



THE BUSINESS REDESIGN MANUAL

TBMP 1.7 & Above

MANUAL INFORMATION

All the information you need to know about HKH191s Business mods, from setting up your first business to advanced stages.

[HKH191](#)

+ Change Log

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Thank you to everyone who singed up for Business Redesign 2.0 Beta on Discord

eXact#1955 Kochiro#0882 WrightModz#3778 EeEe#5587 mrlamaglama#9110 CRN.DCL#2499 SmokinMartian#4796 Andruthulhu#6276 Frozed#9232 Gaming G#6851 georjuice2018#9176 Zinklo#9777 joseverasf (jmvsf)#8355 Junaid#2364 reserved.#0104 patomenza#6733 StenadXD#8381 Razer#7973 VoidFish#9055 omelette#9856 ang13_mo#7004	razorshader#7633 heavyrain1977#1757 iiFoxxer#1773 Richy290#5374 .Leo#8150 Ldouek1247#8433 Asalec#4557 Taylored#4611 Patoelr#1370 erbona#4710 MAVERICK#3481 MlemMlem#8578 Blood-PawWerewolf#2052 alcefer#5962 FrostyJacks#9929 Sc0t33#5315 Sin / Fe#6614 rockstarrem#5317 SoRn4S#9032 Dnzz#8859	Koñark Sîñgh#5464 Games_Graphics#9412 arek751#2452 Kavee LK#3047 Andreirostovskiy#8139 Sherlock J.#4158 Swammiii#7338 Coyote#4393 Obsidian One#8720 Dustin Logston#0088 YousifTheGamer1#1659 leap#1774 AnotherGreekDude#5572 Mason#5628 thats toxic#1318 KOOL AID MANNNN#3411 icdavic8#9210 -SkyZ-#1101
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Install

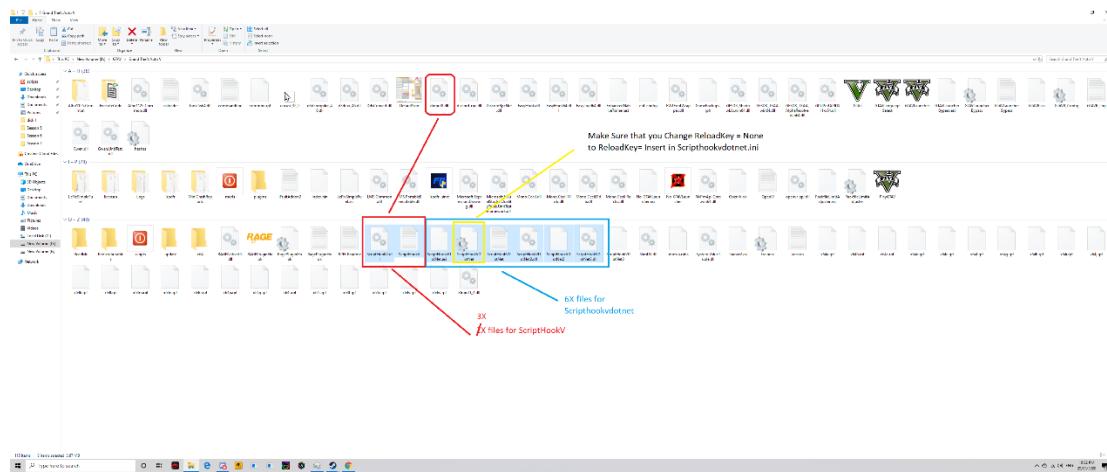
You can find a video tutorial made by me here
<https://www.youtube.com/watch?v=JYxTzwN3vGg>

Requirements for the mod

- LemonUI 1.5.2
<https://github.com/justalemon/LemonUI/releases/download/v1.5.2/LemonUI.7z>
- Scripthookv
- Scripthookvdotnet 3.10
- Ifruitaddon2
- Enable All Interiors (EAI)
- Open Command Center Interiors (OCCI)

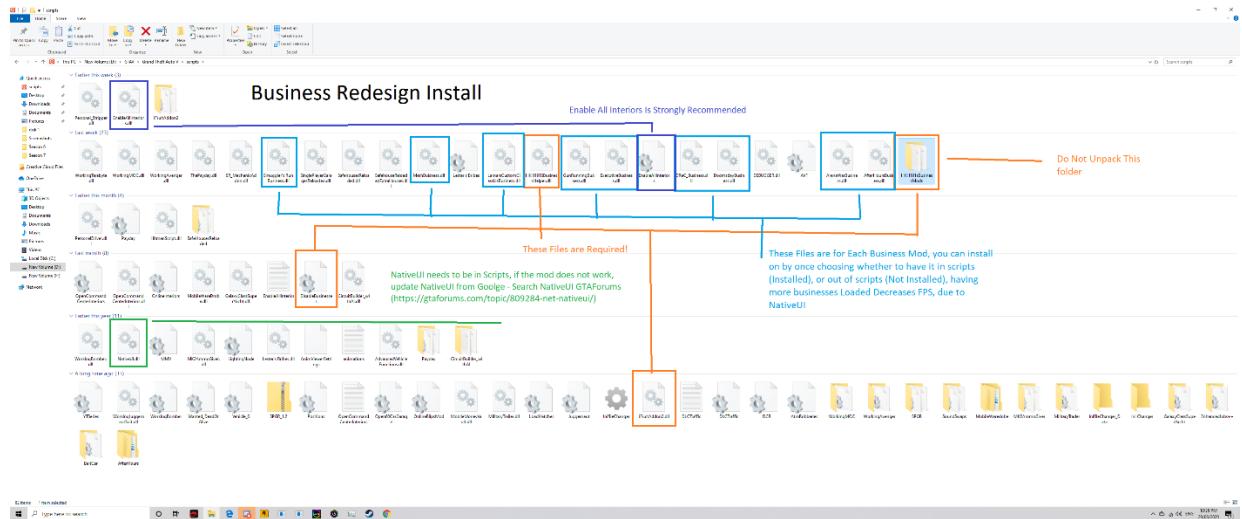
Install The Business Redesign

When installing, a correct installation of scripthookvdotnet + scripthookv should look like this:



Once you have scripthookvdotnet and scripthookv installed, you will need to create a folder named 'scripts'. You will need to put nativeUI and Ifruitaddon2 into scripts first , then put in the business

mods.

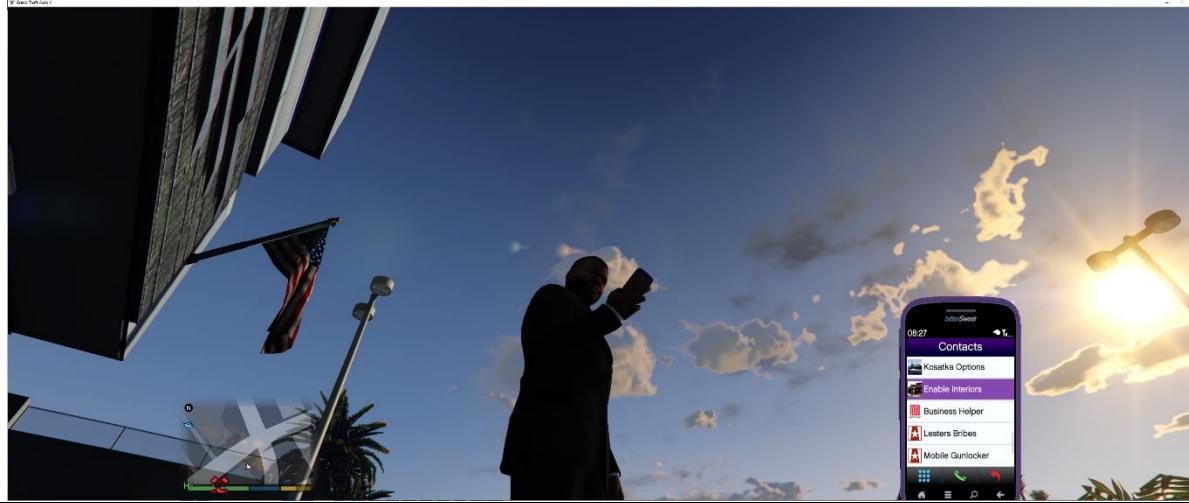


Each business .dll like **ExecutiveBusiness.dll** or **ArenaWarBusiness.dll**, controls each of the business mods, these are optional. If you don't want that business to improve fps. You will however need to put in the **HKH191SBusinessHelper.dll** and **HKH191sBusinessMods** folder, you will also need to put in **DisableBusinesses.ini** file into scripts as well.

Configuring Enable All Interior

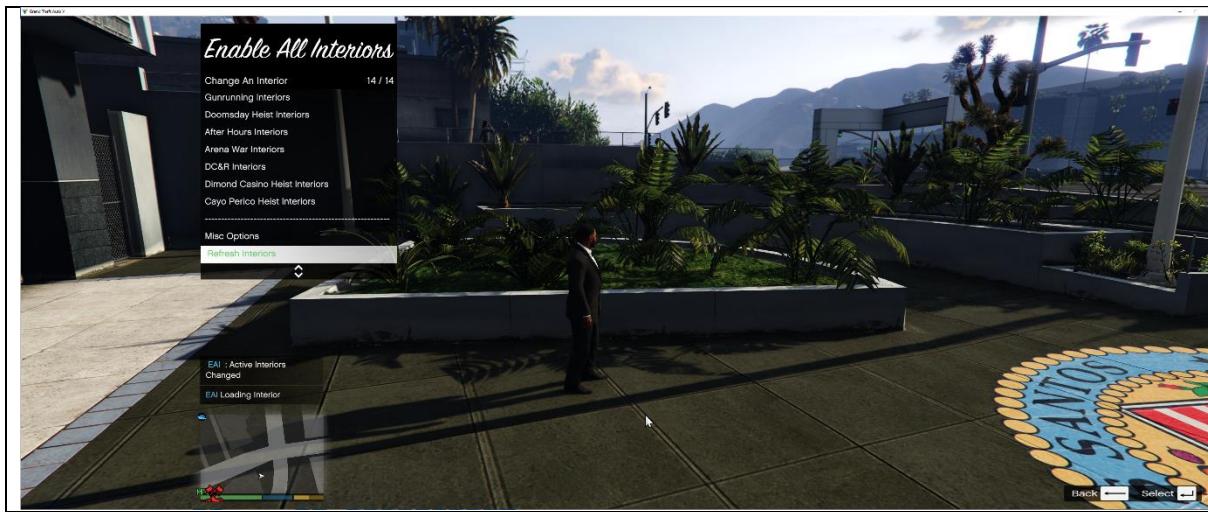
If you just downloaded **Enable All Interior**, you will first want to check a couple of settings to make sure everything is going to load.

First head to your phone contacts and scroll down to Enable Interiors, once you call it a menu will appear.



Next you will want to come down to Misc Options at the bottom. Open it up and you will want to make sure that "Load MP Maps on Refresh" is true. If it isn't, set it to true, exit out of that menu and press the green Refresh button.





Configuring Open Command Center Interiors (OCCI) for Avenger & MOC

Open Command Center Interiors is a mod, that is designed to be compatible with Working Moc, Working Avenger and Working Terrobyte (and their business mod counterpart). Open Command Center Interiors or OCCI for short, is the only mod that can sync settings between itself and Working Avenger/Working Moc/Working Terrobyte.

The first thing you need to do is open your phone and go to contacts > navigate down to "Command Center Interiors" Contact.



You will then want to go into “Options”. Once in the options menu, you will have four options, options to reset Vehicles position and options for customizing each Command Center. There will be options for customizing the look of your Avenger, Terrobyte and MOC in these sections, as well as resetting the position of each, in case you put your vehicle in an odd location.



For OCCI you will mainly want to be configuring the MOC, as different Bay Combos can lead to different setups of MOC.

Head into the MOC section, it is highly recommend that you stick with CMD + WeaponsAndVehicle +Empty, as it gives you the most options.

When you are done you can select “Change Bay Combo”, and your bays will reset. You can also customize the look of your MOC, from this menu as well.



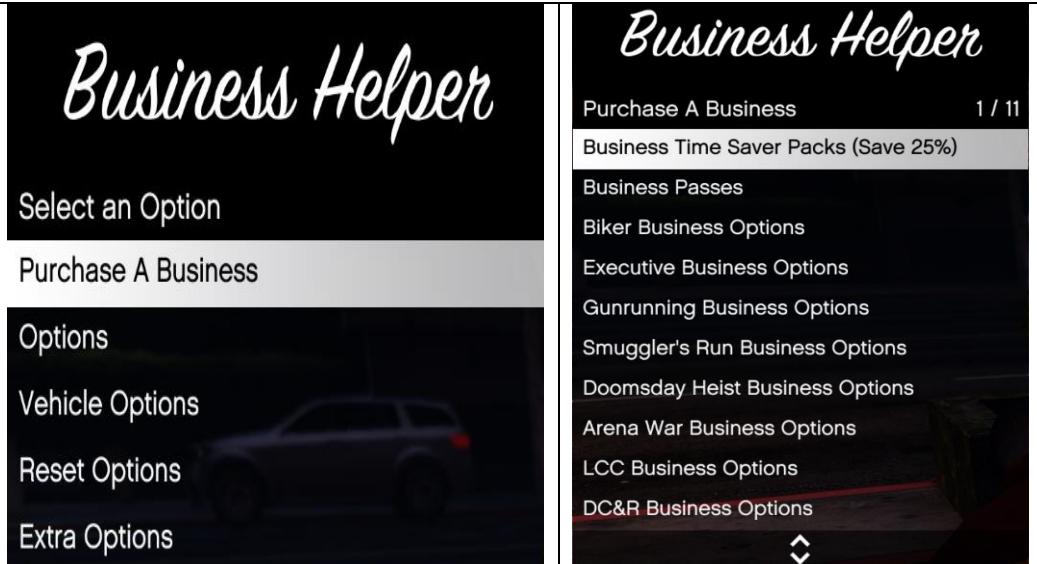
How the business mods work (General)

How to start a business mod

Open your phone and go to contacts. Navigate all the way down to the bottom, and then scroll up until you reach the Business Helper contact. Call it and it will open a menu.



Using this menu, open "Purchase A Business". A new window will pop up giving you access to purchasing each business as well as Business Time Saver Packs & Business Passes.



What are Business Time Saver Packs

Business Time saver packs are a way of purchasing multiple vehicles/upgrades at the same time. You will also get a small discount on the total cost of the pack.

What are Business Passes?

Business passes are a way of purchasing every business at the same time, with different options costing different amounts, such as businesses in the city, or separated to Los Santos and Blaine County.

How does Stock Work?

Exploring Different Business Locations

Each business has multiple locations (Excluding Diamond Casino & Resort & Arena War Business). Each location has the same business functions/features but offers a different location. This might impact the interior you get, the interior view, the distance to a specific point on the map, a sell cargo point, or be closer to a region of the map that might be nicer location for the player.

Vehicle Slot Files (Slot1.ini to Slot40.ini) Explained

A vehicles slot file is an ini or configuration file, it holds all data of saved vehicles, there used in a lot of my (HKh191s Mods).

Adding Addon Vehicles to be Purchased from Business mods

To add an addon vehicle that can be purchased in a Garage from a business mod, the player will first need to open HKh191sBusinessMods Folder and locate the AllVehicles.ini file for the chosen business they want to buy the vehicle from. luckily here are the directories of each one Only these businesses allow saving of Addon Vehicles.

Here are the directories of each one:

AFTERHOURS BUSINESS : scripts\HKh191sBusinessMods\AfterHoursBusiness\MilitaryTrader

ARENAWAR BUSINESS : scripts\HKh191sBusinessMods\ArenaWarBusiness\MilitaryTrader

DC&R BUSINESS : scripts\HKh191sBusinessMods\DC&R\MilitaryTrader

DOOMSDAY HIEST BUSINESS : scripts\HKh191sBusinessMods\DoomsdayBusiness\MilitaryTrader

EXECUTIVE BUSINESS : scripts\HKh191sBusinessMods\ExecutiveBusiness\MilitaryTrader

BIKER BUSINESS : scripts\HKh191sBusinessMods\MethBusiness\MilitaryTrader

SMUGGLERS Run Business does not allow for purchasing of Addon Vehicles, but does allow for saving of addon Vehicles (See Smuggler's Run Business part).

To add a vehicle, open the AllVehicles.ini and scroll all the way down, you need to get the format right.

YOUGA3 = 1483000, BRAVADO YOUGA CLASSIC 4X4, VAN

First is the vehicle name, in this case “**YOUGA3**”, then add “=”. Next is the vehicles desired cost, then add a comma. Next add the vehicles full name, in this case “**BRAVADO YOUGA CLASSIC 4X4**”, then add another comma, and finally what class of vehicle it is, in this case **VAN**.

Ordering Business Vehicles

To order a Vehicle from any business mod, simply open your in-game phone and navigate to the “Business Helper” Contact. Call it, and a menu will appear, then navigate to “Vehicle Options”.

How to Reset a Business mod to “Factory Settings”

To reset any business mod, simply open your in-game phone and navigate to the “Business Helper” Contact. Call it and a menu will appear, navigate to “Reset Options”.

How Each Business mods works

The following sections will explain everything about each business mod.

AfterHours Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Afterhours business. This takes the form of a nightclub your map. Simply go to it and look for an entrance marker.





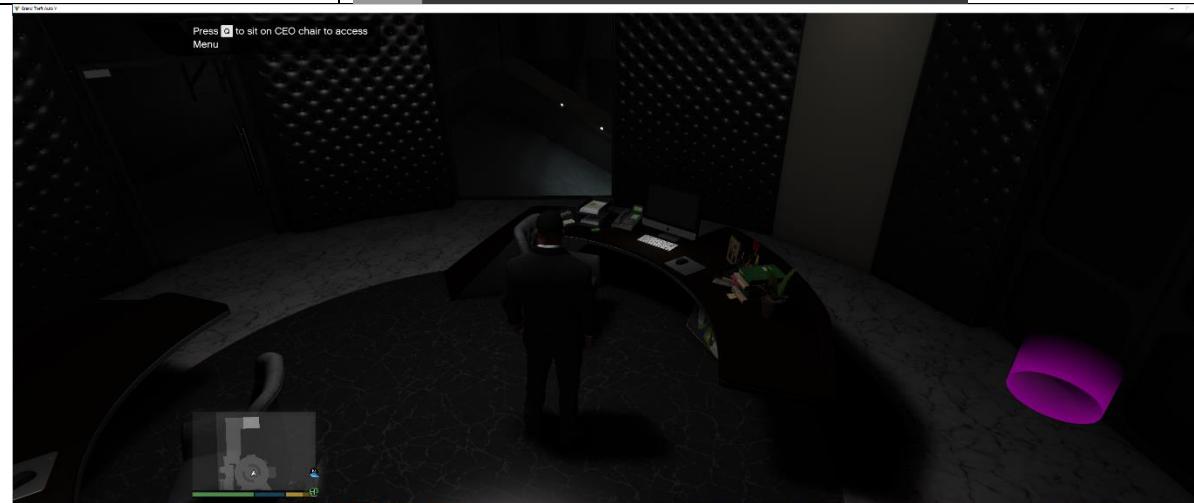
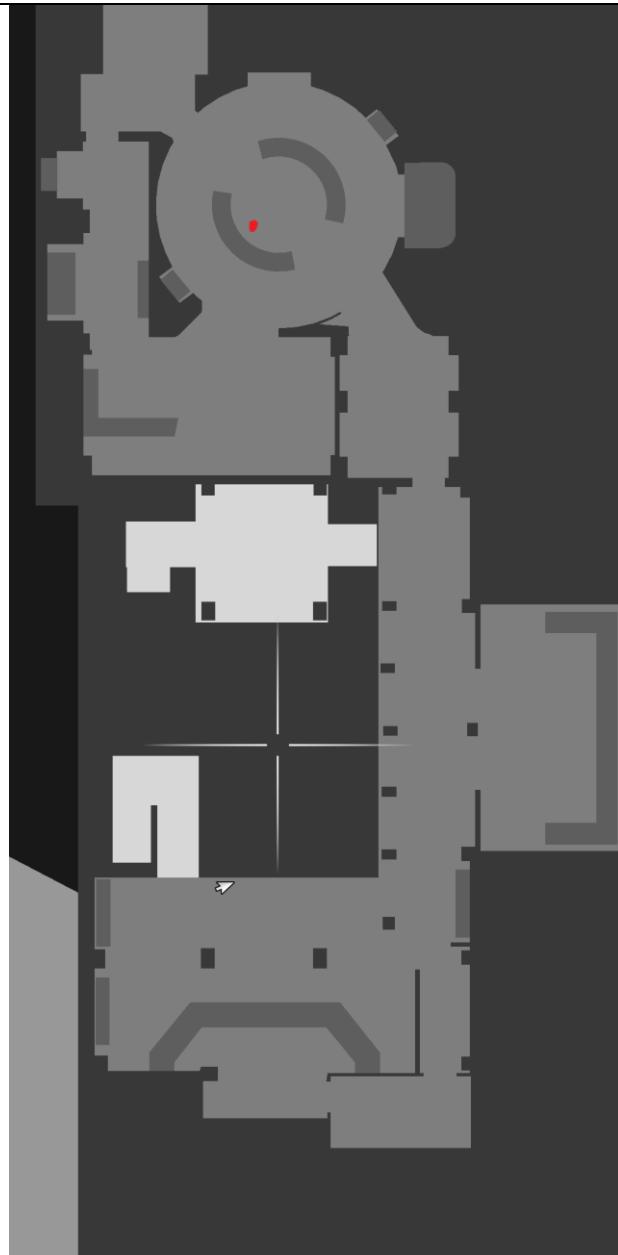
Once you are at the marker, simply walk up to it and press E to enter the nightclub. You will get a fade in and then be in the nightclub. Peds should start spawning and after a few moments the markers should reappear at the exit. You are now safe to go down into the Business Interior.

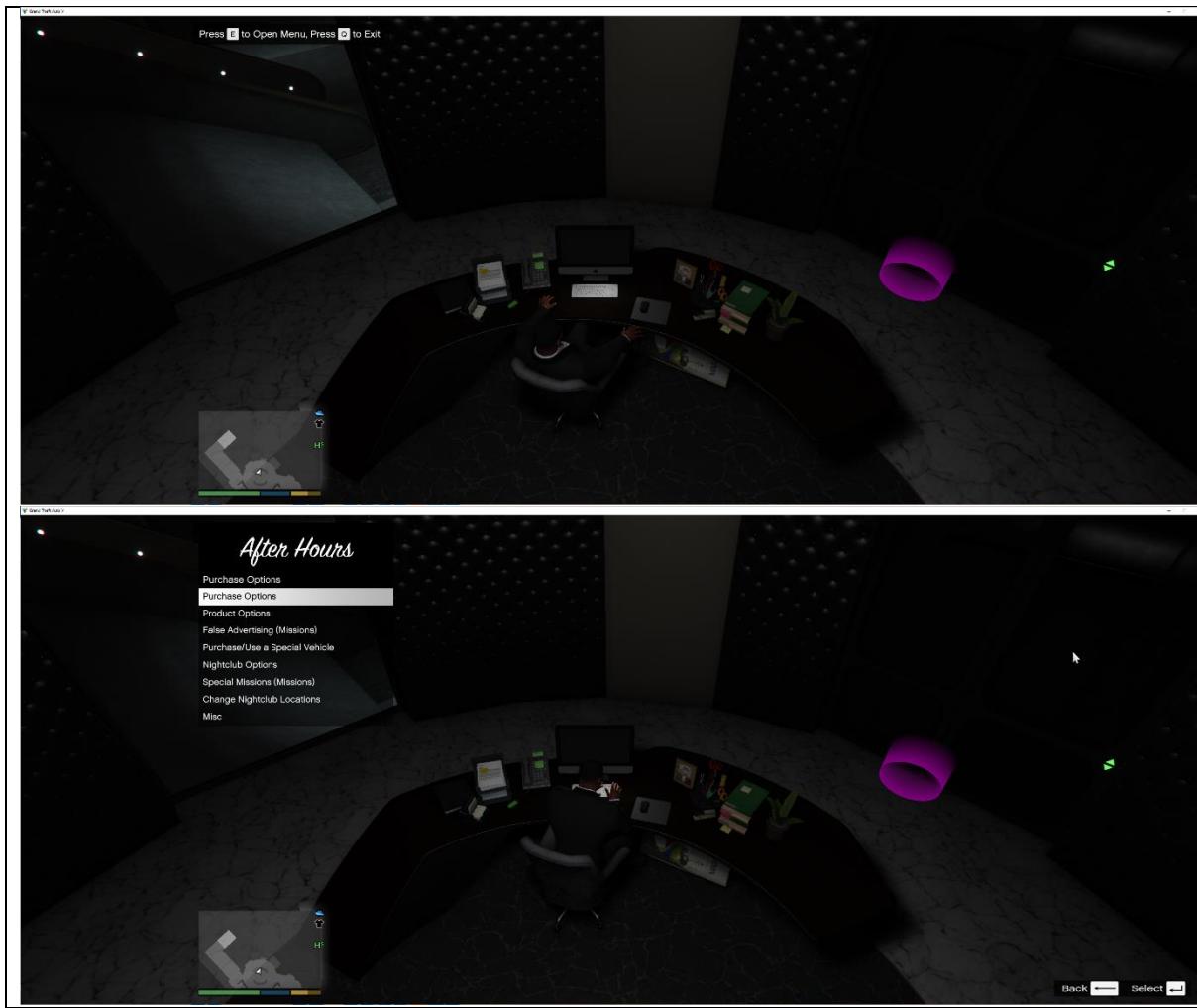
Accessing the Business Menu

Once you're inside the Business Interior, you will need to go to the main chair. If you open your map, your interior should look like this (see image). You may need to hit caps lock to see the full interior. To find the chair, walk to where the red dot is marked on this image.

Once you're inside the interior, you will need to move down towards where all the ped's are dancing. Take the stairway on your right to the top level, then proceed around towards the back. The main chair can be found in the office at the back.

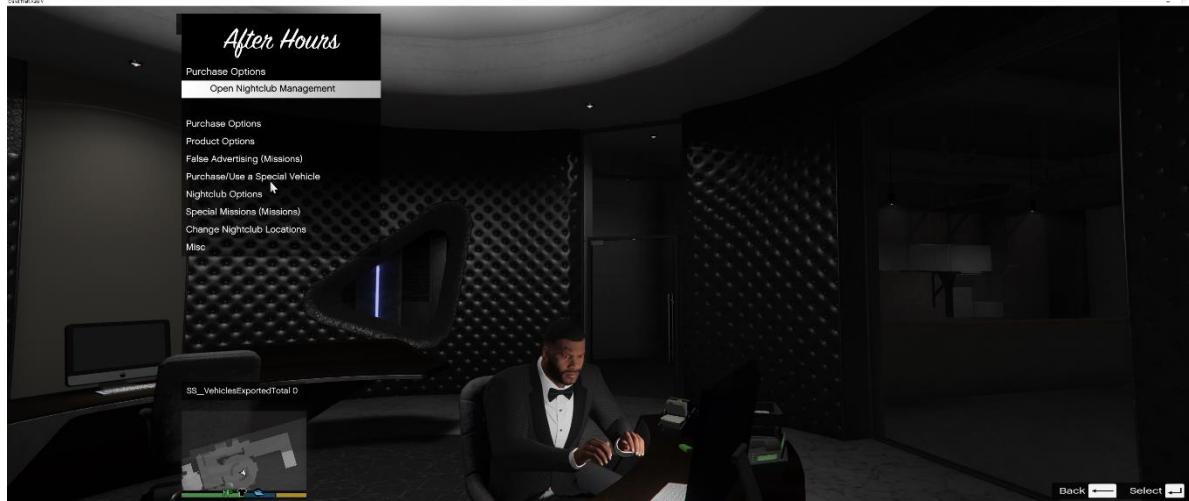
Once you are near the chair you will be prompted to sit in it. By pressing Q, your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.



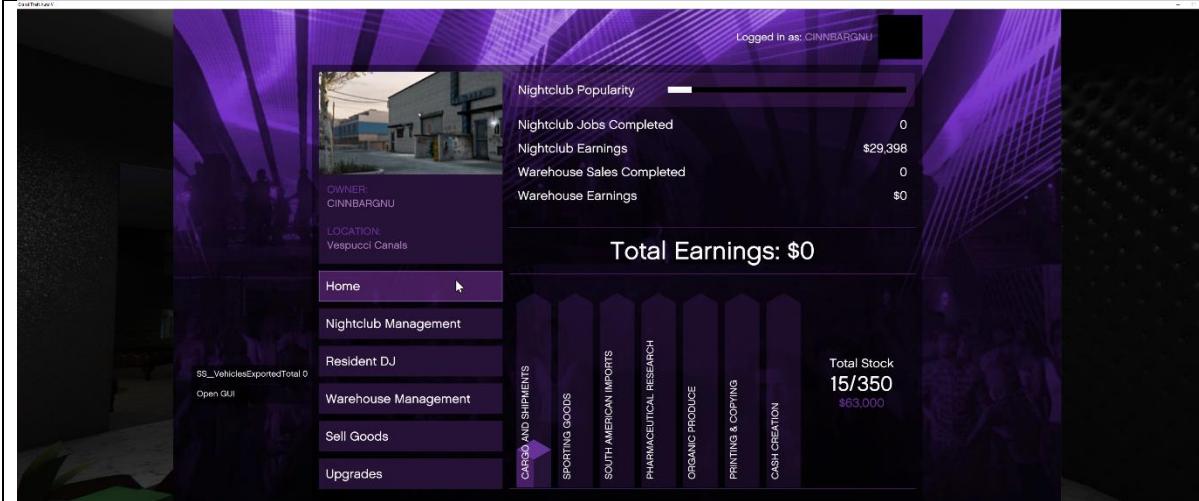


Accessing The Nightclub Management Screen – New in 2.0

If the player would like to boost their popularity (for example to increase people in their nightclub, increase manufacturing or selling of cargo) they will need to access the “Nightclub Management” Screen. To do this the player needs to sit down in the main chair, and select the first option “Open Nightclub Management”.

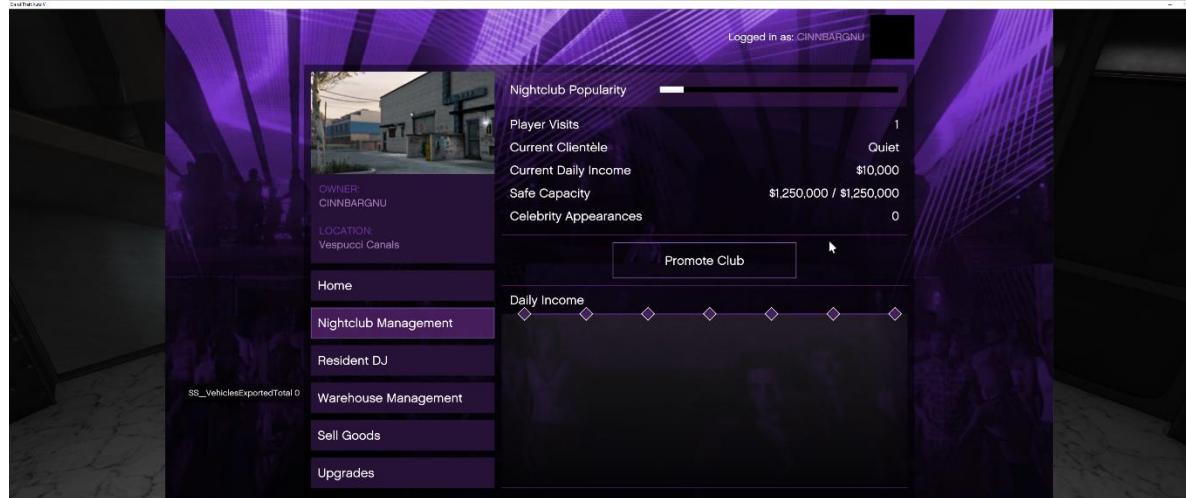


After clicking the option “Open Nightclub Management”, the player will need to click “Home”. From here, the player can access any of the options to upgrade their nightclub or increase popularity. The controls are Left-click to select, right-click to go back and mouse wheel up and down to scroll up (when available). You can either select “Special Cargo” for Cargo Warehouses or “Vehicle Cargo” for Vehicle Warehouses.

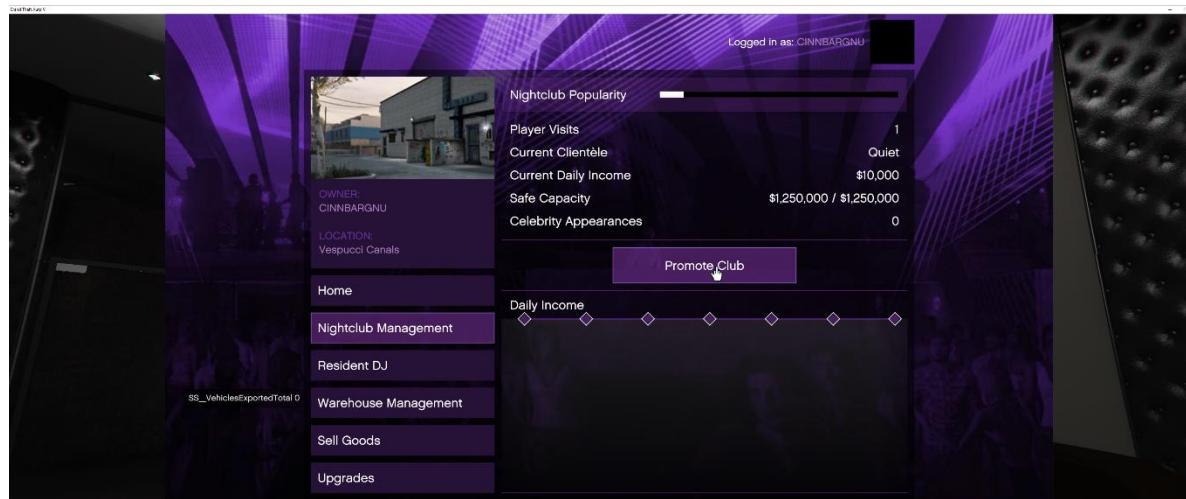


How Popularity Works & How Daily Income Works

Popularity effects how much your nightclub will make per day, for your daily income. If the player opens the “Nightclub Management” they will be able to access an option called “Nightclub Management” allowing them to see the details of their nightclub.



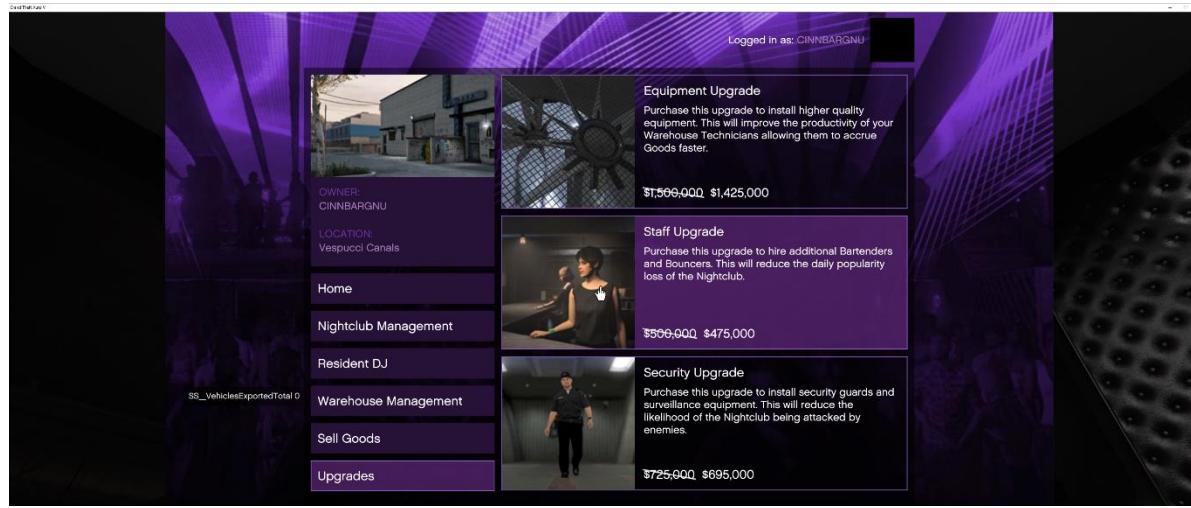
The player can increase their popularity by playing promotion missions by clicking on “Promote Club”.



Daily income is calculated by your popularity. The more popular your nightclub is, the more money will be deposited into your money vault every few minutes. To access the money deposited the player will need to access their money vault (see further on).

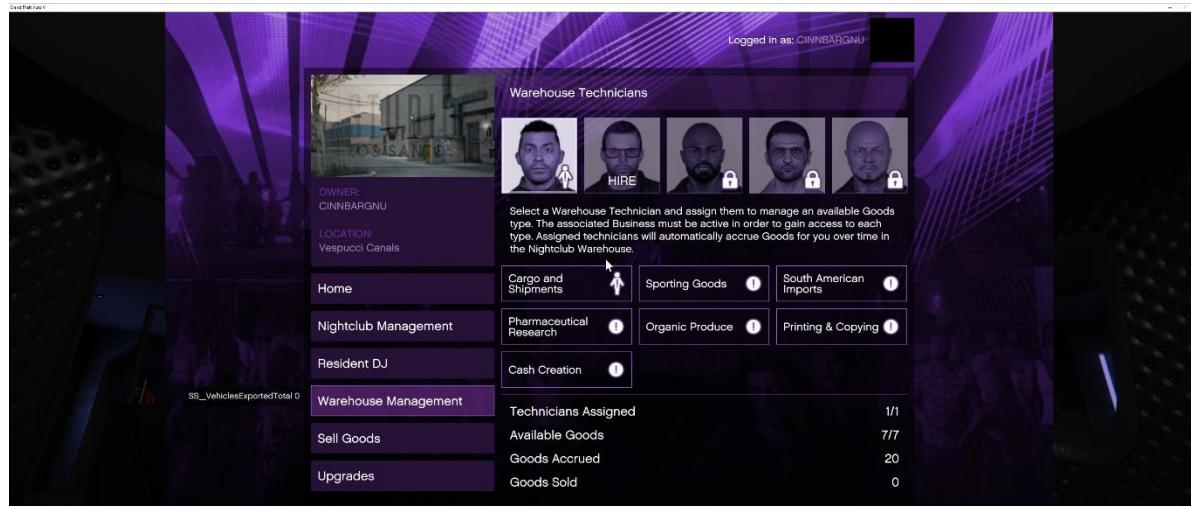
How to Purchase Upgrades

To Purchase upgrades, the player will need to open the “Nightclub Management” Screen and navigate to “Upgrades”. Once done, they can purchase upgrades to increase the productivity of their Technicians.

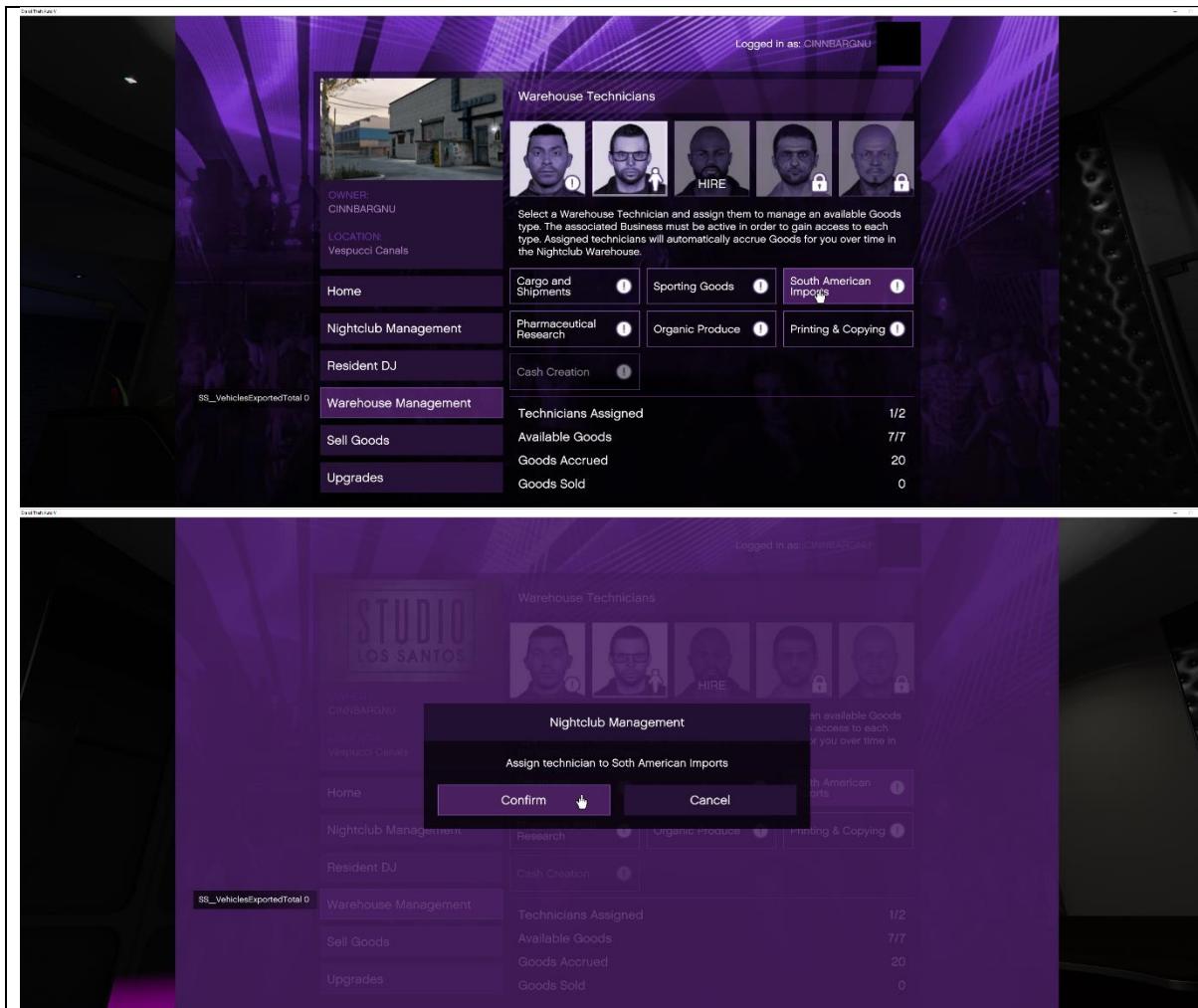


How to Purchase More Technicians & Assigning Tasks

To purchase more technicians the player will need to open the “Nightclub Management” screen and navigate to “Warehouse Management”. There they can select a technician. You will need to purchase the technicians in order, you cannot purchase technician #3, without first purchasing technician #2.

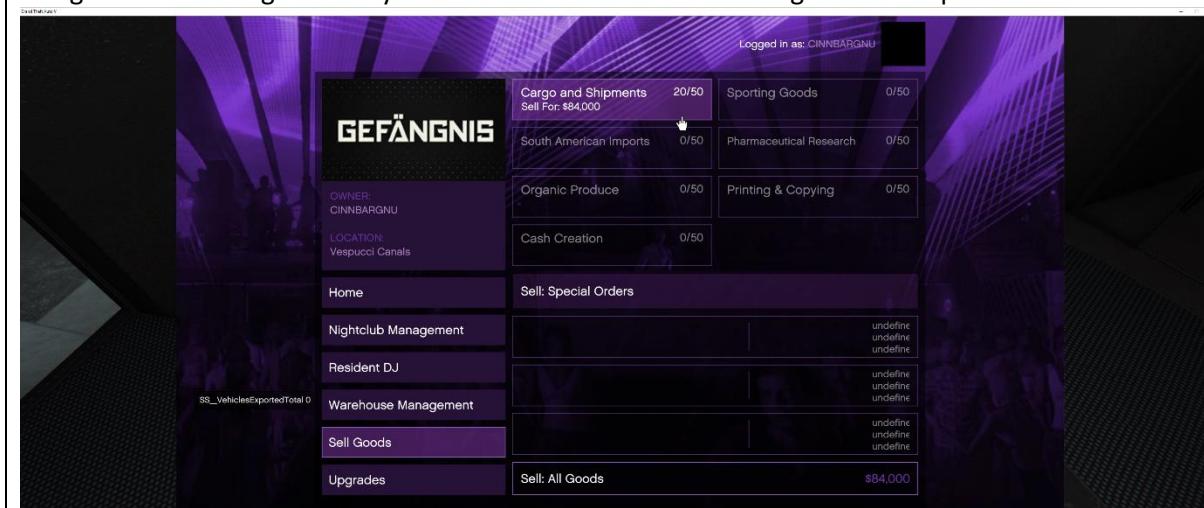


If the player would like to assign their technicians to tasks, they will first need to open the “Nightclub Management” screen and navigate to “Warehouse Management”. There they can select a technician, then select what task, click on 1 of the 7 cargo types below the Technicians and then select “Confirm”.



How Warehouse Cargo works & Sell Warehouse Cargo

Warehouse Cargo produces inventory every couple of minutes. The production rate is based on what upgrades your nightclub has, the more upgrades owned, the better the productivity will be. Over time, your cargo for each of the cargo types will fill up. If the player wants to check their Nightclub warehouse stats, they will need to open the “Nightclub Management” screen and navigate to “Sell Cargo”. Here you can see how much of each cargo has been produced.



Changing Nightclub DJ from Nightclub Management Screen

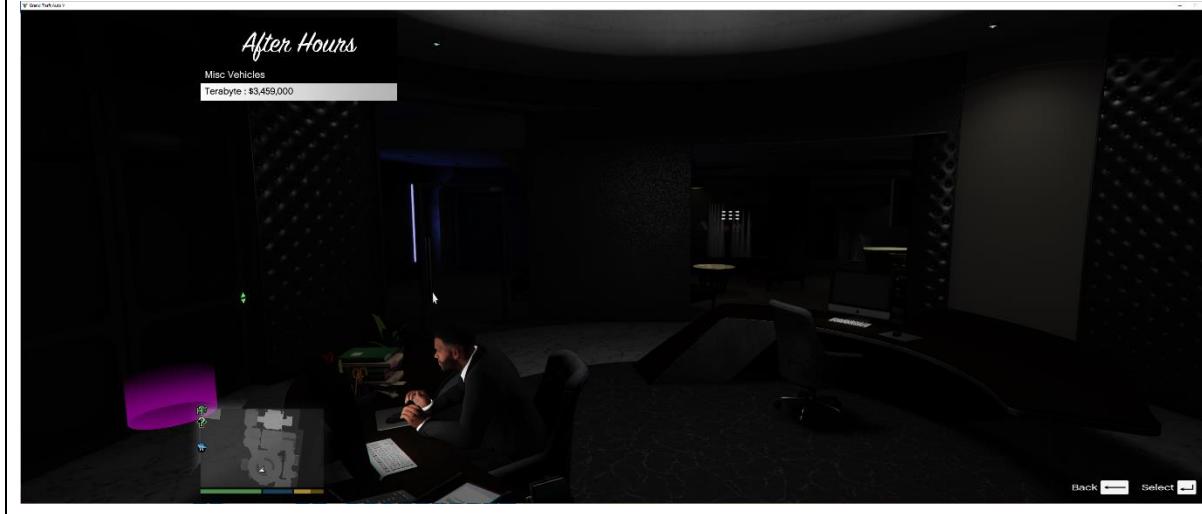
To change Nightclub DJ from the “Nightclub Management” screen the player will need to sit on the main chair and access “Nightclub Management”, then click on “Resident DJ”.

Supply Raids

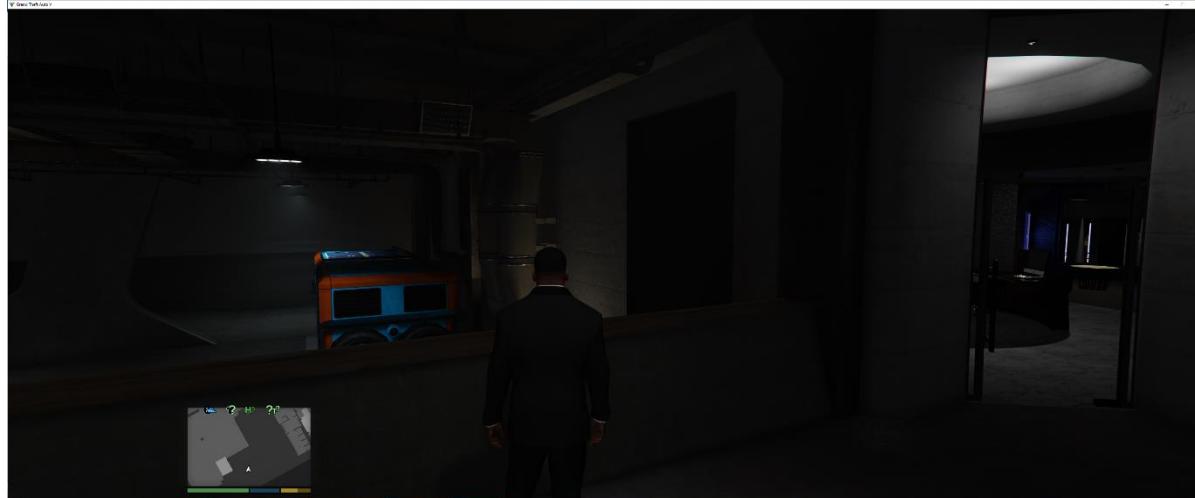
Purchasing & Using a Terabyte

The Terabyte is a sort of movable base, allowing you to store an Oppessor bike, customize weapons, and have a mobile missile launching platform.

The first thing you will need to do to purchase a Terabyte, is go to your main chair in the nightclub, open the menu and navigate to “Purchase/Use a Special Vehicle”. Next, select “Misc”, there you will have one option to purchase the Terabyte. To purchase it, select it and press enter.



Once you have purchased it, you will need to exit the nightclub for it to be delivered. Once you re-enter you should see your new Terrobyte in the storage area of the nightclub, just past the office.



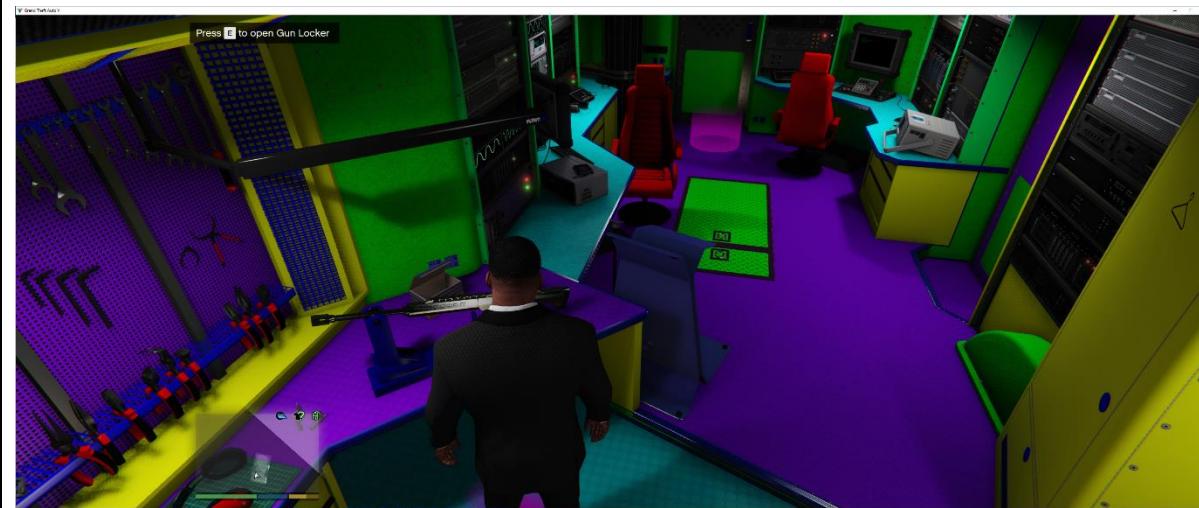
To Exit with it, all you need to do, is enter the Terrobyte and press E when prompted. Your screen will fade out and you will be outside the Nightclub with your Terrobyte.

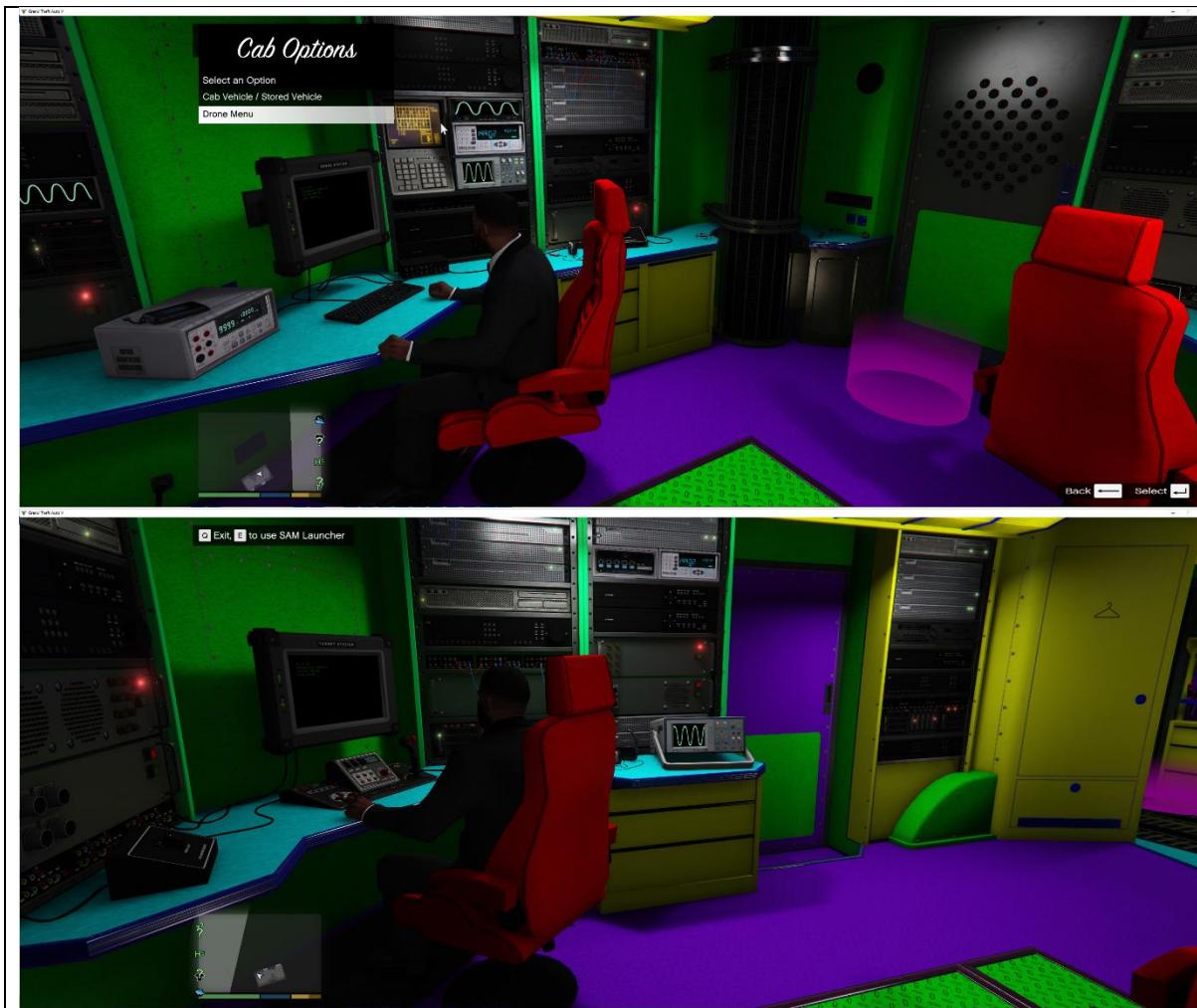


To Access the interior, you can either exit out of the Terrobyte and a small marker will spawn to give you access. You can also press the horn which will open a menu to allow you to customize the colours or enter the cargo bay.



Once you are inside the Terrobyte you can customize your weapons at the weapons workshop (if available, configured by OCCI) or sit in either chair to access the menus or fire the missile launcher.





How to change Design & other settings of Nightclub

Purchasing & Using Afterhours DLC Vehicles

To purchase Afterhours vehicles that can be saved into the Nightclub, you will first need to sit down in the main chair and open the menu. Next navigate down to “Purchase/Use Special Vehicles” and open it.

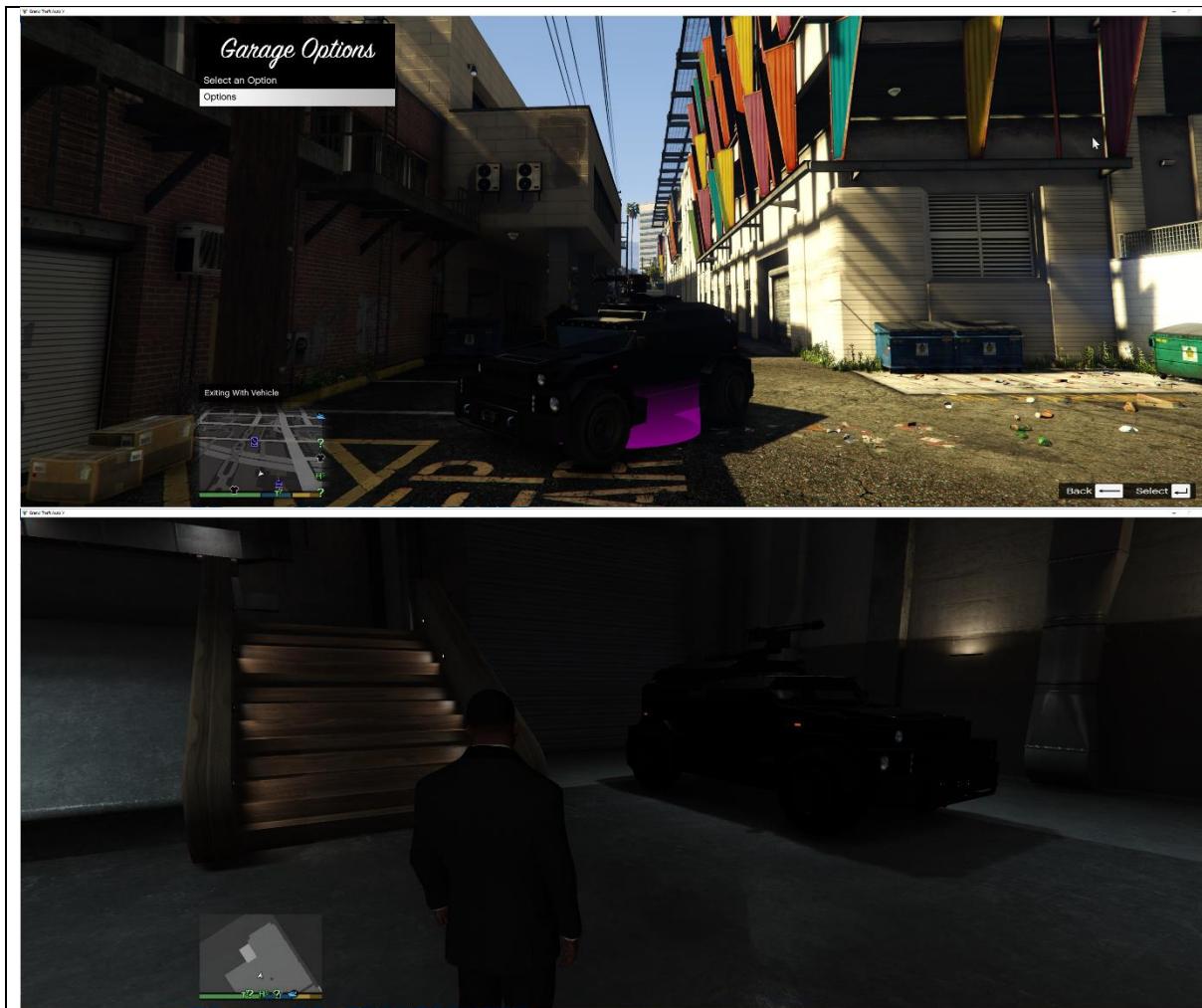


There will be two options for you to choose “Use a Vehicle” or “Buy a Vehicle”. You will first need to buy a vehicle to use it later.



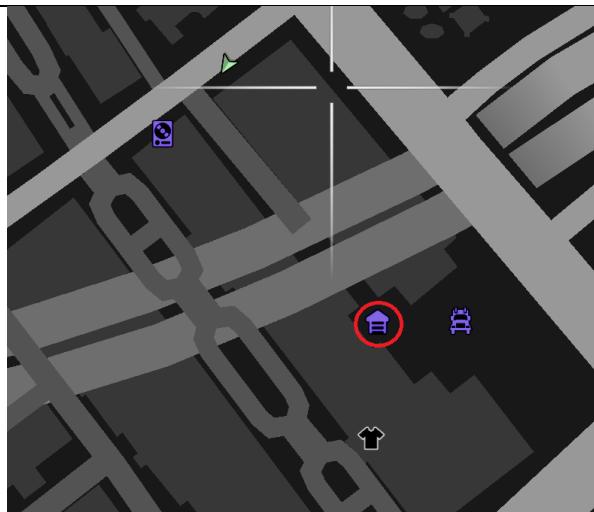
Once you have bought a vehicle, you can choose to spawn it in the nightclub storage area. After it has spawned, simply walk down to the storage area, where you will find it. You can get into it and press E to Exit with it or Q to save its current modifications.



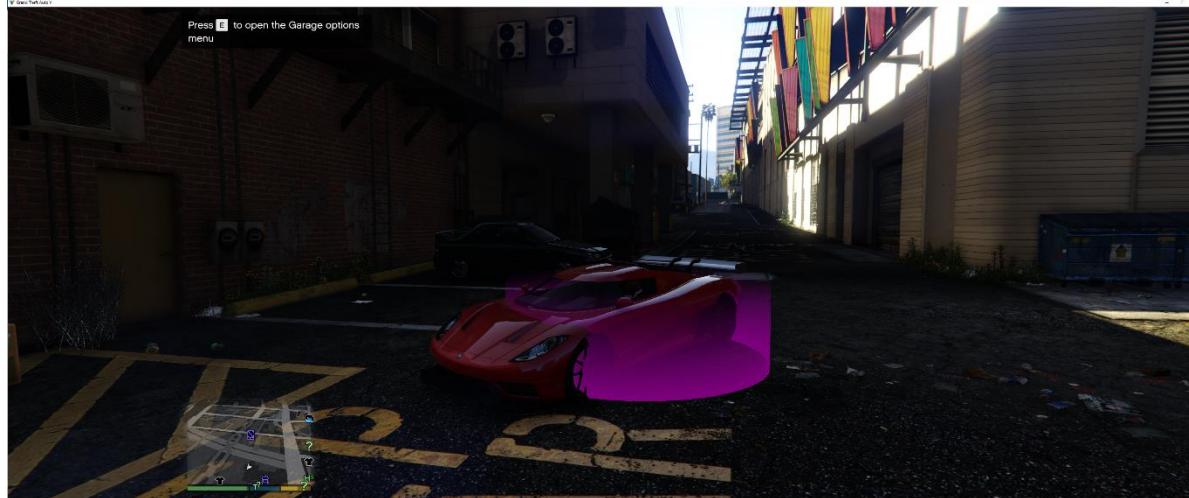


How to Save a Vehicle into Player Garage

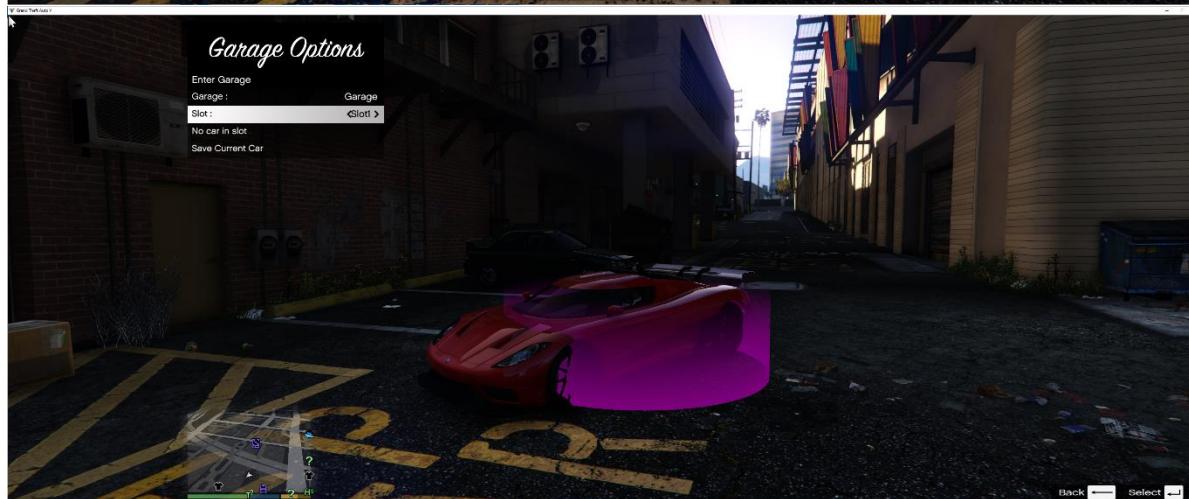
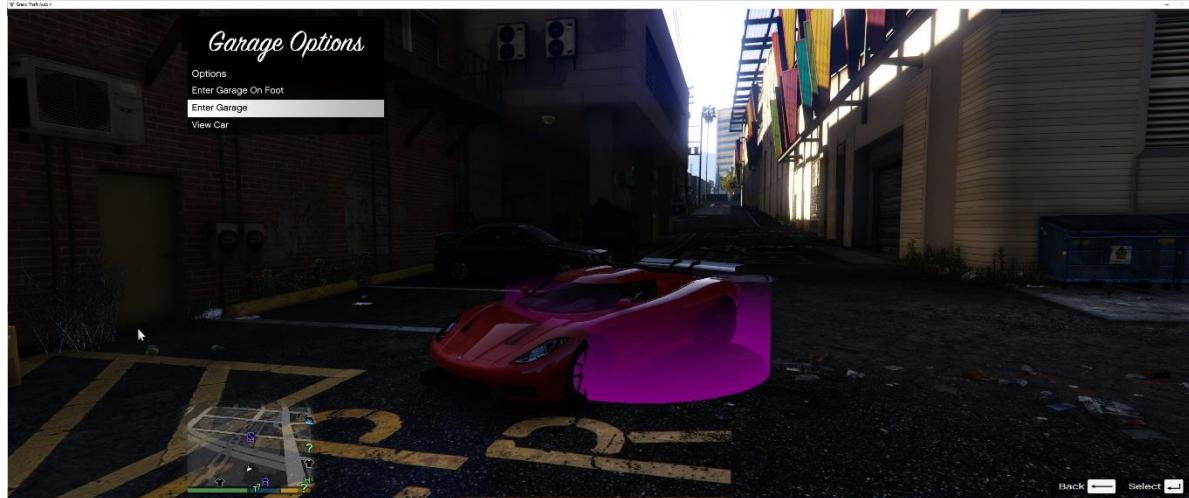
The Nightclub has a built in 10 car garage, which the player does not need to purchase. To save a vehicle, simply head to your nightclub and open your map. You will be looking for the garage blip nearby.



Go to this blip and you will see a marker at it. Drive a vehicle into it and you will be prompted to open a menu, allowing you to save your vehicle.



Open the menu and you will have options like this. Once you open the “Options” tab, you want to open the “Enter Garage” tab. A new menu will pop up, allowing you to choose what slot to save the vehicle into.



Once you hit “Save Current Car” your vehicle will be saved into the Nightclub garage.

How to Purchase Online/SP vehicles in Afterhours Business Mod

What are Afterhours Heavy Vehicles & How to purchase them?

The heavy vehicles are a group of vehicles, that are used when selling stock or warehouse product from your nightclub. These vehicles are so large that they need a separate area to store them, these vehicles include:

- Speedo Custom
- Mule Custom
- Pounder Custom



To purchase a heavy vehicle, head to your main chair and open the menu. Navigate to “Purchase/Use Special Vehicle” and click on “Buy a Vehicle”. When you open this menu at the bottom you will see three vehicles separated from the rest.



Once you have bought a heavy Vehicle it will appear inside your Afterhours Heavy Storage Bay.



How to Access Garage/Heavy Storage from Nightclub

To access your Garage or Heavy Vehicle storage is easy, all you need to do is head to the main chair, but don't sit in it. Look for a small marker near an elevator. This marker will allow you to enter the Garage or Heavy Storage Bay.

When at this marker you can press Q or E to access Garage or heavy Storage Bay. Once you click either button you will be in your Garage or heavy Storage Bay. From here you can get in the vehicles and exit or save them, depending on your wishes.



You can also presss Q instead of E to access your Heavy Storage Bay.



When you want to Exit with a Heavy Vehicle all you have to do is enter it and Press E to exit or Q to save its current modifications.



How to Purchase & Use Gunlocker (Modify/Buy Weapons)

How to Purchase & Use Money Vault (Save Money Away)

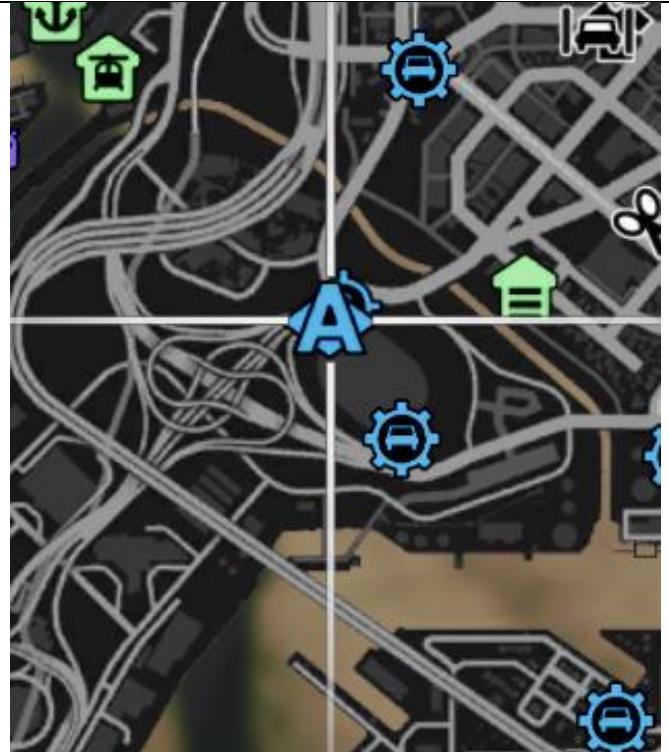
Changing Business Blip & Marker Colour

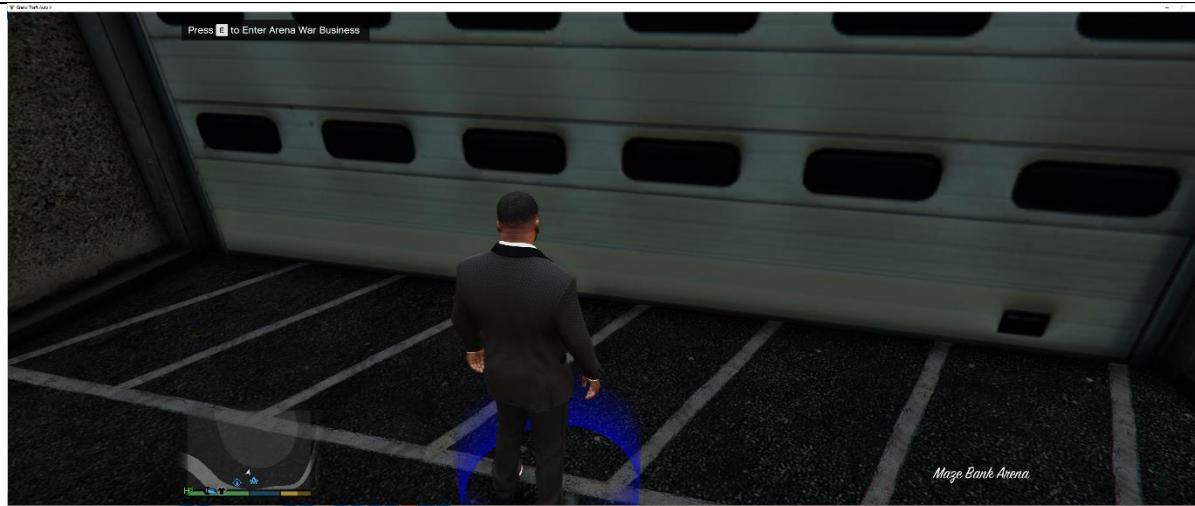
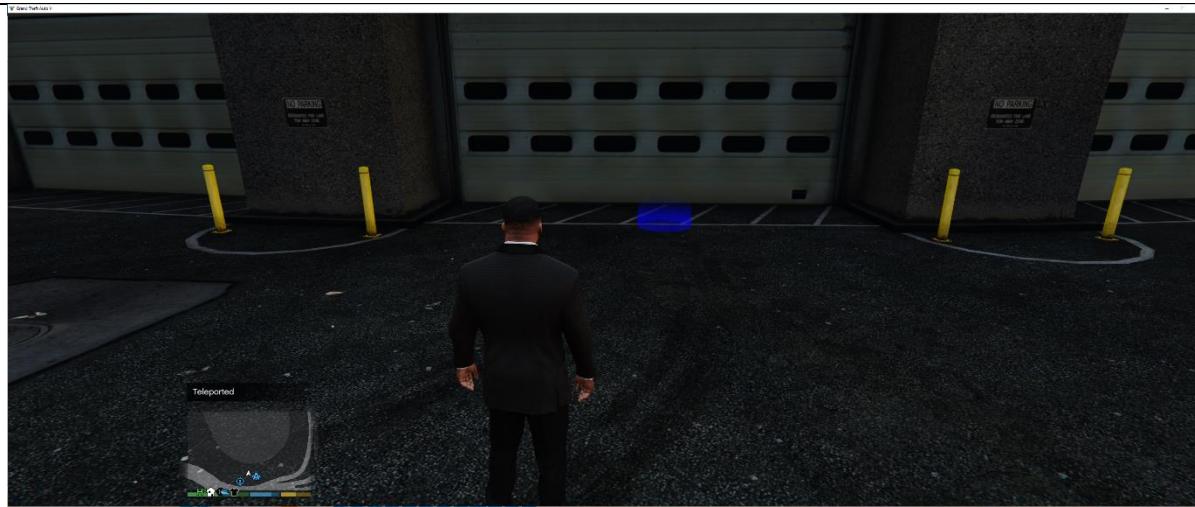
Arena War Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Arena War business. This takes the form of a "A" on your map. Simply go to it and look for an entrance marker.





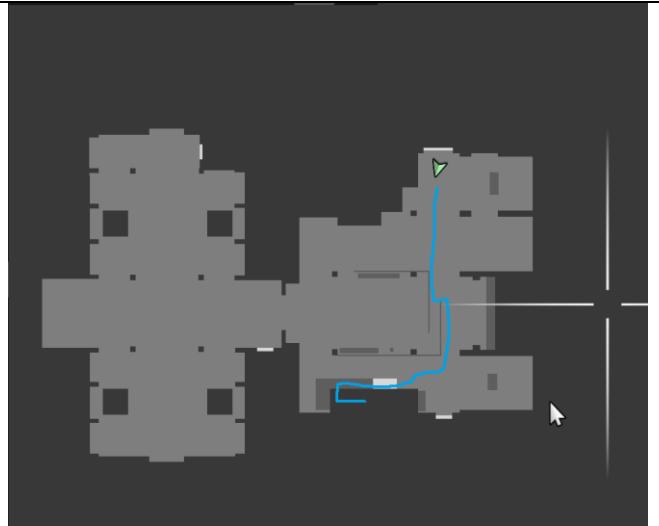
Just outside the Maze Bank Arena, down by the three garages you will have three markers. The marker you want to enter through is the centre one, simply walk up to it and press E when prompted. Your screen will fade-in and you will be in the Business Interior. After a few moments of checking/loading vehicles, you will be able to exit through the exit marker.

Accessing the Business Menu

Once you're inside the Business Interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior.

Follow the blue line to locate the chair. Head up the stairs and the chair will be in the office.

Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.





Purchasing & Storing Arena War Vehicles

To purchase an Arena War Vehicle the player will first need to enter the Arena War Business and move to the large marker in the storage area. You can open the menu to choose to change what type of vehicles are spawned or purchase each type of vehicle.



All Arena War vehicles and their different variants are grouped together. If you navigate through the menus you can choose to load each one separately or purchase each one.





Upgrading Traffic Vehicles to their Arena War Counterpart

In the Arena War Business, you can take ordinary vehicles off the street and bring them to the Arena War Workshop to upgrade them to their Arena War variant.



Once you have a vehicle that can be modified, simply press E when prompted in the workshop to see the upgrades.



There will be 3 options, Apocalypse, Nightmare and Futureshock. If you want to upgrade to either of these, click on the highlighted “Upgrade”. Once upgraded, your vehicle will be replaced with the Arena War variant.



How to change design of Arena War Workshop

To change the look of your Arena War Workshop, all you need to do is enter the Workshop. You will see two markers straight ahead of you when you enter. You want to walk up to the one that is further away, and you will be prompted to open a menu.



From this menu, you will be able to customize the look of the interior.



How to access Player Garage & save a vehicle into Player Garage

To save a vehicle into the player garage in Arena War Business, the player will need to approach the large marker outside the Maze Bank.



You will be prompted to enter the garage with the vehicle. Once you open the menu, you will be able to choose what slot to save the vehicle into.



Once you choose a slot, the vehicle will be saved into the garage. After you save your vehicle, you'll want to enter the Arena War Business and go to the storage area. Then move to the right, to a marker that will allow you to enter the Garage.

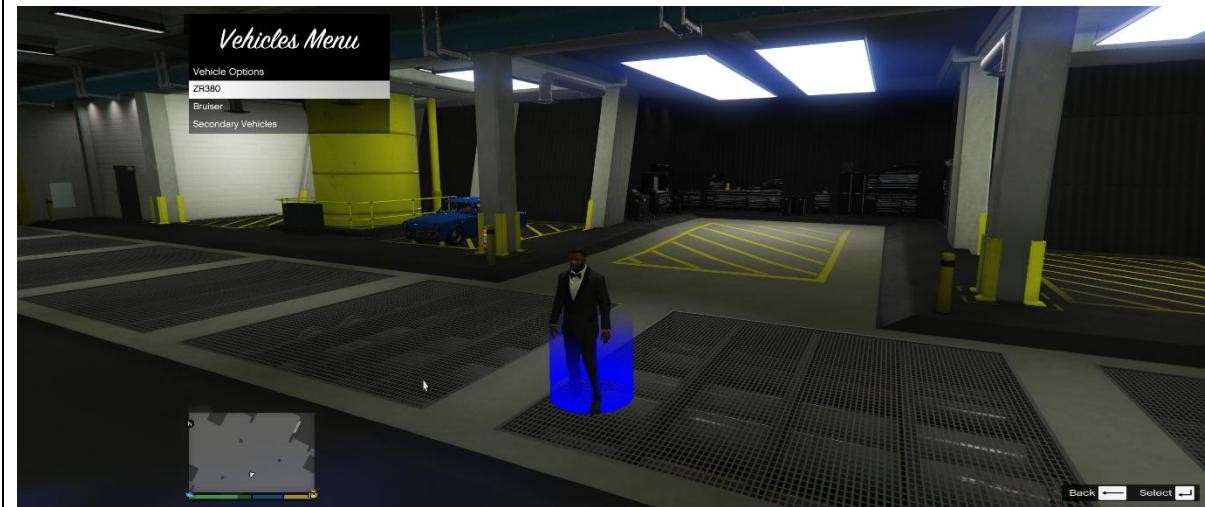


How to access Vehicle Storage Bay

The Second bay is used to store extra Arena war vehicles that aren't stored in the Arena Workshop. To access the Second Vehicle Bay, the player will need to enter the Arena War Workshop and go to the right.



Once inside the Vehicle Storage Bay, the player can purchase extra vehicles from the marker at the centre of the room.

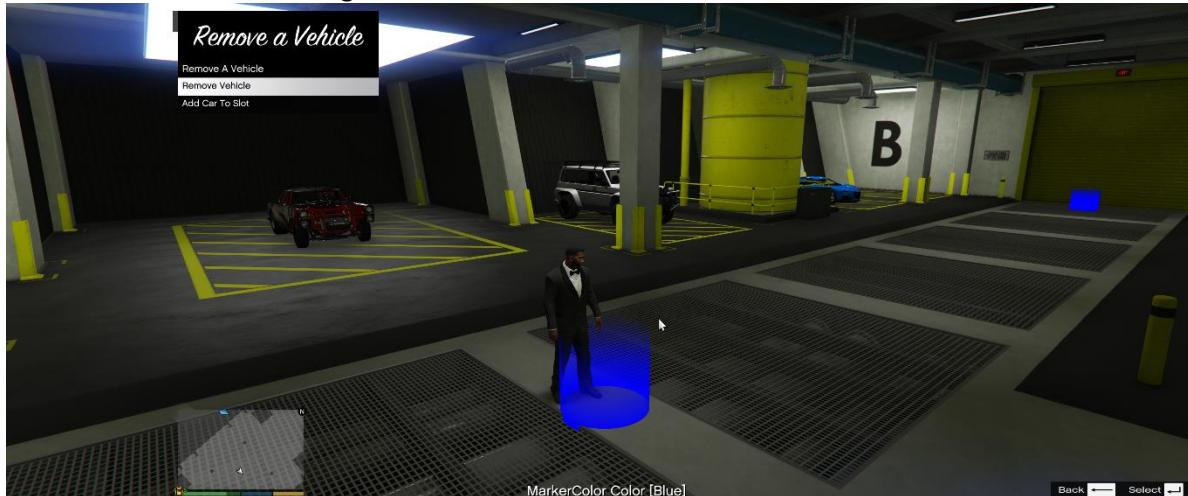


How to Purchase Online/SP vehicles in Arena War Business Mod & Remove Vehicles from Garage A

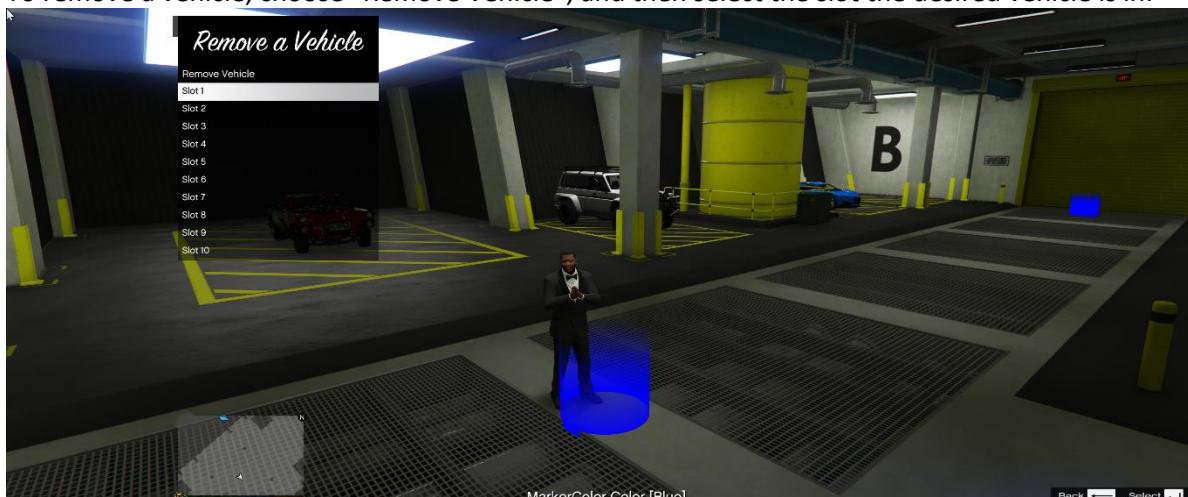
To Purchase a vehicle for Garage A in Arena War Business, the player will first need to enter Garage A, and come to the Marker in the centre of the room.



Press E when prompted to open the menu. With this menu, you will be given the option to add a vehicle or remove an existing vehicle.



To remove a vehicle, choose "Remove Vehicle", and then select the slot the desired vehicle is in.



To add a vehicle to Garage A, choose "Add Car To Slot" and scroll through the list of available vehicles. Once you're happy with a vehicle, scroll down and select the slot that the vehicle will be

saved into, then click on “Purchase Vehicle”.



How to Purchase & Use Gunlocker (Modify/Buy Weapons)

How to Purchase & Use Money Vault (Save Money Away)

Changing Business Blip & Marker Colour

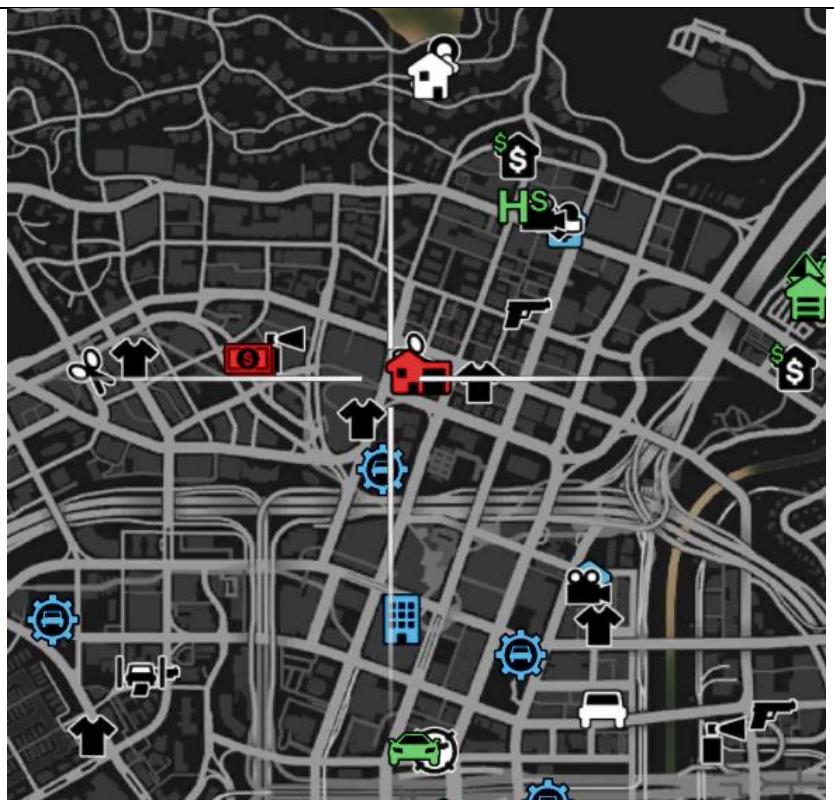
Biker Business



Poster Designed by Iluena

How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Biker Business. This takes the form of a Clubhouse on your map. Simply go to it and look for an entrance marker.



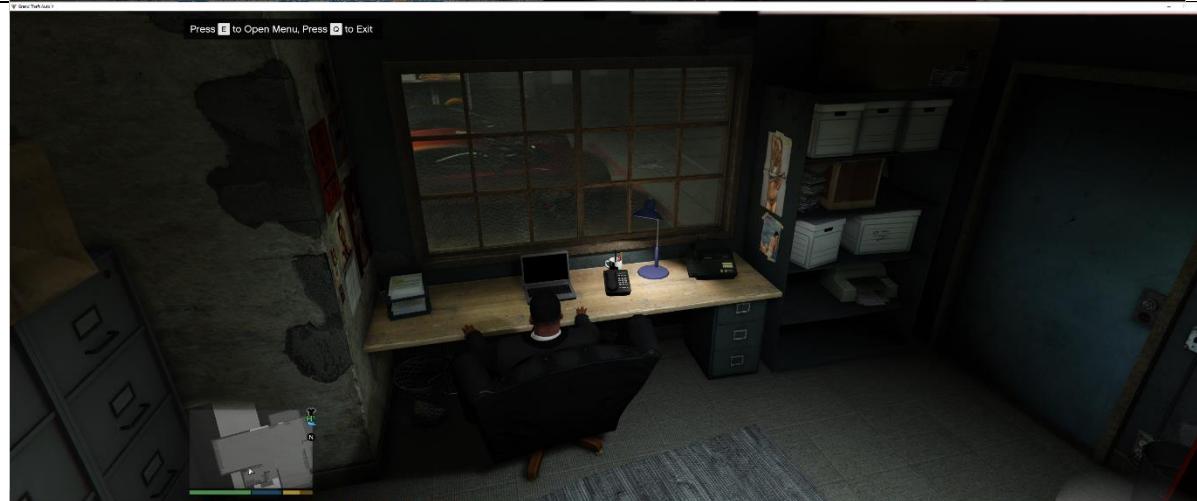
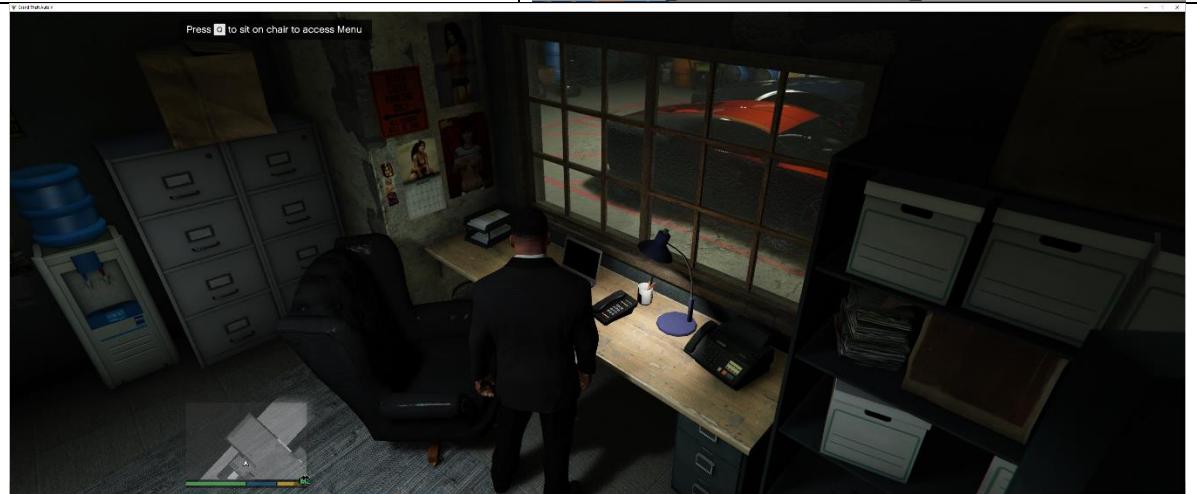
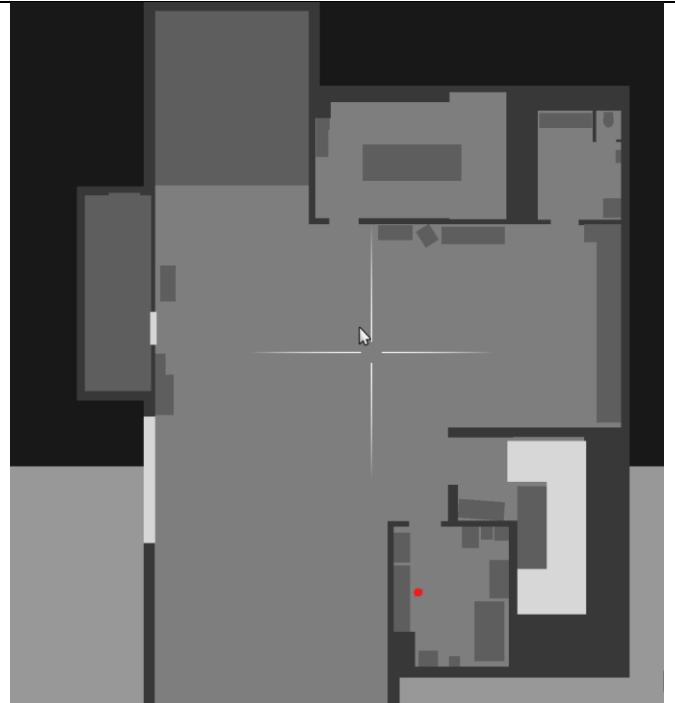


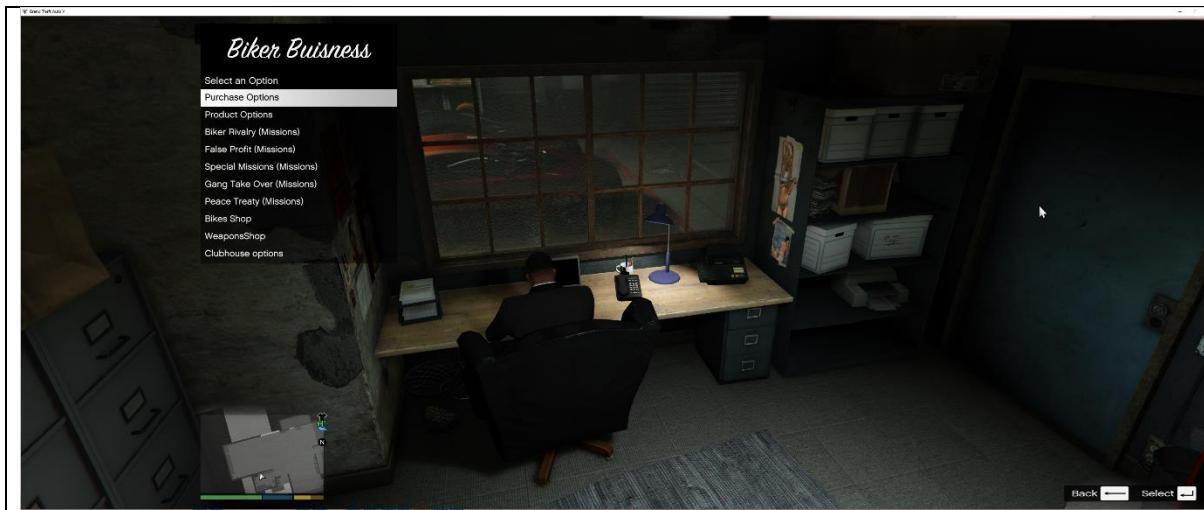
Once you are at your clubhouse you will have two markers, a large one and a small one. You will want to walk up to the smaller one. The larger one is used when you want to save a vehicle into the clubhouse. Walk up to the small marker and press E when prompted. You will load into an interior. After a few moments, the exit marker will appear, allowing you to exit.

Accessing the Business Menu

Once you're inside the Business Interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior. To find the chair, simply walk to where the red dot is marked on this image.

Once you are near the chair, you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.





How to save a vehicle into Clubhouse

To save a vehicle into the clubhouse, first approach the exterior of the clubhouse with a bike or car and drive up to the larger marker, and press E when prompted to open the saving menu.



Slots 1 to 10 are all for bikes, slots 11 and 12 are for cars. Choose a slot that applies to your vehicle, for bike choose slot 1 to 10 , for a car choose slot 11 or 12.



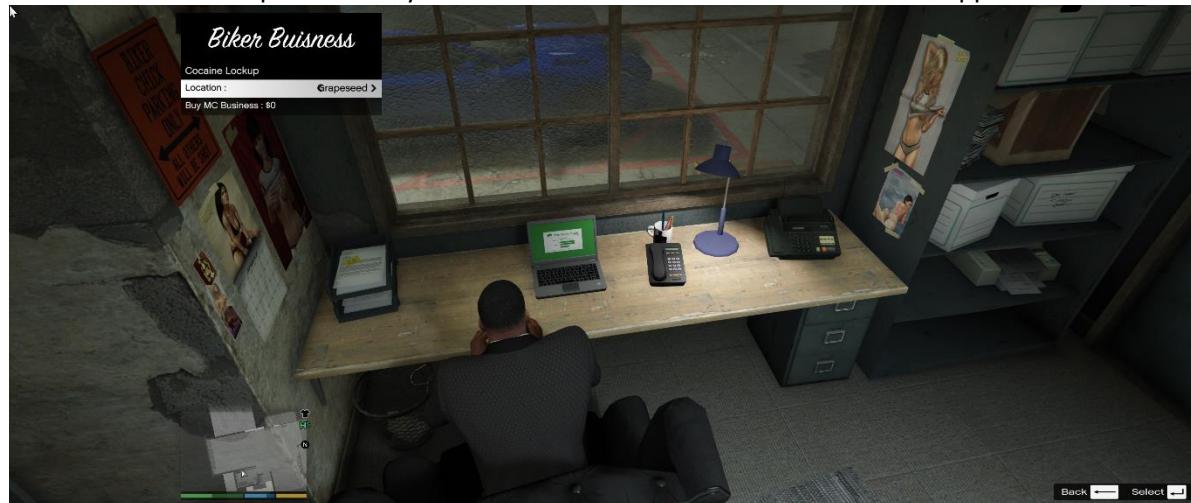
MC Businesses 101

Purchasing a MC Business

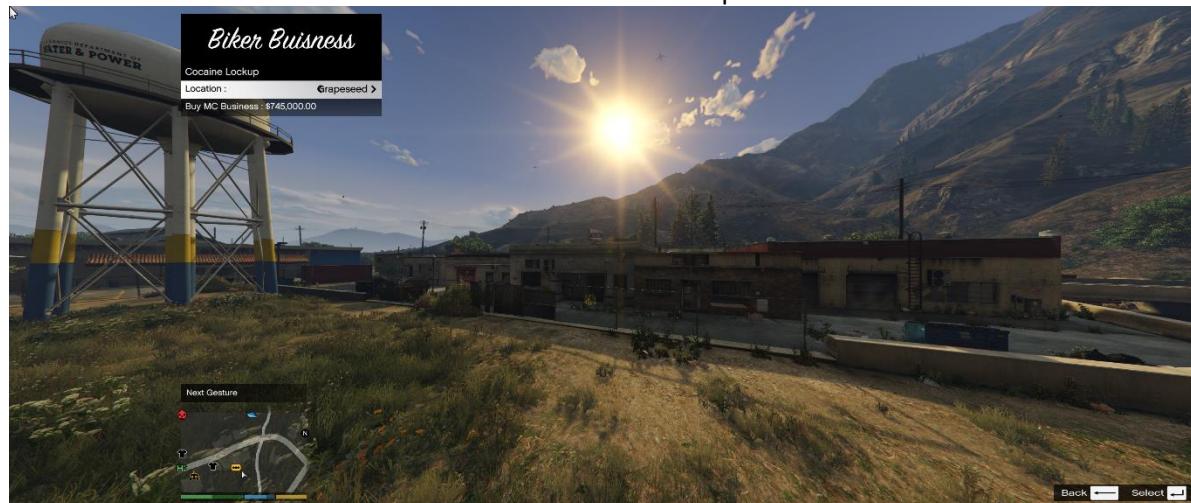
To purchase a MC Business the player will need to sit in the main chair of the clubhouse and navigate to “Purchase Options” > “Buy a MC Business”.



You will have 5 options, Meth Lab, Cocaine Lockup, Document Forgery, Weed Farm and Counterfeit Cash. To purchase any of them click on them and a new menu will appear.



you will be able to see the locations by using your arrow keys. When selecting locations, you will be able to see where the business will be located on the map.



When you are ready to purchase the current selected location, click on “Purchase MC Business”.

How to Purchase Online/SP vehicles in Biker Business Mod

To purchase vehicles for Biker Business, you will need to enter your Clubhouse. There will be a marker located to your left as you enter, which will allow you to remove or add a vehicle to slot.



Select a vehicle from either search method. When your happy with the vehicle to purchase, scroll down and choose the slot and click “Purchase Vehicle”.

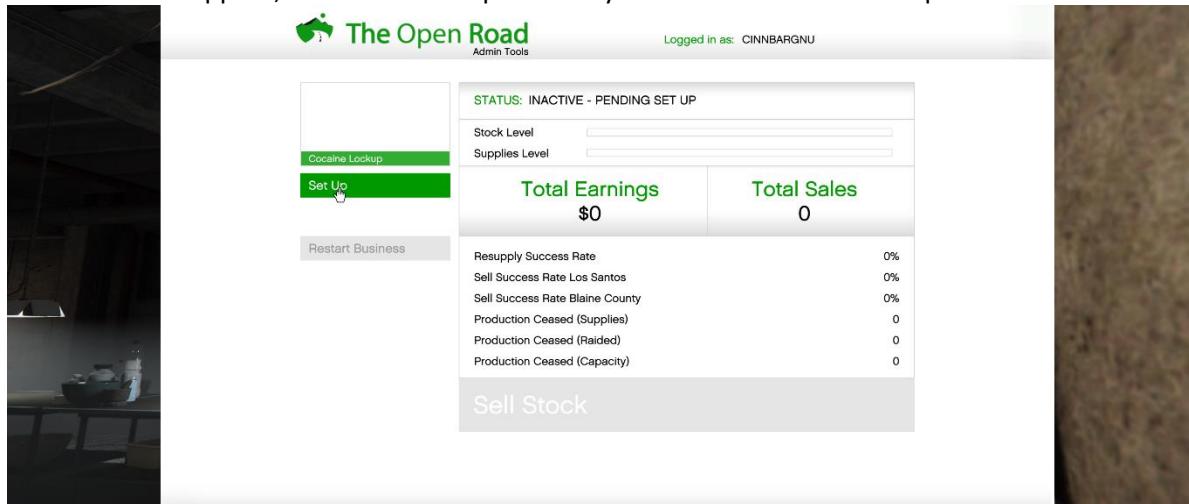


Setting up a MC business

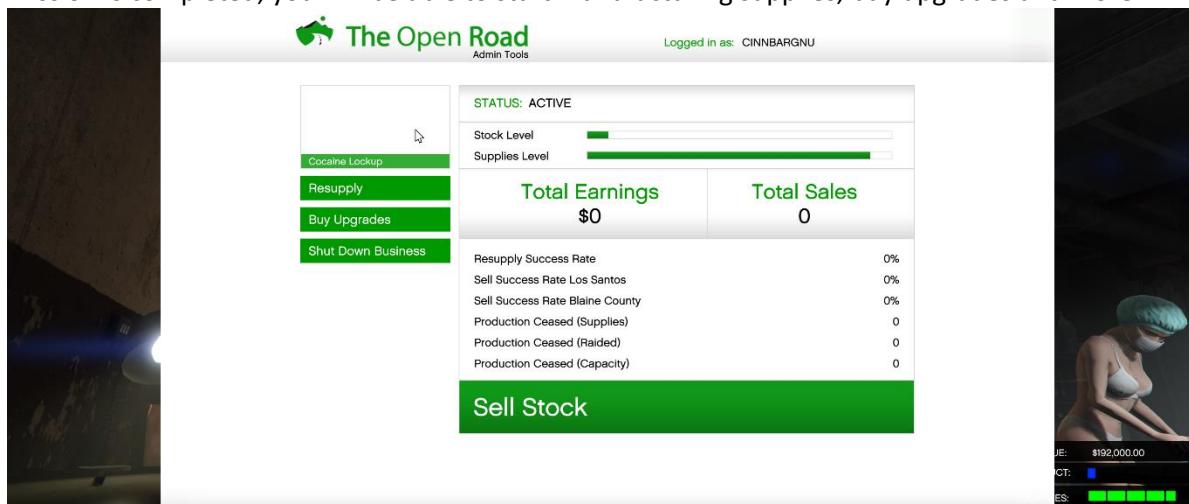
When you purchase a MC Business the first thing you need to do, to ensure it makes you money is to play its Setup mission. Simply go to your MC Business, enter it, and walk over to the main chair.



After you click E to open the menu, the "The Open Road" screen will appear. Click on log in and this screen will appear, to start the Setup Mission you want to click on "Set Up".



Simple play out this mission, retrieving the vehicle and returning it to the business. Once the mission is completed, you will be able to start manufacturing supplies, buy upgrades and more.



How to Make Money from an MC Business

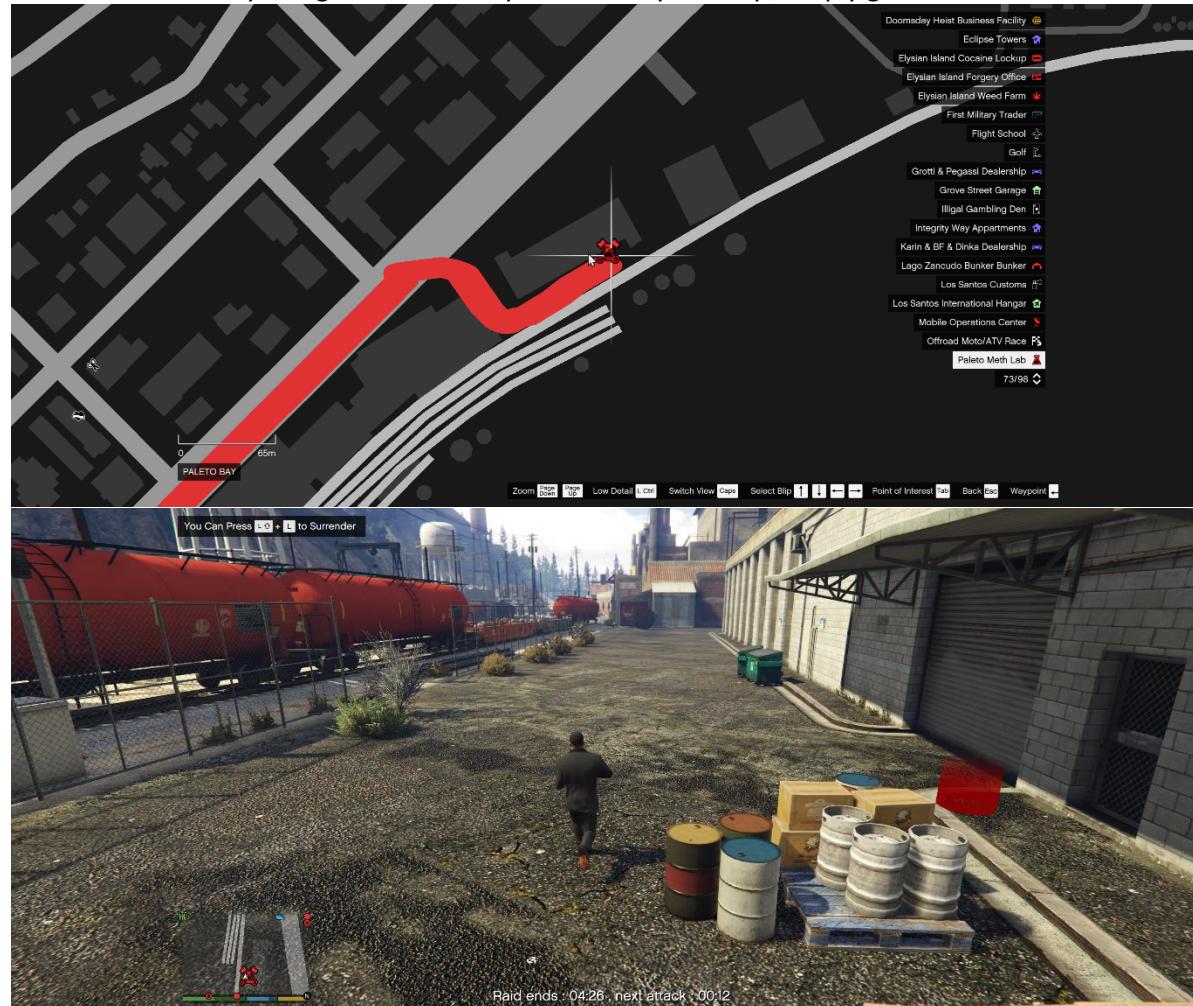
When you've completed the setup mission, you will be given 100 supplies to start manufacturing product. Over time your supplies will drain and you will get product. If you run out of supplies, production will stop, and you will need to purchase more supplies. You can choose to sell at any point. Selling more product will require you to use multiple vehicles to deliver the product.



Dealing with MC Business Raids

A raid is a type of mission in the Biker Business that the player can do, or they can completely ignore them. They will pop up every so often if you own a MC business. To complete a raid, survive for the given time and eliminate all enemies. If the player does not respond to a call of help due to a raid or they die, they will lose all product and supplies.

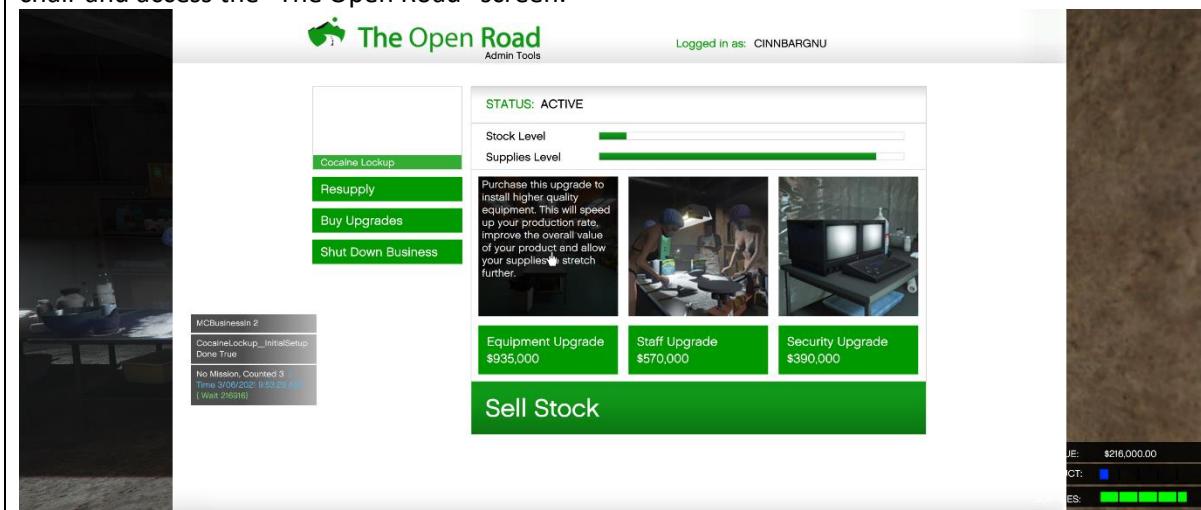
A raid is indicated by a flag with a motorcycle on it on your map, simply go to it to start the raid.



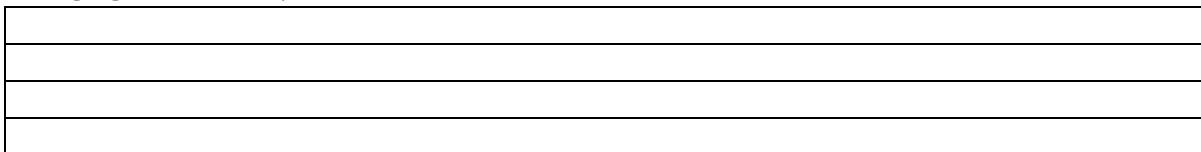


Purchasing Upgrades & Benefits of Upgrades

Upgrades are essential to running a MC business and will decrease the likelihood of a raid happening. To purchase an upgrade you will need to enter the MC business, sit down on the main chair and access the “The Open Road” screen.



Changing Business Blip & Marker Colour



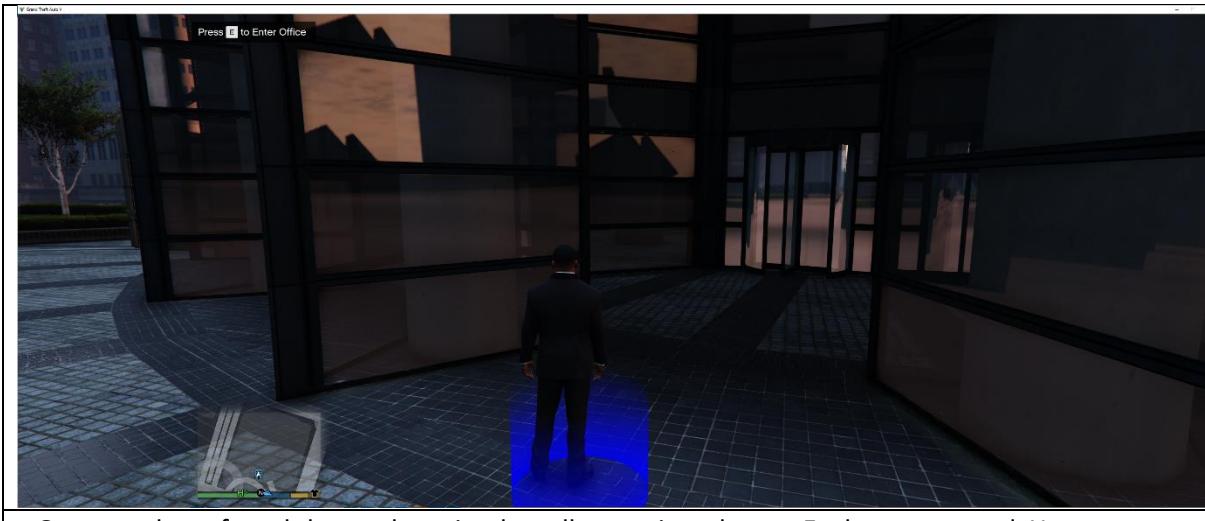
Executive Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip. For Executive Business this takes the form of a Tower on your map. Simply go to it and look for an entrance marker.





Once you have found the marker, simply walk up to it and press E when prompted. Your screen will fade-in, and you will be inside the Business interior. After a moment the exit marker should appear and you can exit from there.

Accessing the Business Menu

Once you're inside the Business interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior. To find the chair simply walk to where the red dot is marked on this image.

Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.



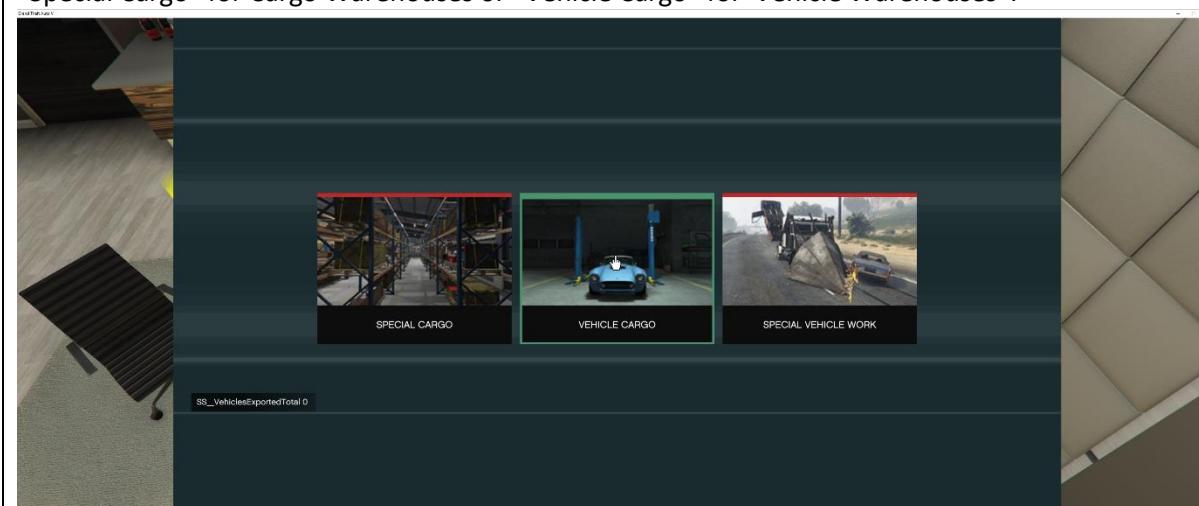


Accessing The Securoserv Operations Screen – New in 2.0

To start running a cargo warehouse or vehicle warehouse you will first need to access the securoserv screen via your main chair. Sit down on the chair and access the menu. Select the first option “Open Securoserv Panel”.



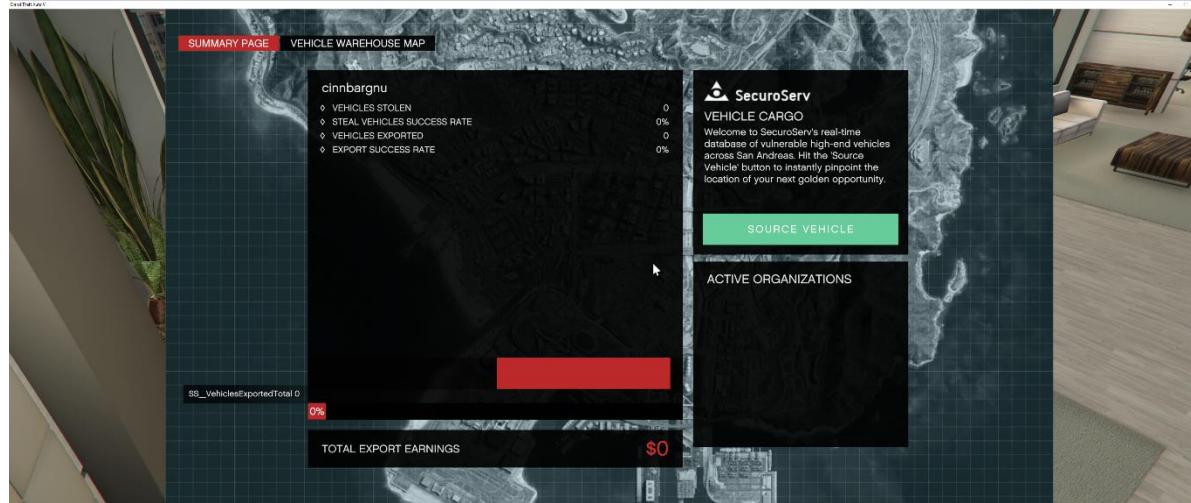
After a moment, the Securcoserv GUI will pop up. The controls are left-click to select, right-click to go back and mouse wheel up and down to scroll up (when available). You can either select “Special Cargo” for Cargo Warehouses or “Vehicle Cargo” for Vehicle Warehouses”.



Vehicle Warehouse 101

How to setup a Vehicle Warehouse

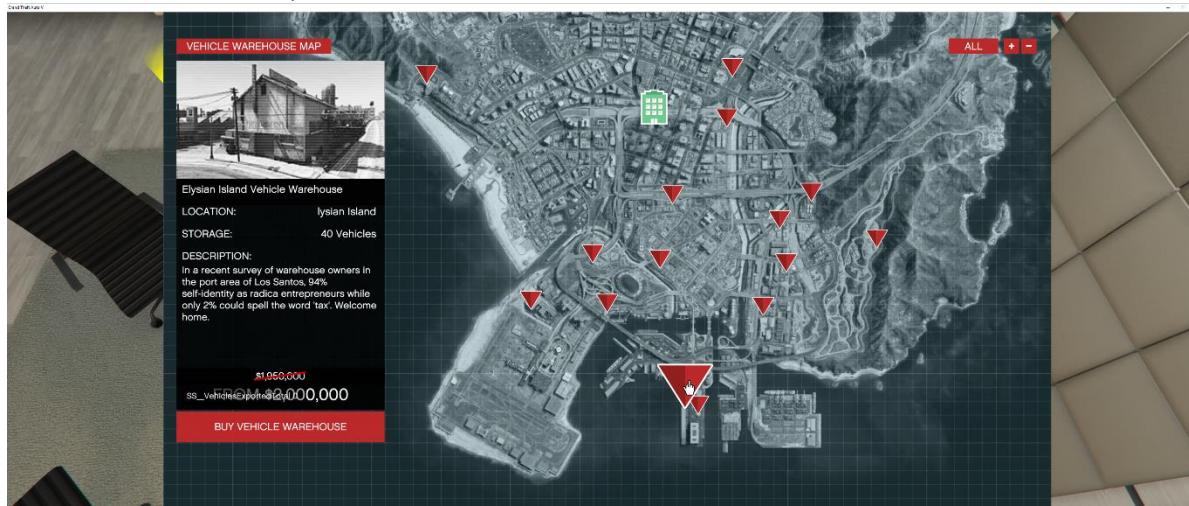
To set up a vehicle warehouse you will first need to sit down on the main chair, access the menu and open the “Securoserv Panel” (see previous step). Once this is done you want to click on “Vehicle Cargo”. You should get a screen like this. The first thing you want to do is click on “Vehicle Warehouse Map” up at the top.



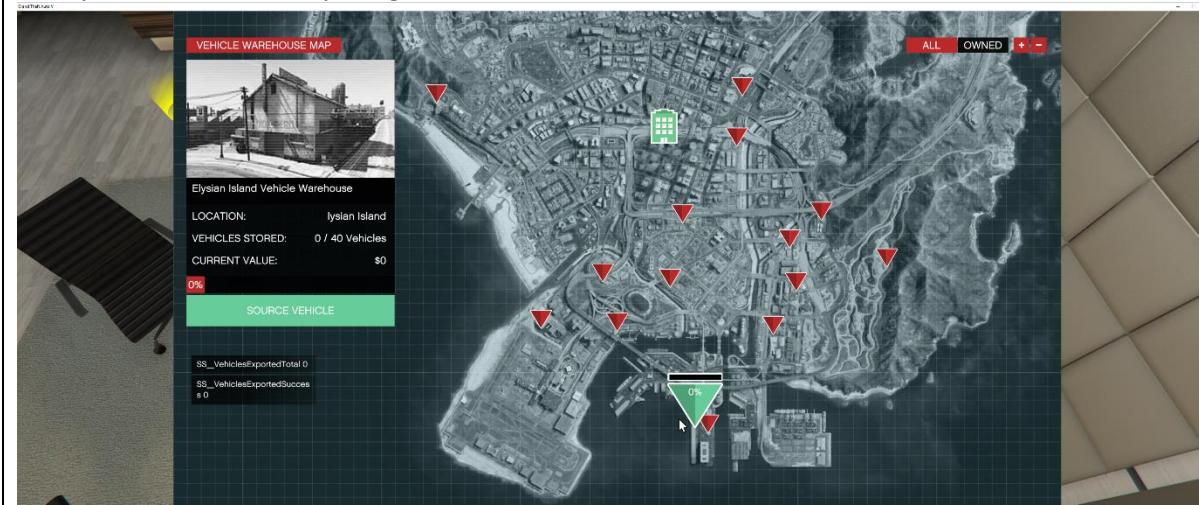
Its now time to purchase a vehicle warehouse. After opening the Warehouse Map, you will be able to select a vehicle warehouse. You can choose any that are marked in red, ones that are marked in green are owned. You can only own 1 vehicle warehouse at a time, althouth all vehicle warehouses store 40 vehicles.



Click on one of the red triangles to select it. If you are happy with the location you can select "Buy Vehicle Warehouse" to purchase it.

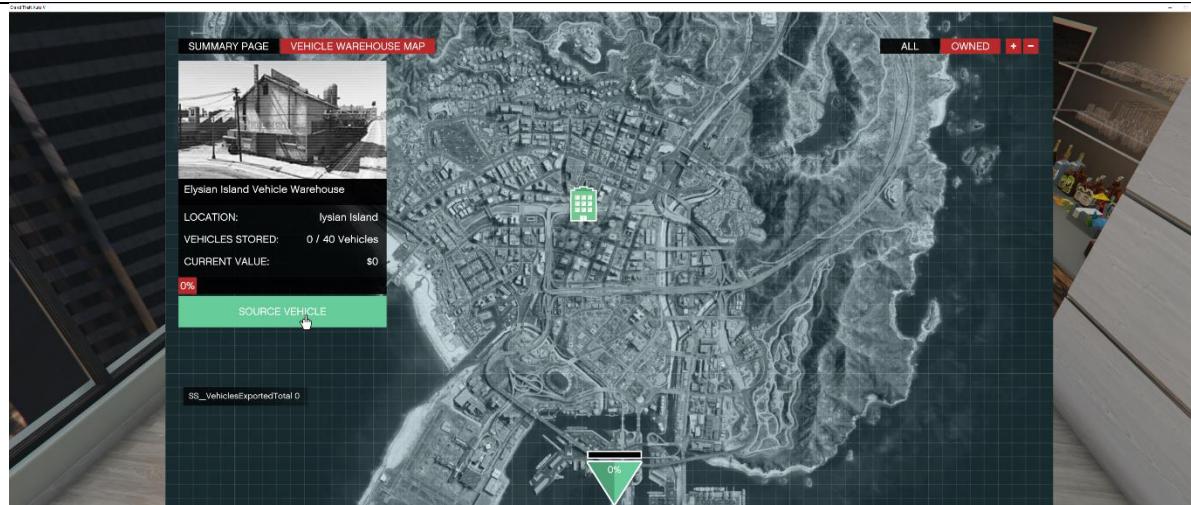
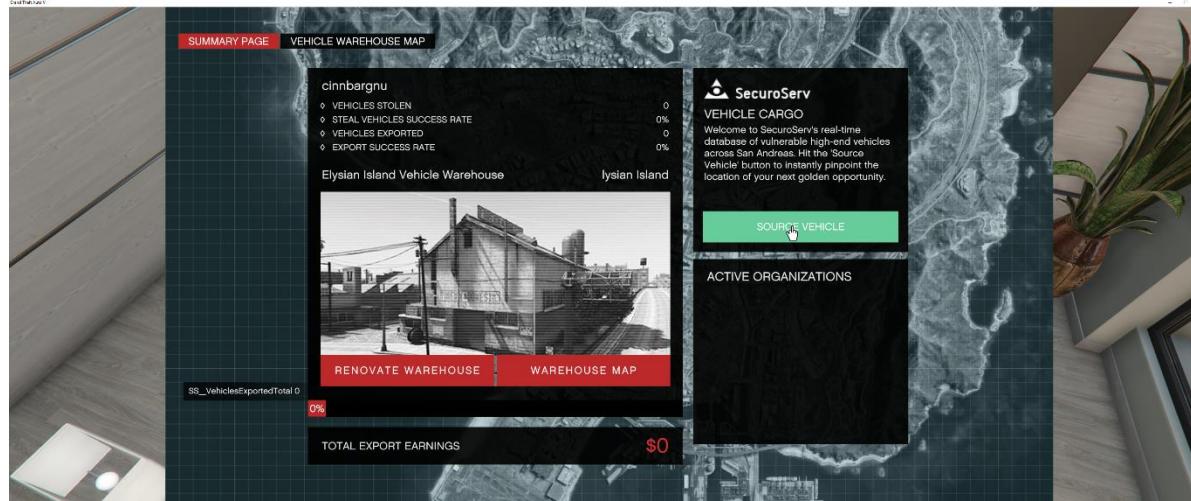


Now you have successfully bought a vehicle warehouse.

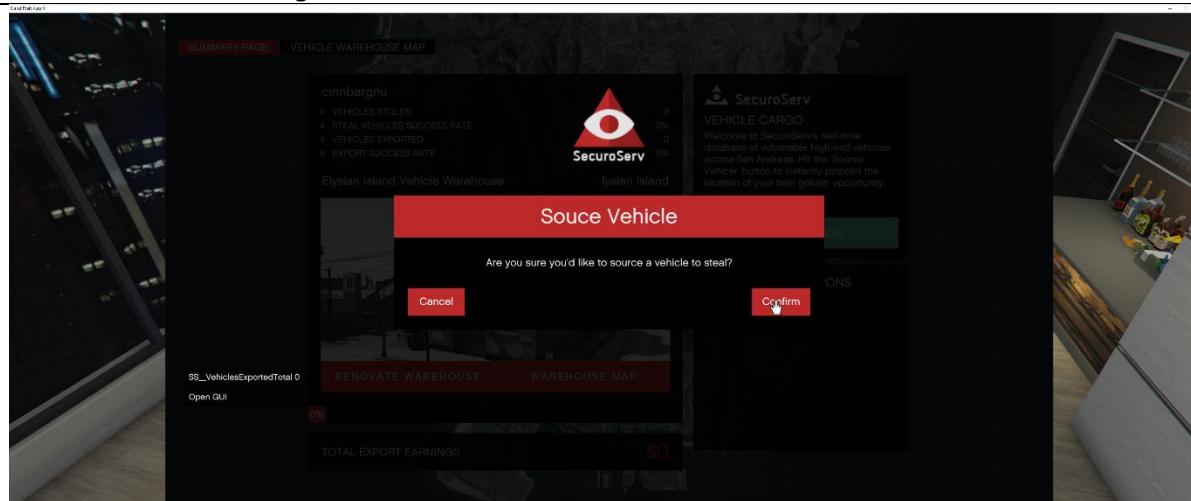


How to source a Vehicle

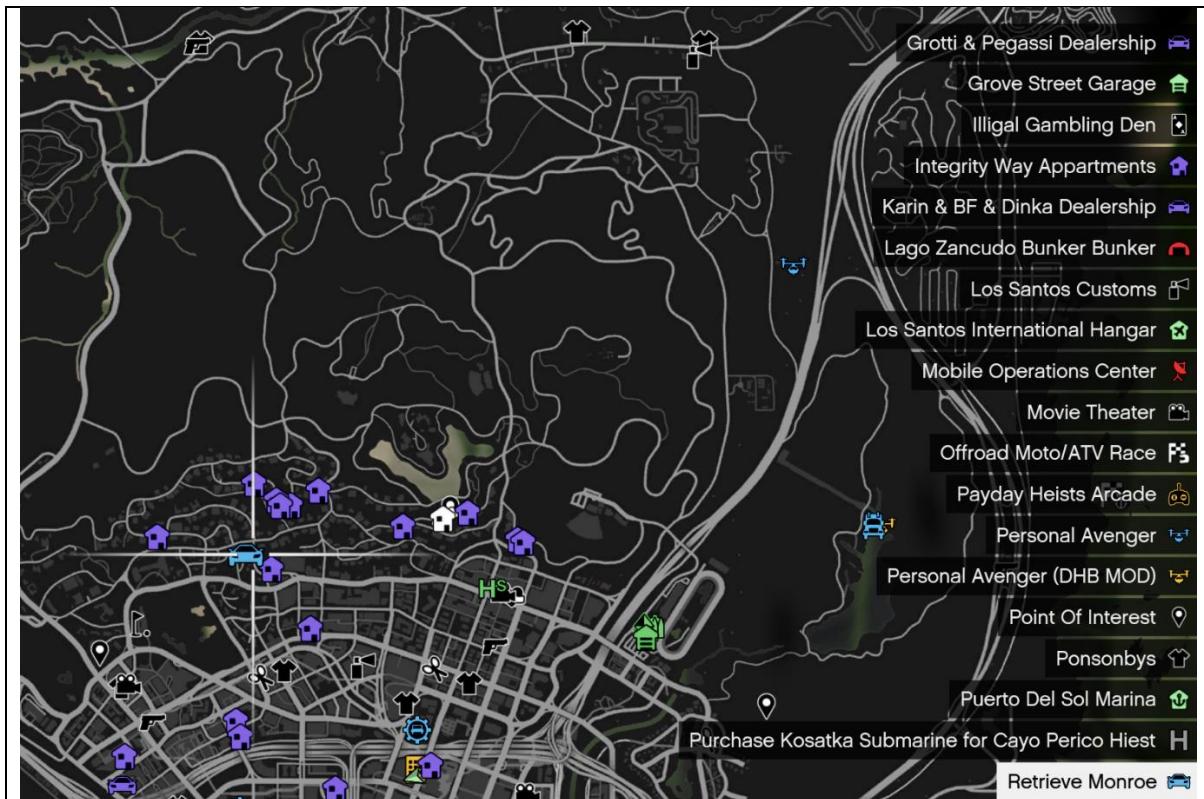
You can source a vehicle 1 of 3 ways. You can select “Source Vehicle” from the overview page of your vehicle warehouse, select “Source Vehicle” from the overview tab on the Vehicle Warehouse Map page, or steal any vehicle off the streets of Los Santos and bring it to the Vehicle Warehouse.



If you decide to source a vehicle from “Securoserv Panel” a new pop up will appear, asking if you want to confirm sourcing a vehicle or cancel.

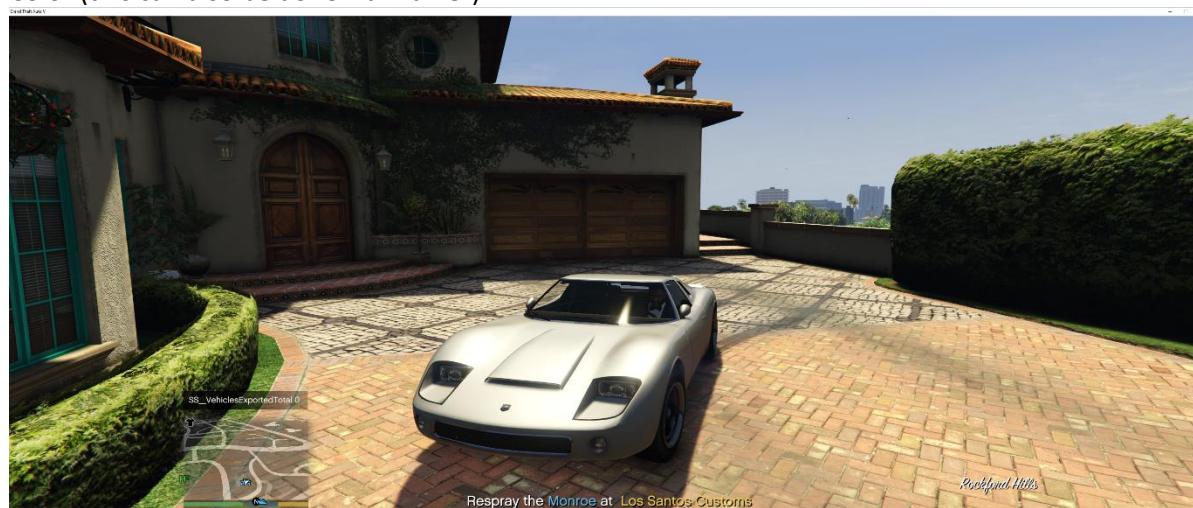


Once you click confirm, you will be told what vehicle and where to steal it. Open the map and look for a blue car blip. There will also be a subtitle showing what vehicle to steal. If you don't like the vehicle chosen you can go back into “Securoserv Panel” and select “Source Vehicle” again.



Steal the Monroe

Once you find the Vehicle (in this case the Monroe), you will need to steal it then take it to a Los Santos Customs to get it resprayed. You will need to change the Vehicles Primary and Secondary Color (this can also be done via Trainer).



Once at a LS Customs you will need to change the color (if you can't change the Secondary Color you will need to do it via trainer).



After changing the color, all you need to do is drive the vehicle back to the Vehicle Warehouse. Once you reach the vehicle warehouse, drive up to the yellow marker and you will complete the sourcing mission. The vehicle will then be automatically saved into a free slot inside the vehicle warehouse. You will also be told how much this vehicle will sell for when you sell it.



How to change design of Vehicle Warehouse

To change the appearance of your Vehicle Warehouse, enter your Vehicle warehouse. To your left when you enter is a marker which allows you to add/remove vehicles and also change the interior design.



When prompted, you want to open the menu and select “Interior Options” > “ Interior Presets”. There will be 3 options, you can choose between these 3 at any time at no cost.



What is a Collection of Vehicles

A collection of vehicles is what happens when certain vehicles are stored together in a vehicle warehouse, they can be vehicles that represent a real world vehicle or famous vehicles from film/tv. Selling a collection will grant you much higher pay than normal. To see vehicle collections, enter the vehicle warehouse and go to the add/remove vehicle marker and navigate to “Remove a Vehicle” > “Sell A Collection”.



When a vehicle in your warehouse is part of a collection it will show up in the collection, for example the red Monroe in the picture is part of collection #2.



How to Get/Sell a Collection of Vehicles

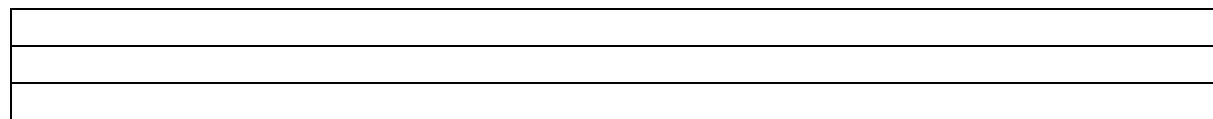
A collection of vehicles can happen randomly or the player can collect vehicles in a collection themselves. The best way to get a collection of vehicles is to source vehicles. When you get a vehicle in a collection you can check each collection to see if any have new data available to them.



When you've have a full collection, you can scroll down and press "Sell Collection".



How to Sell Vehicles in a Vehicle Warehouse



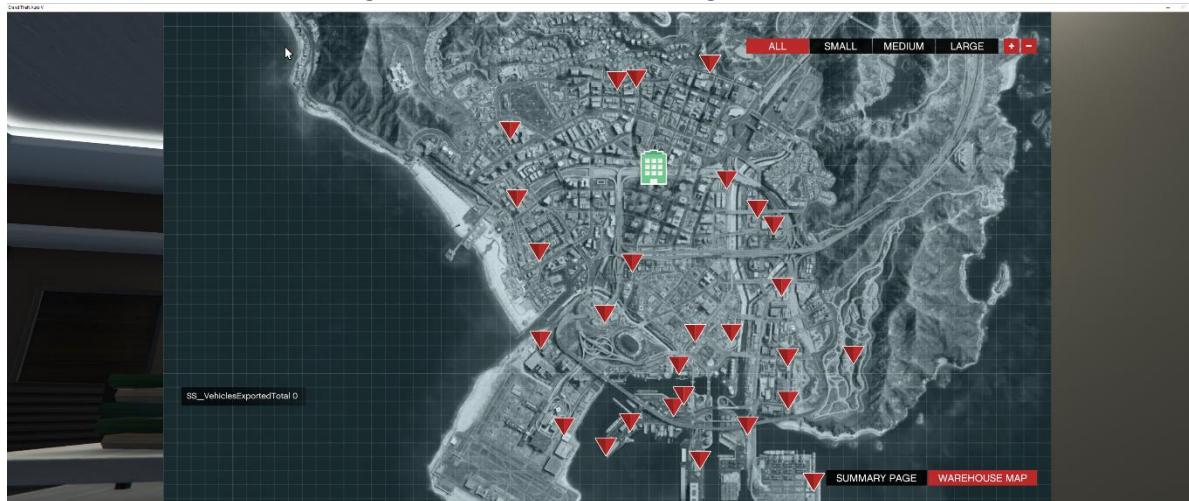
Cargo Warehouse 101

Setting up a Cargo Warehouse

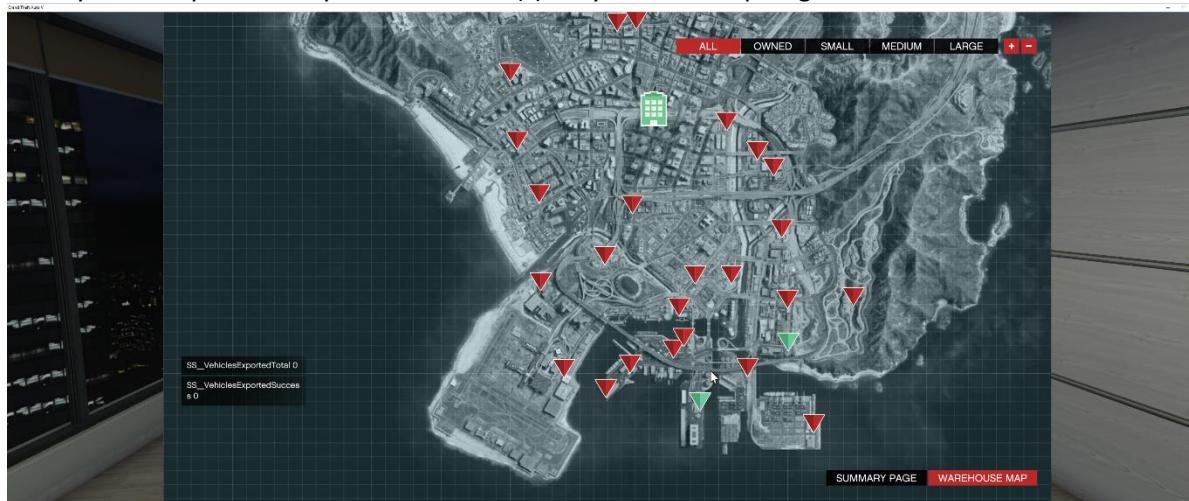
To set up a cargo warehouse, the player will first need to sit down on the main chair and access the “Securoserv Panel”. Next select “Special Cargo” and an overview screen will appear.



To start sourcing and selling cargo, you will first need to purchase one or more warehouses. To do this, click on the “Warehouse Map” button. A new screen will appear showing all available warehouses marked in red or green, red for unowned and green for owned.

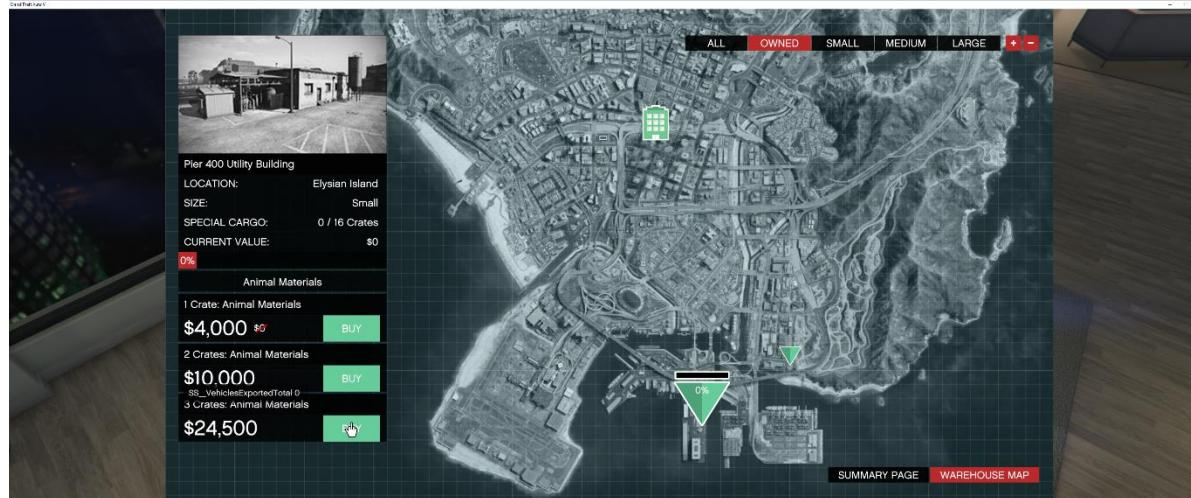


Once you have purchased your warehouse(s) they will show up as green.



How to run a cargo warehouse

The first thing you will need to do to make money from a cargo warehouse is to source crates. Open up the “Securoserv Panel” and navigate to “Special Cargo”. You will want to open the warehouse map and select one of your owned warehouses.

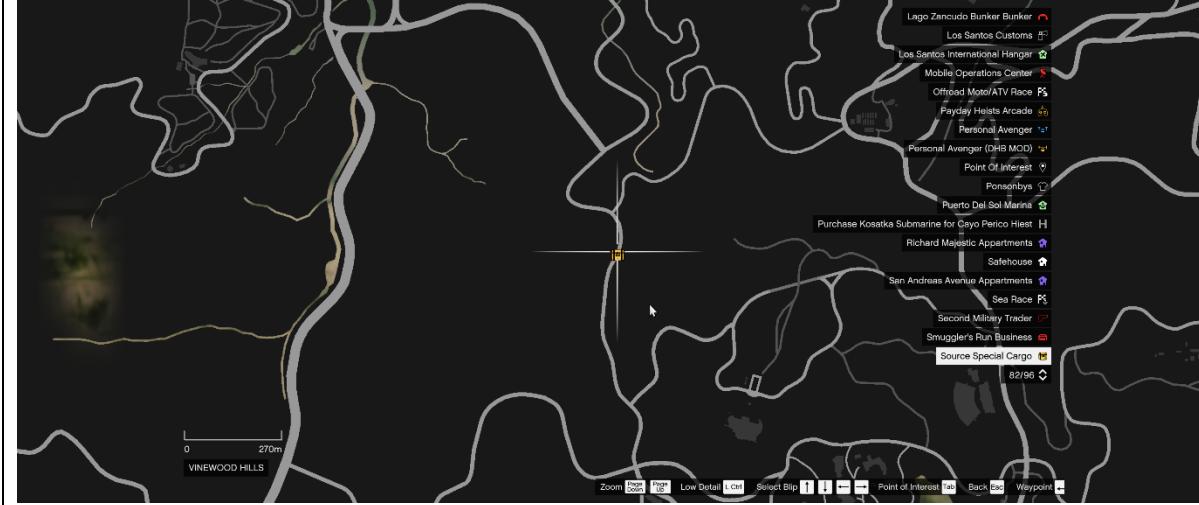


Once you do this you will be given the option to source 1, 2 or 3 crates at a time. Simply play these missions over and over to fill up your warehouse, each crate sells for around \$26,000.

You will want to keep an eye out for a text telling you that there is a special cargo vehicle roaming around. Stealing and returning these vehicles to a warehouse can get you even more profit, each special cargo you deliver can sell for over \$100,000.



You will be looking for a yellow case icon on your map. Steal the vehicle and return it to any Cargo Warehouse to store the Special Crate.





How do I know when to sell cargo?

In the Cargo Warehouses you can sell 100%, 50%, or 20% of your current stock at any time. It is highly recommended to sell cargo all at once, selling 50% and 20% will sell the first 50% or 20% of crates in your warehouse.

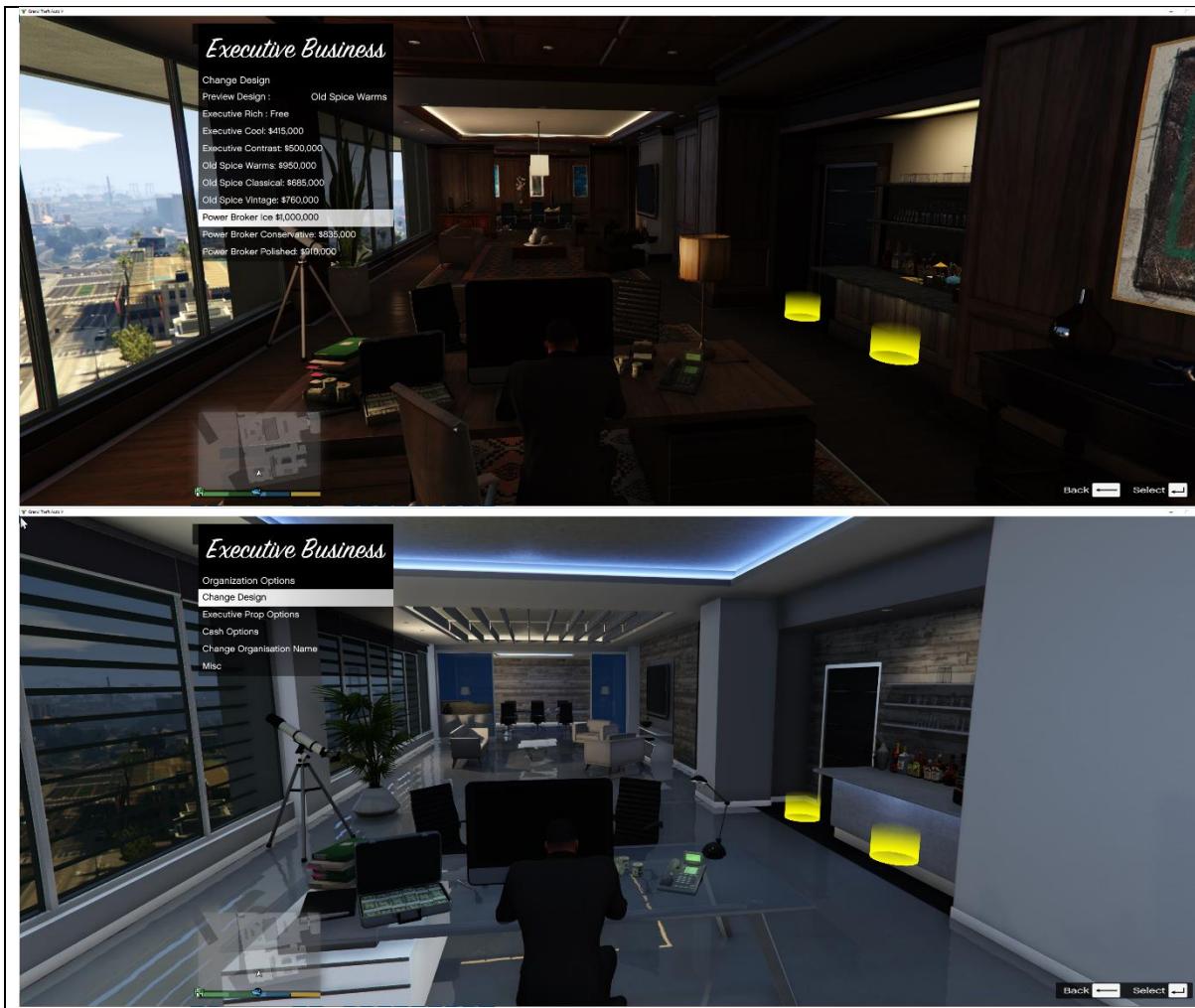
How to change design of office interior

If you didn't know, the Office interior look can be changed. To do this, you simply need to sit down on your CEO Chair, navigate to "Organisation options" then to "Change Design". Once you open this menu, you will have a few options on what design you want to pick.

If you want to preview a design, you can scroll through the first tab labelled "Preview Design".



If you are happy with a design you can choose to purchase it by clicking on its name that has the price next to it.



Adding Cash and other props to office interior

Adding cash and other props to your office is simple. All you need to do, is sit down in the main chair, open the business menu, navigate to “Organisation options” > and choose “Cash Options” (for cash) and “Executive Prop Options” (for other props).



For Cash, use your arrow keys to choose how many cash props to load, once you're done simply hit Set Cash.



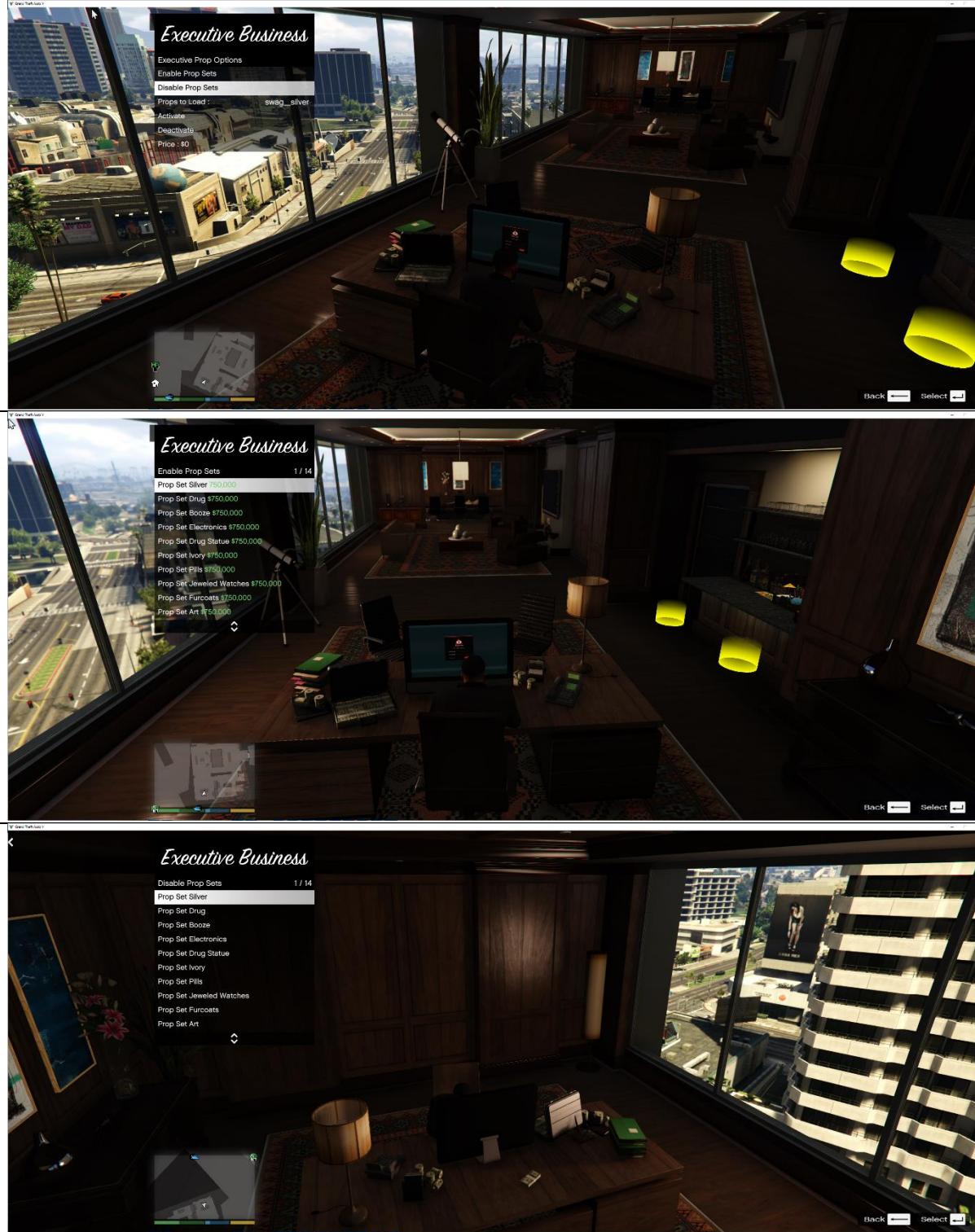
For Executive Props, choose the Prop you want to load and hit Activate to purchase it, or deactivate to remove it.



How to Add/Remove Executive Props Sets to Office interior

Props Sets in the Executive Business mod are a group of props that can be added to your CEO Office. You can add them individually (see last step), but they can be added together for convince. Each prop set has 3 props, costing the player \$750k total to activate. To enable prop sets go to your Main chair and access the menu. Navigate to "Organisation options" then to "Executive Prop

Options". You can then navigate to "Enable Prop Sets" or "Disable Prop Sets".

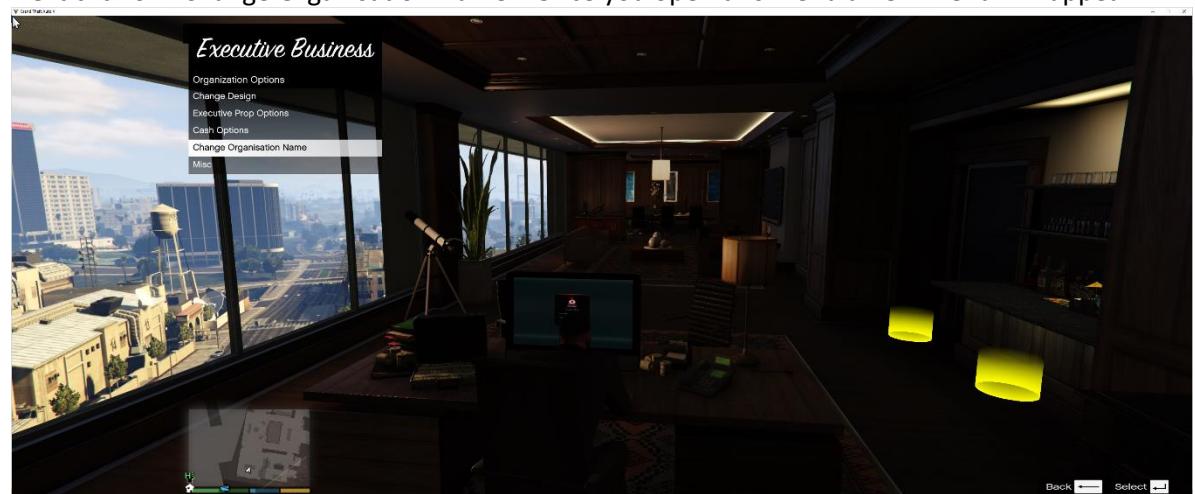


How to Change Name of Business/Company

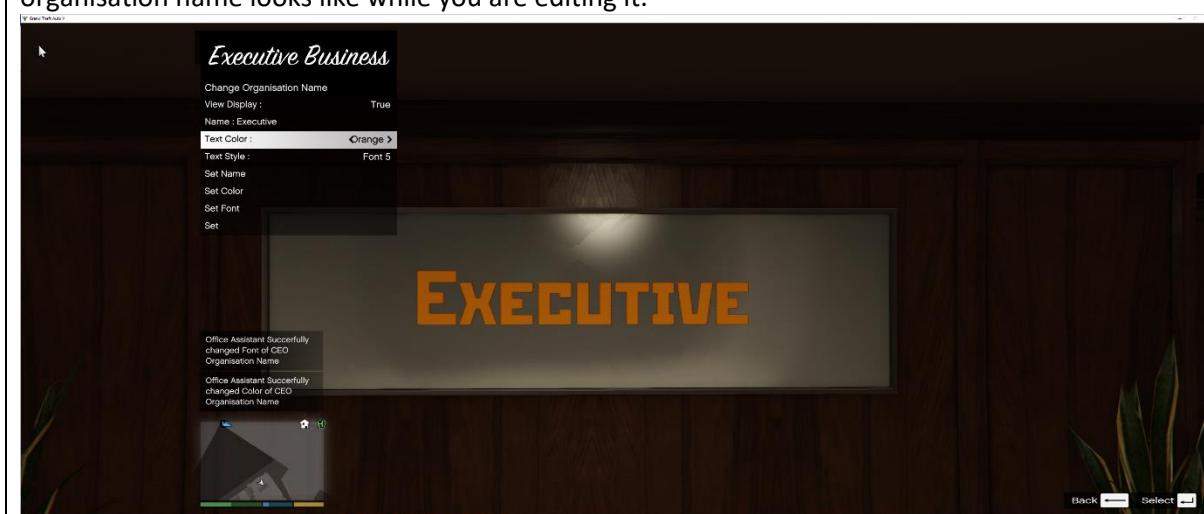
When you walk into your CEO Office as part of Executive Business, you will have a Company name, if you would like to change it from the last input that was entered you can!



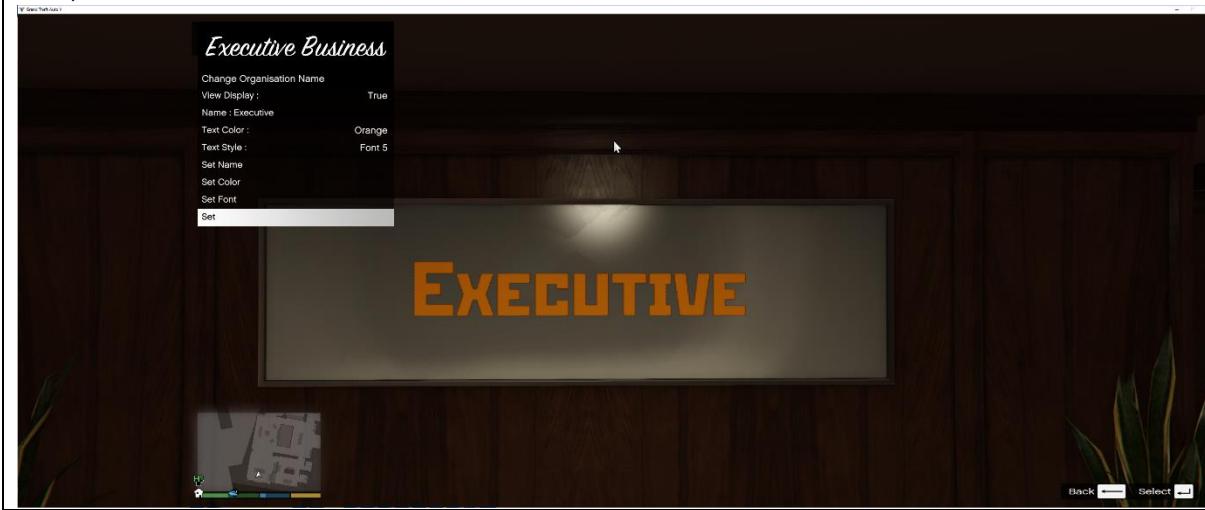
Simply go to your Main Chair, open the business menu, and navigate to “Organisation options”. Next click on “Change Organisation Name”. Once you open this menu a new menu will appear.



It is Highly recommended that you set View Display to True, so you can see what your organisation name looks like while you are editing it.



Once you are ready to save you can hit the Set Button. There are also buttons to just redo the Font, colour and name.



Changing Assistant Ped Model & CEO Chair & Assistant Chair

To change the Assistant Ped model, the player will first need to sit down on the main chair in the Executive Office. You want to navigate to “Organisation Options” > “misc”.



From this menu you will be able to change the Assistant Ped model, the CEO Chair, and the Assistant Chair.

Executive Garage Options

Purchasing Executive Garages & Mod Shop

To Purchase Garages and a mod shop is simple. Just sit on your main chair and open the menu. Navigate to Purchase Options > Executive Garage options, and you will have a menu that looks like this. Simply hit enter on one of the buttons to buy the garage/mod shop.

Executive Business

Executive Garage Options

Buy Garage Level 1 : \$1,150,000

Buy Garage Level 2 : \$855,000

Buy Garage Level 3 : \$745,000

Buy Mod Shop : \$900,000

Mod Shop will allow you to customize your Vehicles with a trainer/HKH Business Helper

How to Save a vehicle

To save a vehicle into your Executive Garage you first need to buy one (see previous step). Once you have bought one, grab yourself your chosen vehicle, and have a look around near the Executive Business blip. Your entrance to save your vehicle will not be too far away. You will be looking for an underground section to the building with a large marker inside it.



Once you have found this marker drive into it, and you will be prompted to Open a menu by pressing E to save your current vehicle into a Garage. If you don't own Garage B or Garage C, you will be prompted that you can't save the vehicle into that garage.

You'll be able to choose Garage and the Slot that the vehicle goes into. There is also a display for what vehicle is in the currently selected slot.

Once you are ready, hit "Save Current Car". Once this happens, your screen will fade-out, and you will be in the garage with your saved car.

Executive Business

Enter Garage

Garage : GarageA

Slot : <Slot1 >

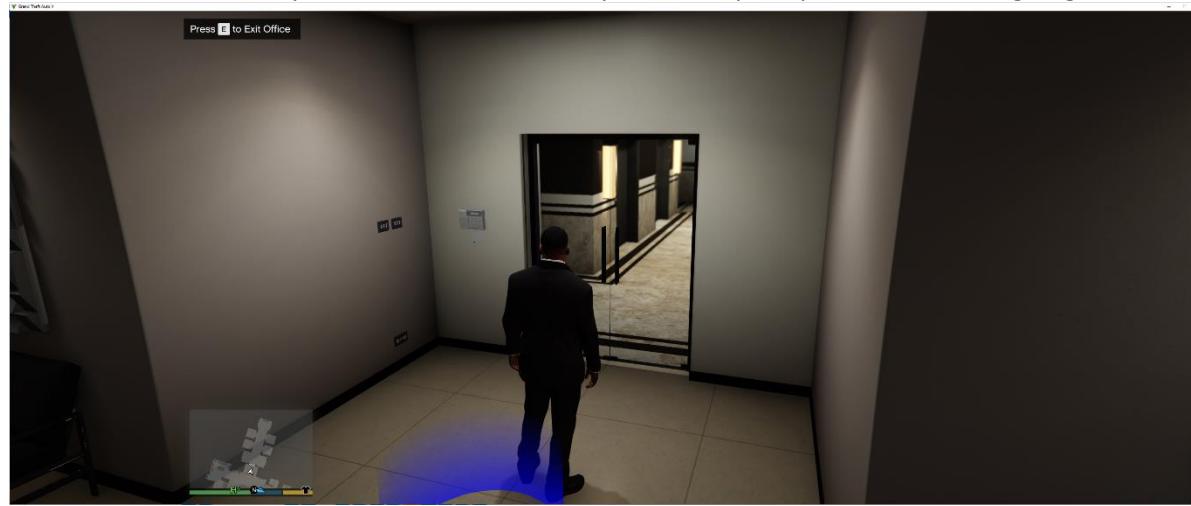
No car in slot

Save Current Car



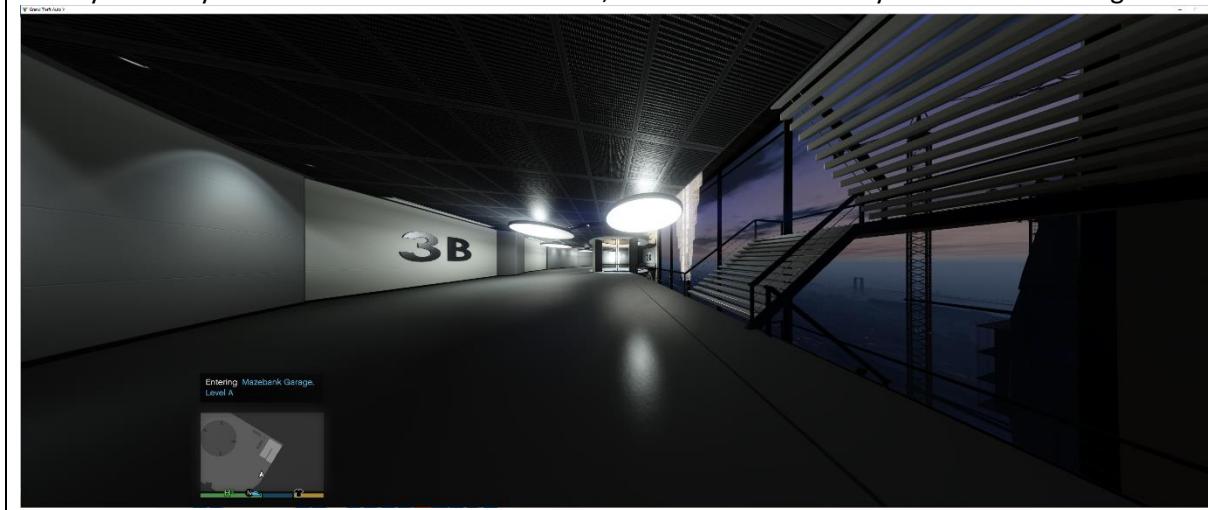
How to Access Executive Garages from Office Interior

In the Executive Business interior, if you have bought a Garage you can go through the glass doors to the elevators. When you are near the elevator you will be prompted to enter the garage.





Once you hit E you will see a scene similar to this, where it will show all your vehicles loading in.

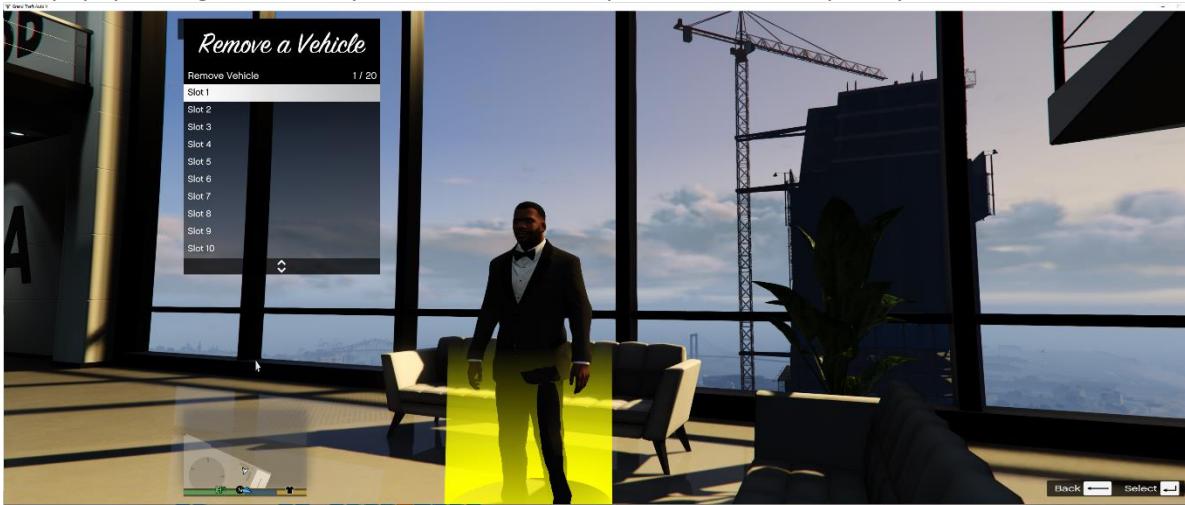


How to add/remove a Vehicle from an Executive Garage

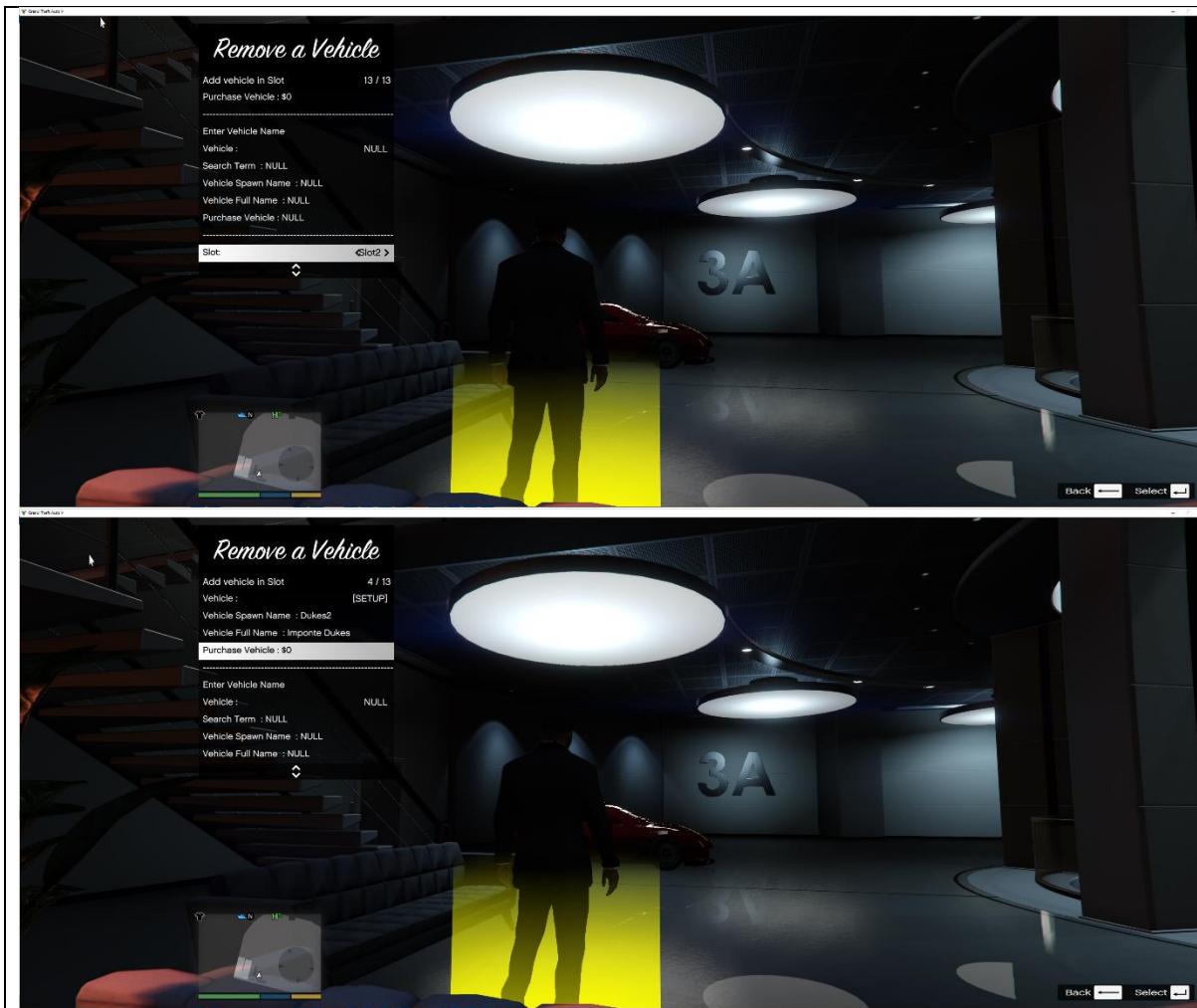
Once inside there will be two markers on the first floor of the garage. One is near some couches and other at the end of the glass. The marker to add/remove a vehicle to the garage is the one at the couches, walk up to it and you will be prompted to open a menu.



For removing a vehicle, you want to select “remove vehicle” instead of “add vehicle”. A new menu will popup asking what SLOT you want to remove, you can choose any slot you want to remove.



For adding a vehicle, do the same but this time enter the menu “Add Vehicle to Slot”. You can cycle through all the vehicles available or search for a specific vehicle. Once you are done and want to buy the selected vehicle, scroll all the way down to the bottom. Select what slot it will be saved into then it “Purchase Vehicle”.

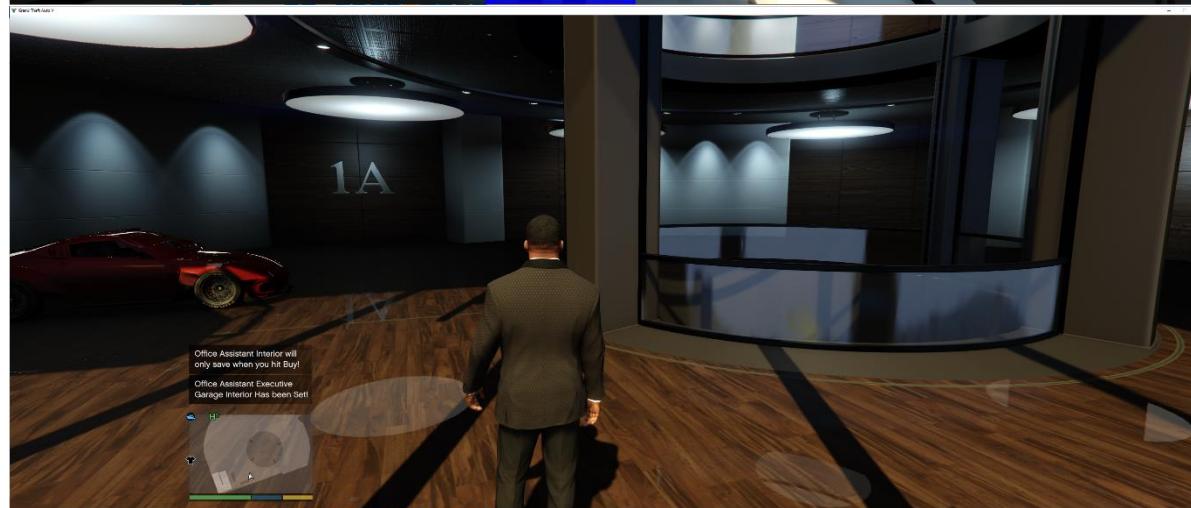
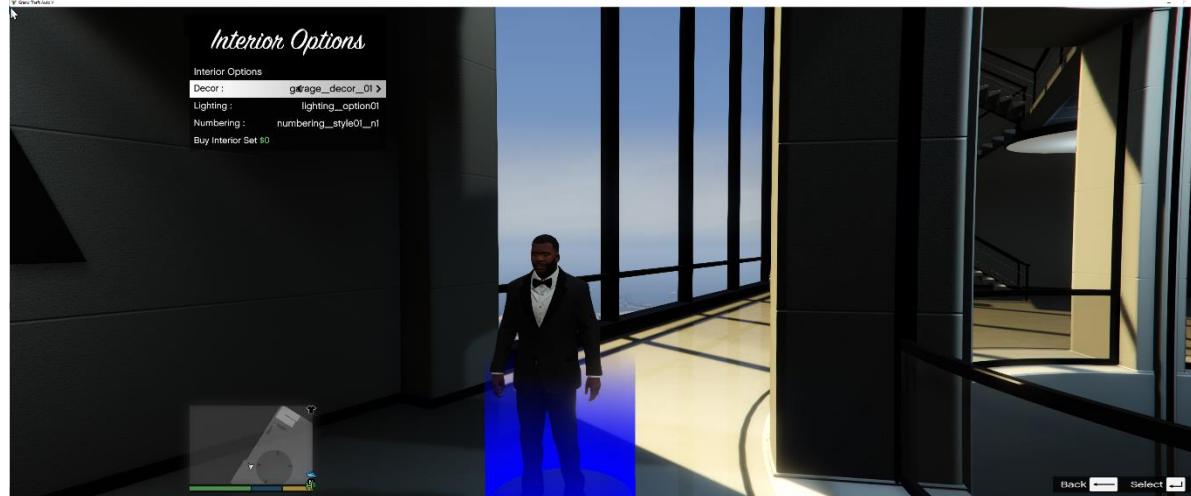


How to change design of Executive Garage

Once again enter an Executive Garage. The marker you are looking for is the once that is beside the window. Once you are near it you will be prompted to open the menu, by pressing E.



Open the menu and you will have a menu like this. Scroll through the options to see what they look like. When you are happy with the changes make sure to hit “Buy Interior Set” so that your changes take effect.



How to access mod shop via Vehicle

To access the Mod Shop to modify Vehicle all you have to do is be in Garage A, Garage B or Garage C. Simply enter a vehicle that is saved into one of these garages and you will be prompted to exit with the vehicle by pressing E or entering mod shop (if mod shop has been bought) by pressing Q. Once you have pressed Q you will be in your mod shop. You can press the G key to open a menu to modify your vehicle.

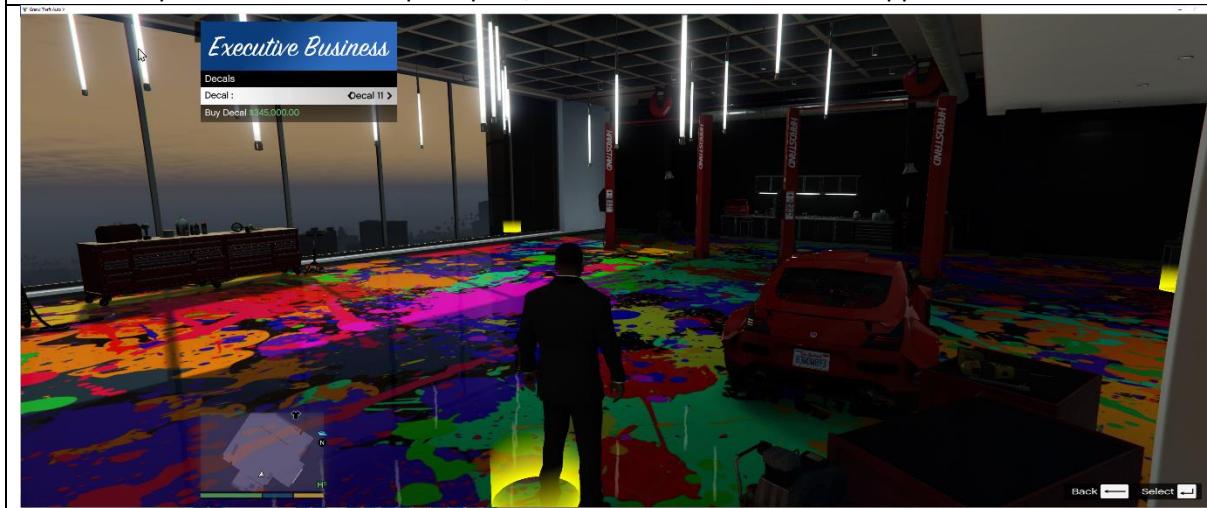
To save changes to your car make sure Press Q inside the vehicle, before hitting E to send it back to the Garage.



How to change design of mod shop

Once you are inside the mod shop you will need to locate the specific marker to customize the floor pattern. It should be relatively simple, one marker by the window will be a tutorial marker, one by a door will be the exit marker, and the one at the back will be calling a vehicle from Executive Garage to be customized in Mod Shop. The marker you are looking for will most likely be in the middle, head over to it and you will be prompted to open a menu.

Press E to open the menu when prompted, and a menu like this should appear.



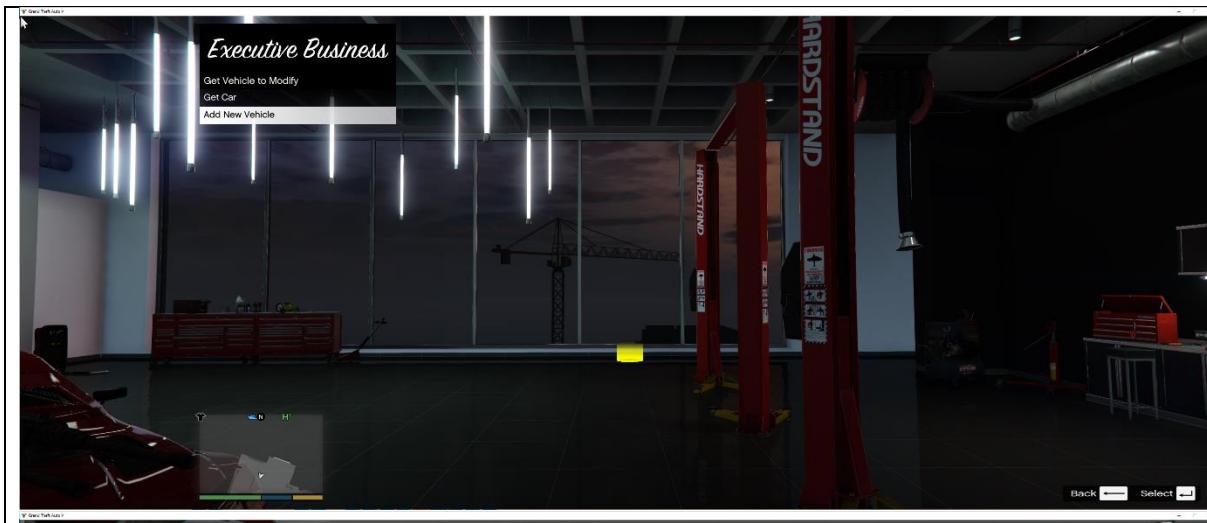
How to Exit Modshop

Once inside the mod shop if you need to exit, you can head over to the door and press E on the marker to be brought back to the Office interior.



How To Request a Vehicle to be Modified in ModShop from Executive Garage A, B or C

If you want to request or add a new vehicle to the garage and want to modify it straight away you can use this marker. Simply walk up to it, and press E when prompted and a menu will appear. You can choose “Get Car” to get a car already in one of your Executive Garages, and bring it up to modify, or choose “Add New Vehicle” to add a new vehicle and skip having to go down and get it from your Executive Garage.



How to Purchase & Use Gunlocker (Modify/Buy Weapons)

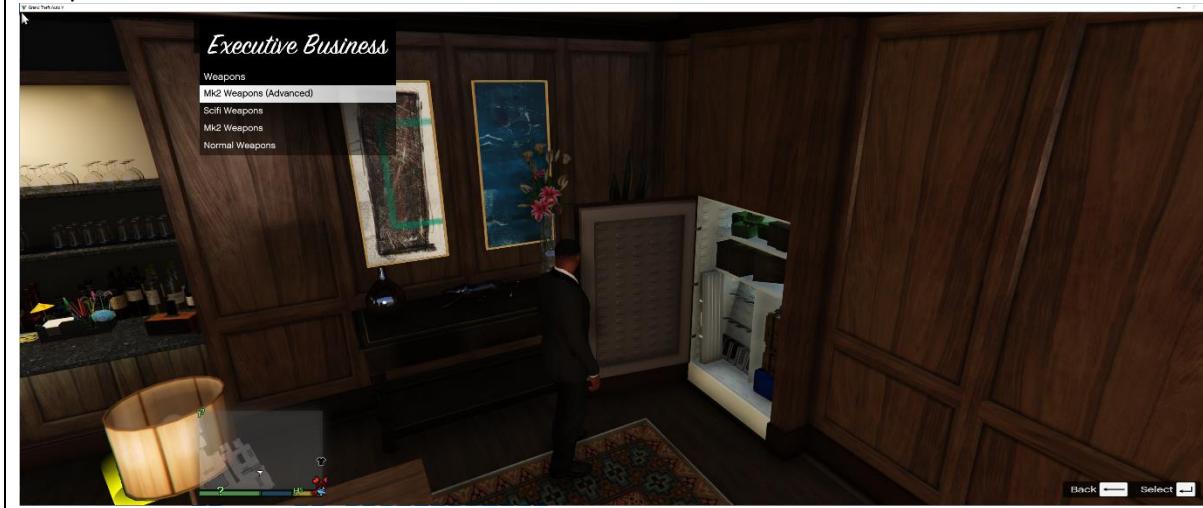
To purchase a gunlocker you will first need to sit down at your main chair and access the menu. Next, navigate to “Purchase Options” then select “Gun Locker Options”. Once this menu opens you can choose to Buy or Sell the Gun Locker.



Once you have a Gunlocker bought you can simply walk up to the Gunlockers hidden door next to the main chair and press you left mouse button to open it.



You will be prompted if you want to close the door, or to access the Weapons Menu. When accessing the Weapons Menu you will have multiple options for customizing and purchasing weapons.



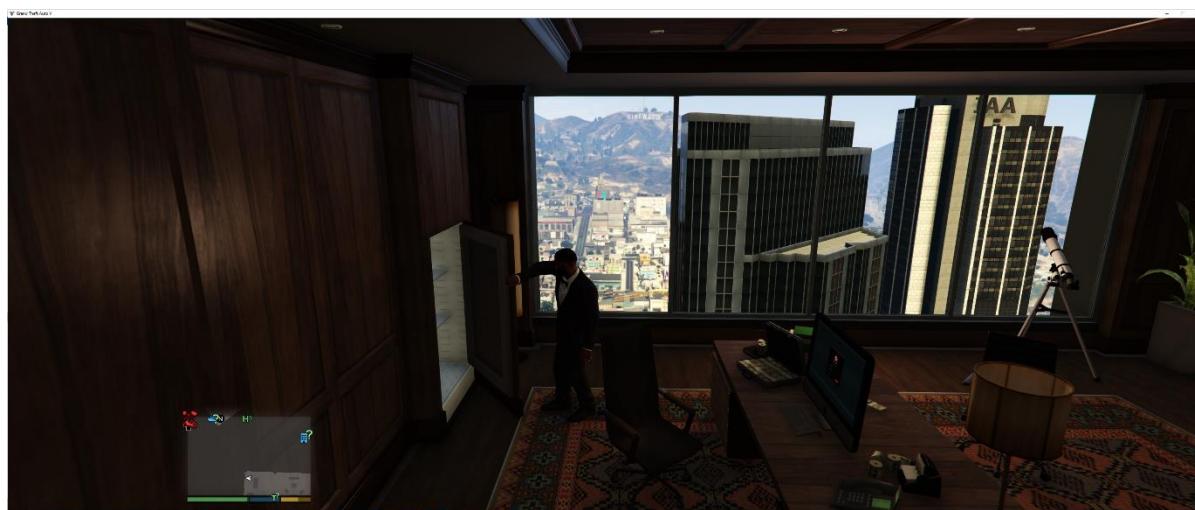
How to Purchase & Use Money Vault (Save Money Away)

The Money Vault works the same as the Gun Locker. You access your Business Menu via the main chair. Navigate to “Purchase Options” then select “Money Vault Options”. You can then either choose to buy it or sell it.



Once it has been bought you can access your Money Vault by opening its hidden door next to your main chair.





Again, you will be prompted to either open the Money Vaults Menu or close the door. Navigate through the menus, and you will find options for Withdrawing, Depositing and showing your current balance.



How to Purchase Online/SP vehicles in Executive Business Mod

To purchase a vehicle, the player will first need to purchase an Executive Garage. When they enter their garage there will be a marker near the couches. This marker will allow the player to either remove unwanted vehicles or purchase new vehicles.



Simply select a vehicle from the menu and when you're ready, click "Purchase Vehicle".



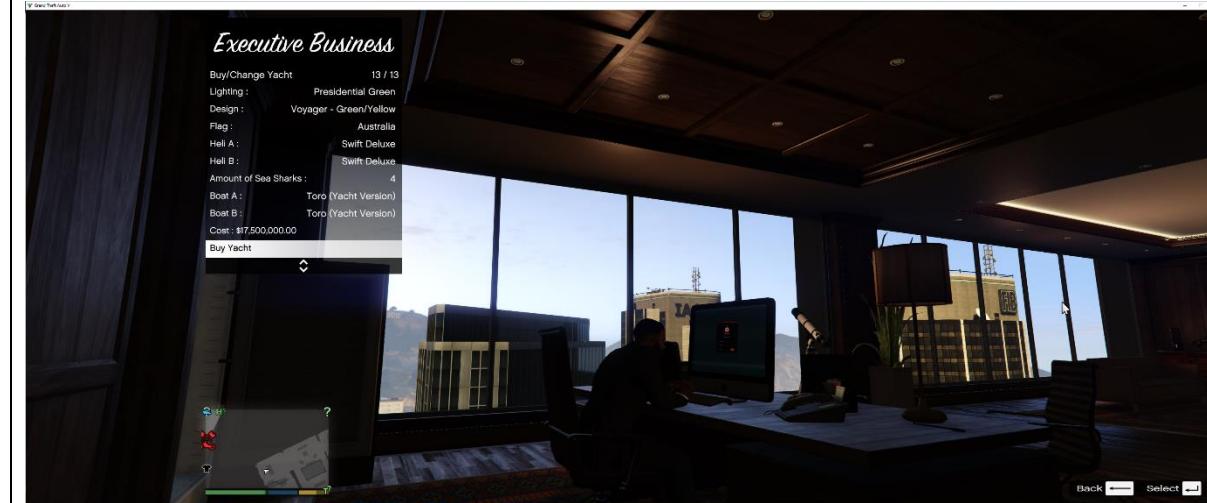
Purchasing & using an Executive Yacht

The Executive Yacht allows the user to have their own private Yacht with their own flag, colour choice of helicopter, and much more.

To purchase an Executive Yacht, you need to sit down at your main chair and access the “Purchase Options” tab, and select “Buy/Change Yacht”.



From here you will be presented with quite a few options. Choose what you want and when you are ready to buy one, scroll down and select “Buy Yacht”.



Once you have bought your yacht it is time to locate it. If you open your map, its blip will be a blue yacht.

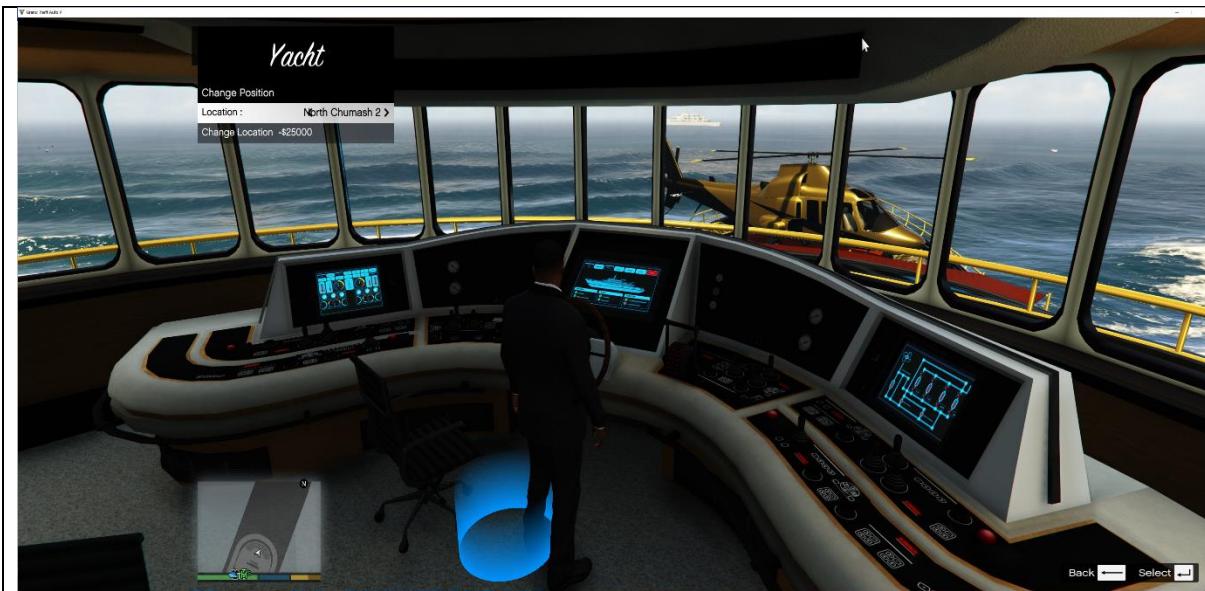
Simply head over there and your Yacht should spawn.

Please note that sometimes the yachts have issues with loading. For some people, unfortunately this bug keeps coming back, no matter how many times it is patched. It is simply bad luck if your Yacht wont spawn.

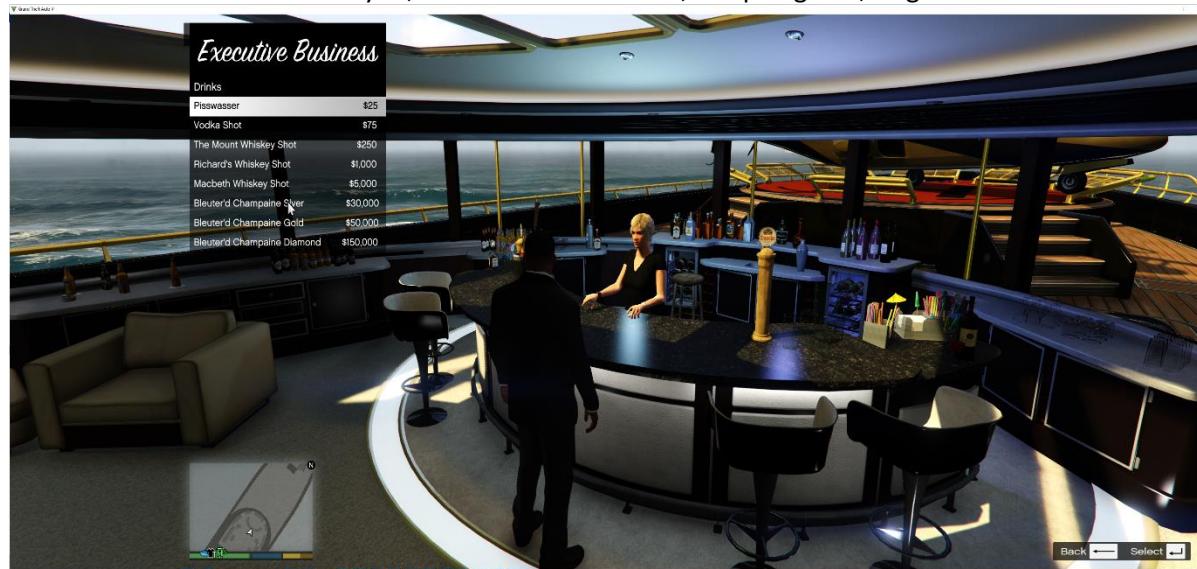


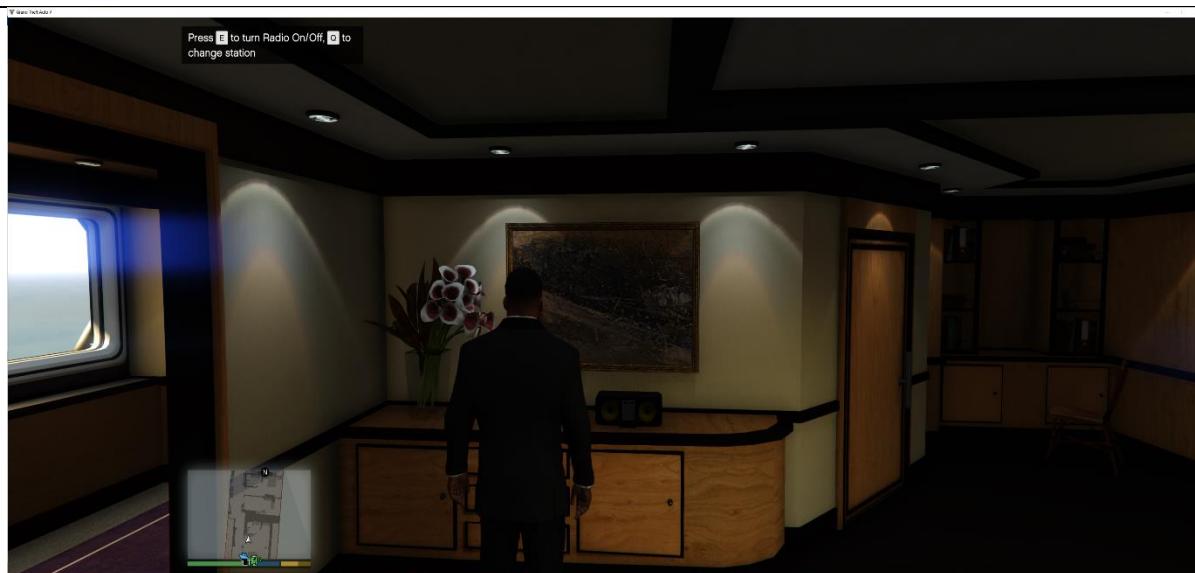
Once your Yacht has spawned you can approach it. There are two main markers on the Yacht, one to access the Bar and Bedroom area, and one to Access the bridge. In the bridge is a marker that allows you to move the yachts location.





In the Bar and Bedroom Area you, can listen to the radio, sleep in game, or grab a drink.





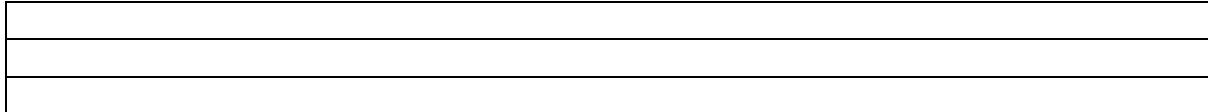
If you purchased a helicopter (or two) you can find them parked on the yacht. If you make your way to the back of the boat, you can also find the boats or seasharks that you purchased.



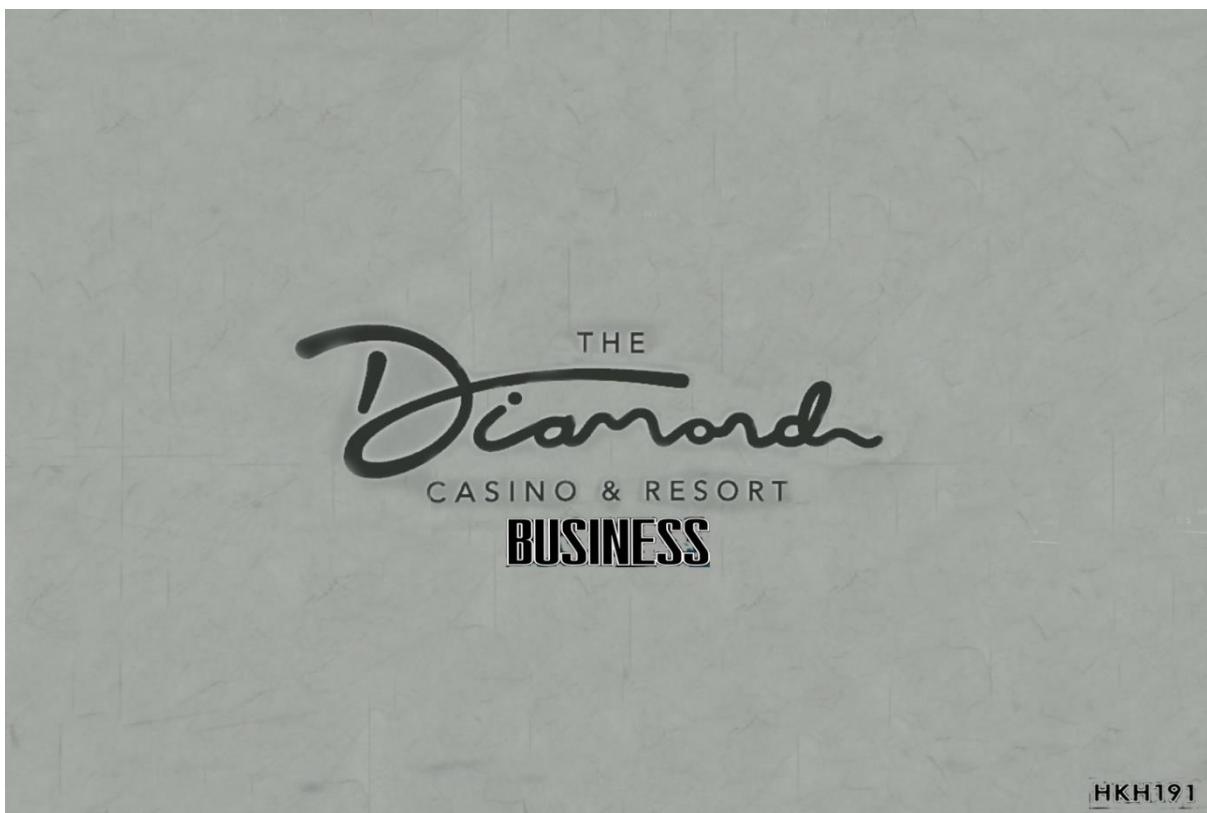
If you want to relax you can use the Jacuzzi that comes with the Yacht.



Changing Business Blip & Marker Colour



DC&R Business

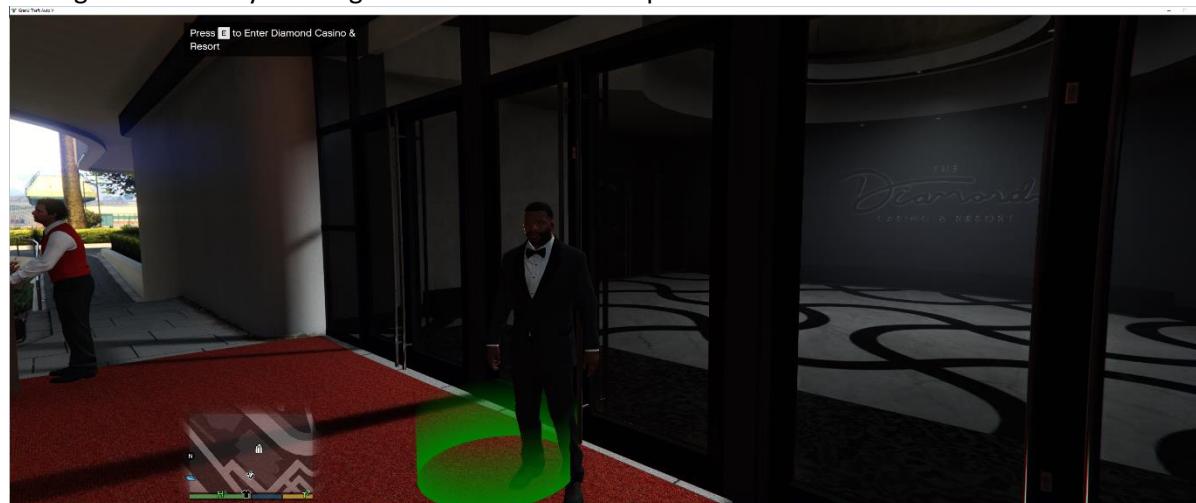


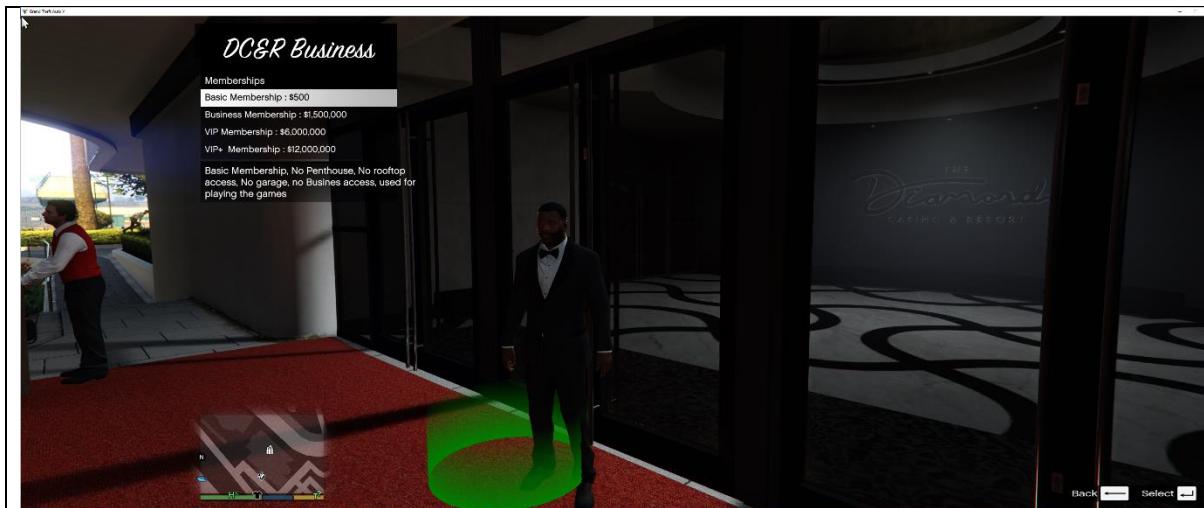
Memberships Explained

Unlike any of the other Business mods, the Diamond Casino & Resort Business acts as more than a business. When you first approach the Diamond Casino and Resort you will still have a marker outside. Going to this marker and Pressing E when prompted, then navigating through this menu, you will see 5 memberships you can purchase.

You can also get to this menu when purchasing the Diamond Casino & Resort through the Business Helper.

Each Membership offers different features and options such as having a garage, penthouse, having access to only casino games and no business options.





Basic Membership : \$500	No Business options, only access to Casino Games
Business Membership : \$1,500,000	All Business options, No Garage, no Penthouse
VIP Membership : \$6,000,000	All Business options, Garage included, Penthouse Included
VIP+ Membership: \$12,000,000	All Business options, Garage included, Penthouse included, upgrade to Business Level 10 immediately

How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Diamond Casino & Resort Business. This takes the form of a Diamond on your map. Simply go to it and look for an entrance marker.

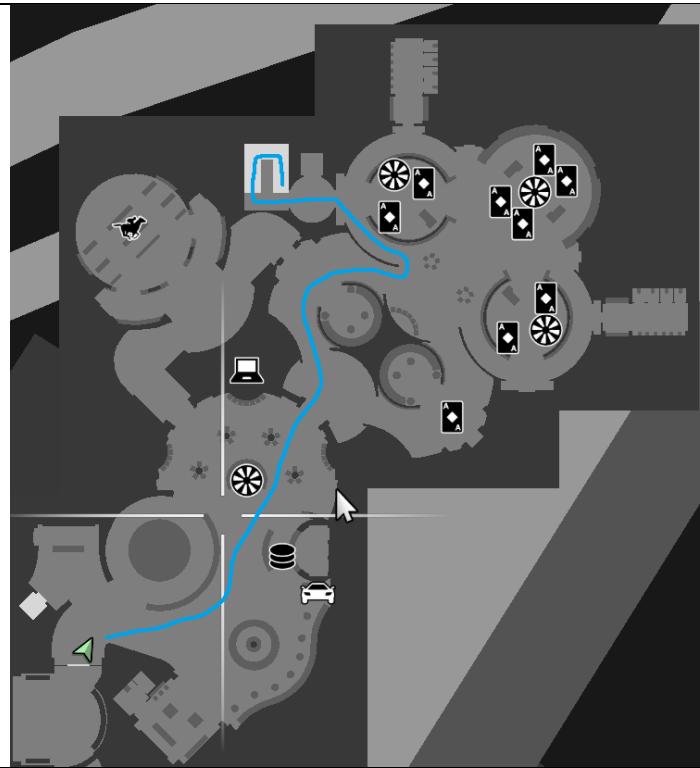


Once you have found the marker at the front of the casino by the doors, simply walk up to the marker and press E when prompted. Your screen will fade-in and you will be inside the casino. The casino interior will start to load in peds and get the games setup. After a moment, the exit marker will appear allowing you to exit the Business.

Accessing the Business Menu

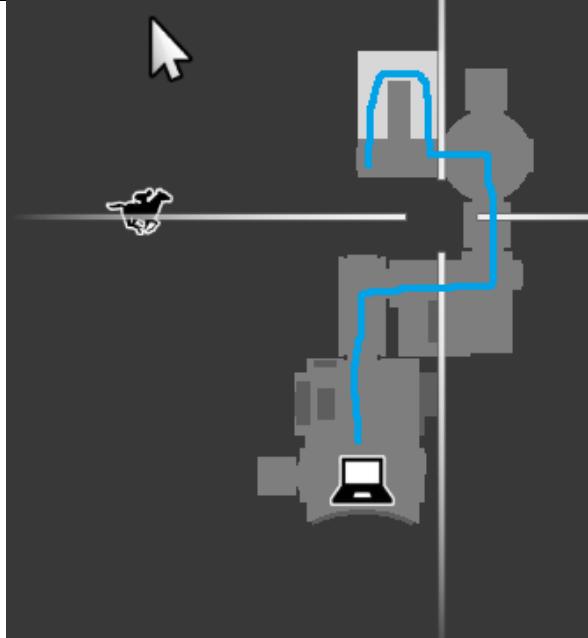
Once you are inside the Business interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior.

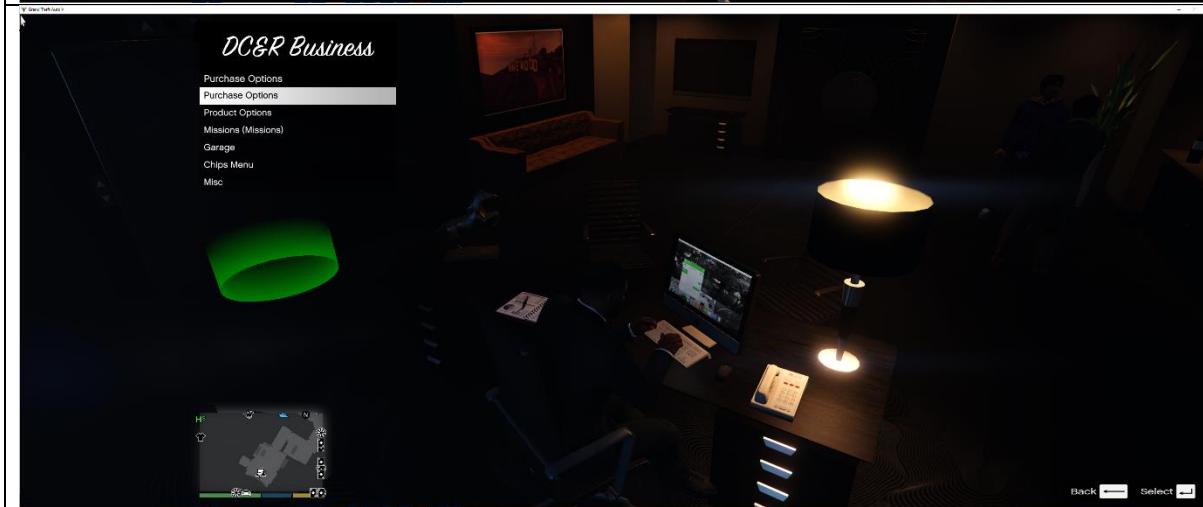
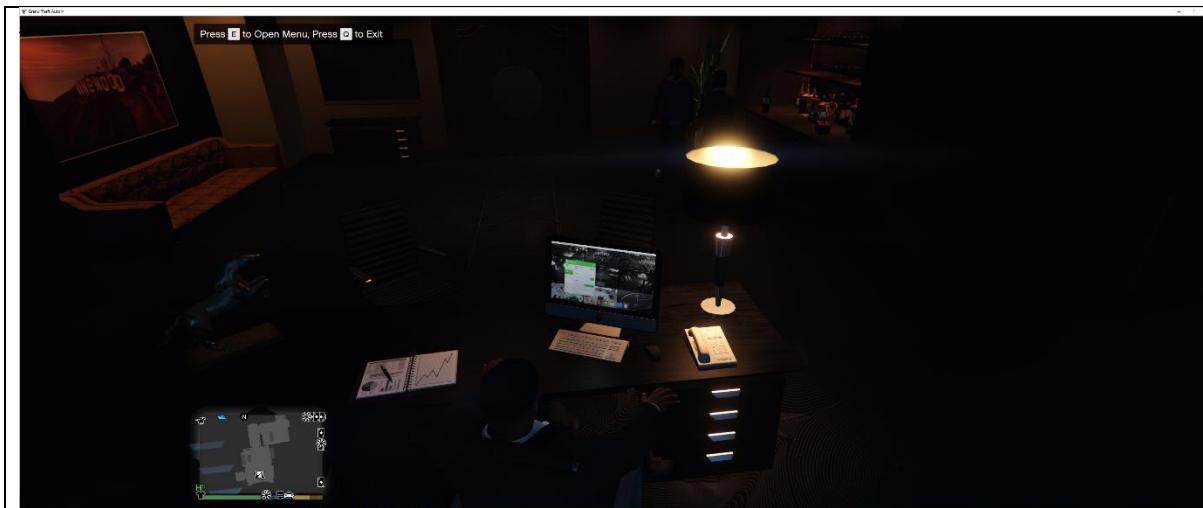
Follow the blue line to locate the chair. Move through the casino, and walk through the doors marked with 'Management'.



Once you head up the stairs your minimap will switch to look like this. Follow the blue line again to locate the main chair.

Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.





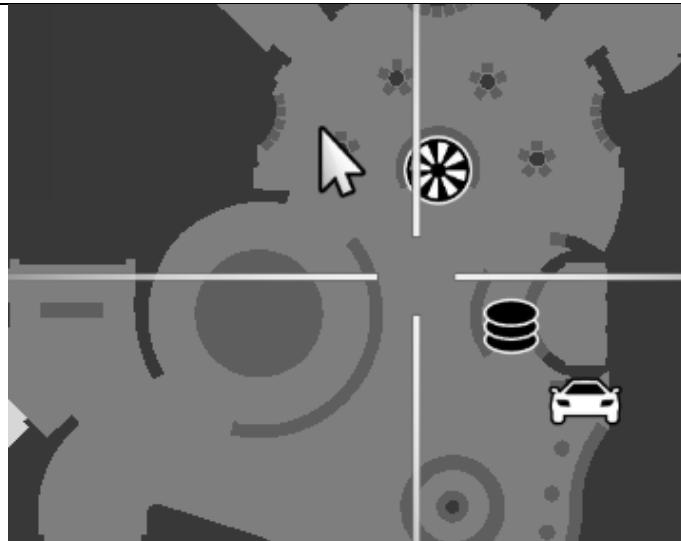
How to change Membership once DC&R is bought

Decided you wanted to upgrade your membership to get access to garage or penthouse? To change your membership once DC&R is bought, simply enter the casino interior. Go over to the closest marker and you will be prompted to open a menu. Pressing E will open a menu which will allow you to choose a new membership.



How to Purchase Chips for Casino Games

To purchase chips is simple, open your map and look for Chips icon. Walk over to it and you will be prompted to open a menu to allow you to buy or exchange chips for money.





How to toggle Casino Peds

To toggle casino peds the player will need to sit down on the main chair of the casino.

Changing Assistant Ped Model

To change the assistant model, the player will need to sit down on the main chair of the casino.

How to change animated walls texture

To change the animated walls texture the player will need to sit down on the main chair of the casino.

Decks of Cards Explained

There are 3 decks of cards in the Diamond Casino & Resort. The first one is the standard deck which uses the normal card textures that are used in GTAO. The second one uses nicer looking cards and the third combines both decks and allows the player to remove certain cards from the deck.

How to Change what deck of cards is use in Poker & Blackjack

To change what deck of cards the player uses when playing Poker or Blackjack, the player will need to sit down on the main chair of the casino.

Casino Games & how to play them

Poker

Blackjack

Roulette

8 Player Poker (with AI)

How to start a Penthouse Party

Saving a Personal Vehicle Into Garage

If the player owns a VIP membership or higher, they will have access to a 38 Car garage. To save a vehicle into the garage the player needs to drive up to the marker beside the casino.



When promoted, open the menu by pressing E and select what slot the vehicle will be saved into. When selecting a slot to save the vehicle into you will be able to see what vehicle is saved into that slot, if any. When you're ready, click on "Save Current Car". Your vehicle should disappear, indicating that it has been saved into the garage.



How to Purchase Online/SP vehicles in Diamond Casino & Resort Business Mod

Changing Look of Penthouse

Changing Business Blip & Marker Colour

Gunrunning Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Gunrunning Business. This takes the form of a Bunker on your map. Simply go to it and look for an entrance marker.



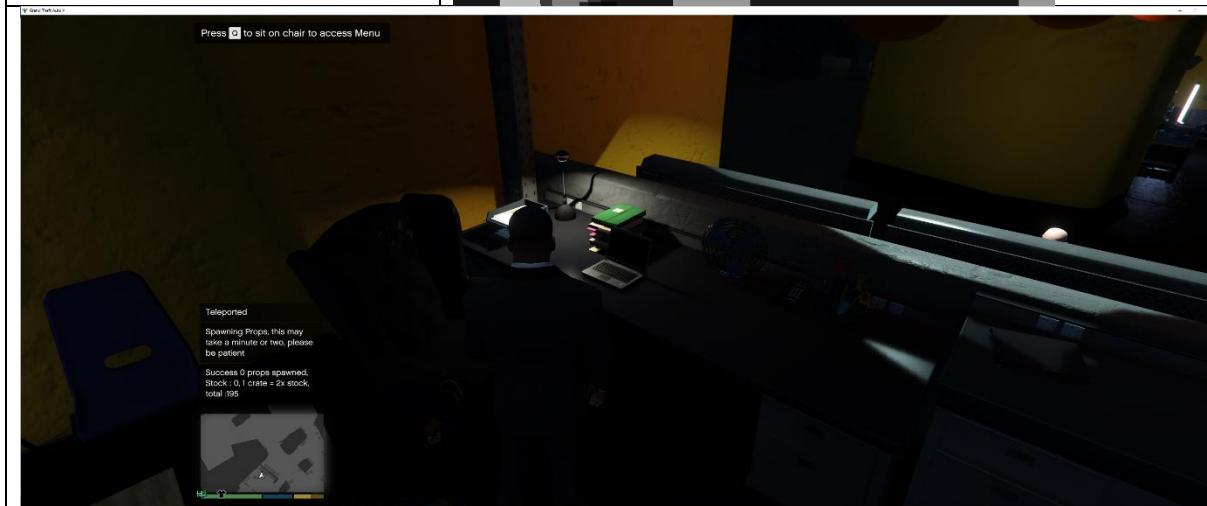


Once you have located the marker outside the bunker, simply walk up to it and press E to enter. When prompted, your screen will fade-in and you will be inside the bunker. After a moment when the script has finished loading interior peds and props, the exit marker will appear allowing you to exit the business.

Accessing the Business Menu

Once you're inside the Business interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior. To find the chair simply walk to where the red dot is marked on this image.

Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.

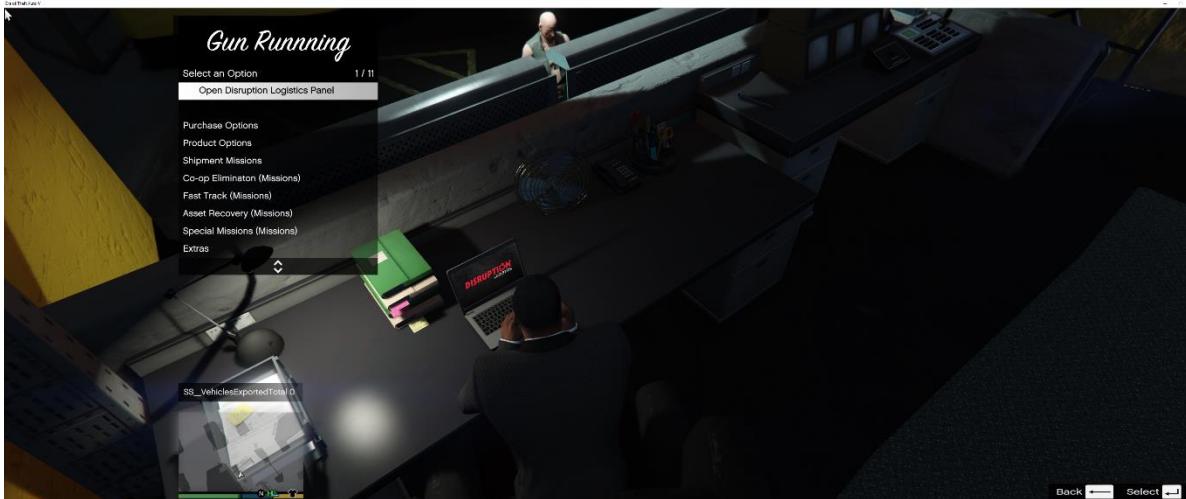




Disruption Logistics – New in 2.0

Setup Bunker

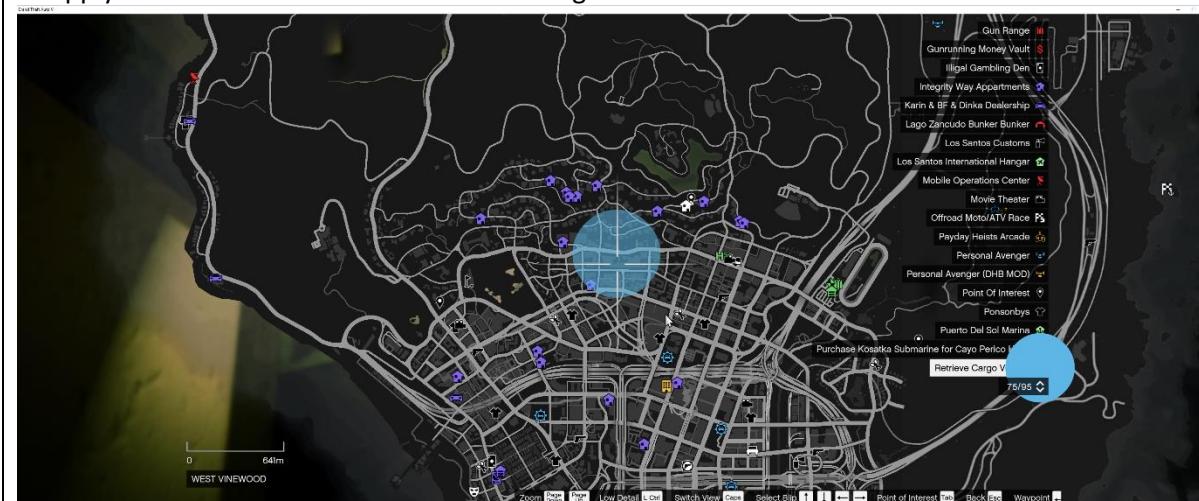
When the player first purchases a Gunrunning Business they won't have full access to the "Disruption Logistics" screen. They will first need play the Setup mission. To do this sit down in the main chair and click on "Open Disruption Logistics Panel".



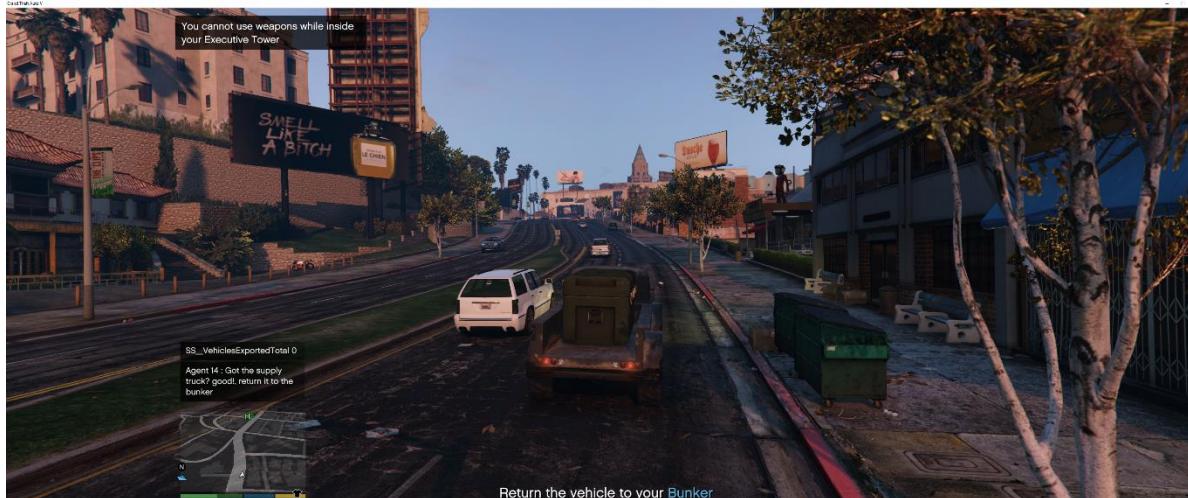
Simply Click on "Open Disruption Logistics Panel" and a new screen will appear. Click on "Click to Enter" and you will be brought to the main page.



You then want to click on "Set Up", hit "Confirm" and exit the chair. You will need to go and steal a supply vehicle which will be located within a given radius.

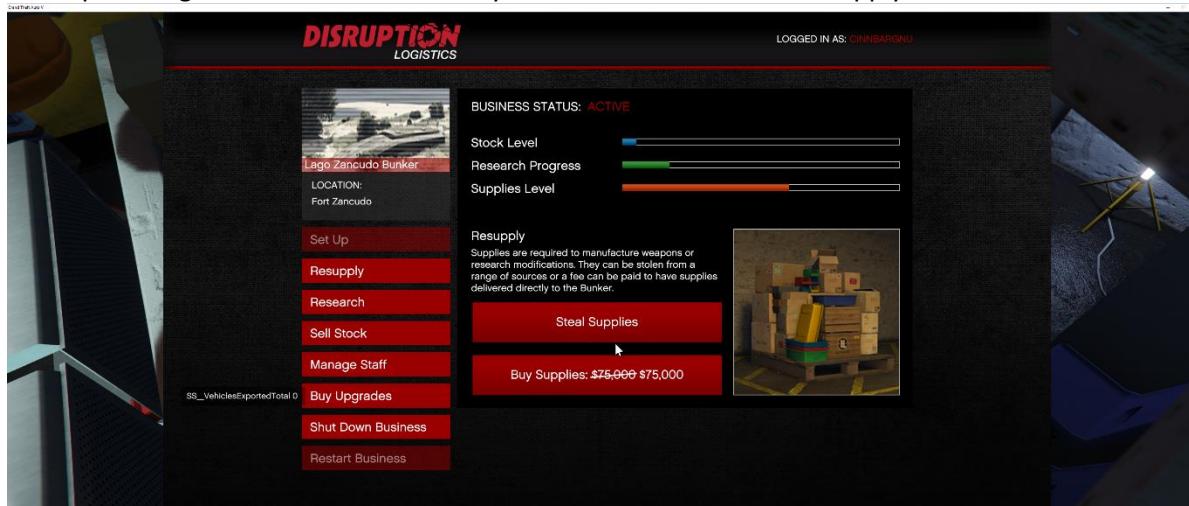


Once you've got the vehicle, simply return it your bunker and you will have completed the setup mission. After this you will be given 100 supplies for free to get you started.



Buying Supplies & Stealing Supplies

In the Gunrunning Business' Disruption Logistics you can either choose to buy upgrades or steal them. If you want to do either, you will need to sit down at the main chair and access the "Disruption Logistics Panel". From there you will need to click on "Resupply".



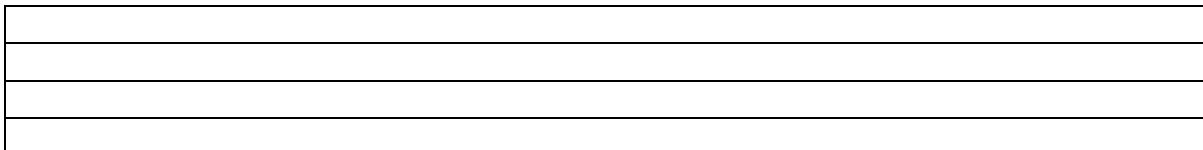
If you click on "Buy Supplies" you will pay \$75,000 and be given 10 supplies on the spot. However, if you choose to steal supplies you will then undertake a mission to steal supplies where you will need to steal a vehicle marked on your map.



Once you have got the vehicle, all you need to do to complete the mission is return the vehicle to your bunker.



Selling Weapons



Manufacturing & Research

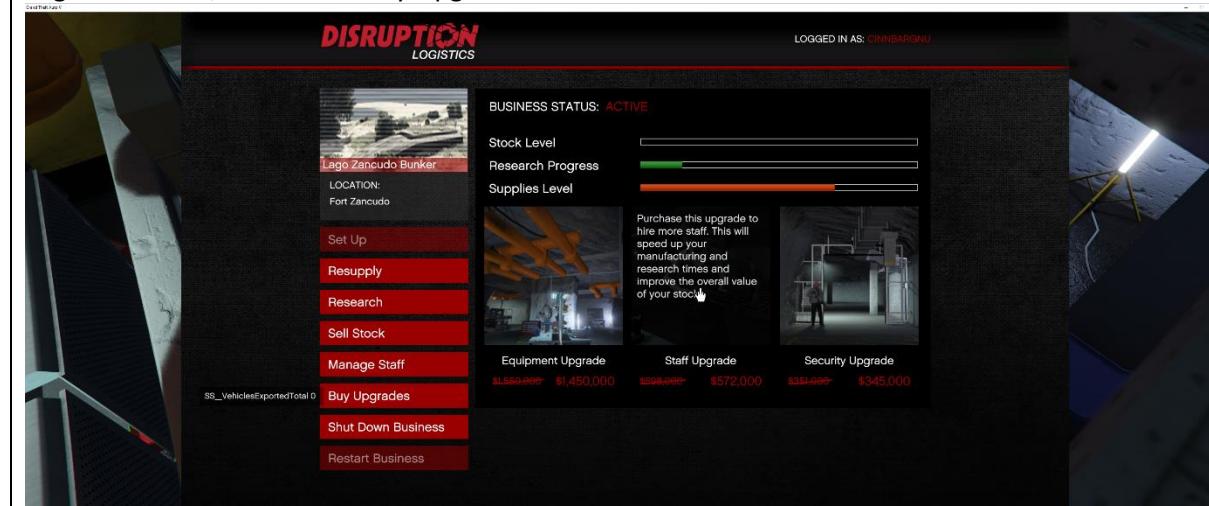
In the Gunrunning Business' Disruption Logistics you can choose to focus on manufacturing supplies to make you money or Research, to unlock vehicle upgrades, or both. To select which one to focus on, open the "Disruption Logistics Panel" and click on "Manage Staff".



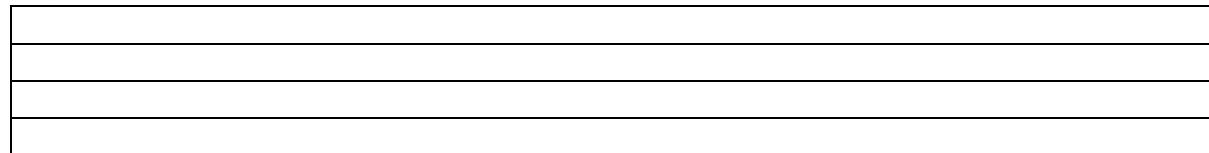
You can choose the one you want, if you choose both, both "Stock Level" and "Research Progress" will increase over time.

Purchasing Upgrades

Upgrades in the Gunrunning Business' Disruption Logistics are important because they speed up research time and the time needed to fill "Stock Level", and decrease the chance of being raided. To purchase an upgrade the player will need to sit on the main chair and access the "Disruption Logistics Panel", and select "Buy Upgrades".



Supply Raids



Sourcing & Buying Gunrunning Vehicles

In the Latest Update to Business Redesign, you no longer need to source then buy the Gunrunning Vehicles. Instead, all you need to do is either source them (Play a mission to earn the vehicle for free) or pay for them from the Sourcing Menu. For this you will need to purchase a MOC. To do this, head to your main chair and navigate to Extra > Extra Additions and click on Mobile Operations Center.



Once you have Purchased a MOC, you will find it near the far left of the bunker (Walk straight ahead after entering bunker). To access the sourcing menu, you will need to enter the MOC. To do this walk around the MOC and go to the marker at the back of the MOC's trailer and you will be prompted to enter.



Once inside the MOC, you should see another marker that will allow you to source or buy a Gunrunning Vehicle.

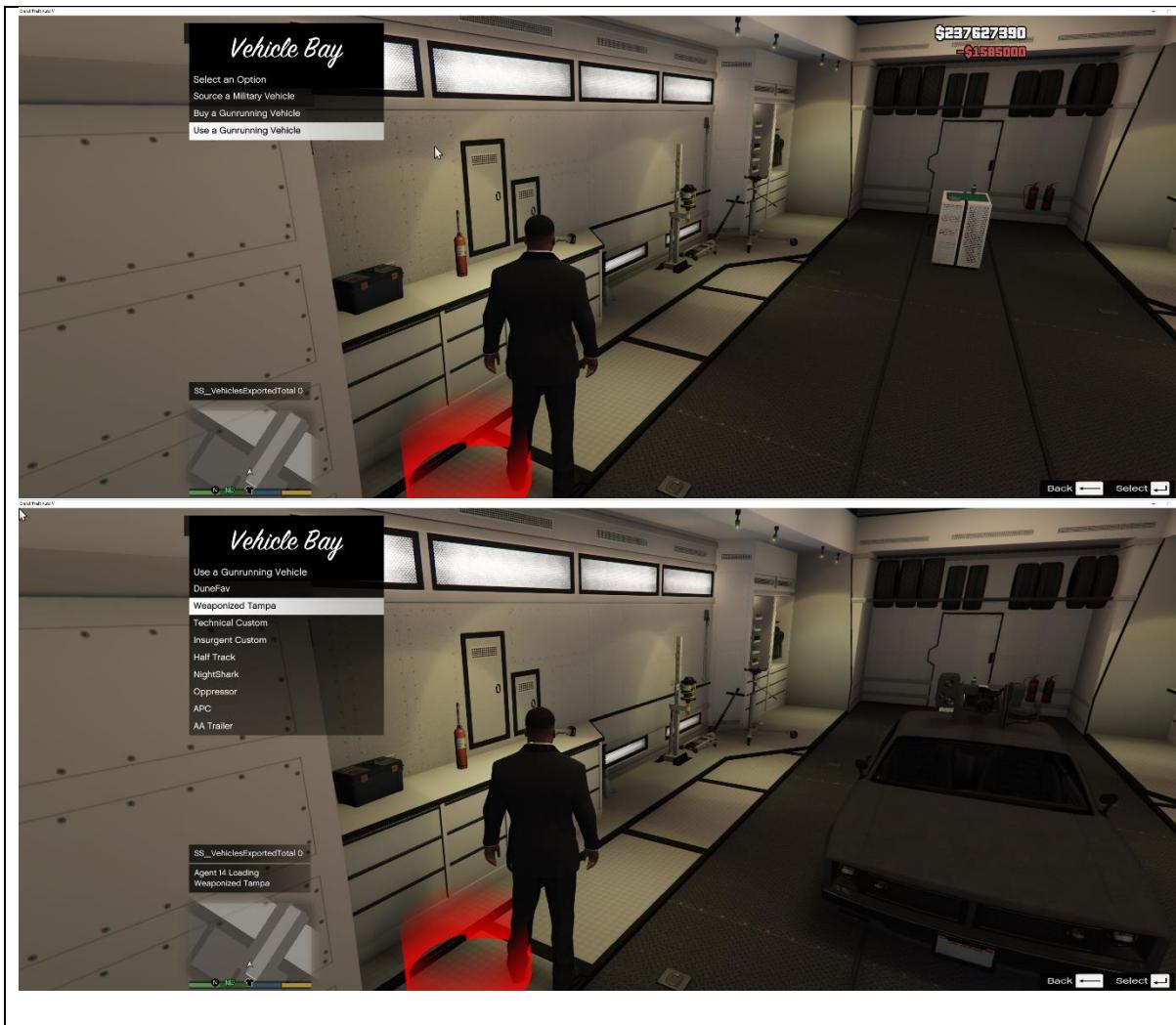


You can either choose to Pay for the vehicle directly or Source it (Play a mission to retrieve the vehicle), if you choose to buy the vehicle you can then spawn in from the same menu.

However, if you choose to source the vehicle you will have to go out and retrieve it and drive it back to your bunker. You will need to locate the Vehicle on your map, then go and get it, but be warned that it will be guarded.



Once you have sourced or bought a vehicle you can load it in via the Sourcing Menu. Go back to the bunker and enter the MOC, then simply navigate to “Use a Gunrunning Vehicle”. From here you can select a vehicle to request it, it will load in beside you inside your MOC.



Saving a Vehicle that can be Sourced/bought into Bunker

Buying a vehicle or sourcing it is not the only way to obtain it. If you find one on the streets or at Fort Zancudo you can actually save it into the bunker, which does count as acquiring the vehicle.

To do this simply acquire one of these vehicles:

- Dune FAV
- APC
- Oppressor
- Insurgent Custom
- Halftrack
- Technical Custom
- Nightshark
- Weaponized Tampa

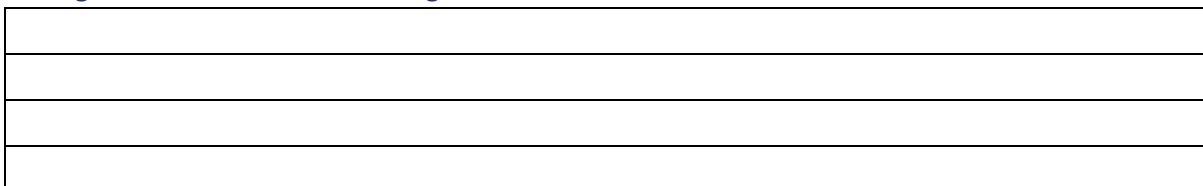
Once you have gotten one of these vehicles, simply drive it to the bunker. You want to drive it up to the bunkers roof. The bunkers roof will open and you will see a large marker on the inside.

Drive it in and you will be prompted if you can source that vehicle.



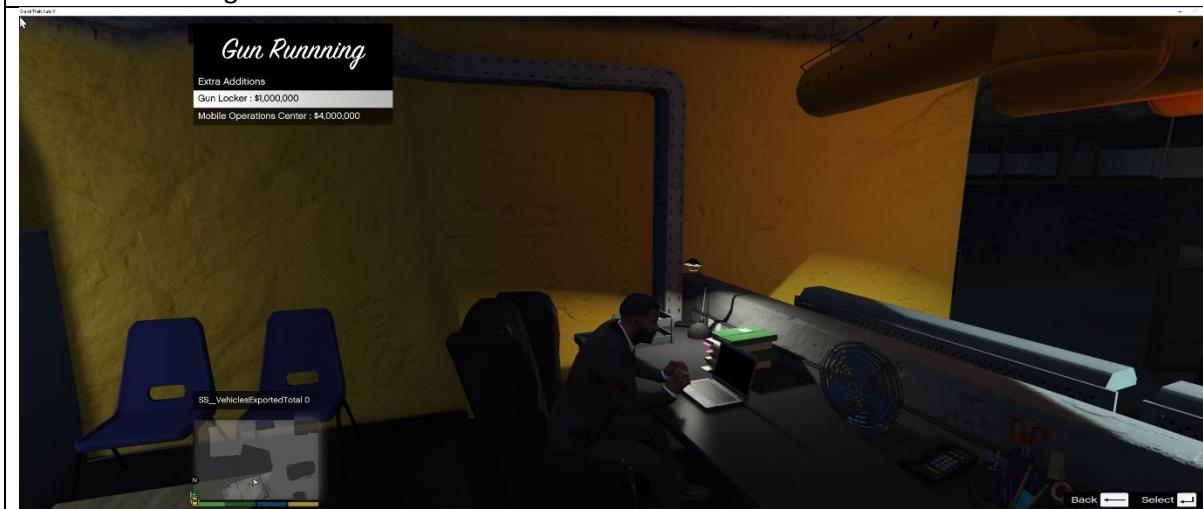


Exiting Bunker with Sourced/bought Vehicle

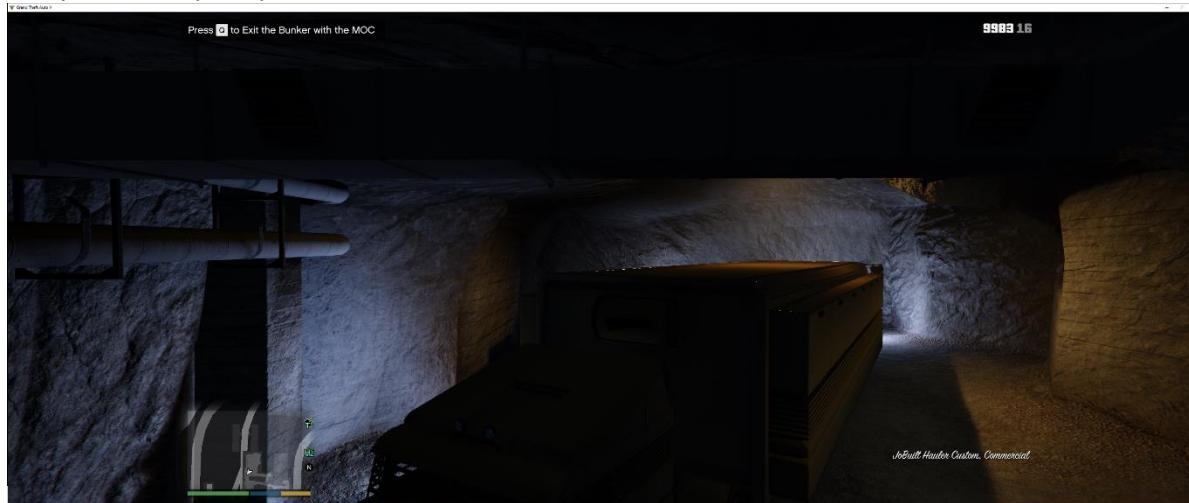


Purchasing & Using a Mobile Operations Center

Purchasing a Mobile Operations Center is simple. To purchase a MOC you will first need to sit down on the main chair and access Extra > Extra Additions and then click on Mobile Operations Center. Shown above, open the menu by pressing E, you will then need to Navigate to what is shown in the image below.



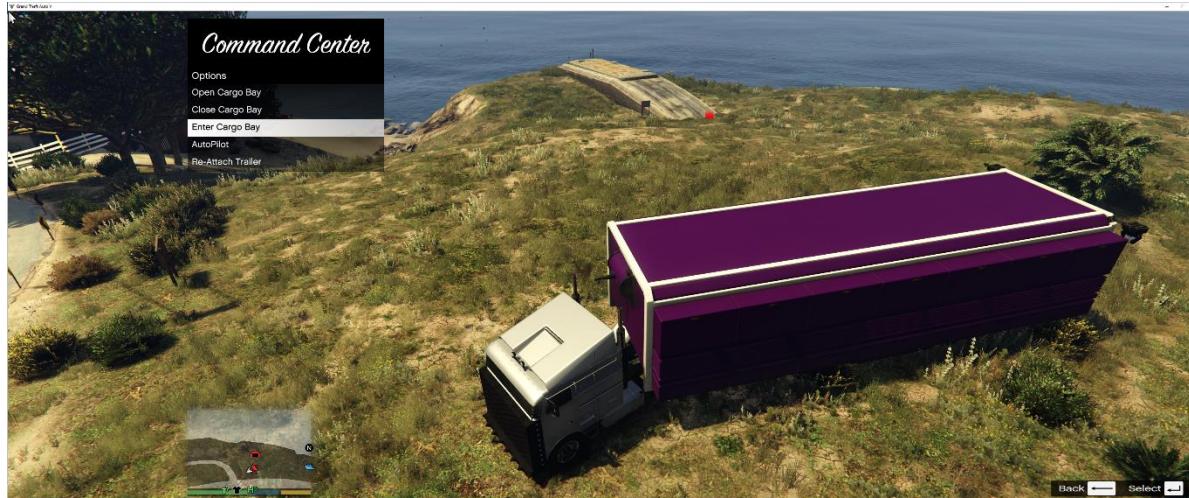
Once you purchase a MOC, you should be able to turn around and see it. Simply enter the cabin and you will be prompted to exit the Bunker with it.



Once you have exited the Bunker with your MOC, you will be able to drive it around. If you exit the Cab or enter the MOC's interior the MOCs position will save.



To access the MOCs settings you need to Press H on your keyboard. While in the cab, you can navigate through the options menu as you see fit. When you want to Enter you will want to Navigate through the options menu to “Enter Cargo Bay”.



Once inside the MOCs interior you can exit out again into the MOC's Cab by using the marker at the back. You can also use the MOCs turrets if you have OCCI Setup correctly. Walk through the

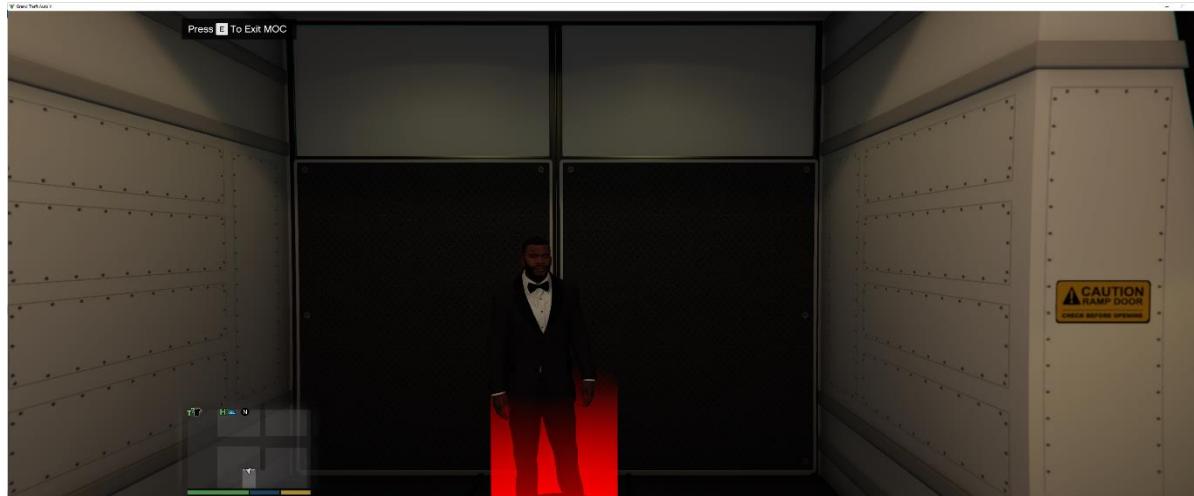
doors to access each bay. You can have Living, Command, Vehicle Storage, and other bays for your MOC, all controlled via OCCI.



If you want to exit, with the vehicle you stored or on foot, you can do this by going towards the back. To exit with the MOC's stored vehicle, simply get in that vehicle and Press E when prompted to Exit.



Or if you want to Exit on foot you can go to the marker at the back, walk up to the marker and Press E when prompted.



IF you would like to save a vehicle into the MOC's interior its quite simple. Make sure you are not in the MOC's Cab or Interior, get your chosen vehicle you want to store, enter it and drive up to

the back of the MOC's trailer. A large marker will appear, drive into it and you will be prompted to enter MOC with vehicle.



How to Purchase & Use Gunlocker (Modify/Buy Weapons)

How to Purchase & Use Money Vault (Save Money Away)

Changing Business Blip & Marker Colour

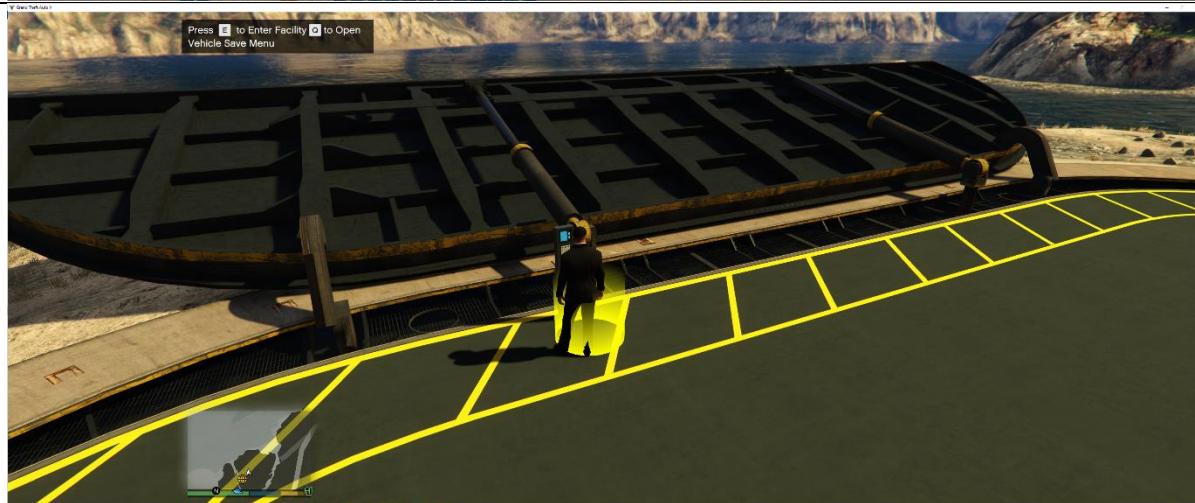
Doomsday Heist Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Doomsday Heist Business. This takes the form of a Facility on your map. Simply go to it and look for an entrance marker.





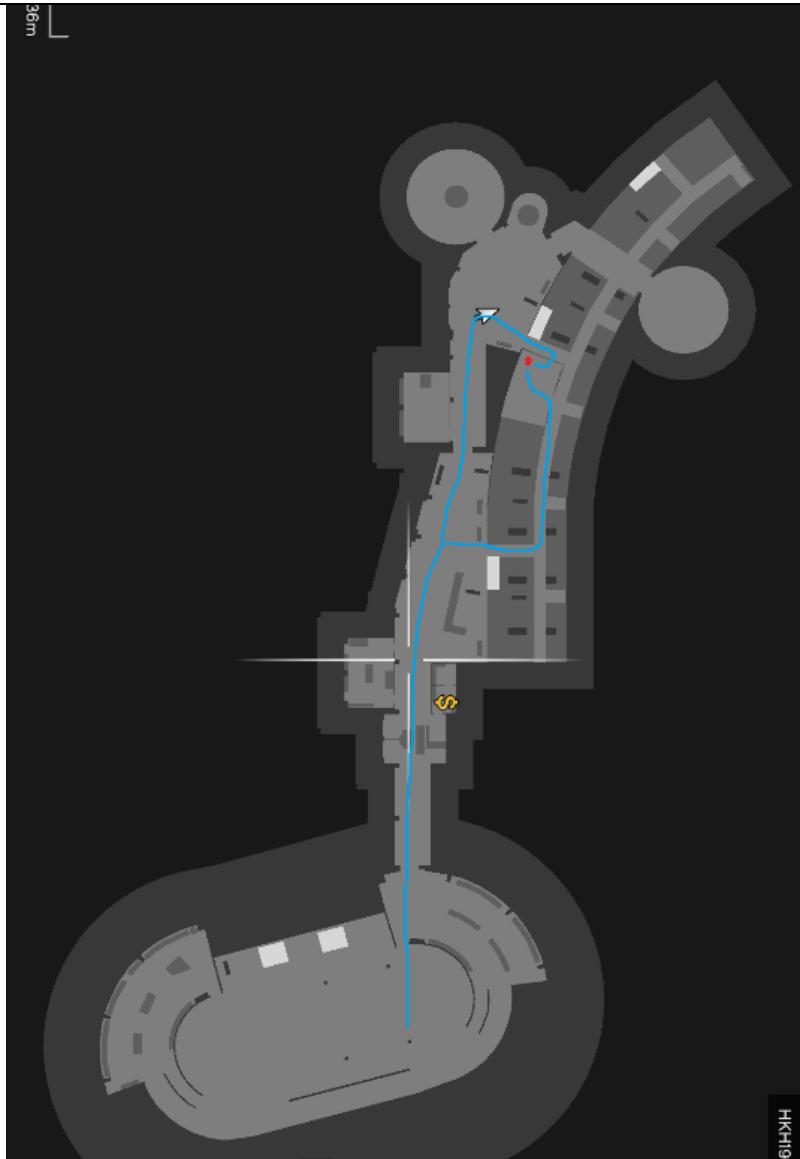
When you are close to the Facility, the hatch doors of the facility will open revealing an entrance marker. Simply walk up to it and Press E when prompted to enter. Your screen will fade, and you will be inside the Doomsday Heists Business interior. Peds and Vehicles will load in, after a moment the Exit marker should appear.

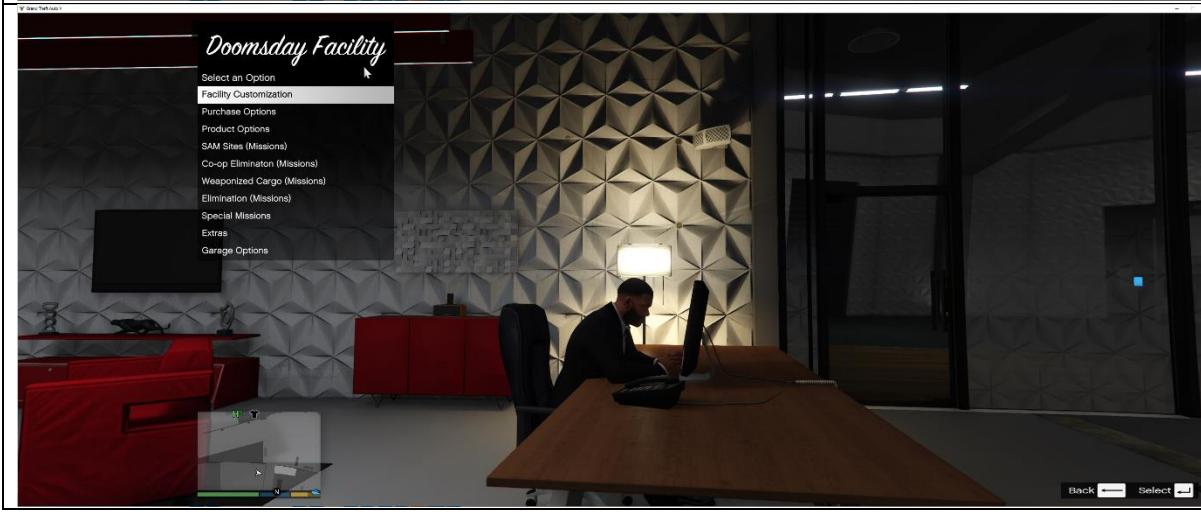
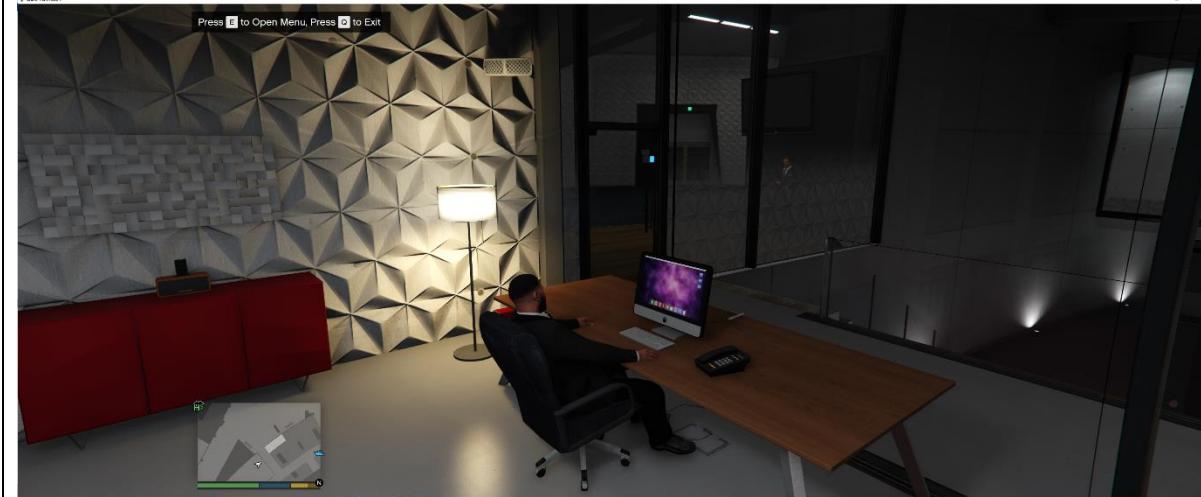
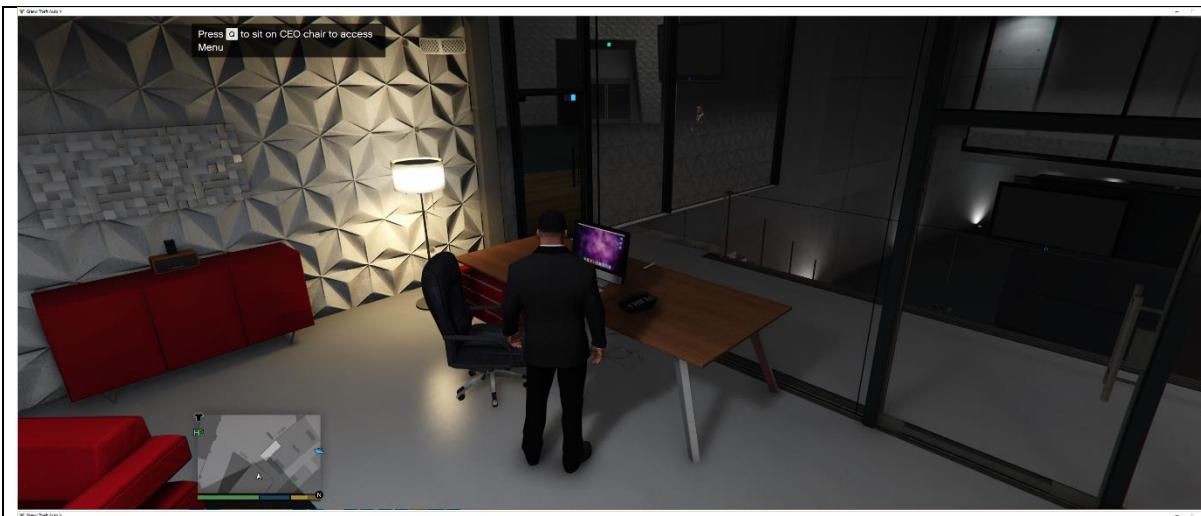
Accessing the Business Menu

Once you're inside the Business interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior.

Follow either blue line to find where the chair is. The chair will be in a dining area/office style room.

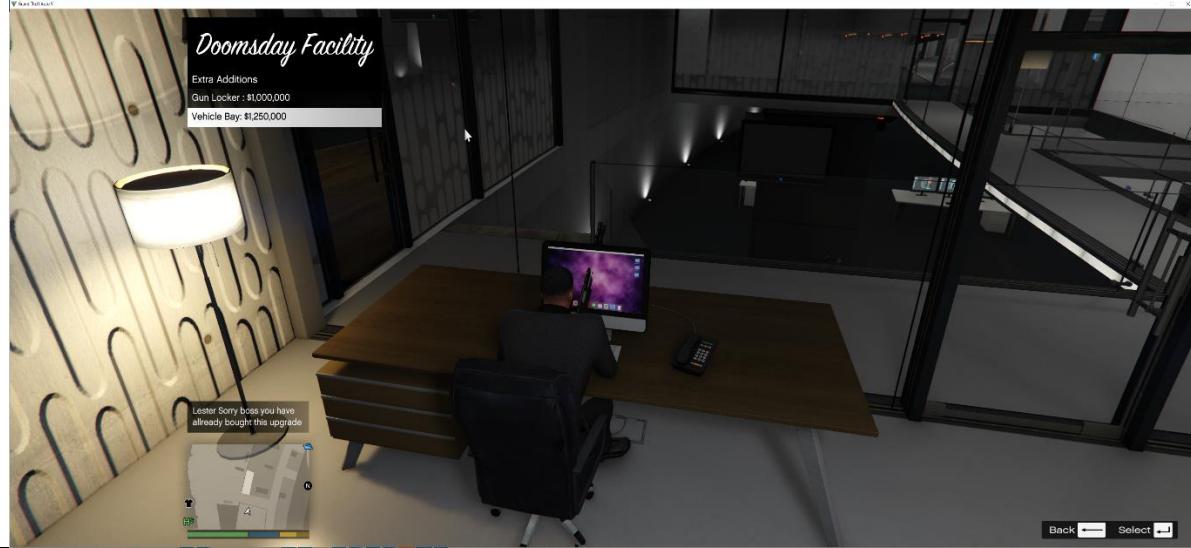
Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.



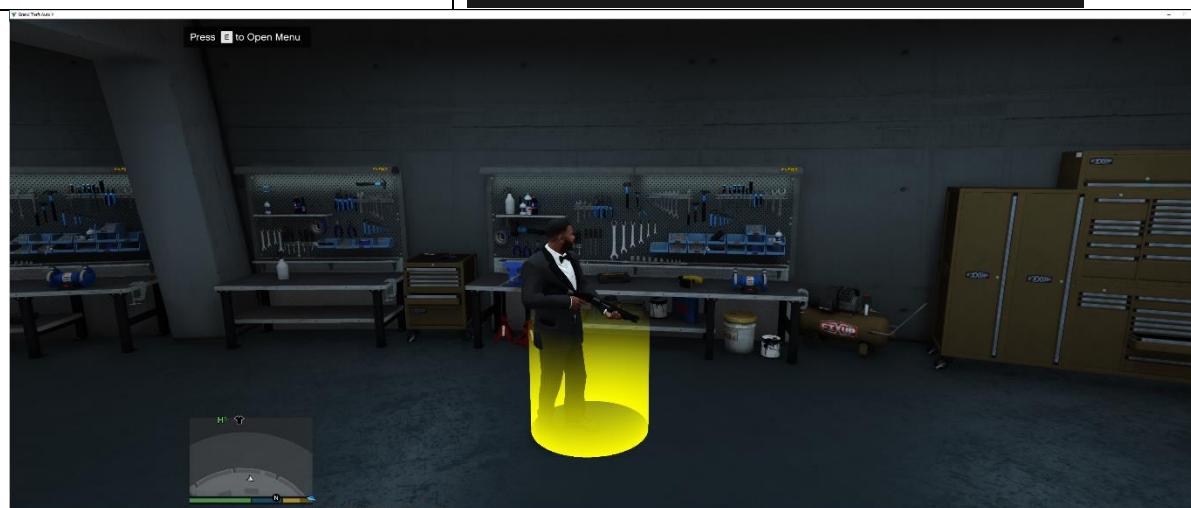
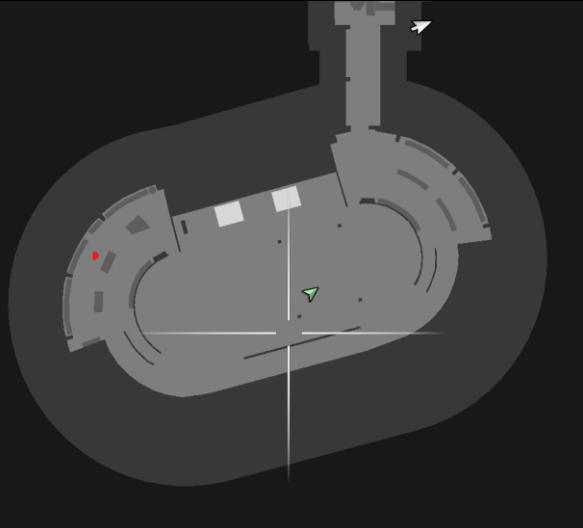


How to Purchase Vehicle Bay (Allows Facility to store vehicles)

When you first buy the Doomsday Heist Business you won't have the ability to store vehicles in it yet. To store vehicle, you will need to go to the main chair and purchase a vehicle bay. To purchase a Vehicle Bay, open the main menu, navigate down to Extras, then you should have an option to buy a Vehicle Bay.



Once you purchase a Vehicle Bay a new marker will appear inside the Facility. Simply going to this marker will allow you to source or buy Doomsday Heist Vehicles. To locate this marker look on the image to the left, you should have a marker where the red dot is.



Once you are at this marker press E, when prompted to open the menu. You will have three options. An option to source a vehicle, an option to buy said sourced vehicles, and an option to remove a personal vehicle.

Source a Vehicle

Select an Option

Source a vehicle

Buy a sourced vehicle

Remove A Vehicle

Exiting the Facility with a Sourced/bought Vehicle



Purchasing/Sourcing & Using an Avenger

First off you will need to purchase the Vehicle Bay (see above), then go to the Sourcing marker. Once you have opened the menu you can choose to either Source (play a mission to retrieve vehicle) or buy the Avenger. Once you have done this, you need to exit and re-enter the facility.

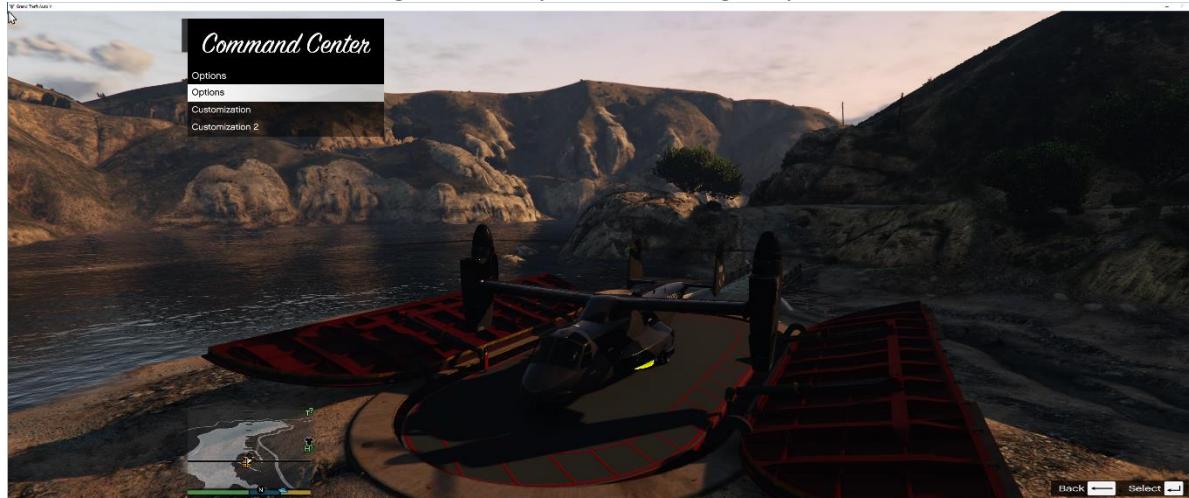


Once you have re-entered your Facility you want to walk up and get into your new Avenger. You will be prompted to either exit with your Avenger by Pressing E or saving its current modifications.

By pressing Q once you have exited, your Avenger should spawn by your side.



If you enter the Avenger, you can press H to open the Command Center menu. This menu allows the user to customize their avenger on the fly, enter the cargo bay, and more.



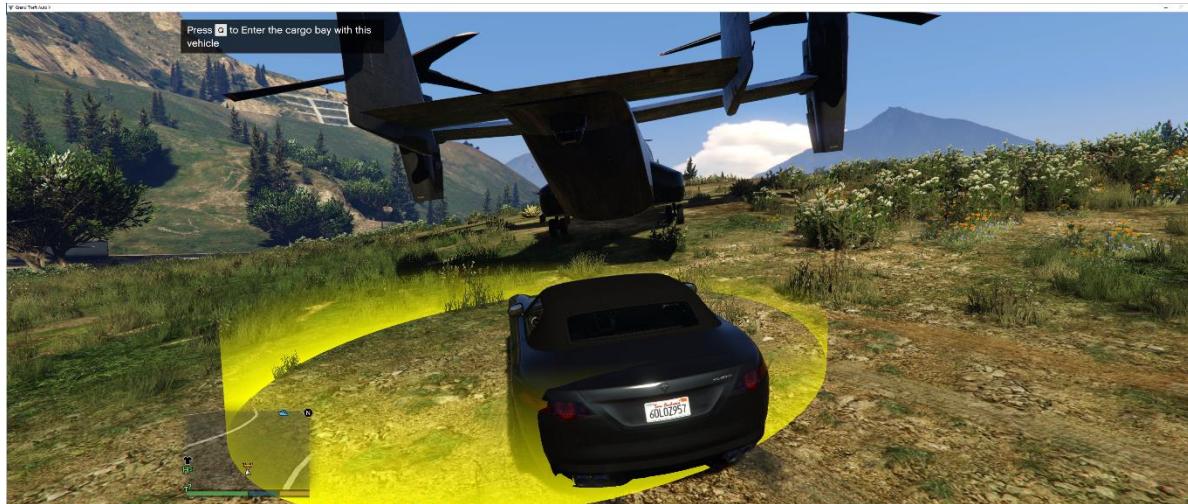
If you park your Avenger and exit on foot or enter the cargo bay your Avenger will save its location.

If you want to Enter the interior from inside the Avenger, you need to press H again and navigate to "Enter Cargo Bay". While inside the Avenger, you can use the Avengers turrets, customize your weapons, or even take the vehicle saved inside for a drive. If you would like to exit, you can exit to the cab where you spawn in the Avenger interior, or there is a marker by the vehicle that will allow you to exit on foot.

You can also exit out of the Avenger with a Personal Vehicle that is stored inside the Avenger. Simply get into the vehicle inside the Avenger's Bay, and Press E when prompted.

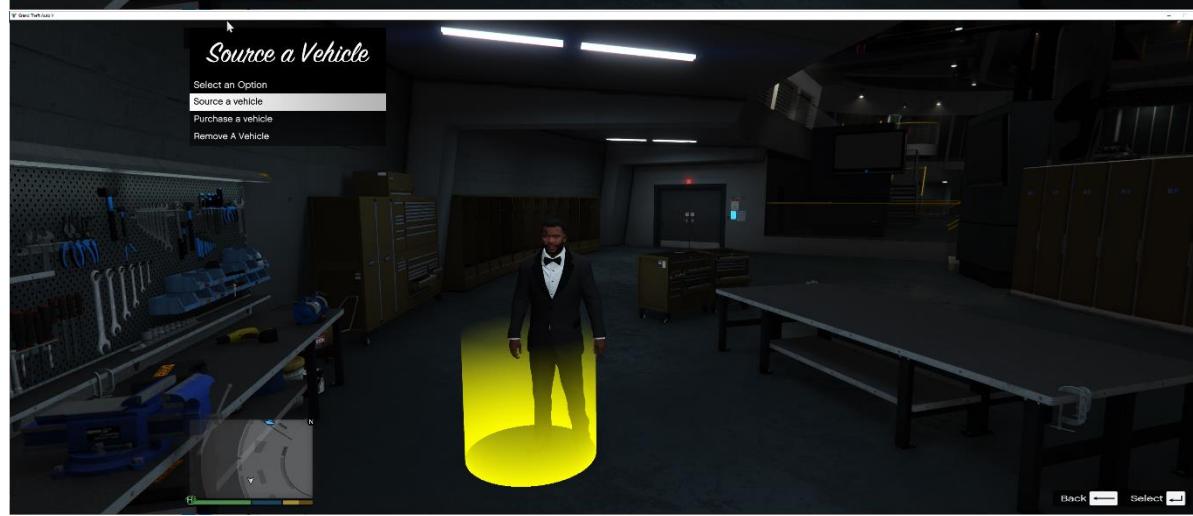
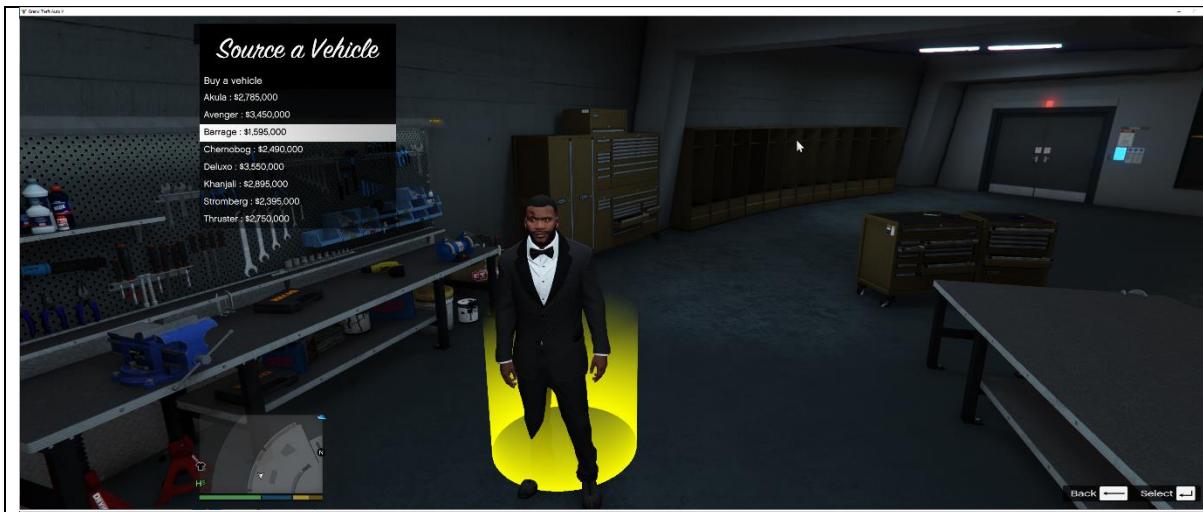


To save a vehicle into the Avenger, simply get your chosen vehicle, drive up to the Avenger and a large Marker will appear. Once inside the Marker you will be prompted to enter the Avenger with the vehicle.



Sourcing & Buying Doomsday Heist Vehicles

In the Latest Update to Business Redesign, you no longer need to Source then Buy the Doomsday Heist Vehicles, instead all you need to do is either Source them (Play a mission to earn the vehicle for free) or Pay for them from the Sourcing Menu. For this you will need a Vehicle Bay, simply head to the Sourcing Marker, shown before, and either choose to Source or Buy.



When Choosing Buy, all you need to do is exit out of the Facility and re-enter the Facility and your new vehicle will be spawned.



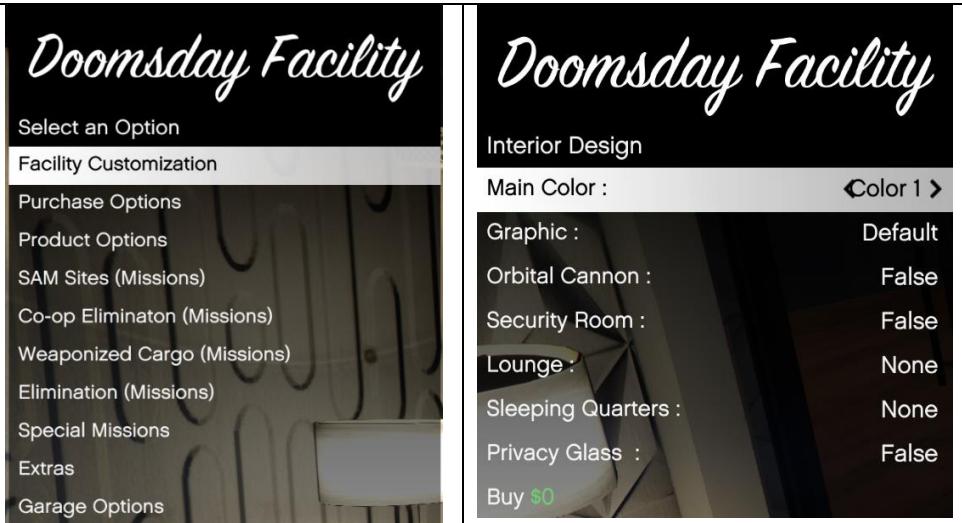
However, for Sourcing, you will need to play a small mission to retrieve the vehicle from Fort Zancudo or other areas of the map. Retrieve the vehicle and bring it back to the Facility without destroying it.



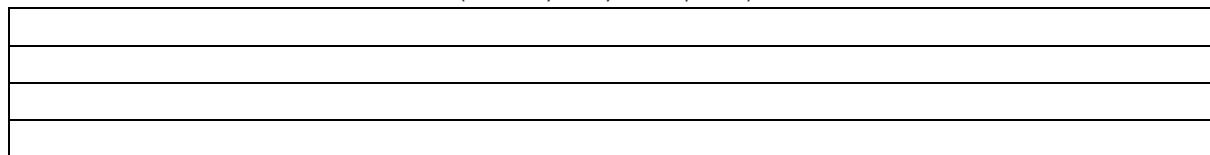
How to change Design of Facility

From your Business Main menu to change design of Facility you will need to enter the first option "Facility Customization".

Once you have navigated through that menu you should see a menu that has options for customization.



How to Purchase & Use Gunlocker (Modify/Buy Weapons)

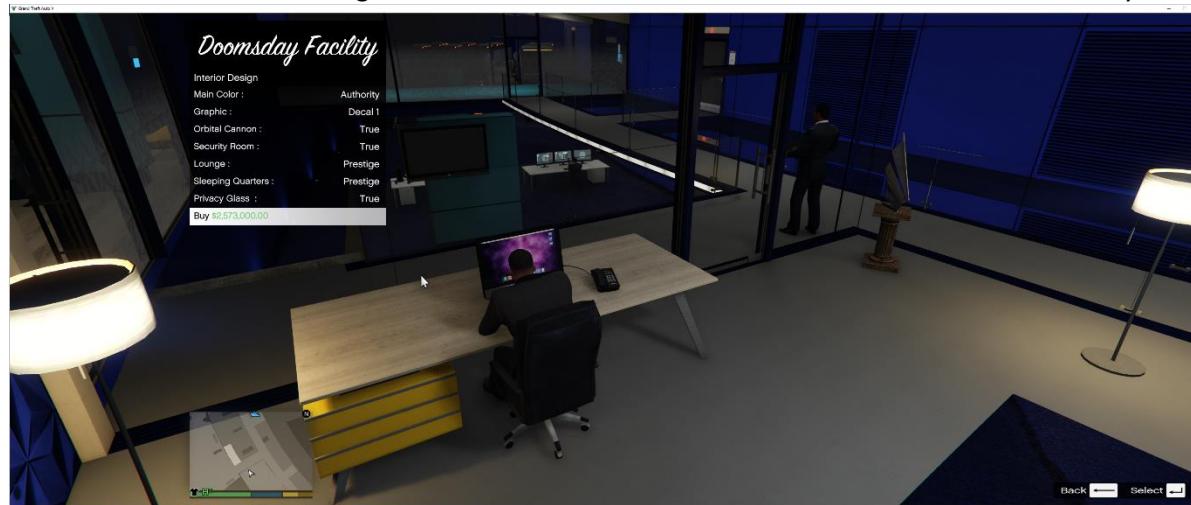


How to Purchase & Use Money Vault (Save Money Away)



How to Purchase & Use Orbital Cannon

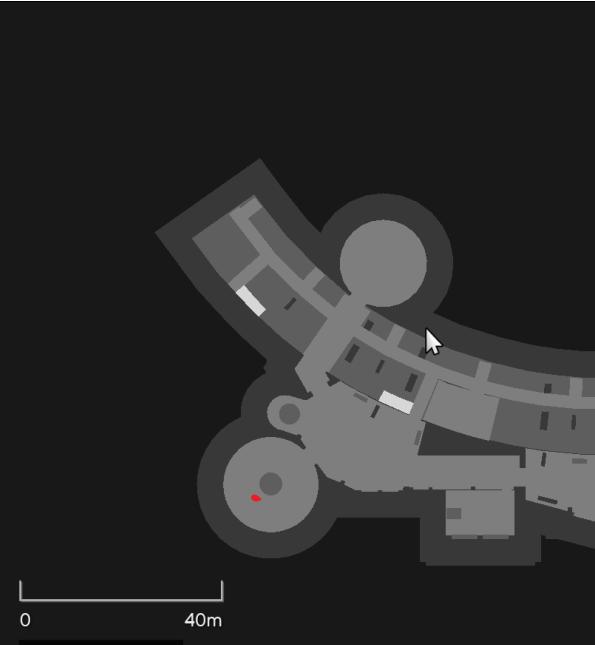
To acquire an Orbital Cannon, you will first need to sit down on the Main Chair and go to “Facility Customization > Interior Design. You will need to set “Orbital Cannon” to true and then hit buy.

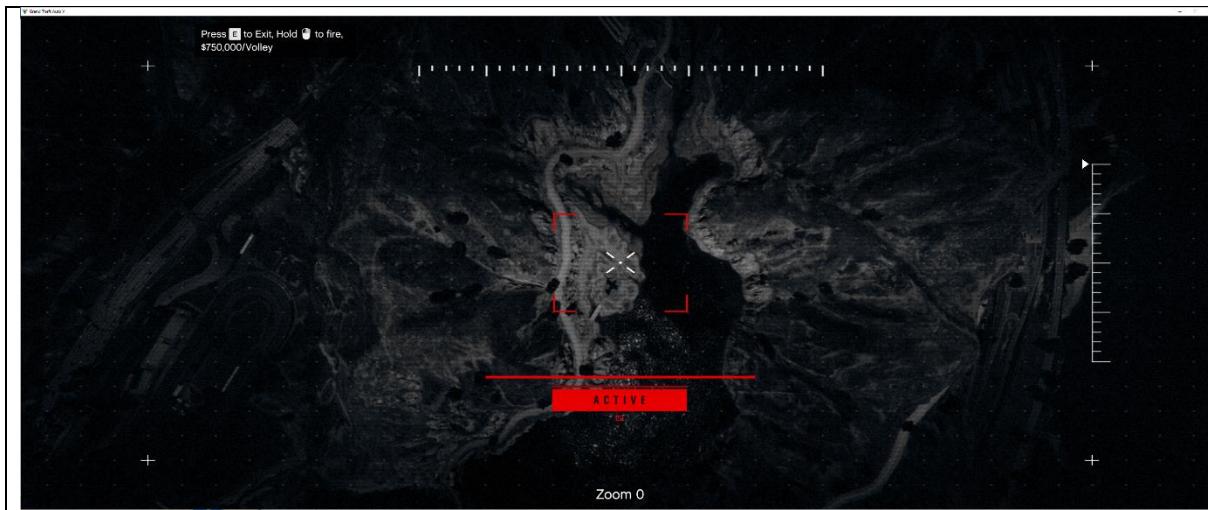


Exit out of the main chair and walk out of the office. You want to move across the hall to the Orbital Cannon room, shown in the image to the right.

You will want to make your way over to the Red dot. Once there you will find a marker behind the circular desk. Simply walk up to it and you will be prompted to use the Orbital Cannon.

Press E to use the Orbital Cannon. Your screen will fade-in and you will be using the Orbital Cannon. The Orbital Cannon costs \$750,000 per shot. You can use W, A, S, D to move around and mouse wheel to zoom in or out.





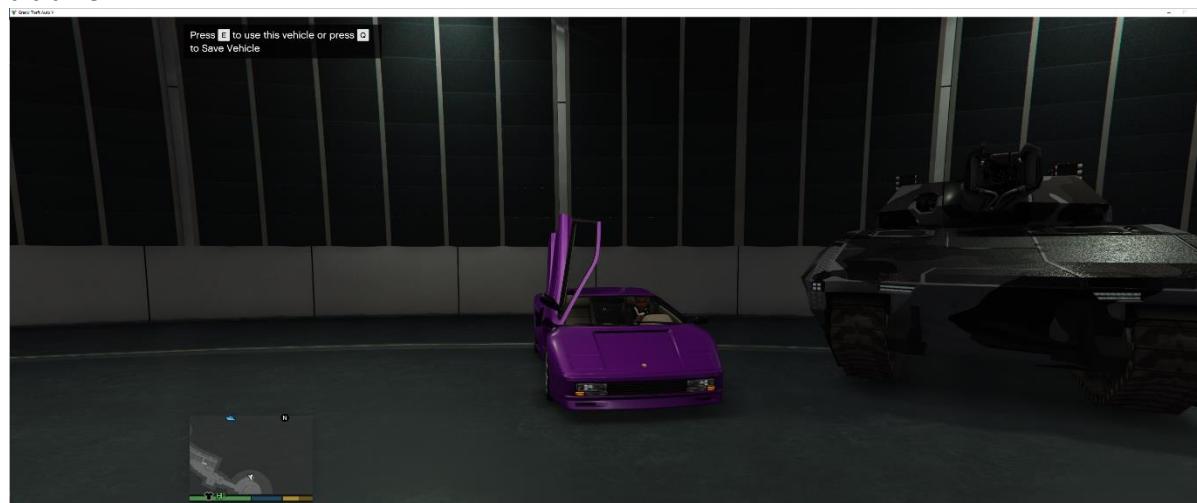
Saving/Modifiing/Removing a personal vehicle In Facility

To save a Personal Vehicle in the Facility is simple. Get any vehicle you want to save, enter the vehicle and drive up to the Facility. The Facility doors will open up like normal and a large marker will appear in the centre. Drive up to the marker and you will be prompted to save the Vehicle by Pressing Q.





If you hit Q, a new menu will pop up. The Facility has 7 slots for you to save vehicles into. Choose a slot and hit "Save Current Car. Your car will disappear, but don't worry. Enter into the facility and you should see your new vehicle on the top level of the Facility. If you want to Exit with it or save its current modifications you can enter it and press E or Q. If you would like to modify you can use a trainer.

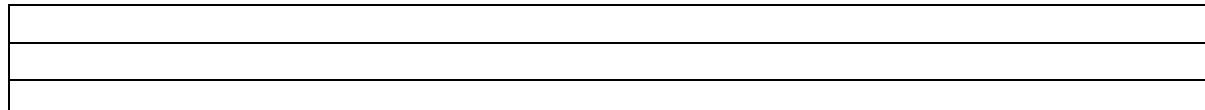


If you would like to Remove a Personal Vehicle you simply need to come to this marker. Press E when prompted to open the menu, navigate to "Remove Vehicle" and it will list slots 1 to 7.

Simply select a slot to Remove it.



Changing Business Blip & Marker Colour

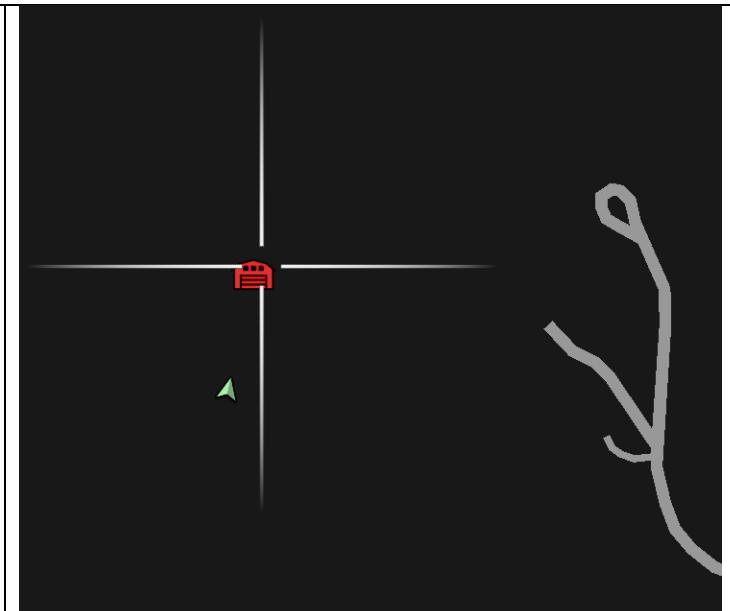


Smuggler's Run Business



How to enter Business Interior

To access the Business interior, you will first want to locate the Business blip for Smuggler's Run Business. This takes the form of a Hangar on your map. Simply go to it and look for an entrance marker. Walk up to it, and when you are prompted to, press E to enter the Hanger. Your screen will fade and after a moment of check/loading vehicles, the exit marker will appear allowing you to exit.



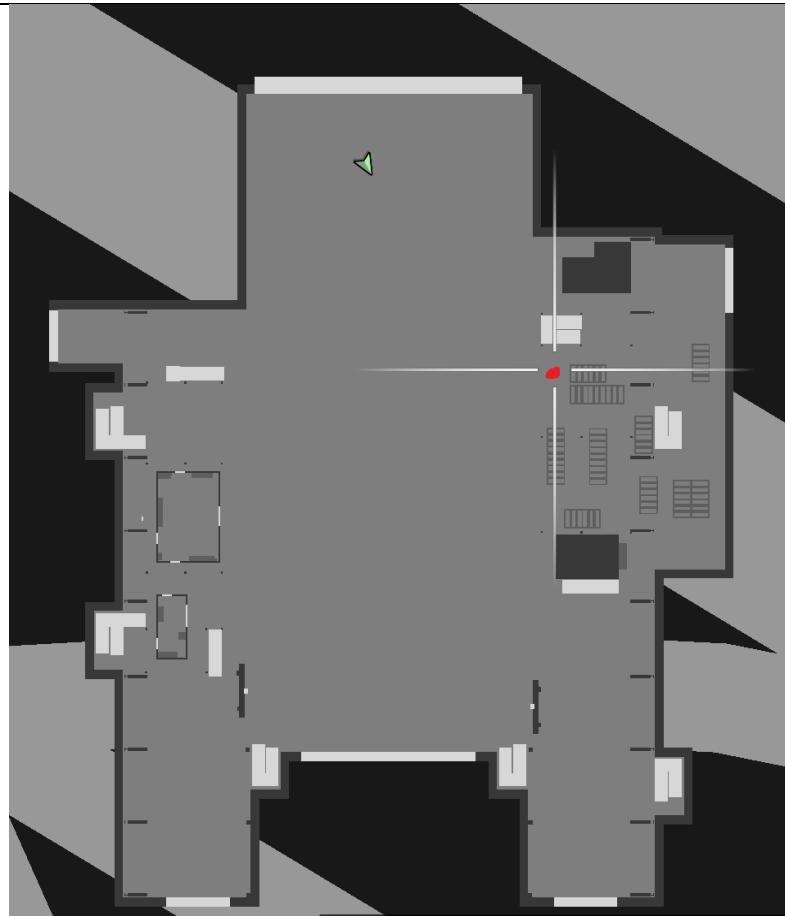


Accessing the Business Menu

Once you're inside the Business interior, you will need to go to the main chair. If you open your map your interior should look like this (see image). You may need to hit caps lock to see the full interior. To find the chair simply walk to where the red dot is marked on this image.

You'll want to move to the left and take the stairs up to the right hand second level. You'll have the bedrooms to your left and the office with the chair in it to your right.

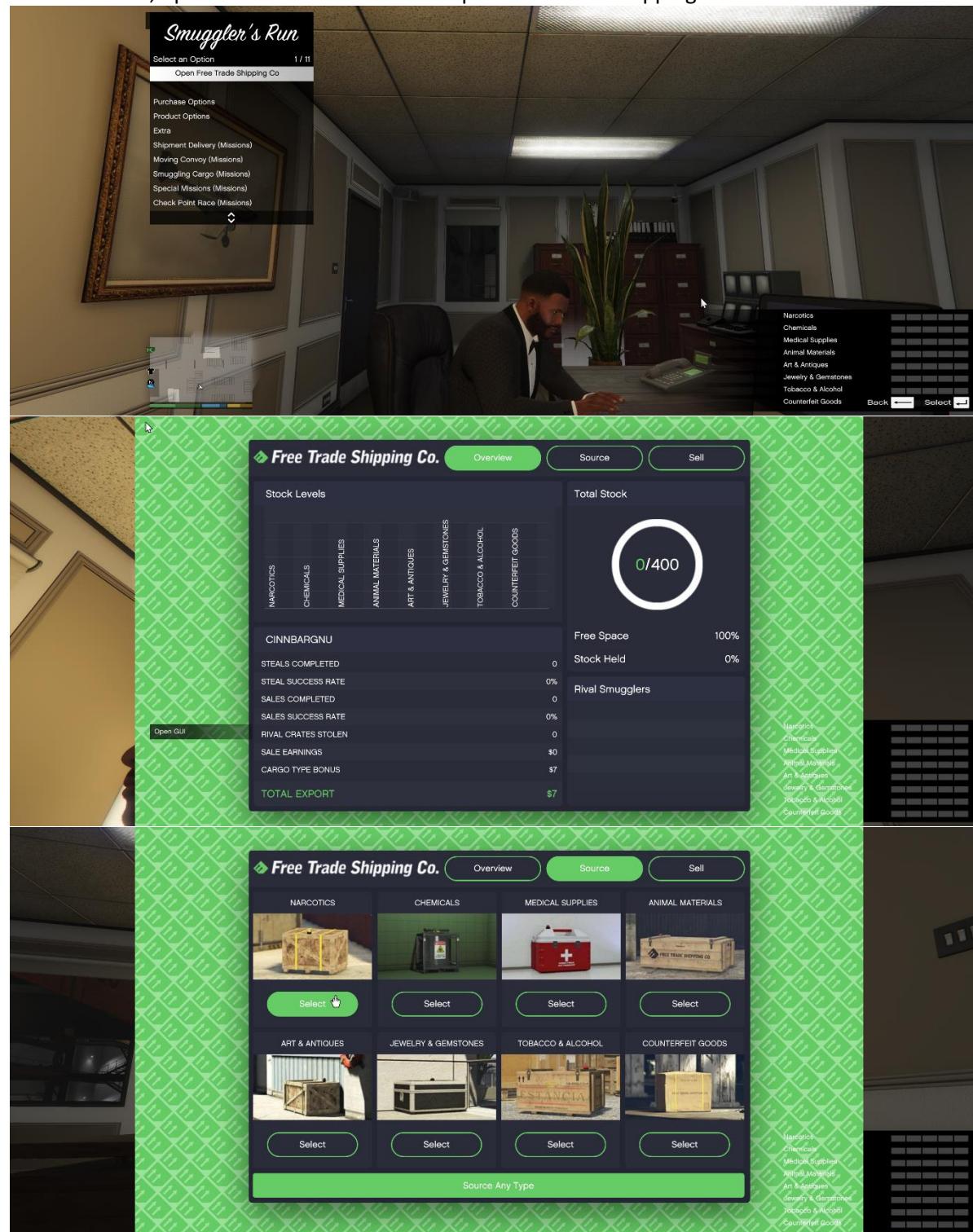
Once you are near the chair you will be prompted to sit in it. By pressing Q your player will then begin to sit down. A short time later you will be prompted to open the business Main Menu by pressing E or you can exit the chair by pressing Q.





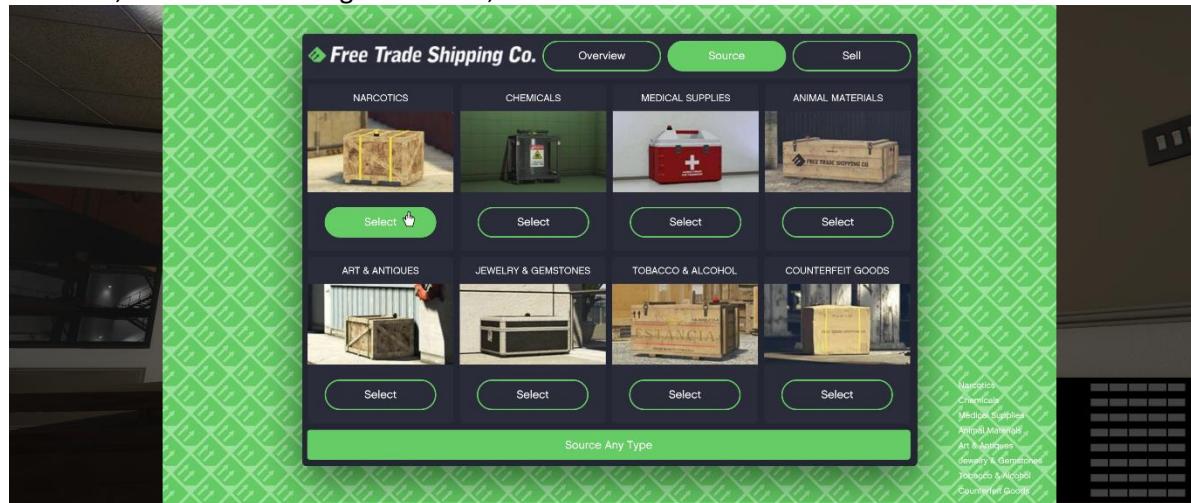
Accessing Free Trade Shipping Co Screen – New in 2.0

In the 2.0 update, the Free Trade Shipping Co UI has been added to the mod from GTAO allowing players to source and sell crates in SP. To open the “Free Trade Shipping Co” Screen sit down on the main chair, open the menu and click on “Open Free Trade Shipping Co”.



Sourcing Cargo

To source cargo, sit on the main chair and open the “Free Trade Shipping Co” Screen, and click on “Source”, then choose a cargo to source.,



Simply complete the mission to source cargo. You'll randomly get 2 to 5 crates per mission.





Selling Cargo

To sell cargo, sit on the main chair and open the “Free Trade Shipping Co” Screen. Press on “Sell”, you can either sell all by clicking on “Sell All Cargo”, or by pressing the “Sell For” under each of the cargo types.





How Free Access to Zancudo Military Base Works

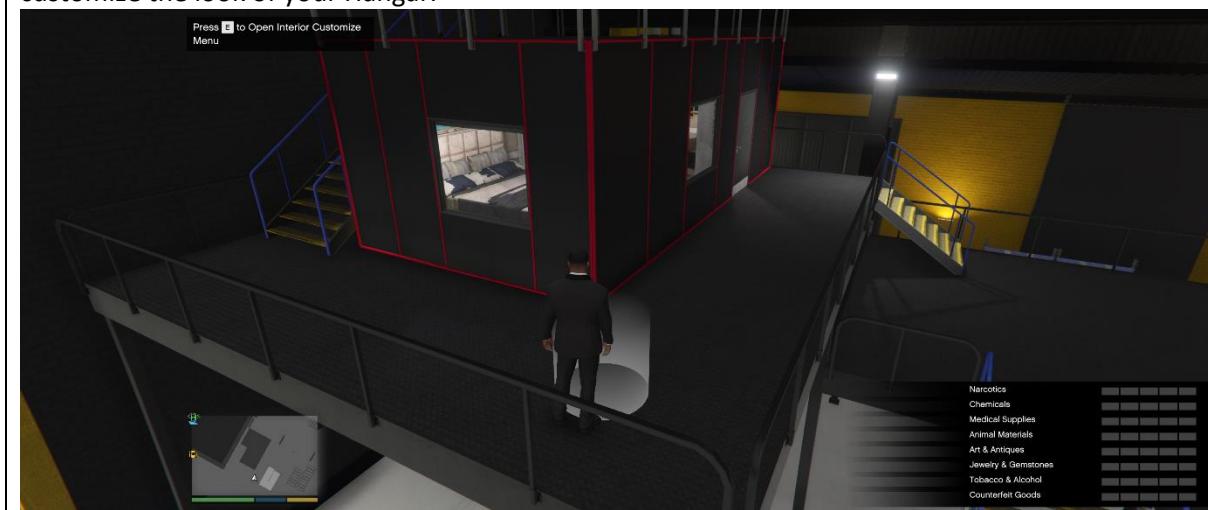
When you purchase a Hangar, if you purchase a Hangar at LSIA, it will not come with free access to Fort Zancudo, but if you purchase a Hangar at Fort Zancudo it will give you free access.

However, there are upgrades for an LSIA Hanger that will give you free access to Fort Zancudo. To purchase these upgrades, sit down on your main chair in the Hangar open the menu and navigate to "Extra" > "Extra Additions".

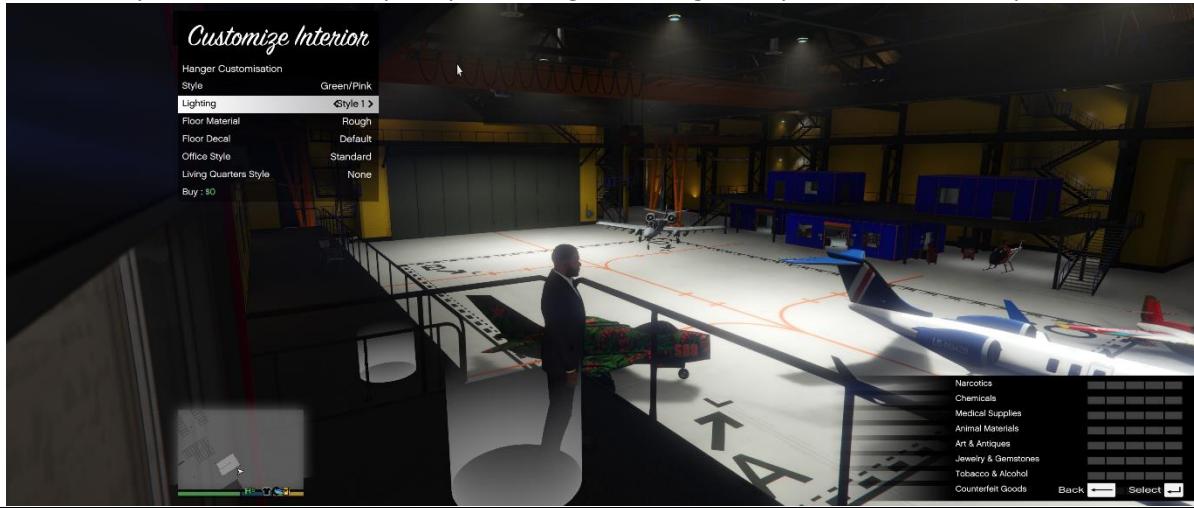


How to change design of Hanger

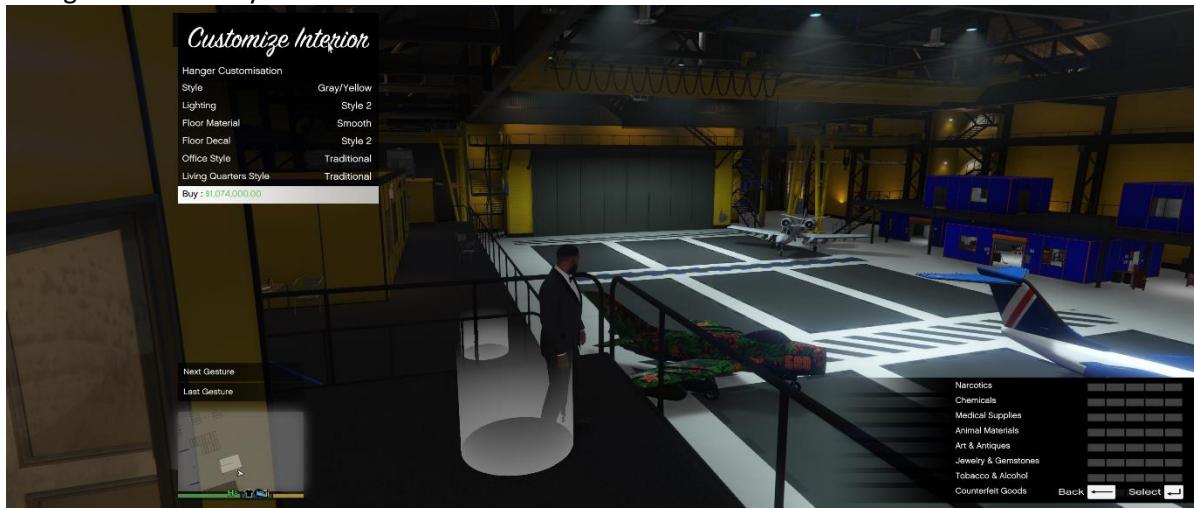
To change design of your Hangar interior, head inside the Hangar and walk up the stairs. Make a turn to your left towards the bedroom. You'll find a marker at the end which will allow you to customize the look of your Hangar.



Click E to open the menu when prompted, navigate through and you will see these options.

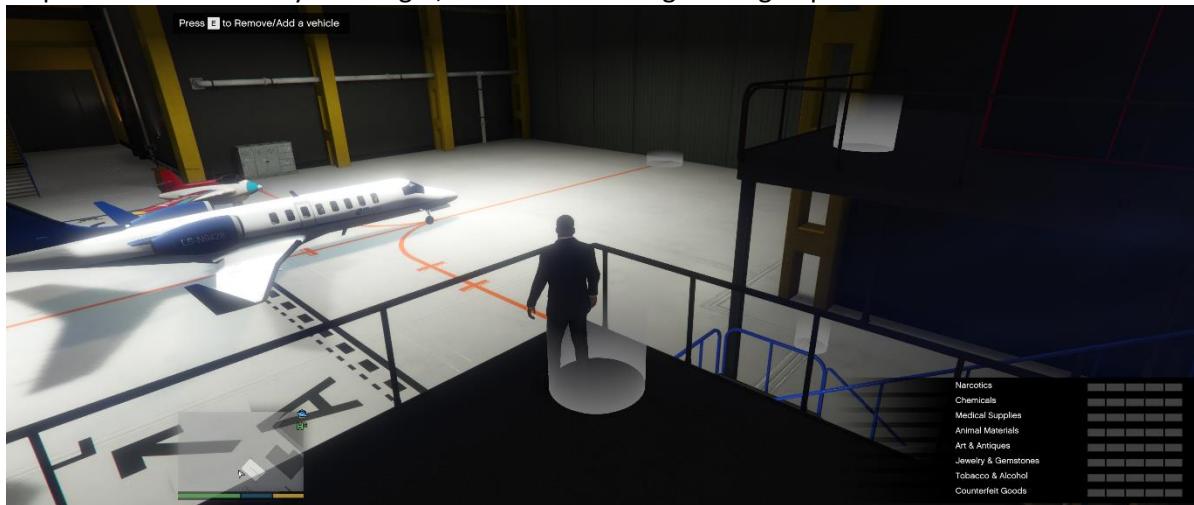


From here you can customize the Hanger to your liking, when you're ready to complete the change click the "Buy".



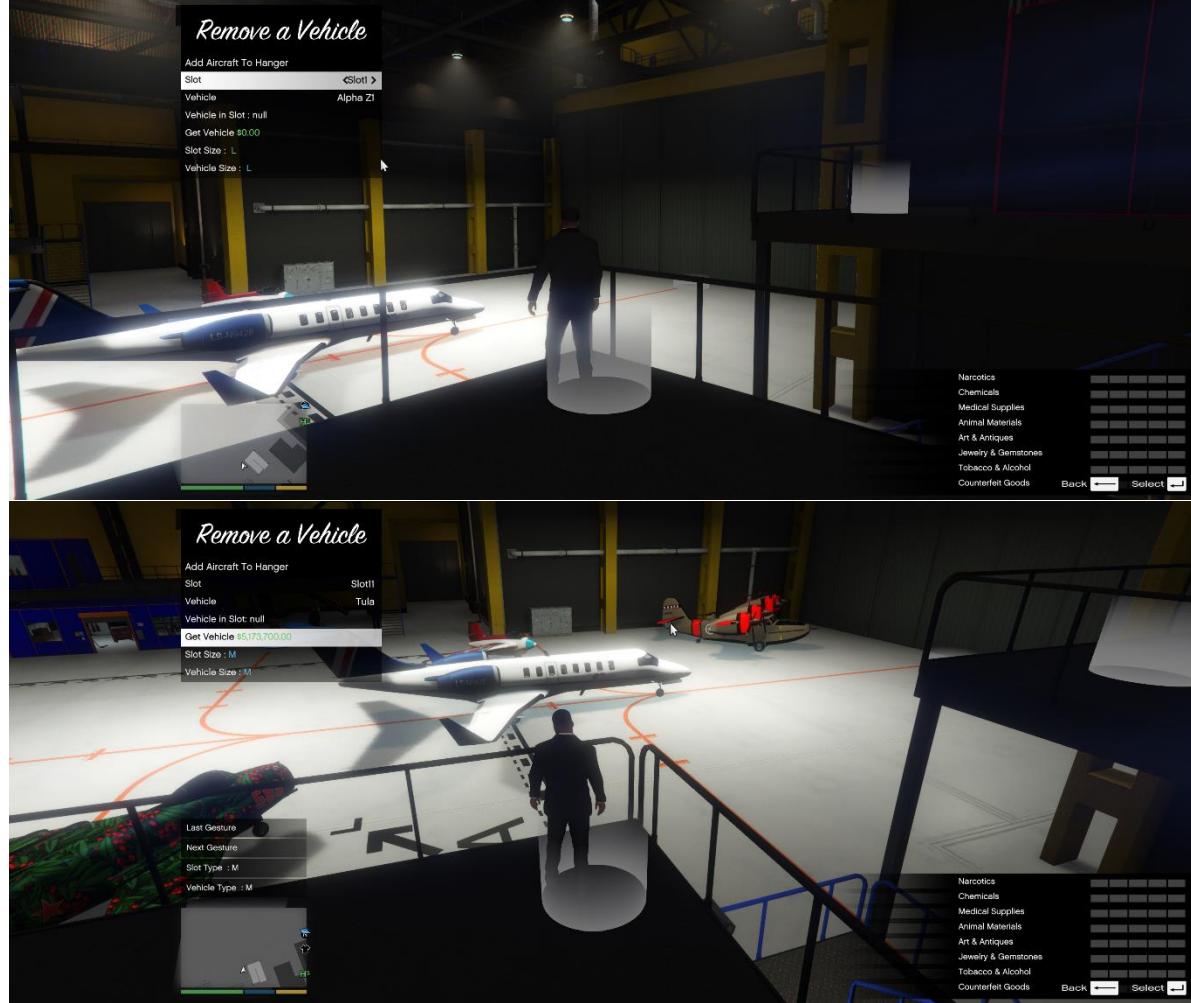
Purchasing Aircraft for you Hangar

To purchase aircraft for your hangar, head into the hangar and go up the stairs to this marker.



Open the menu and you can choose to add or remove a vehicle to Hangar. To remove a vehicle click on “Remove Vehicle” then choose the slot”, to purchase a new vehicle choose “Add Aircraft to Hangar”.

You will see this menu, you can choose the aircraft you want and how big it is. You will need to match the vehicles size to a matching slot size. Once you’re ready click on “Get Vehicle”.



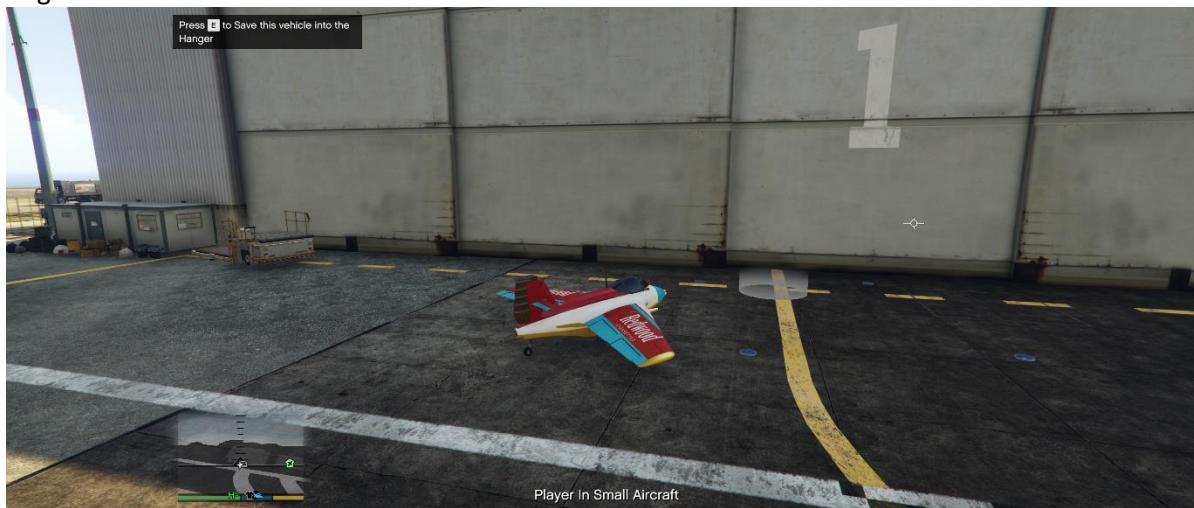
Purchasing Exclusive Storable cars for your Hangar

There are 4 exclusive cars that can be stored in your hangar. To purchase one, head inside your hanger and move to the first marker. Press E when prompted to open the menu.

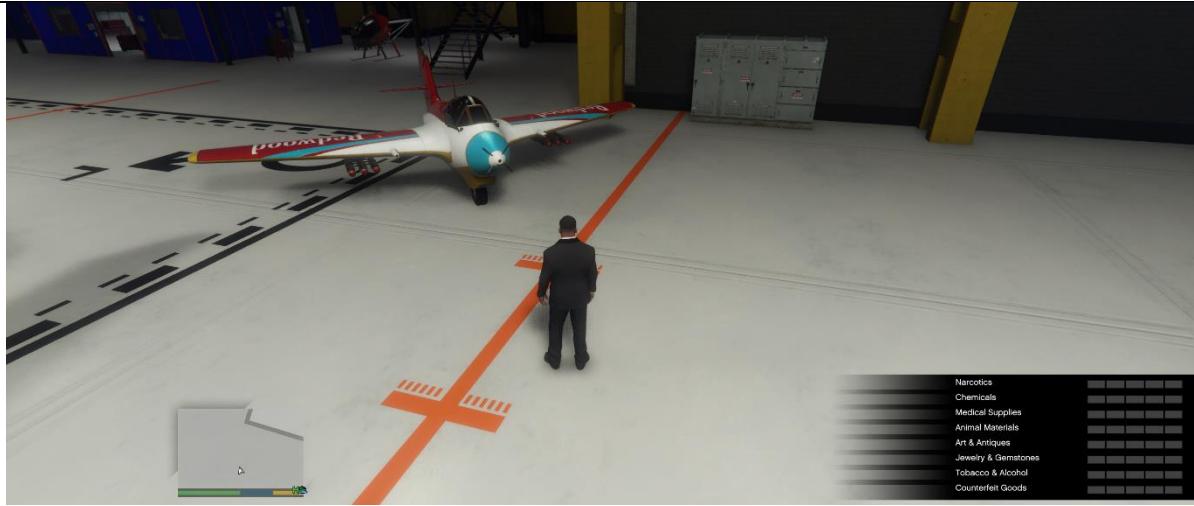
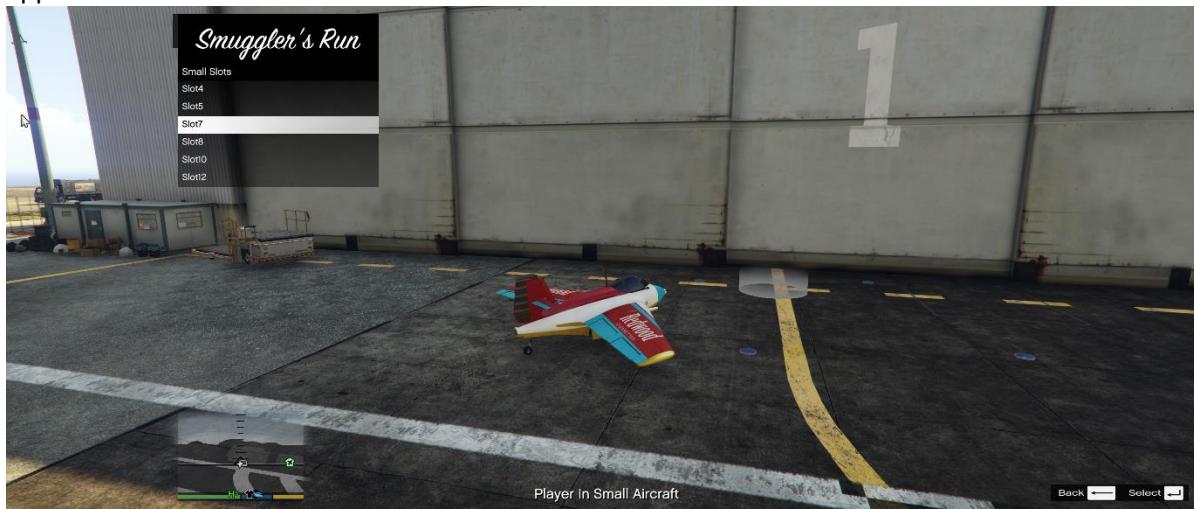


How to Store non-purchased Aircraft in Hangar

To store an aircraft that you stole, you will need to fly it back to your hangar and approach the large marker.

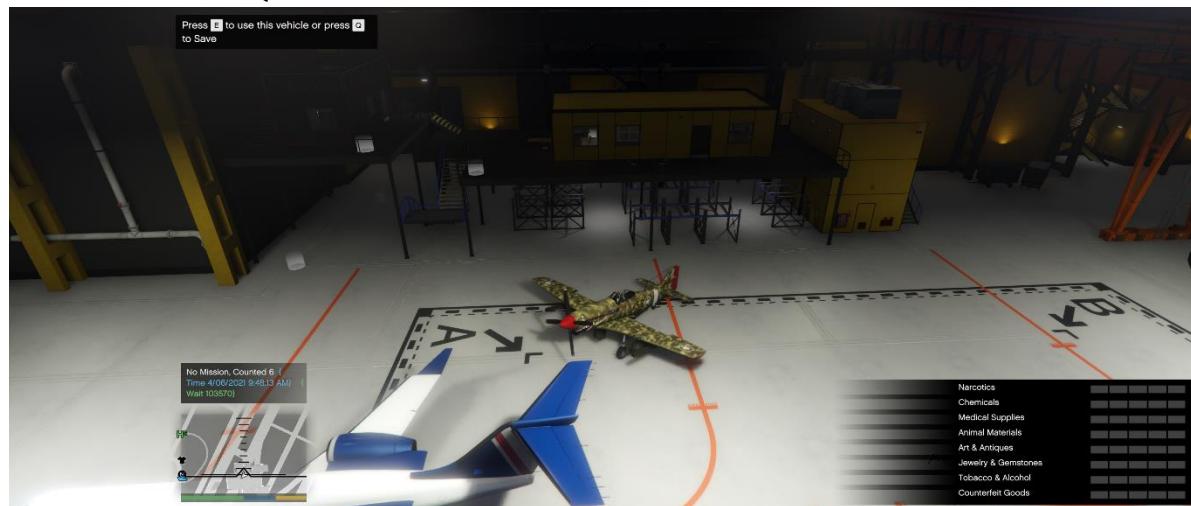


You will then need to open the menu and select a slot. Slots are divided into Small, Medium and Large, for planes and helicopters. You will be able to see what type your aircraft is when you approach the marker.



How to Exit Hangar with Aircraft

To exit with an aircraft from your hangar, all you need to do is enter the desired aircraft. You will be prompted to either save its current modifications or exit with it. To exit press E or to save modifications Press Q.



Changing Business Blip & Marker Colour

How to Purchase & Use Gunlocker (Modify/Buy Weapons)

How to Purchase & Use Money Vault (Save Money Away)

Celebrity Solutions Agency Business

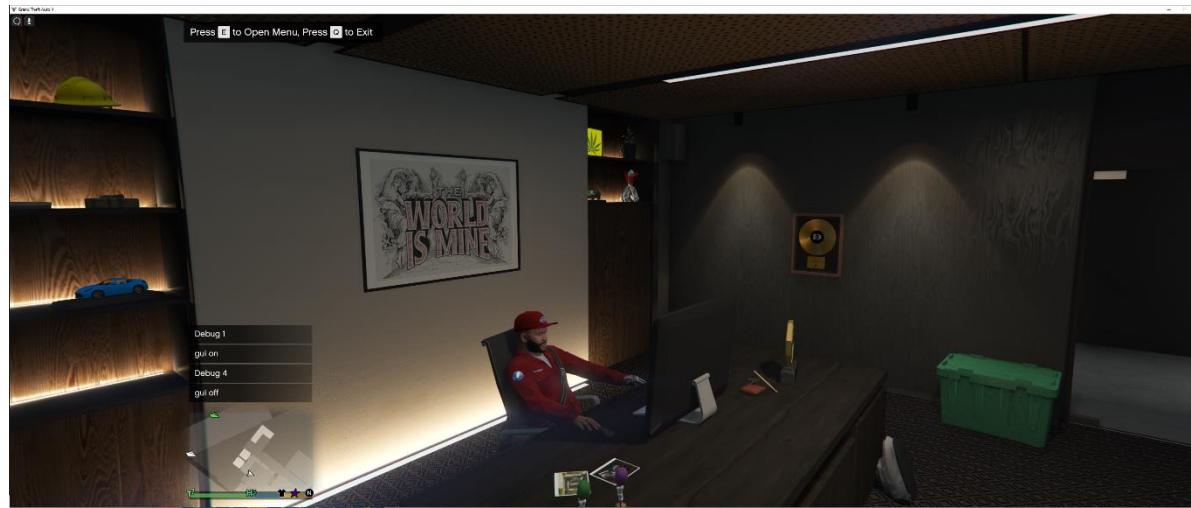


What is the Celebrity Solutions Agency Business

The Celebrity Solutions Agency Business is the Singleplayer mod version of The Contract Update, the mod adds in The Contract from GTA Online, new garages, new interiors and much more

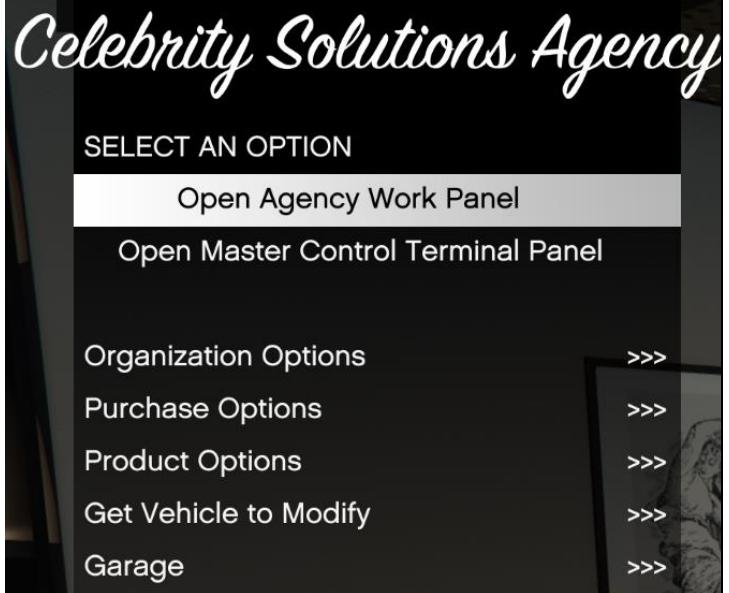
How to start/Play The Contract

To start or Continue the Contract youll want to make your way to the main chair in the upstairs of the office

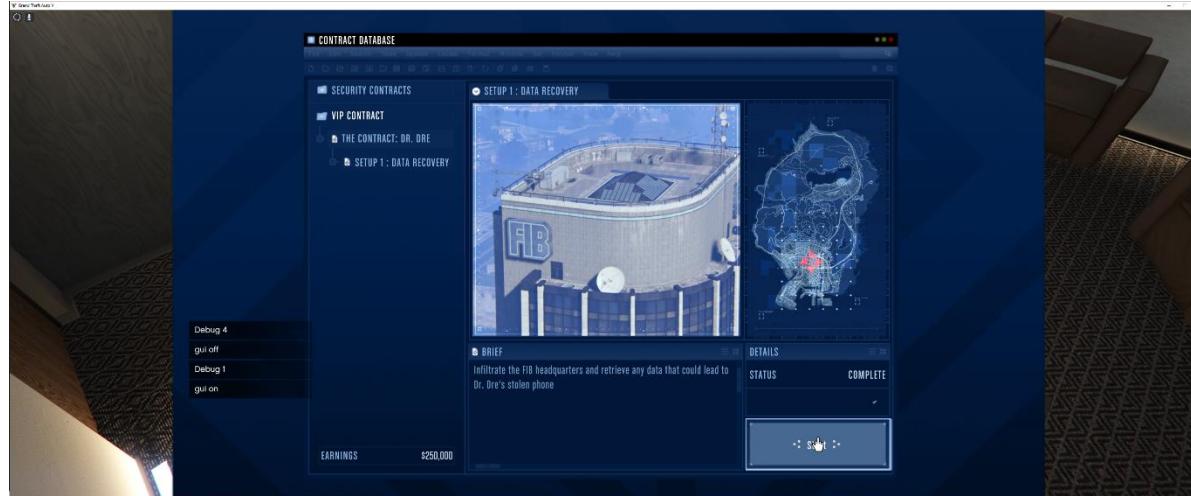


Sit in the Chair when prompted and then you will be prompted to access the menu

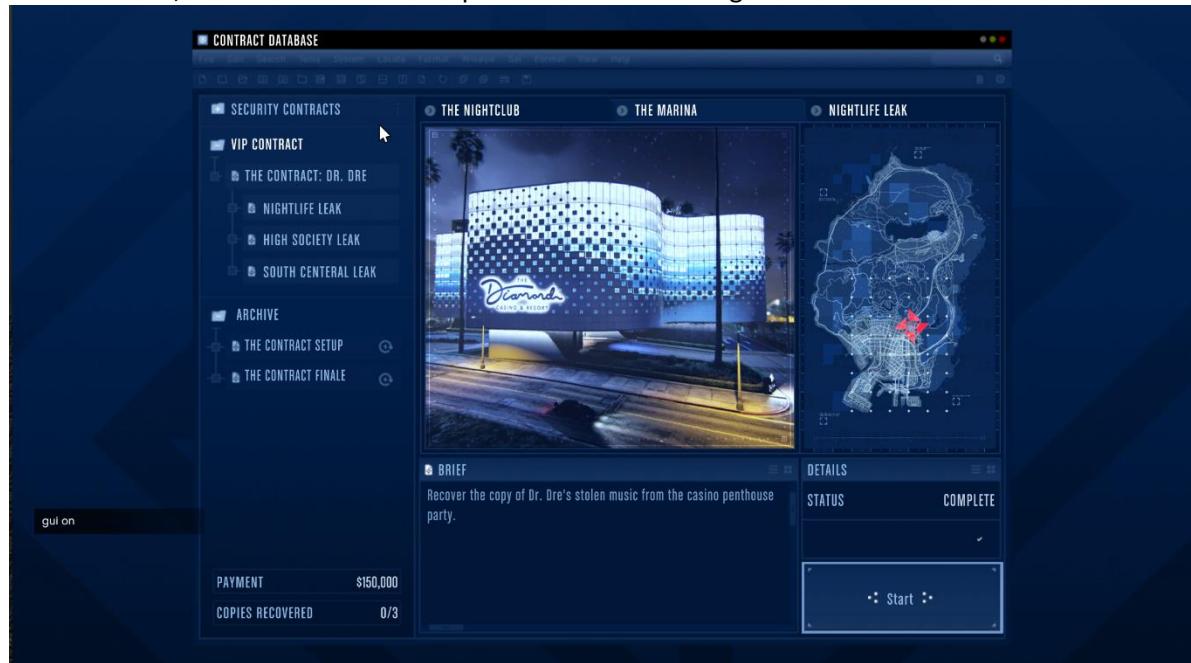
You will want to go ahead and click on “Open Agency Work Panel”
And a new gui will appear



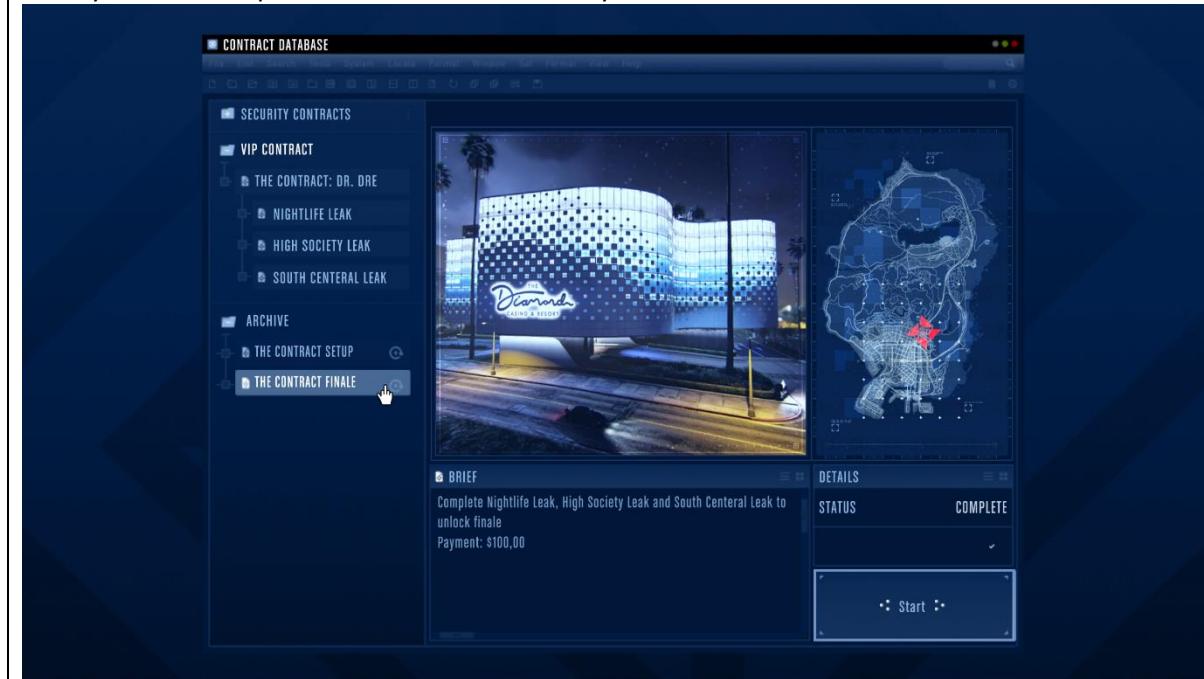
Once this new GUI appears you will be able to click on VIP Contracts, this is where the Contract missions are started, to start the first Setup Data recovery



Once Data Recover Setup The Screen will change and show three Leaks, all of these Leaks have 3 missions each, each leak must be completed before accessing finale.



Once you have completed leaks to access Finale you can click on "The Contract Finale"

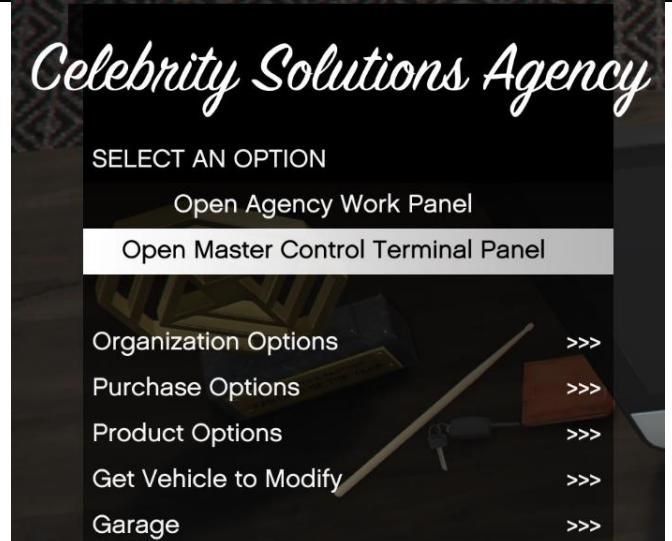


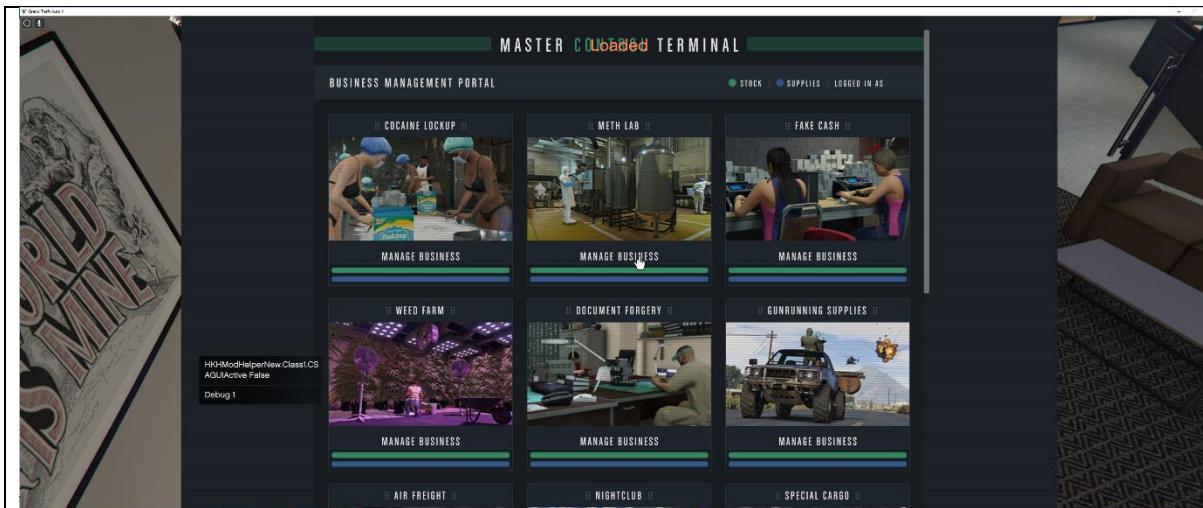
If you want to access the Setup again you can “The Contract Setup” to replay the Data Recovery Setup



How to access the Master Logistics Terminal

To Access the Master Logistics Terminal go to the Main Computer inside the Agency, open the menu and Click on “Open Master Logistics Terminal”



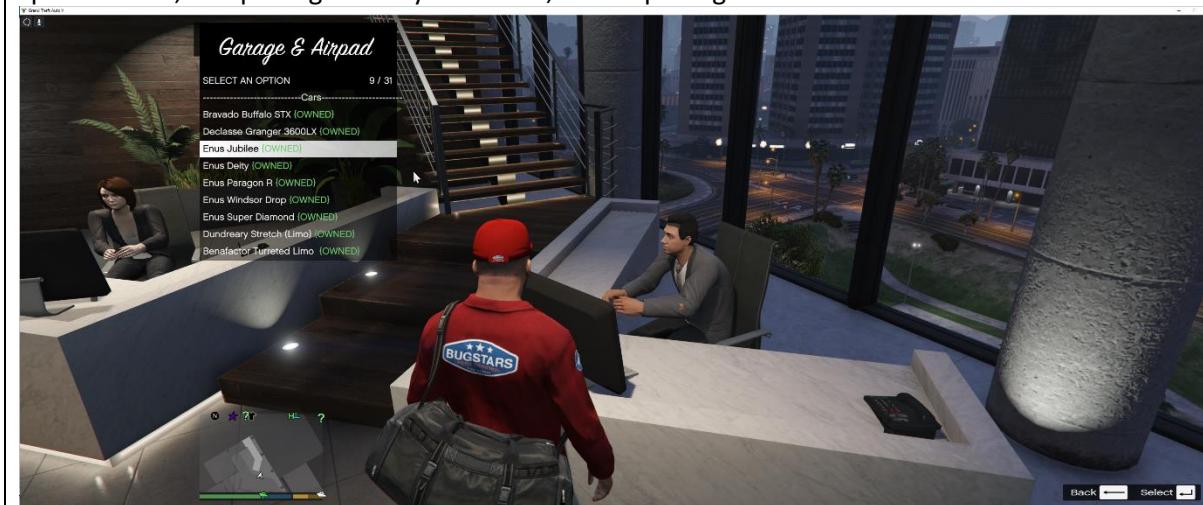


Once this screen pops up you can click on any of the Businesses and hit “Manage Business” clicking this you will get a message if you have not installed the mod or if you don’t own the Business, but if you have installed the mod and own the business, that businesses GUI Will Open



Company Cars & Company Helicopters & Special Unlockable Vehicles

Company Cars & Helicopters are vehicles that the player can borrow from the Agency most the player will have to purchase from the agencies Assistant, others you will need to unlock via doing specific tasks, completing Security Contracts, or completing the Contract missions



Once you have bought a Company Car/Heli you can then order it to use, it will then appear outside the Agency (for Company Car) and on the roof of the Agency (for Company Heli)



For some vehicles you will need to Complete special task, hovering over the vehicles will reveal what you need to do

Garage & Airpad

SELECT AN OPTION

31 / 31

Nagasaki Buzzard (Unarmed) {OWNED}

Nagasaki Buzzard (Attack) {OWNED}

-----SPECIAL-----

The Lawyers Car {LOCKED}

Chino Lowrider {LOCKED}

Moonbeam Lowrider {LOCKED}

Buccaneer Lowrider {LOCKED}

Johnny Guns Dominator GTT {LOCKED}

Dr. Dre's Champion {LOCKED}

Imani's Reever (Bike) {OWNED}

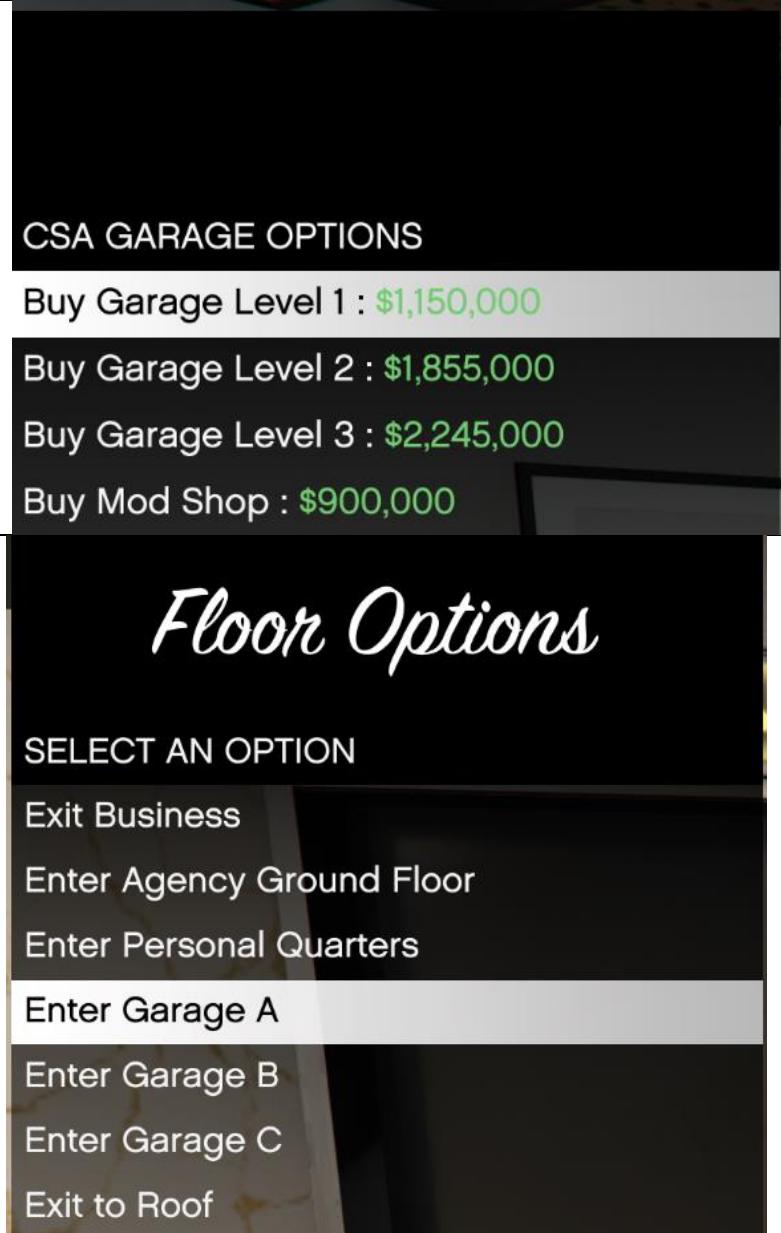
Complete 10 Security Contracts, Imani's Reever is a special Western Reever, with a 235% increase to torque, full engine and armour upgrades

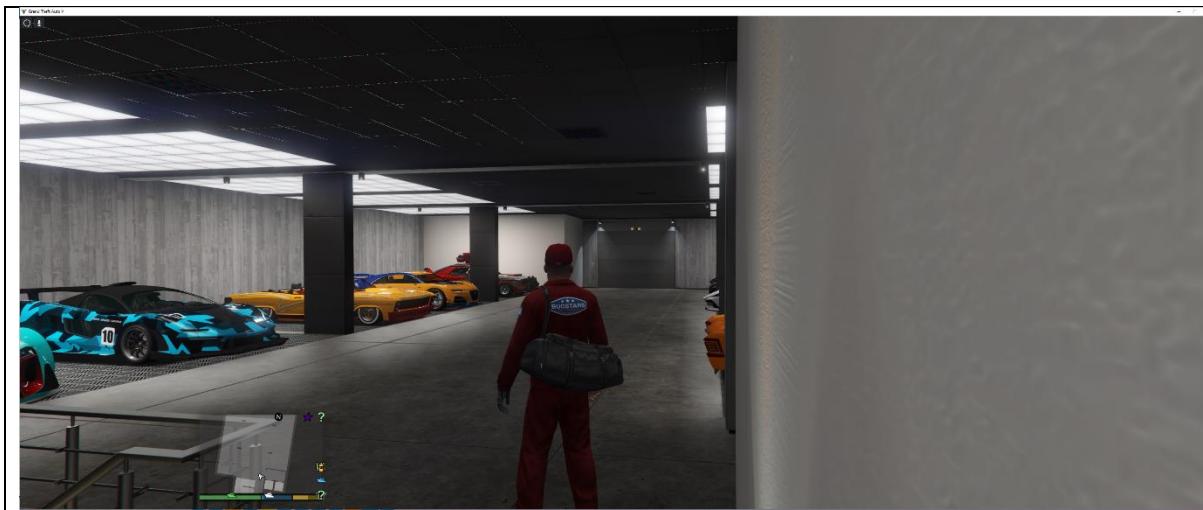
How to access the Gunlocker

How to purchase and Access 25 Car Garage Bays

The Celebrity Solutions Agency has the biggest Garages to date, it has three 25 car garages, each one can be purchased from your Main Computer, to purchase a Garage, go to your main computer inside the Agency, navigate through "Purchase Options" into "CSA Garage Options", here you should see options for purchasing Garages & Modshop

Next to enter the Garage you will want to go to an Exit Marker, open the Menu and Select the Garage you want to enter





How to Customize Vehicles

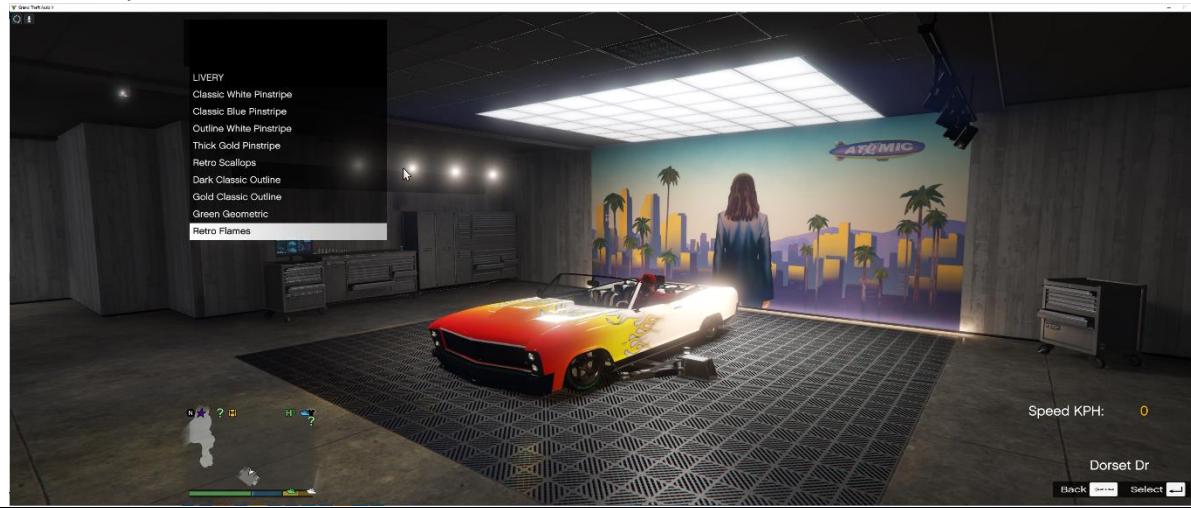
Once you have purchased a Garage, if you want to modify your Vehicle you will need to purchase a Modshop, once a mod shop is purchased, enter a vehicle and press Q to enter the Modshop when prompted



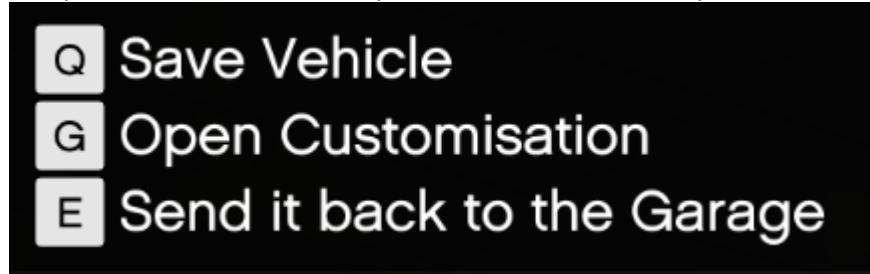
Once you in the Modshop you will be prompted to open the customization menu with G



Once pressed G you can navigate through the menus customizing Vehicle Parts, Color, neons, Wheel at your leisure



But remember if you want save the look of your vehicle Press Q when your done when prompted

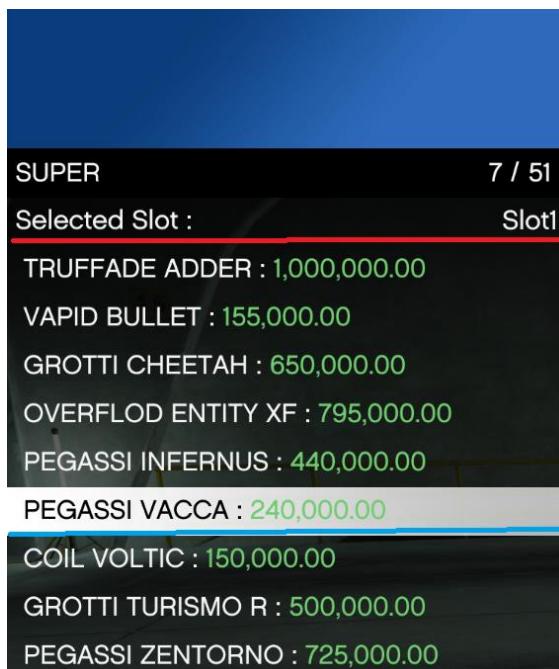


How to Purchase new Vehicles

ADDING A VEHICLE :

To add a vehicle to the garage you will first need to enter the Garage you want the Vehicle to be saved into, on each level of the garage is a marker located near the stairs which allows you to add or remove a vehicle, you will want to open the menu navigate through to "Add a Vehicle in Slot"

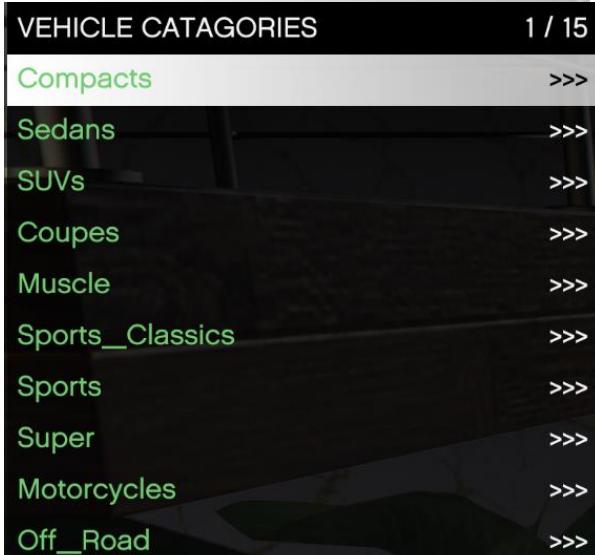
Then to Vehicle Categories, select which category you want then select the slot, then choose the Vehicle you want to purchase



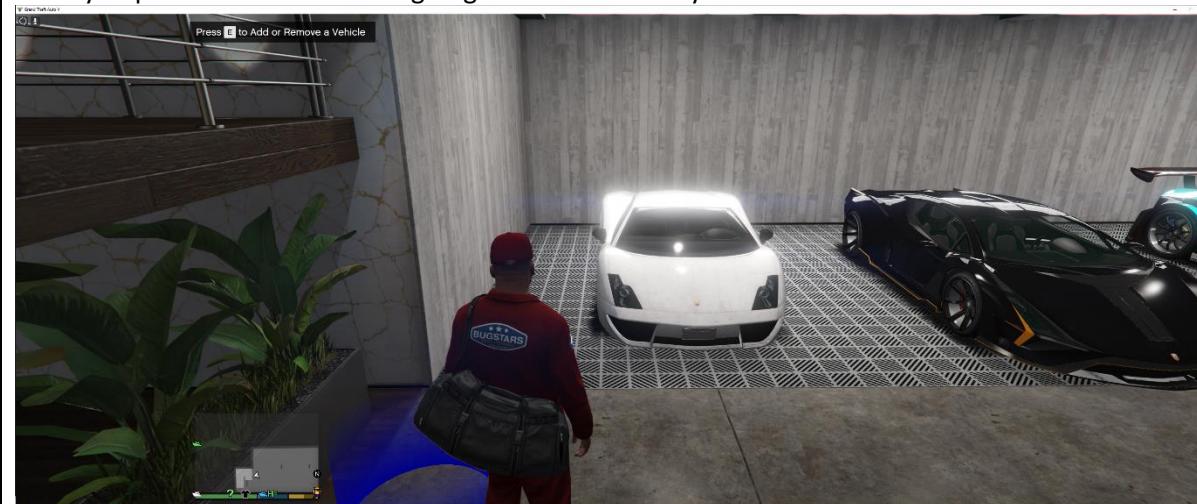
REMOVE A VEHICLE

Remove Vehicle >>>

Add vehicle in Slot >>>



Once you purchase a Vehicle the garage will refresh and your vehicle will be in the slot

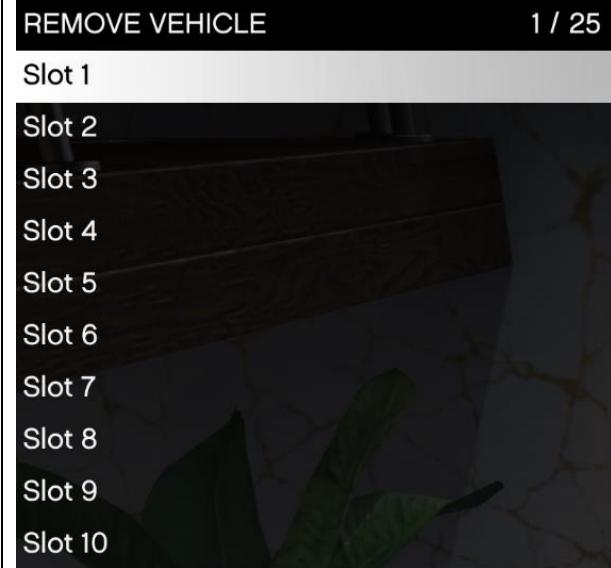


How To Remove Vehicles from Garages

To Remove a Vehicle from a Garage, first enter that garage, and navigate to the marker near the stairs, and select “Remove a Vehicle”



Once you see this, you want to select the slot you want to remove, not there is no going back if you select the wrong slot!



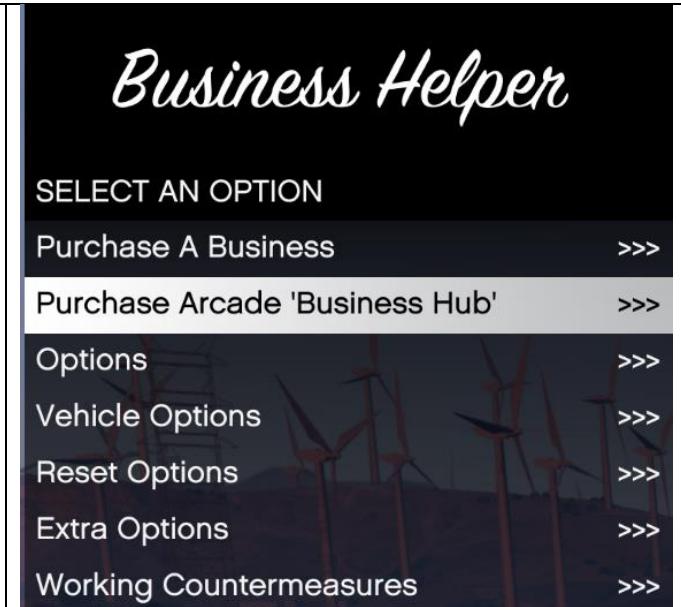
The Arcade Hub

What is the Arcade Hub?

The Arcade Hub is a Hub for Businesses, from your Arcade you can access the Master Logistics Terminal, store Vehicles in Arcade, and view current readout of each businesses stock level and value and Even playing the Diamond Casino Heist

How to Purchase and Arcade Hub

To purchase an Arcade Hub Open your ingame Phone and go to Contacts then to Business Helper, if the Arcade Hub dll is present in scripts folder you will have an option in Business Helper to Purchase an Arcade Business Hub

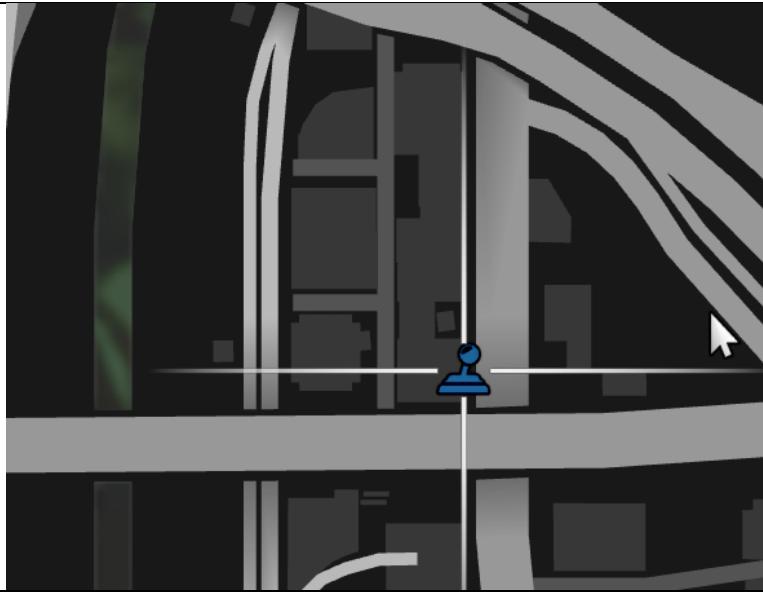


Once you click on that a new menu will appear "Purchase Arcade SubBusiness" click on that menu will take you to a menu with possible locations for Buying an Arcade

From here you clicking on one of the options will purchase an Arcade in that location for that price, if you have the money of course



Once you have purchased and
Arcade it will look like this on
the map



How to Start the Diamond Casino Heist

Once you have purchased an Arcade you will then be able to play the Diamond Casino heist, to do so go to your arcade and enter it



You will then want to make your way into the office and access the basement



Once in the Arcades Basement you will want to head to this marker, from here you can start/continue the Diamond Casino Heist



How to access the Master Logistics Terminal

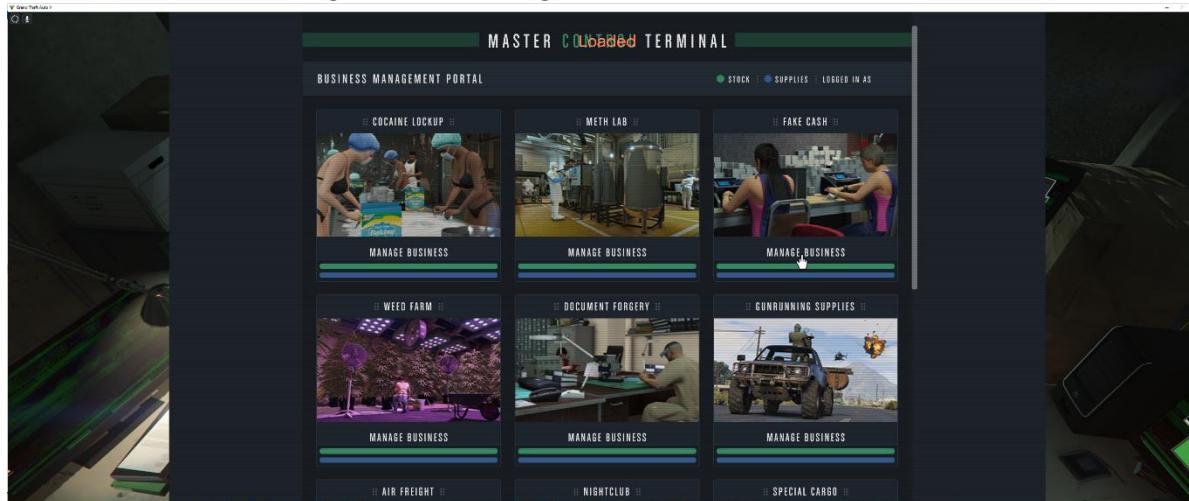
To access the Master Logistics Terminal you will want to enter your Arcade, Enter the basement and come to this chair



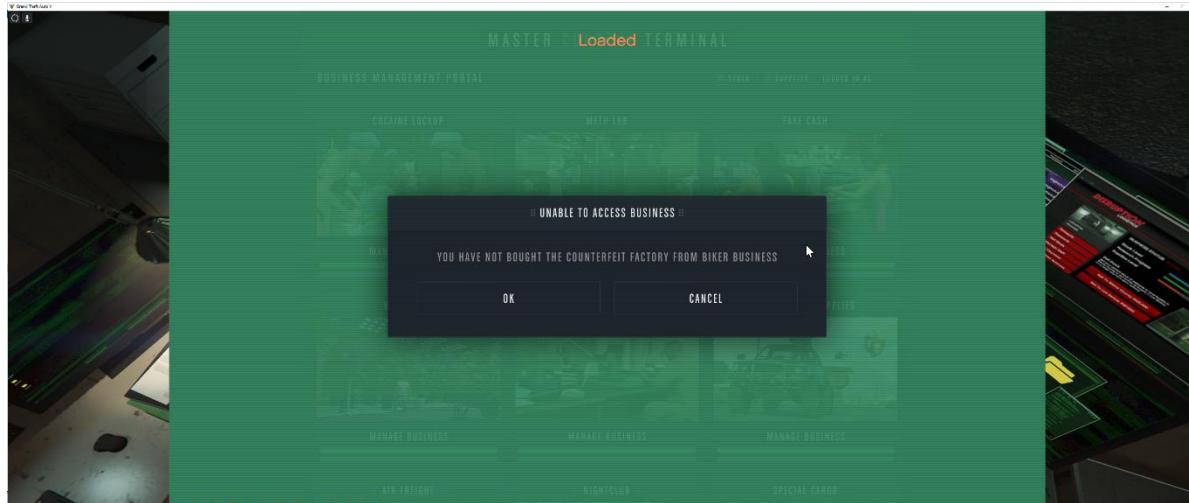
Sit in the Chair by walking up to it and pressing Q when prompted, you will then be prompted to access the Master Logistics Terminal by Pressing E



From here Pressing E will open the Terminal Allowing you to choose a business to manage, to choose a business to manage click on “Manage Business”

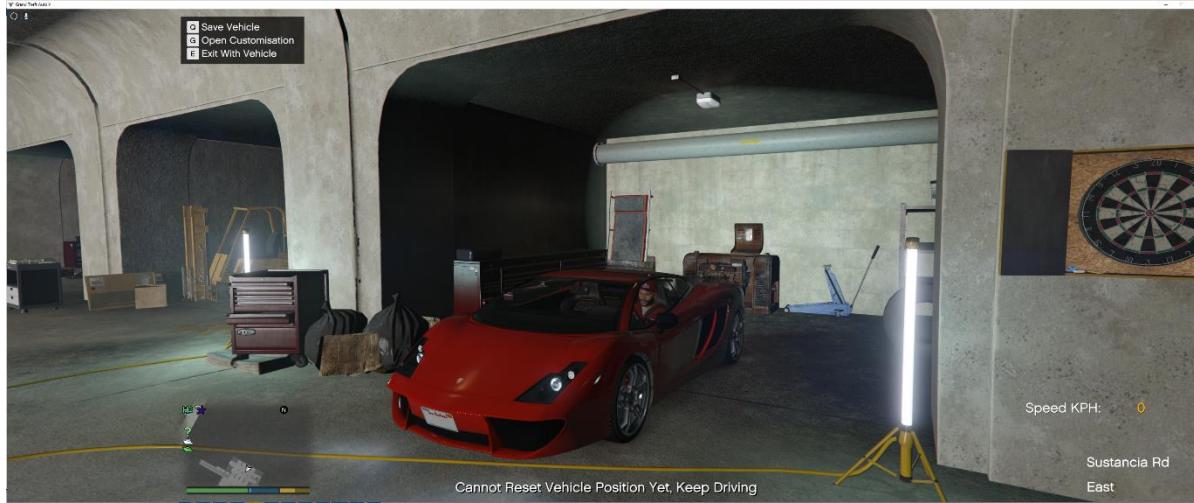


If you own the Business and the Business has been installed a new page will pop up if not you will get a message saying you cannot manage this business

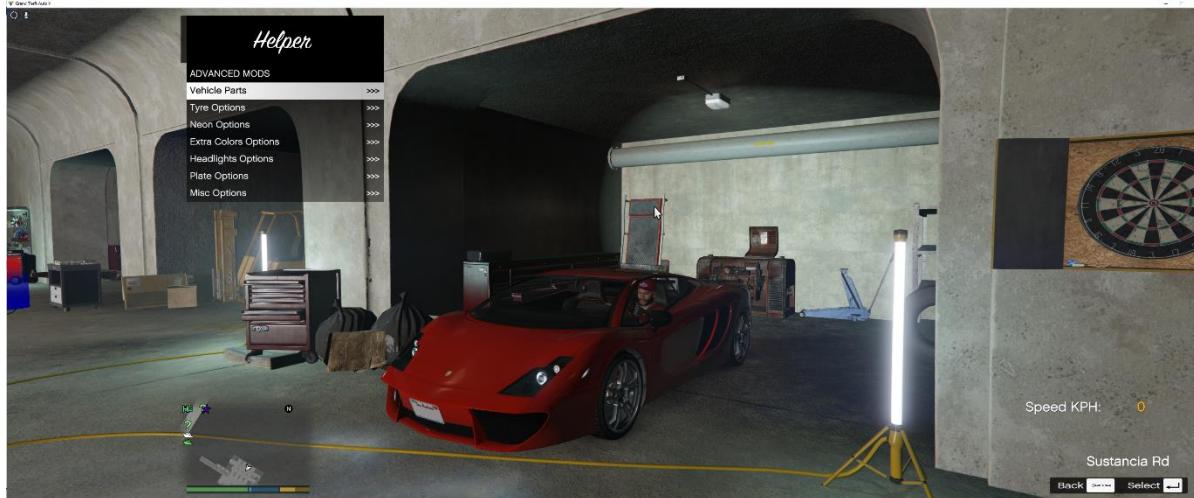


How to Modify vehicles inside your Arcade Hub

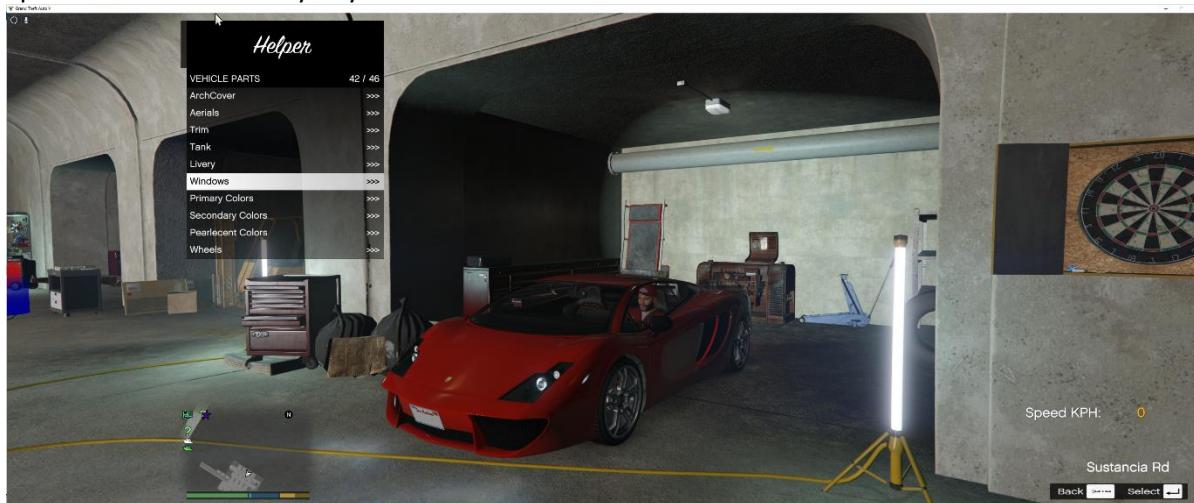
Once you have saved or purchased a Vehicle for your Arcade you can easily modify it from the basement, all you have to do is enter the Vehicle and Press G when prompted



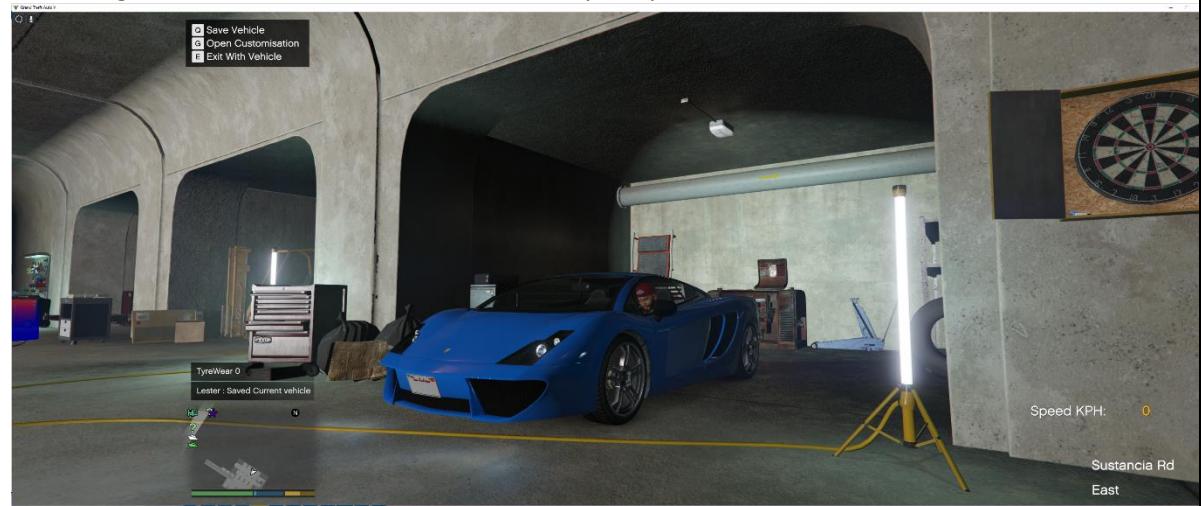
Once you have pressed G a new menu will appear Click on Advanced Parts then you will see this



From here you can go into Vehicle Parts and customize anything from the Colors, Wheels, Engine, Spoiler or even the Livery of your Vehicle

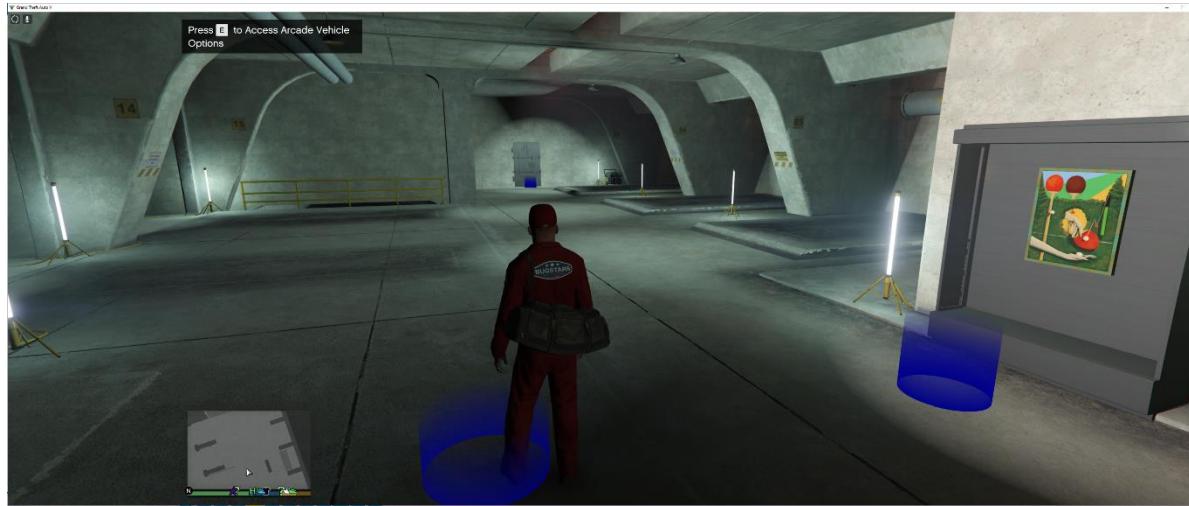


Once you are done modifying your Vehicle back out of the menu (by presing Esc) and if you want the changes to save make sure to Press Q when prompted



How to Purchase vehicles inside your Arcade Hub

To Purchase Vehicles from inside your Arcade, you will want to enter the basement and go to this marker



You will want to click on the option "Add Vehicle To Slot" then "Vehicle Categories will appear", you can then select the Slot you want the Vehicle to be saved into (marked in Red)

then select the Vehicle you want to Buy, in this case the Vacca (Marked in blue) and hit enter and the Vehicles in your Arcade will refresh and you new vehicle will be in its Slot

SUPER	7 / 51
Selected Slot :	Slot1
TRUFFADE ADDER : 1,000,000.00	
VAPID BULLET : 155,000.00	
GROTTI CHEETAH : 650,000.00	
OVERFLOD ENTITY XF : 795,000.00	
PEGASSI INFERNUS : 440,000.00	
PEGASSI VACCA : 240,000.00	
COIL VOLTIC : 150,000.00	
GROTTI TURISMO R : 500,000.00	
PEGASSI ZENTORNO : 725,000.00	



Business Redesign Change Log

---Business Redesign 0.1 alpha Req---

Gunrunning, Biker, Executive, After Hours, Smuggler's Run, and Doomsday Heist Businesses now all need to be purchased via HKH191s Business helper

---Business Redesign 0.1.3 alpha Req---

Fixed Game Crash on re-Entering Tower in Executive Business

fixed Afterhours SupplyTrade Crash

added Spinning Roulette Wheel and Ball

---Business Redesign 0.1.6 alpha Req---

Added Method in HKH191sBusiness Helper to Pass the time, for Stocks to Increase/Decrease - BE CAREFUL WHEN USING ITS NOT 100% YET, BUT SAFE STILL, stock increase/Decrease is not 50/50 instead of 35/65

---Business Redesign 0.1.8 alpha Req---

Bug fixes and addons for the Biker Sub Business

Bug Fixes to Afterhours

---Business Redesign 0.1.9 Req---

Removed Random Green Marker in Paleo Bay (Created from unused code from Arena War)

Combined all Executive Garage Scripts

Removed Random Green Marker in Paleo Bay (Created from unused code from Arena War)

Redesigned the Biker Clubhouse (LATEST EAI IS REQUIRED!!)

---Business Redesign 0.1.9.1 Req---

added Chair Menu method to Arena War, (sit on CEO chair to access menu)

Chair is in the smaller office accross from where the main marker usually is, near the money vault

---Business Redesign 0.2 Req---

fixed conflicting issues with Dell Perro and Vespucci Clubhouse,

fixed Order vehicle in HKHBusiness Helper still showing only 4 vehicles in clubhouse instead of 12

fixed a minor crash in Doomsday Hiest Business

---Business Redesign 0.2.2 Req---

added wardrobe to afterhours business

seperated Led and DJ lights in afterhours business

fixed multiple menus appearing when using a controller in all Businesses

---Business Redesign 0.2.3 Req---

fixed clubhouses having only 4 vehicles slots, (may be causing issues) now has all 12 (Apologies my fault)

added VPM to Afterhours Garage

---Business Redesign 0.2.4 Req---

added option to freeze new chairs so they dont move if you bump them

fixed some glitches with Afterhours Garage

fixed vehicles not Properly deleting in Biker Clubhouse

added new method, for open and closed, money vault, and Gunlocker Vault door

in Executive Business

fixed not being able to sit on couch in Arcadius tower or MazeBank Tower

---Business Redesign 0.3 Req---

Added working TV in all 4 Executive Towers

fixed missing chair in Arcadius Office

re wrote Executive Subbusiness, will now need to be purchased through the 'Purchase Menu' from the main menu when sitting at the CEO computer

can now change Subbusiness location (11 to choose from)

tweaked the Executive Vehicle Warehouse to allow purchase of multiple vehicles before refreshing the garage

fixed major issues with Steal Cargo Crates product mission (All Businesses)

made all Money Vaults display money with commas and zeros (100,000,000 instead of 1.00E8)

---Business Redesign 0.4 Req---

fixed some issues with Executive Sub Business

fixed wrong amount of cash from being deducted when buying a biker clubhouse

Doomsday Heist Business Avenger Blip colour and marker colour now matches the main color of business

Gunrunning Business MOC Blip colour and marker colour now matches the main color of business

please note : a new version of OCCI is available for resetting Business MOC. Avenger, Terrobyte in #current-uploads

---Business Redesign 0.5 Req---

Changed Turret fire key to Space bar or X on Xbox Controller

added third person view on Scout drone in Terrobyte by pressing V

Arcade now stores 3 vehicles stock, and 11 vehicles if purchased slots 4 - 11 from Arcade Customization

added 5 new Missions to Arcade

Redesign slot machine placement

added missing arcades, including Love, Gunslinger, fortune teller, and race arcades

added a vehicle purchase menu, to center of the underground vehicle storage

change start Hiest marker color to main color of business

added a Money vault to Arcade

made the underground area to purchaseable items

fixed radio in Arcade not staying off

added Practice Hacking minigame & Practice Drilling minigame to underground area

added ability to turn clutter in underground area off

Buying more arcades now cost money (Arcades range from 95k to 400k)

removed old arcade games

fixed Sell Business in Afterhours options in HKH191s Business Helper appearing as 'Sell Arena War Business' instead of 'Sell Afterhours Business'

---Business Redesign 0.6 Req---

Grouped ArenaWar Business Scripts : GunLocker.cs + MoneyVault.cs + EnableEnteriors.cs into Class1.cs

Grouped Afterhours Business Scripts : SupplyTrade.cs into Class1.cs

Grouped DoomsdayHiest Business Scripts : InteriorPeds.cs + InteriorProps.cs + MoneyVault.cs + OrbitalCannon.cs + Gunlocker.cs into Class1.cs

Grouped DC&R Business Scripts : Penthouse.cs into Class1.cs

Grouped Executive Business Scripts : Assistant.cs + InteriorProps.cs into ExecutiveTower.cs

Grouped Executive Business Scripts : WarehouseGunlocker.cs into VehicleWarehouse.cs * - 100% finished

Grouped Gunrunning Business Scripts : Gunlocker.cs + SetMoc.cs + InteriorPeds.cs + MoneyVault.cs into Class1.cs

Grouped Smuggler's Run Business Scripts : Gunlocker.cs + BusinessStuff.cs + CustomizeHanger.cs + Extra.cs + MoneyVault.cs + RestrctedZone.cs into Hanger.cs

fixed Arena War Markers not appearing on First time load

fixed Doomsday Heist Facility exterior doors not opening on first time load

Fixed Fort Zancudo Resticted Areas not turning off

Disabled Franklins Special Ability when on Speed Trap missions
added Great Ocean Freeway & Krorz Drive Speed Trap
change Kortz Drive Speed to beat from 235kph to 210kph to 175kph
Fixed multiple Issues with Supply Runs in Executive Business
added 2 new Upgrades to extra section in Smugglers Run Business, for Access to Fort Zancudo
added Specialized Vehicle Purchase Menu in Smugglers run Business Hanger for Purchasing Aircraft
Added Gunlocker to LCC Warehouse
fixed AfterHours Sell Product Truck to be in the wrong location, now is always outside Nightclub
made Blip Colour and Marker Colour of Drop points in Sell Product mission in Nightclub Garage/Storage match Main Colour
fixed GetHostName function in Afterhours Business not working, was causing no name on notification from nightclub boss ie. Gay Tony or whoever you set it to
added show stats and set max wait to Afterhours Production menu
added ability to choose delivery vehicle in Afterhours Production missions
Pounder Custom, Speedo Custom, Mule Custom are no longer free, you will have to buy each one from Chair Menu, in 'Buy a vehicle' submenu
added ability to enter the Garage/Storage of Nightclub from outside nightclub
added exit garage option when in Storage/Garage
when a Sell Product Mission completes for Afterhours Business/Biker Business amt of product bags & Value will reset for which ever product type you were selling
after delivering a crate of product to a destination on Product sell missions for Afterhours Business/Biker Business, will now say how many more deliveries to other desinations till mission complete
added Guards to Storage/Garage of Nightclub
fixed WeedWait not increasing in ini in Afterhours Business, when purchasing x10 crates of weed,
fixed Sell destination markers in Product sell mission form being skewed
Fixed Speedo saving over pounder in Storage in Nightclub
added ai to attack player of Product sell mission Afterhours Business/Biker Business
Grouped Executive Business Scripts : ExecutiveGarage.cs into ExecutiveTower.cs

*** Executive 60 Car Garage now has to be purchaseed from Purchase options, options to purchase all three levels Garage Level 1, Level 2 and Level 3, controlled by ini variable, PurchasedGarageLevel1, PurchasedGarageLevel2, PurchasedGarageLevel3, in

HKH191sBusinessMods\ExecutiveBusiness\Main.ini, if no garage is bought, the marker to save a vehicle will not appear

Changing the interior of the Executive Garage will now cost money

fixed clipping issues in Mazebank West tower when exiting Garage A, caused by Mazebank tower interior clipping with Garage Interior

*** ModShop will now have to be purchased from Purchase Options Under Garage, once Bought allows customization of Vehicles from Executive Garage, when in Garage press Q when in a car to bring it to Mod Shop, a Trainer Can be Used to customize Vehicles or HKH191s Business Helper (by Pressing G a Customize Vehicle Menu will appear)

Player can now enter Executive Business Mod Shop on Foot

addeed Exit and Enter Marker for ModShop

added Info Marker & UI for Modshop, How to Modify a Vehicle

added Request a vehicle in Modshop to retreve a vehicle and put it in mod shop to modify

changing Decal now cost money, Previewing decal is free, inside ModShop

added a vehicle Purchase Menu to ModShop to allow player to purchase any vehicle, then modify it and save it into a garage

*** when sitting in the CEO Chair, in any of the businesses mods that have "sit on CEO Chair Anim", Player and Chair will now play syncronous animation, for sitting in chair and getting out of chair

added sit on CEO Chair Anim to Executive Business

added sit on CEO Chair Anim to Smuggler's Run Business

added sit on CEO Chair Anim to Afterhours Business Main Chair, and Secondary Chair (Underground Garage/Storage Chair)

added sit on CEO Chair Anim to DC&R Main Chair, Penthouse Chair, Arcade Chair A & B

added sit on CEO Chair Anim to Doomsday Heist Business

added sit on CEO Chair Anim to Gunrunnning Business

added sit on CEO Chair Anim to Biker Business

Changed Main Chair in Doomsday Heist Facility to Executive chair 4 instead of 2

*** "sit on CEO Chair Anim" will not be added to LCC Business, cause the office where the chair is located in are too small

"Login & Logout Anim" will not be added to LCC Business and Smuggler's Run Business, cause the office where the chairs are located in are too small

added Login & Logout Anim to Executive Business

added Login & Logout Anim DC&R Business Main Chair, Penthouse Chair, Arcade Chair B

added Login & Logout Anim to Afterhours Main Chair, and Secondary Chair (Underground Garage/Storage Chair)

added Login & Logout Anim to Doomsday Heist Business

added Login & Logout Anim + sit on Chair Anim to Arena War Business

Moved Chair to upstairs office in Arena War workshop - Arena War Business

added Login & Logout Anim to Gunrunning Business

added Login & Logout Anim to Biker Business

fixed Doomsday Heist Facility Blip duplicating when purchasing new location for Doomsday Heist Business

fixed Lago Zancudo & Grand Senora Desert Facility locations being reversed (purchasing Lago Zancudo would give you Grand Senora location, purchasing Grand Senora Desert would give you Lago Zancudo)

fixed Bunker peds not spawning - Gunrunning Business

fixed Doomsday Heist Facility Peds not spawning - Doomsday Heist Business

Made the vehicle Bay Menu from Gunrunning Business Less Complicated

Fixed Tao Cheng and Taos Translator missing clothes randomly in DC&R

added Enable Prop sets & Disable Prop Sets to Executive, when purchase one, say Guns Prop Set for 750k, will purchase all three Guns Props that are in Executive Props, there are 14 Prop Sets to activate the 42 Executive Props

added a few more peds with Special Carbines in Doomsday Heist Facility

[---Business Redesign 0.6.1 Req---](#)

Gunlocker and Money Vault Doors in Executive Business now can be opened to access them

Gunlocker and Money Vault Doors in DC&R Penthouse now can be opened to access them

Gunlocker and Money Vault Doors in Afterhours Nightclub now can be opened to access them

removed old customization menu from Doomsday Hiest Business'

added new customization menu into main menu in Doomsday Hiest business, access by sitting in ceo chair in doomsday Facility

Customization of Doomsday Heist Facility now cost Money

fixed the Facility Interior randomly dissapearing when customizing it

fixed Main Vehicles inside Facility not being able to exit by pressing E

--Business Redesign 0.6.5 Req---

fix for falling through the floor when sitting on ceo seat in Afterhours Business

fixed HKH191sBusiness Helper UI saying 'Press ~INPUT_CONTEXT~ to Opne the Business Helper Menu' instead of 'Press ~INPUT_CONTEXT~ to Open the Business Helper Menu"

HKH191sBusiness Helper now supports controller (Opening Menu from Pacific Standard Bank)

Fixed Smuggler's Run Business Blip Duplicating

swapped the CEO chair model 4 in Smugglers Run Business for the first chair model

*** added Login & Logout Anim + sit on Chair Anim to Smuggler's Run Business ***

*** Redesign Lucky Wheel with Syncronous animations, player will now grab one of the bars, and then push away when spinning the lucky Wheel***

*** 20 new prizes have been added to the Lucky wheel, these 20 prizes can be won by hitting the 'Mystery Symbol', pizes range from +10 business levels, instant upgrade to VIP/VIP++ Memberships, winning the Podium Vehicle, Winning any of the 6 arcades (If you win an Arcade, you can decline it by pressing Q, or accept it by pressing E), 3 Million Cash/Chips, win a random Podium Vehicle choosen from a list of 50 Cars, Given Additional 5 Spins, Given the Masters Deck for Free (\$75m - 200m Value) ***

added valet and valet ped outside casino

redesign Customisation of Hanger to now cost money, and is more simple

*** Added Option to have no Dancers in Nightclub ***

*** fixed some peds not spawning in Nightclub, bug was only in version 0.6/0.6.1 ***

fixed no ui text on sourcing marker in doomsday Hiest Facility

Removed ability to sit on couch in office

Removed ability to sit on couch in biker Safehouse

Removed ability to sit on chouch in Doomsday facility

*** added Syncronous Animation for Sitting and getting up from couches in DC&R Penthouse***

*** added 52 new Syncronous seats, from the Eexecutive offices to the Doomsday Facility***

*** added Ability to change the Main chair in Smuggler's Run Business, Gunrunning Business, Doomsday Heist Business, Biker Business, Arena War Business ***

*** added Ability to change the Main chair, Penthouse Chair, Arcade Chair A & B in DC&R Business ***

*** added Login & Logout Anim + sit on Chair Anim to Lamar's Custom Classics Business ***

put in auto detection for seeing if ChairPropModel exists in Main.ini's, if it does not, it will be added, and player will have to Reload mods oncea

*** added Privacy Glass to Doomsday Heist Business ***

added marker to Orbital Cannon in Doomsday Heist Business

*** changed ChairModelAssistant & ChairModelCEO to Strings instead of int, Executive Business will now detect the change and apply the fix, so that any of the 4 original chairs can be used + the chairs from Afterhours DLC can be used as Chair Model for CEO chair and Assistant Chair in Executive Business ***

*** added a method for Reseting all Businesses in a single click ***

added missing values from HKH191sBusiness Helper Reset

Fixed Syncronous animations not playing on first attempt, eg. *** Open/Close Gunlocker/Money Vault, Sit in CEO Chair, sit on couch ***

[---Business Redesign 0.6.7 Req---](#)

fixed Tales of Us only having one ped as dj now has both (2 Peds for DJ)

*** Fixed Script Crash on Saving a vehicle into Executive Garage *** oops my bad!

added new way of purchasing business in back end (script side), 0.7 Will contain *** Business Passes ***, for example 'Cheap Business Pass' will give you every business, in the cheapest locations, 'Spread Business' pass out will give you a setup that has all business mods spread out, 'Condensed Business Pass' will give you all businesses, and make the locations the closest possible to the city, etc

[---Business Redesign 0.6.8 Req---](#)

*** added Syncronouse animation for sitting on couch in Arena War Business ***

fixed issue when purchasing LCC business through business helper, will purchase arena war instead

*** added Login & Logout Anim + sit on Chair Anim to LCC Warehouse ***

*** added Login & Logout Anim + sit on Chair Anim to Executive Warehouse ***

removed long wait on loading vehicles in LCC Warehouse

fixed casino peds floating in mid air, thanks Games & Graphics!

unfroze peds in Diamond Casino, Was causing massive issues

*** Redesigned Peds to Spawn in casino When entering instead of on game Start/mods reload, will now also delete when exiting***

*** Added 8 Player Poker to DC&R ***

fixed some peds in nightclub not spawning, cause was too many peds being spawned, in business mods

fixed Slot machines, randomly stoping there animations

in 8 Player Poker, you will be charged Chips immediatly, the amount of chips, is equal to the players Starting Balance, if the player chooses to exit the game, they will get back however much they still have

** 1. Players sit and the table

2. all players are given a certain amount of Bank, determined by ini (each player has a bank of chips)

3. all Players are given 3 Random Cards, and contribute 1% of the Starting Balance to the pot

4. Community Cards are randomly choosen, 3 cards that if a Player has the same value of card, the value of card is multiplied by 2

5. player can either choose to quit, or continue, if they quit (at any time), they will be given back the remaining amount of your bank (each player has a bank of chips)

6. if they continue, they will be greeted by the following options

Check - reveals all players cards, and community cards, player with the highest score wins

Fold - take yourself out of the game, and restart match from Step 3

Quit - they will be given back the remaining amount of your bank (each player has a bank of chips)

Place Bet - the player can choose to bet the last ammount bet or raise it by a given ammount

Look at Cards - player picks up their cards so, you can see what they are to further make a desision

7. (only happens if you bet) each player will bet a ammount, either the last bet ammount or raising it by a given ammount (Can be changed in ini)

8. if all players except one are bust/folded, will give them the pot, if 1 or more player is still not bust returns to Step 6

9. player with the best cards wins, if a player has a card that matches one of the community cards, that cards score is multiplied by 2

**

fixed Afterhours Nightclub not Purchasing when choosing a Business pass

fixed getting up in CEO chair when purchasing a subbusiness in Biker Business

fixed no notification on purchasing a subbusiness in Biker Business

fixed no error, notification on enter subbusiness in Biker Business

*** added Login & Logout Anim + sit on Chair Anim to Biker Business, Subbusiness - Meth Lab ***

*** added Login & Logout Anim + sit on Chair Anim to Biker Business, Subbusiness - Cocaine Lockup

*** added Login & Logout Anim + sit on Chair Anim to Biker Business, Subbusiness - Forgery Office

*** added Login & Logout Anim + sit on Chair Anim to Biker Business, Subbusiness - Weed Farm ***

*** added Login & Logout Anim + sit on Chair Anim to Biker Business, Subbusiness - Fake ID
Documents Office ***

remove old markers in Cargo Warehouse

*** added Login & Logout Anim + sit on Chair Anim to Executive Business, Cargo Warehouse (Large,
Medium, Small) ***

added synchronous animation for enter and exit Poker, Roulette and BlackJack Games

added Synchronous animation for picking up Poker Cards

added Synchronous animation for picking up Blackjack Cards

fixed chips that have been bet in poker/blackjack being too high or to low, in relation to their height
on the table

made garage blip in AfterHours Business Disappear/reappear if too far away/close to it

added dance minigame, in Nightclub in Afterhours Business

added moving Spoetlights, in Nightclub in Afterhours Business - THANKS Sjaak327

fixed random crashes from Galaxy Super yacht, thanks @elie.eh#2883, @ang13_mo#7004,
Kaido#9730 - Standalone version has also been Patched available in #current-uploads or 5mods

[---Business Redesign 0.7 Req---](#)

fixed some combatibility issues with Executive Yacht, and Working Galaxy Super Yacht mod's Yacht --
Still please dont make both yachts in the same place, or near each other

fixed no poker/blackjack table in Penthouse in DC&R

fixed buying a champaine from afterhours drinks menu, crashing the script

fixed sync animations not playing in DC&R

fixed enter Penthouse from Casino Not working in DC&R

readded interior blips to DC&R Casino

fixed sitting in penthouse chair not working

replaced go to penthouse from casino with go to rooftop

[---Business Redesign 0.8 Req---](#)

fixed Maze Bank Tower Garage B when exiting garage on foot to return to office it teleport in the void... found by Dumbledore27, issue was unused/wrong/messy code in Smuggler's Run Business

added no helicopter option in Yacht purchase in Executive Business

fixed biker Business Stock not increasing

fixed crash on entering Executive Warehouse

fixed issues with not being able to lean in afterhours business

[---Business Redesign 0.9/1.0b Req---](#)

Merged Garages.cs and ExecutiveTower.cs Together

fixed Waredrobe crashing script

added sleep in bed, to Penthouse, Doomsday Facility, Executive Tower, Smugglers Hanger, and Gunrunning Sleeping quarters

added ability to change Hostname in Arena War Business, Biker Business, Executive Business, Gunrunning Business, LCC Business, Doomsday Heist Business, Smuggler's Run Business

[---Business Redesign 1.0.2 Req---](#)

fixed crash when pressing E when inside Bunker

fixed crash when playing moving cargo mission in Smuggler's Run Business

fixed chairs not spawning in arcade if just pressed insert

fixed chairs in arcade having wrong rotation'

fixed Execitive Yacht not spawning propperly

fixed first 2 vehicle slots in Executive tower Lombok,Garage B being in the wrong place

[---Business Redesign 1.0.4 Req---](#)

added support for Custom Colours for vehicle in Garages in all Business mods

added new summer update yacht location

fixed some compatibility issues with Working Galaxy Super Yacht Mod

added ability to sit on Avenger Chairs to operate turrets, upgrades are controlled by *** Open Command Center Interiors mod ***

added ability to operate SAM and access menu in terrobyte through sitting on main chairs in interior

added toggleable gunlocker into terrobyte interior, upgrades are controlled by *** Open Command Center Interiors mod ***

added more support for all Moc Bay Combos, allowing you to choose to have access to Turrets, ability to store vehicles, having access to a gunlocker, and being able to change the Moc's Cab Vehicle via marker, upgrades are controlled by *** Open Command Center Interiors mod ***

---Business Redesign 1.1 Req---

added option to change MK2 livery tint in all gunlockers

added animated casino walls

if SaveCar script detects an invalid Vehicle Name in a slot file, it will now tell you the directory of that slot, making it easier to fix'

added elevator exit animation thanks to @CruelmasterMC

(note the penthouse animated wall does not work yet)

the animation can be changed via your ceo chair in casino/penthouse or arcade

---Business Redesign 1.2 Req---

added animated walls to the penthouse

the tv in the penthouse now works, as well as the lounges in the viewing area

Slot Machines Are Now Functional all 8 have been programmed

---Business Redesign 1.3 Req---

added a ped swimming in the Penthouse Terrace pools

fixed Cash options in Executive Business not Working

when changing design, player will now be put back into chair in Executive Business

minor changes to slot machines

Fixed peds on Penthouse terrace not spawning if no peds are selected for terrace peds

fixed Player being teleported back to main chair when starting missions in arena war business

Fixed LCC business purchase options in Business Helper having Arena War title instead of LCC

changed open and access gunlocker and money vault buttons to right click and E in DC&R business

redesigned biker 'sub businesses' will now be referred to as MC businesses

removed Product.ini and put all variables for new MC businesses in Main.ini

added reset options for new MC businesses

---Business Redesign 1.4 Req---

Added Black Banners

---Business Redesign 1.4.3 Req---

fixed random UI notification saying GET 0 or GET 1 or GET and a number

fixed some minor bugs with Biker Business, (need to own clubhouse notification on pressing E, safehouse colour randomly white)

Added better Support for Addon Vehicles

fixed second vehicle livery being reset on pressing X

added source random vehicle for price to executive Vehicle Warehouse

- Decided not to merge LCC and Executive together

---Business Redesign 1.5 Req---

Remove basic missions from Biker Business

added new False Proffit missions in Biker Business

added new Biker Rivalry missions in Biker Business

reworked steal supplies mission in all businesses

fixed infinite loading when entering executive tower

fixed assistant not spawning in executive tower

added ability to change assistant in DC&R was formerly Agitha ped in casino

added ability to use pedhash or string to save assistant model, allowing for more peds that have hashes not registered in SHVDN2

redesigned Asset Recovery in Executive Business

---Business Redesign 1.5.1 Req---

Fixed ' fixed you need to purchase this clubhouse first ' message from Biker Business

---Business Redesign 1.5.2 Req---

Fixed ' fixed you need to purchase this clubhouse first ' message from Biker Business

---Business Redesign 1.6 Req---

fixed more compatibility issues between DC&R Business and The Payday Heist mod

---Business Redesign 2.0 Req---

Redesigned Animations for Poker, Blackjack and Roulette in DC&R Business

Added Proper Doors to Casino

Moved Entrance Marker for DC&R to outside Casino Doors

Moved Outside TV in DC&R to new location

Removed player having to Source and buy vehicles in Gunrunning Business, will now either only do one of them to obtain that specific vehicles

Removed player having to Source and buy vehicles in Doomsday Heist Business, will now either only do one of them to obtain that specific vehicles

Fixed Exiting with Avenger in Doomsday Heist Business not working

Added new GUI effects to Doomsday Heist Orbital Cannon

Added new options for changing Executive Company/Business Name, now can view what text looks like above assistant

Remove LCC Business from business redesign

Removed Vehicle Bay from Gunrunning Business

Gunrunning Vehicles will now be customized via MOC interior

Added Nightclub Management UI + 1 sell mission + 7 Promotion Missions

Added Free Trade Cargo Co + 1 Source Cargo mission + 1 Sell Cargo Missions

Vehicles in Bunker will need to have the proper research done to upgrade them in MOC

MOC can be purchased from main menu now

Afterhours vehicles will now get reset to default upgrades when purchasing them

Gunrunning vehicles will now get reset to default upgrades when purchasing them

Doomsday Heist vehicles will now get reset to default upgrades when purchasing them

The number of peds in the Nightclub will be based on your current popularity

Added options to sell multiple vehicles in Vehicle Warehouse

Fixed glitch where markers would not appear in Arena War Business

---Business Redesign 2.0.6 Req---

Fixed crash from business helper

Fixed sell mission not failing when buyer ped freaks out

---Business Redesign 2.1.1 Req---

Fixed missing Garage folder in scripts\HKG191sBusinessMods\LCC\

[---Business Redesign 2.2.2 Req---](#)

Fixed bugs

[---Business Redesign 2.2.3 Req---](#)

Added method for reducing lag, setting interval to 124 when nothing important is happening

Renamed Biker Business DLL from methbusiness.dll to BikerBusiness.dll

[---Business Redesign 2.2.4 Req---](#)

Fixed bugs caused by increased interval

Redesigned Order Vehicle Menu

[---Business Redesign 2.3 Req---](#)

Fixed blaine county drop offs being in Los Santos in Biker Business

Fixed DC&R screens not appearing

Fixed Collision issues with Lombok Tower (executive Business)

Fixed No pay on delivering crates from Cargo Warehouse

Fixed not paying for sourcing crates in Executive Business

Fixed falling into void after exiting mod shop

Fixed UI not updating to start production in Biker Business MC businesses after playing setup mission

Fixed flickering markers in Executive Cargo Warehouses

[---Business Redesign 2.3.0.1 Req---](#)

fixed player not being charged for purchasing vehicle in garage, in Biker Business, Executive Business, Executive Business, Afterhours Business

DC&R Garage blip now only shows up if VIP+ membership or above has been purchased AND the player is within 250m of Garage entrance

Afterhours Garage blip only shows up now if the player is within 100m of Garage entrance

[---Business Redesign 3.0.0 Req---](#)

Added Celebrity Solutions Agency Business to TBMP, a Business based on GTA Online The Contract DLC, mod included new interior, new vehicles and a full on recreation of The Contract missions

[---Business Redesign 3.0.1 Req---](#)

*** PATCHNOTES ***

Quality of Life Update for Vehicle Purchase Menus

Quality of Life Update for Vehicle Modification Menu

fixed Afterhours Heavy Vehicles not saving

fixed teleporting to executive Garage marker when trying to get vehicle in CSA Business

fixed Dirt Level not saving on Vehicles

fixed Extras not saving on Vehicles

Major Quality of Life Updates for Executive Business GUI

Fixed issues with Arena War showing Businesslvl/purchaselvl as always 1

fixed Executive Warehouse showing up when main business was not purchased

fixed LCC showing up when not purchased

fixed Arena War allowing teleporting into interior when business was not purchased

Added the Arcade Hub - ArcadeHub.dll

added the Diamond Casino heist (from the Payday Heist mod) converted to LemonUI added to Arcade Hub

[---Business Redesign 3.0.2 Req---](#)

Fixed an issue with the business helper arcade GUI, overlay not being hidden after player presses insert while Overlay was being shown

Fixed an issue on some peoples pc where the menu in CSA Business never opens