16	Same as 2
17	Night with fog
18	Blue fading yellow (Sunrise)
19	Blue air with white clouds
20	Dark blue air with light blue clouds
21	Dark blue air with white clouds
22	Orange with white clouds
23	Orange fading gray with orange clouds
24	Red fading to purple, you can't see anything, not even CJ.
25	Dark purple to grey with sun reflection
27	Same as 19
28	Big sun with blue sky and white clouds
29	Blue air with white clouds and a huge sun
30	Orange with dark orange clouds

EX: 2317.82, -1026.75, 1049.21, 0, 1.6, 0.696777, 8, 2317.82, -1024.75, 1049.21, 0, 9, 0, "SVVGMD", 12, 0, 0, 24

## Pick

Creates permanent weapon pickups.

### CODE

```
Weapon ID, X-coord, Y-coord, Z-coord
```

### List of ID by pdescobar

ID	Weapon Name	Ammo
4	Brass Knuckles	-
5	Nightstick	-
6	Knife	-
7	*Nothing*	-

8	*Nothing*	-
9	Golf Club	-
10	Bat	-
11	Shovel	-
12	Pool Cue	-
13	Katana	-
14	Chainsaw	-
15	Molotov	8
16	Grenades	8
17	Satchels	5
18	9mm Pistol	30
19	Silenced 9mm	10
20	Desert Eagle	10
21	Shotgun	15
22	SPAS Shotgun	10
23	Tec 9	60
24	Micro SMG	60
25	MP5	60
26	AK47	80
27	M4	80
28	Country Rifle	20
29	Sniper Rifle	10
30	*Nothing*	-
31	Flamethrower	100
32	Minigun	500
33	Large Purple Dildo	-
34	Small White Dildo	-
35	Large White Vibrator	-
36	Small Black Vibrator	-

37	Flowers	-
38	Cane	-
39	Ringbox	-
40	Necklace Box	-
41	Cellphone	-
42	*Nothing*	-
43	Teargas	8
44	Minigun (Duplicate)	500
45	SPAS Shotgun (Duplicate)	10
46	Rocket Launcher	4
47	Heat Seeking Rocket Launcher	3
48	Detonator	-
49	Spray can	500
50	Fire Extinguisher	500
51	Camera	36
52	Nightvision Goggles	-
53	Infrared Goggles	-
54	Jetpack	-
55	Parachute	-

EX: 50, 381.978, -56.9461, 1001.49

## Jump

unique stunt jump locations

### CODE

```
start_x, start_y, start_z, radius_x, radius_y, radius_z, land_x, land_y, land_z,
radius_x, radius_y, radius_z, camera_x, camera_y, camera_z, reward
```

## Tcyc

Creates black sky if you enter the zone. Also exists for all towns in countryside. Probably custom weather?

**CODE**

```
X1, Y1, Z1, X2, Y2, Z2, ?, ?, ?, ?, ?
```

EX: 93.9904, -333.897, -2.55139, 379.222, 81.7061, 107.449, 800, 0, 0, 100, 0.9

**AUZO**

Creates an audio if you enter the zone.

Type 1:

**CODE**

```
Name, ID, Switch, X1, Y1, Z1, X2, Y2, Z2
```

Name - Name of the zone

ID - Sound played in this zone

Switch - Makes it always on or always off. Can be forced using the main.scm

EX: OTB, 24, 1, 817.121, -2.78276, 1001.62, 838.373, 12.6744, 1009.04

Type 2:

**CODE**

```
Name, ID, Switch, X, Y, Z, Volume
```

Name - Name of the zone

ID - Sound played in this zone

Switch - Makes it always on or always off. Can be forced using the main.scm

Volume - The distance the sound will be heard

EX: LOWRIDE, 13, 0, 1792.2, -1921.04, 12.3925, 75

**List of IDs by pdescobar**

AUZO ID	What sound it plays	Description of sound in the unmodified audio streams
4**	Ambience track 9	St Mark's violin music
5*	Ambience track 6	Beach party bkgd song
8	Ambience track 31	Unused loud hum
10*	Ambience track 5	Awards ceremony music
12	Ambience track 34	Loud hum heard on ships
13*	Ambience track 23	Low Rider Challenge bkgd song

15	Ambience track 30	Static sound heard on military bases
17	Ambience track 12	Casino bkgd medley
19	Ambience track 4	Quiet hum heard in Area 69
20	Ambience track 2	Fan-like clicking heard in Abattoir
21	Ambience track 1	Quiet hum heard in 24-7s
23	Ambience track 14	Loud hum heard in Dam interior
24	Ambience track 25	Racing sounds heard in ITB lobby
25	Ambience track 24	Quiet hum heard in Planning Dept
26	Ambience track 20	Quiet hum heard in safe houses
28	Ambience track 13	Dance Club bkgd medley
29	Ambience track 13	Dance Club bkgd medley
30	Favorite Radio Station	Stream or User Tracks Player
34	Ambience track 28	Pleasure Domes bkgd medley
36	Ambience track 21	Loud hum heard in Jet interior
37	Ambience track 10	Muzak-type bkgd heard in unused diner interiors
39	Ambience track 29	Quiet hum heard in police stations
41	Ambience track 35	Stadium event bkgd medley
44	Ambience track 18	Fast Food Joint bkgd sounds
48	Ambience track 3	Ammunition PA loop
50	Ambience track 39	Quiet hum heard in warehouses
51	Ambience track 22	Very loud hum heard in cargo plane?
52	Radio stream CH	Playback FM
53	Radio stream CO	K-ROSE
54	Radio stream CR	KDST
55	Radio stream DS	Bounce FM
56	Radio stream HC	SFUR
57	Radio stream MH	Radio Los Santos
58	Radio stream MR	Radio X
59	Radio stream NJ	CSR

60	Radio stream RE	K-JAH West
61	Radio stream RG	MasterSounds
62	Radio stream TK	WCTR
64	Ambience track 17	Unused quiet hum
66	Ambience track 36	Strip Club bkgd medley
67	Ambience track 37	Unused bkgd medley

Notes: Any ID value from 0-70 inclusive not listed above generated no background sound in my tests.

\* - Type two only

\*\* - Disabled by default, can be reenabled

## Mult

?

## Cars

Parked vehicles, only used in binary IPLs, can be used in regular IPLs.

### CODE

```
X, Y, Z, angle, car id, primary color, secondary color, force spawn,
alarm_probability, door_lock_probability, dword (radio?), dword (appearance delay?)
```

## Occl

Occlusions (research what this means)

### CODE

```
direct mid x, direct mid y, bottom height z, width x, width y, height from bottom
height to top, rotation
```

EX: -2353.98, 916.836, 44.4479, 32.0273, 57.4945, 47.0, 0.0

[Reference](#)

NOTE:

X1, Y1, Z1 = Lower left of area box

X2, Y2, Z2 = Upper right of area box

Edit by Steve: Since discrimination is against the forums rules, we can no longer tolerate the ostracization of binary ipl files: 😊

**CODE**

```
4 byte - fourcc, always 'bnry'

4 byte int - number of item instances
4 byte int - number of unknown 1
4 byte int - number of unknown 2
4 byte int - number of unknown 3
4 byte int - number of parked cars
4 byte int - number of unknown 4

4 byte int - offset of item instances (should be 76)
4 byte int - unused size (always 0)
4 byte int - offset of unknown 1
4 byte int - unused size (always 0)
4 byte int - offset of unknown 2
4 byte int - unused size (always 0)
4 byte int - offset of unknown 3
4 byte int - unused size (always 0)
4 byte int - offset of parked cars
4 byte int - unused size (always 0)
4 byte int - offset of unknown 4
4 byte int - unused size (always 0)

followed by the data arrays...

record sizes:
item instances - 40 bytes
parked cars     - 48 bytes

record formats:
item instances - pos (x, y, z); rot quat (x, y, z, w); ObjectID; InteriorID; Flags
parked cars    - pos (x, y, z); rot angle; ObjectID; 7 unknown DWORDS
(coords are 4b floats; IDs and Flags are 4b DWORDS)
```

And a printout (all bin ipl entries (inst) in text format):

<http://people.freenet.de/steve-m/binipl.rar>

Thanks to y'all in this topic for helping me.

All information can easily be updated here.

## Useful tool to help you here

This post has been edited by **spaceeinsteiN** on Jul 7 2008, 14:35



**Opius**

**Posted:** Jul 9 2005, 14:53

**QUOTE**

General

Inst  
Map objects, just like VC/GTA3

Group: Members  
Joined: Jun 27, 2002

Cull  
Effect zones, just like VC/GTA3



[EDIT]Add 4096 to the third last value to make it so you get a 5-star wanted level for going inside it.



Path  
Paths, just like VC/GTA3

Grge

Garages, vague guesses at parameters below.  
X1, Y1, Z1, Unknown, Unknown, Unknown, Unknown, Unknown, enabled, type, name  
Enabled: Enabled = 1, disabled = 0  
Name is used to edit garage through the SCM

Enex

Yellow teleport markers, vague guesses at parameters below  
SourceX, SourceY, SourceZ, unknown, unknown, unknown, unknown, DestinationX, DestinationY, DestinationZ,  
0, 0, 4, "text to display", unknown, unknown, unknown, unknown

Pick

Probably makes a pickup, vague guess at parameters below  
unknown, X, Y, Z

Jump

No idea

Tcyc

Seems to be custom weather for a zone, vague guesses at parameters below  
X1, Y1, Z1, X2, Y2, Z2, unknown, unknown, unknown, unknown, unknown

Auzo

Seems to be custom background sound for a zone

Mult

No idea

[EDIT]Let's not forget CARS

**CODE**

```
cars  
end
```

Bear in mind a lot of this is probably in the binary IPLs which wil make it ever so fun to try to find them.

[EDIT]We need a wiki for this. 😞



**Hammer83**

**Posted:** Jul 9 2005, 16:12

**QUOTE**

Hustler

Group: Members

Joined: Jan 11, 2003



**DeeZire**

**Posted:** Jul 10 2005, 06:01

**QUOTE**

**QUOTE** (Opis @ Jul 9 2005, 14:53)

Modder

Group: Members  
Joined: Jun 22, 2005

Enex

Yellow teleport markers, vague guesses at parameters below  
SourceX, SourceY, SourceZ, unknown, unknown, unknown, unknown, DestinationX, DestinationY,  
DestinationZ, 0, 0, 4, "text to display", unknown, unknown, unknown, unknown



About the the three numbers here - 0,0,4 - the first number is not always '0'. It determines the angle of orientation that the player is placed at when entering/has left the interior. It took me ages to realise this when I got the interior of SFPD working in game. If you look at most entries, they are multiples of 90 degrees.

I'm pretty sure that the 'text to display' entry is also used as an internal 'interior name ID' too. That name is almost always used in other files, particularly main.scm and Audiozon.IPL, to determine which interior a player is in.

This post has been edited by **DeeZire** on Jul 10 2005, 06:07

**illspirit**

lycanthroplasty

**ADMIN**Group: Network Admins  
Joined: May 1, 1976 **Posted:** Jul 10 2005, 06:42 **QUOTE**

Unless we're talking about the binary ipl's, I thought instances didn't have scale values anymore? Should be ID, Name, X, Y, Z, RotationX, RotationY, RotationZ, RotationW, LOD Flag. I think.



AleXXX

Posted: Jul 10 2005, 07:04

QUOTE

My clause devoted to objects on a map:

<http://www.gtaforums.com/index.php?showtopic=202378>

(-:-)

Group: Members  
Joined: Apr 19, 2004



nubbel

Posted: Jul 10 2005, 13:44

QUOTE

ENEX

Rat

\data\maps\interior\savehous.ipl:

Group: Members  
Joined: Jun 27, 2005



CODE

```
markerX, markerY, markerZ, ?(0), ?(0.5), ?(2), ?(8), setbackX, setbackY, setbackZ,  
ANGEL, SOURCE_INT, TARGET_INT, INT_IDENTIFIER, ?(12), ?(2), ?(0), ?(24)
```

markerX, markerY, markerZ = position of the marker

setbackX, setbackY, setbackZ = position you will be put at if you leave the interior the marker points at

ANGEL = ...

SOURCE\_INT = the interior ID the marker is in

TARGET\_INT = the target interior ID the marker points at

INT\_IDENTIFIER = seems not only to be a name

Example:

CODE

```
1292.53, -785.596, 1088.40, 0, 0.5, 2, 8, 1291.727, -787.9291, 1089.938, 270, 5, 4,  
"CHANGER", 12, 2, 0, 24
```

Creates a working marker to a changing room in the first left chamber inside Mad Doggs Crib.



steve-m



Group: Members  
Joined: Jul 26, 2002



**Posted:** Jul 25 2005, 13:48

QUOTE

Meh, why did I miss this post? Anyway, have been looking at the enex sections yesterday, to include them in my map viewer, and are still confused. I assumed the second location is the target it teleports you to, but that's only true for a few (like the dam) it seems, so how is it really done? How does the game know where to put you after you entered a marker?

My format guess:

**X1, Y1, Z1, ROT, F1, F2, C8, X2, Y2, Z2, F3, INT\_FROM, INT\_TO, NAME, I1, I2, TIME\_ON, TIME\_OFF**

XYZ1 - entrance location

ROT - rotation in radians (highest value is pi)

F1, F2 - unknown floats, presumably the door offset or something similar

C8 - constant 8

XYZ2 - exit location

F3 - no idea, can be very huge, definitely no angle (at least not for all of them)

INT\_FROM, INT\_TO - origin and target interior, although the second one can also be 4100, 4102 or 5126

NAME - interior name, used to find the counterpart and to identify via mission script

I1, I2 - unknown integer flags

TIME\_ON, TIME\_OFF - activation and deactivation hour, like in tobj section

---

Edit: It seems they are matched by name. Example:

**QUOTE** (sfe.ipl - entrance to save house)

```
-2213.54, 720.845, 48.4262, 0, 2, 1.14844, 8, -2214.06, 725.036, 48.4262, 36, 0, 4, "SVSFSM", 0, 2, 0,  
24
```

**QUOTE** (savehous.ipl - inside the save house)

```
2308.79, -1212.88, 1048.03, 0, 1.6, 0.696777, 8, 2308.79, -1210.88, 1048.03, 0, 6, 0, "SVSFSM", 12, 0,  
0, 24
```

Flags I1 and I2 might solve the riddle.

**demonj0e**

Posted: Jul 25 2005, 14:30

QUOTE

Sa Coder In Training

Group: Members

Joined: Apr 5, 2005

**QUOTE**

Auzo

Creates an audio if you enter the zone.

**CODE**

```
Name, ?, ?, X1, Y1, Z1, X2, Y2, Z2
```

so like make a mod for it and set it as sum sorta pickup then when its picke dp the music starts playing and u can switch songs liek changed a radio station or would that be mainly scm work?

**steve-m**

Posted: Jul 25 2005, 16:49

QUOTE

some more enex examples:

**CODE**

```
gen_int3.ipl  
5, 1, "GYM1", 4, 2
```

```
LAe2.ipl  
0, 4, "GYM1", 0, 2
```

Group: Members  
Joined: Jul 26, 2002**CODE**

```
gen_int5.ipl  
5, 9, "FDPIZA", 4, 8  
  
[exterior].ipl  
0, 4, "FDPIZA", 0, 2
```

## CODE

```
gen_int5.ipl  
14, 0, "CHANGER", 4, 0  
  
int_LA.ipl  
3, 4, "CHANGER", 12, 0  
  
savehous.ipl  
5, 4, "CHANGER", 2, 2  
1, 4, "CHANGER", 2, 2  
2, 4, "CHANGER", 2, 2  
6, 4, "CHANGER", 12, 2  
11, 4, "CHANGER", 2, 2  
10, 4, "CHANGER", 4, 2  
9, 4, "CHANGER", 4, 2  
12, 4, "CHANGER", 12, 2  
6, 4, "CHANGER", 12, 2  
6, 4, "CHANGER", 12, 2  
8, 4, "CHANGER", 12, 2  
9, 4, "CHANGER", 12, 2  
10, 4, "CHANGER", 12, 2
```

Looks like the value in front of the name is the target interior, and the value after the name the interior the marker is located in.

Edit: Renamed and moved to maps forum.



**DeeZire**

Modder

Group: Members  
Joined: Jun 22, 2005

**Posted:** Jul 26 2005, 09:44

**QUOTE**

Just a gut feeling but I think one of the parameters may be used to determine whether or not peds are allowed in the interior and if so how many (max) there should be - unless of course that's all done with cullzones, but this theory would make more efficient sense code-wise.



I cant find anything else anywhere that looks likely to determine this unless Im looking in totally the wrong places?

**RainingAcid** **Posted:** Jul 26 2005, 13:13 **QUOTE**

Hustler

Group: Members

Joined: Mar 28, 2005

**dertyjerzian** **Posted:** Jul 26 2005, 19:44 **QUOTE**

I have a custom member title. I call it "Solid Snake"



Group: BUSTED!

Joined: Jun 8, 2005



Ok, where did my post go, guys? It's ok, it was but 2 words long and didnt need to remain since SpaceEinstien had a chance to put the unique stunt under jump into his layout up top. If it was just to save some space since the information belongs there anyway, then I applaud. But I'm left in hopes that it wasn't a personal thing against me 😊. Cheers? 😊

I have been playing around with enex/end markers and the more I play with them, the funkier the effects are. Everytime I mess with them I end up first to another place, then upon exit I am sent to a fully detailed regular outside, some settings send me back to my start, others a third destination. The funny thing is, since I really cant say it after where I took the previous sentence haha is that though the final destination looks and behaves normal at ground level, the sky becomes white with the grey in areas, much like ghost world I guess? Much brighter...

It has to do with the 0's I'm sure of it, and the number that floats around in the teens and below. I think there is an order to many of them in regards to creating new ones that work while being sure the original markers remain to function properly. Still looking into this, and going to talk with nubble about it some more at the spot.

**QUOTE**

Just a gut feeling but I think one of the parameters may be used to determine whether or not pedds are allowed in the interior and if so how many (max) there should be - unless of course that's all done with cullzones, but this theory would make more efficient sense code-wise.

That actually makes sense, except ever notice that the pedds always seem to be at the same place in interiors? I'll probably be working on putting my interior ingame for tests before I really get into it, I'll let you know. Or try.

**QUOTE**

Wow, neat! So, will this help us understand the IPL format and hopefully get an idea of making a SA mapper?

Actually, I have read here and have been told about it a couple of times that moo mapper is useable but takes a lot of work moving files and renaming folders or something, I cannot help you with that. And as far as a program like moo mapper for SA, I believe that it's now fully possible to write one and has been, however if all of the markers (enex) and possibly unique stunts (Jump) entries are figured out, then many more functions will become relevant. Like spawning a marker directly from your mapper by capturing the coords values or placing a unique stunt bonus within an IPL instead of writing it into the scm, which in turn would make it mappable.

This post has been edited by **dertyjerzian** on Jul 26 2005, 19:48



**DeeZire**

Modder

Group: Members  
Joined: Jun 22, 2005



**Posted:** Jul 26 2005, 22:34

**QUOTE**

**QUOTE** (dertyjerzian @ Jul 26 2005, 19:44)

That actually makes sense, except ever notice that the pedds always seem to be at the same place in interiors? I'll probably be working on putting my interior ingame for tests before I really get into it, I'll let you know. Or try.

I never noticed that, but it does throw some light on some other work I was doing with interiors - if you look through main.scm theres a thread (called 'INTMAN' IIRC) that handles most of the interiors.



That thread looks for the text name of the interior (from the IPL file) and loads anims etc accordingly then jumps to relevant routines, like shopping, dancing etc. The only check it seems to perform on the interior itself is whether it is numbered '0' (outside, i.e. you're not actually in the interior) or '-1' (dunno). It loads CUSTOMER\_PANIC which makes the peds cower and duck for cover if you get aggressive in the interior, but nowhere does the thread actually load or request the peds themselves - in fact, no thread does, which led me to think that its one of the params in the IPL file that allows a number of peds to 'wander' or 'spawn' in the interior in the same they appear outside.

I could do with figuring this bit out but hit nothing so far - other than that, I managed to make a perfect Rusty Browns store which works exactly like the other fast food places, except theres no peds in there 😊

EDIT: just a hunch, I think the '-1' setting I mentioned there indicates that the interior is used for cutscenes or special cases where peds should not appear at all - i.e. its an override.

This post has been edited by **DeeZire** on Jul 26 2005, 22:37



**steve-m** 🌟

Group: Members  
Joined: Jul 26, 2002



Posté: Jul 26 2005, 23:07

QUOTE

QUOTE (dertyjerzian @ Jul 26 2005, 21:44)

Ok, where did my post go, guys? It's ok, it was but 2 words long and didn't need to remain since SpaceEinstien had a chance to put the unique stunt under jump into his layout up top. If it was just to save some space since the information belongs there anyway, then I applaud. But I'm left in hopes that it wasn't a personal thing against me 😊. Cheers? 😊

Sorry, that was me. It didn't contribute anything, just stating the obvious, and since this is a documentation topic I don't want it to get spammed up.

As always, peds in interiors are defined via [path entries](#) in ipl files (ie. compiled path data in nodes\*.dat). I believe the last value in inst lines has something to do with the hierarchical LOD objects, with -1 meaning it's already the highest level. Just an unconfirmed guess though.



**spaceeinstei** 

 **Posted:** Jul 27 2005, 04:44

 **QUOTE**

巧克力

Group: Members  
Joined: Jul 17, 2003



Can some of the parameters be the weather? Check the two unused warehouses. One of the warehouse loads up a blue sky, the other a black sky. It's 1 AM here so I'll look into it tomorrow.



**steve-m** 

 **Posted:** Jul 27 2005, 12:12

 **QUOTE**

I thought that too first, but that's what they have the tcyc sections for, so that wouldn't make sense.

BTW, I found out how LOD hierarchies in SA work, will post about that later (have to do some testing first).

Group: Members  
Joined: Jul 26, 2002



**Fireman** 

 **Posted:** Jul 27 2005, 14:37

 **QUOTE**

I've been trying out with Derty's "map" and I got it to work to put hidden interiors in as an arrow, I've got a file

Soldier

Group: Members  
Joined: Mar 25, 2005



for ammunition (2 floors), Unused Safehouse and B-Dup's crack Palace.

```
inst
11110, dert_dog, 0, 2447.3, -1716.2, 12.7, 0, 0, 0, 1, -1
end
cull
end
path
end
grge
end
enex
2448.065918, -1715.455078, 13.713390, 0, 1.4, 1.4, 8, 315.750600, -143.658500, 999.6016, 90, 0, 4,
"AMMUN4", 0, 2, 0, 24
end
pick
end
cars
end
jump
end
tcyc
end
auzo
end
mult
```

Btw, where are the coordinates where you come out the interior since with this you can go in good but when you go out you fall from the sky where the normal arrow is.

This post has been edited by **Fireman** on Jul 27 2005, 17:52



**dertyjerzian**

**Posted:** Jul 27 2005, 18:02

**QUOTE**

I have a custom member title. I call it "Solid"

**QUOTE** (Fireman @ Jul 27 2005, 09:37)

I've been trying out with Derty's "map" and I got it to work to put hidden interiors in as an arrow, I've got a file for ammunition (2 floors), Unused Safehouse and B-Dup's crack Palace.

Snake"  
\*\*\*\*\*

Group: BUSTED!  
Joined: Jun 8, 2005



\*\*\*\*\*

```
inst  
11110, dert_dog, 0, 2447.3, -1716.2, 12.7, 0, 0, 0, 1, -1  
end  
cull  
end  
path  
end  
grge  
end  
enex  
2448.065918, -1715.455078, 13.713390, 0, 1.4, 1.4, 8, 315.750600, -143.658500, 999.6016, 90, 0, 4,  
"AMMUN4", 0, 2, 0, 24  
end  
pick  
end  
cars  
end  
jump  
end  
tcyc  
end  
auzo  
end  
mult
```

Btw, where are the coordinates where you come out the interior since with this you can go in good but when you go out you fall from the sky where the normal arrow is.

That, for one, does the exact same thing it did before you \*ahem\* "changed" it. That has no change in effect. It shoots you to CJ's steps, then 10,000 feet up. Unless I'm missing something.

Um, it also sets them all out of whack. Like, you leave CJ's house on load and exit the old man with the gun's crib...

Dude Steve, it's cool. 😊



Fireman 🔮

🌐 **Posted:** Jul 27 2005, 18:06

QUOTE

Soldier

Group: Members  
Joined: Mar 25, 2005

**QUOTE** (dertyjerzian @ Jul 27 2005, 18:02)

**QUOTE** (Fireman @ Jul 27 2005, 09:37)

I've been trying out with Derty's "map" and I got it to work to put hidden interiors in as an arrow, I've got a file for ammunition (2 floors), Unused Safehouse and B-Dup's crack Palace.



```
inst  
11110, dert_dog, 0, 2447.3, -1716.2, 12.7, 0, 0, 0, 1, -1  
end  
cull  
end  
path  
end  
grge  
end  
enex  
2448.065918, -1715.455078, 13.713390, 0, 1.4, 1.4, 8, 315.750600, -143.658500, 999.6016, 90,  
0, 4, "AMMUN4", 0, 2, 0, 24  
end  
pick  
end  
cars  
end  
jump  
end  
tcyc  
end  
auzo  
end  
mult
```

Btw, where are the coordinates where you come out the interior since with this you can go in good but when you go out you fall from the sky where the normal arrow is.

That, for one, does the exact same thing it did before you \*ahem\* "changed" it. That has no change in effect. It shoots you to CJ's steps, then 10,000 feet up. Unless I'm missing something.

Um, it also sets them all out of whack. Like, you leave CJ's house on land and exit the old man with the gun's crib...

Dude Steve, it's cool. 😊

You are missing something this teleport you to the ammunition with 2 floors because of these coordinates:  
315.750600, -143.658500, 999.6016



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