



PROJECT SANTOS



GTA 5 GAMEPLAY MOD

QUICKSTART GUIDE

CREATED BY:
JMC MODS

MOD REQUIREMENTS

Please make sure you have all the requirements and the right versions before trying to install this mod

CLICK HERE

Latest Version required



SCRIPTHOOKV

CLICK HERE

Nightly Build v3.7.0-nightly.20



SCRIPTHOOKV.NET

CLICK HERE

Version 3.0.1 or higher required



IFRUITADDON2

CLICK HERE

Version 2.1.2 or higher required



LEMONUI

CLICK HERE

Latest Version required



OPEN IV

CLICK HERE

Latest Version required



MP STUBS PATCH

If you use Menyoo, Make sure this setting is disabled



If you need anyhelp at anypoint then you can ask in the discord here

DISCORD

INSTALLATION GUIDE

- Make sure you have all the requirement's on the page above then open the **PS ZIP**
- Inside the **PS.zip** file you downloaded you should have 2 parts, **PART_1.oiv** and **PART_2.oiv**
- Drag **PART_1** into **OPENIV** and place in game folder.
- Drag **PART_2** into **OPENIV** and follow instructions (click the mods folder if asked this time)

This mod does not replace vanilla game files except for the rockstar.intro, this is to reduce conflicts



The mod should now be fully installed

UNINSTALLING

- You can uninstall 2 ways, if you just want to remove the feature my mod has then just delete the **PS_2025.dll** out of your scripts folder, dont worry about any other files as they wont conflict with any other mod so it will be the same as if you removed them, if you want to fully uninstall then follow the steps below.
- In OpenIV search **char_lsgas.ytd**, find and delete it.
- In OpenIV search **char_bolt.ytd**, find and delete it.
- In OpenIV search **ProjectSantos.ytd**, find and delete it.
- In your scripts folder delete **PS_2025.dll** and the **Project Santos Folder**
- In OpenIV go to **mods > update > update.rph > x64 > movies** and delete the **rockstar_logos.bik**

ON FIRST TIME LOADING

When you load in for the first time you should be opted to choose your character and customise it

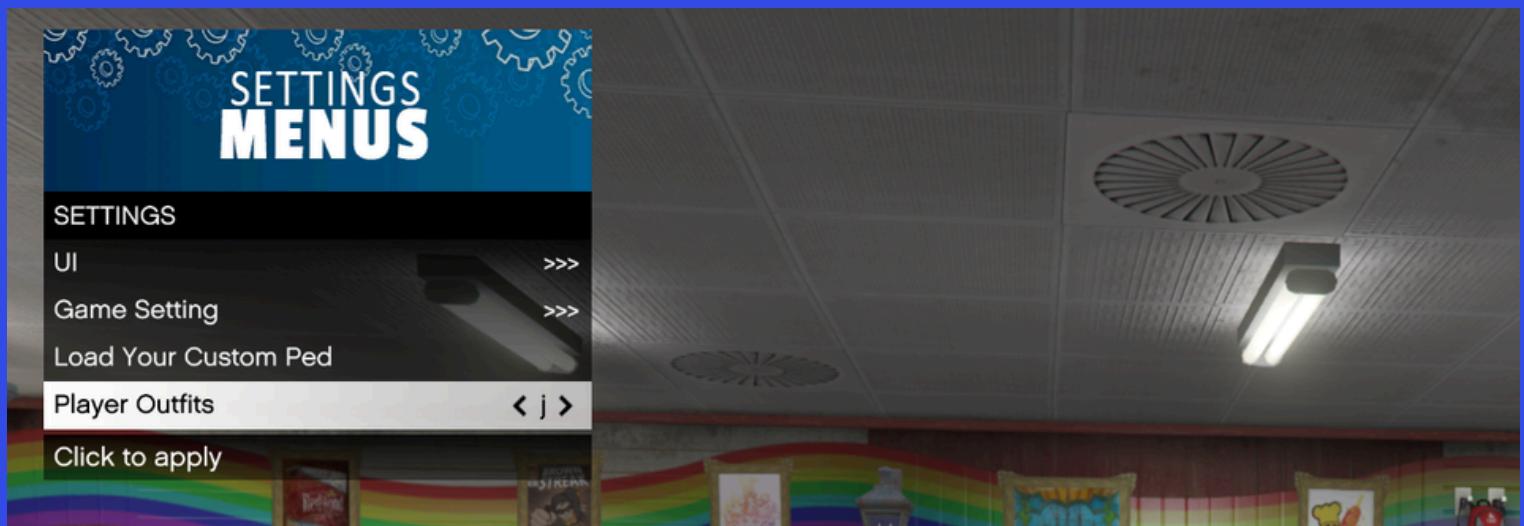


LOADING YOUR PED

To load your ped when you load the game again you can go to the PS menu > Settings > Load Custom Ped, Try to avoid doing this multiple times unless you ped bugs out in game.

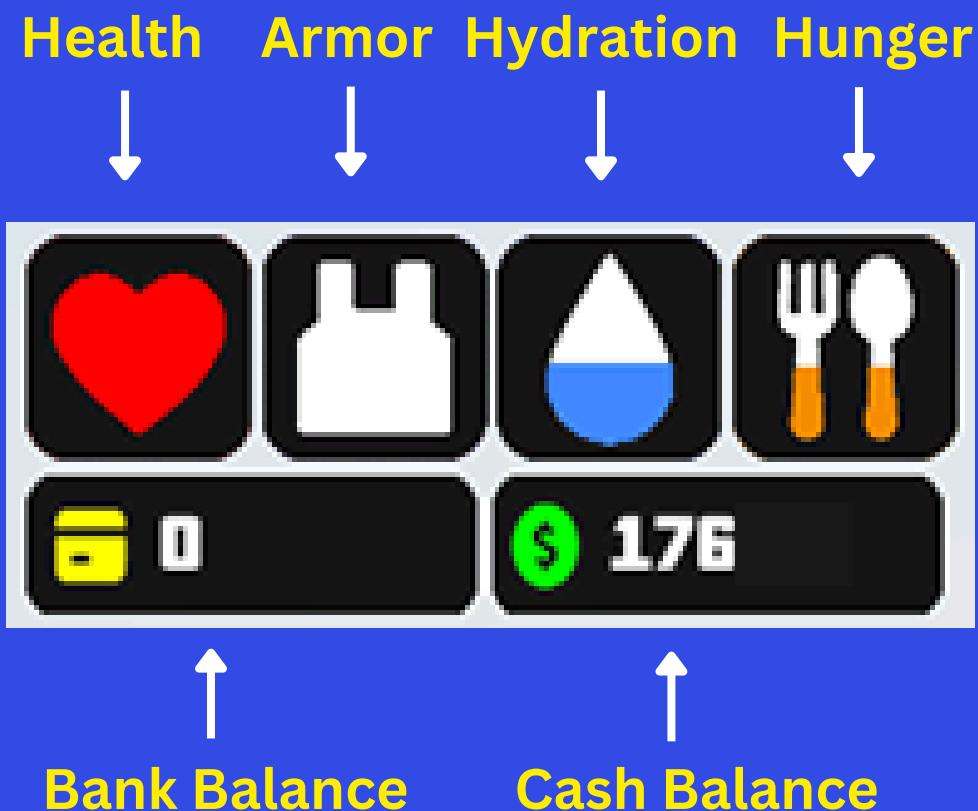


once loaded your ped, a new option to change your outfit will appear, you can change to your saved outfits here or in a clothing shop



WHERE TO START

Understanding the custom ui



Some ui elements only show when driving and can be toggled on or off in the PS2025 Menu



THE MENU

By default the key to open the PS2025 menu on keyboard is **F11** you can change this in the **PS.ini** file located here:

Grand Theft Auto V\scripts\ProjectSantos\Settings\PS.ini



You can also open the PS2025 menu on controller by holding down **RB for xbox**, **R1 for playstation** then pressing **Dpad Down**.

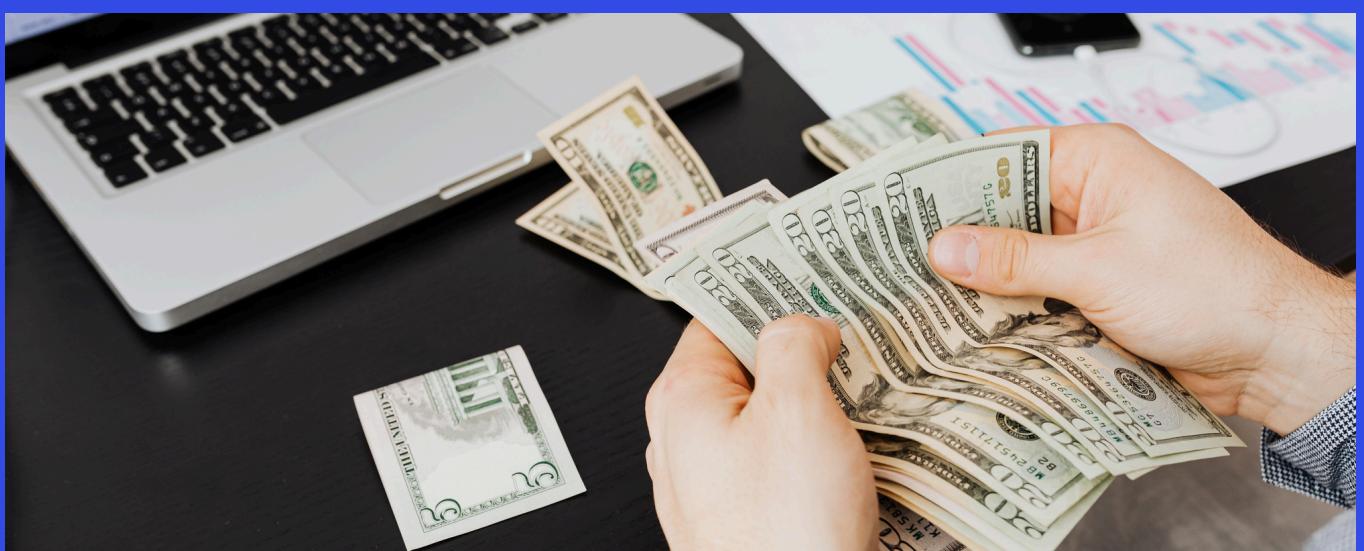
The menu is pretty self explanatory so i wont cover any details as it has details inside the menu of what each item does but i would suggest exploring it

INVENTORY SYSTEM

- The inventory system is an expandable system designed to interact with various other parts of this mod, you can access it in the PS2025 Menu
- You can hold Food, Drinks, Drugs, Animal Parts, And other items in your inventory
- You can use the Food, Drinks or Drugs to impact you player, Drinking increases hydration levels and also makes you drunk if you drink something alcoholic, You can eat to restore you hunger level, Taking drugs will make you high, Be careful as the police can arrest you for driving under the influence!
- The inventory system introduces grocery shops around the map to buy items, it also makes all Hotdog stands/Burger stands and all Fruit stands into new shops, You can now also visit Smoke on the water which is now open between 8am and 8pm for you to buy your self some spliffs to smoke!
- Make sure to keep them hunger and hydration values up or you will pass out!
- i will be updating the inventory system even further in the future, it will link in with tow jobs and other jobs and fishing activites ect that will be created

BANKING SYSTEM

- The banking system is designed so you can have legal pay from my created jobs go into it, a lot of stuff around the world will require money in your bank for you to be able to purchase
- If something requires you to use money in the bank and you dont have enough in there, then you will be charged still and be in debt with the bank
- You can gain weekly interest on money in your account, its a small percentage of the total that is in there



FUEL SYSTEM

- The fuel system is designed for cars to use fuel, it has added working fuel stations around the map which can be used and you have the ability to refuel with a jerry can, your car will breakdown if you have no fuel so be careful! electric vehicles don't consume gas.
- In the **VehicleMenu** you can make vehicles use or not use fuel, simply sit in the vehicle and click the option in the menu, this is persistent and used for addons vehicles which dont consume fuel
- The fuel stations are marked around the map, they are short range blips, meaning they only show when close to them on the bottom left minimap but always show on the big map when you pause the game
- To use a fuel station simply park up next to one of the gas pumps and you'll be prompted what to press
- The price per gallon is \$3.60 and each car can hold between 12-18 gallons of fuel
- If you want a vehicle to save its fuel between game saving/loading then you need to make a vehicle persistent, more explained in the **Persistence System** page.

PERSISTENCE SYSTEM

- The persistence system was designed so i could use it for future jobs if needed, it allows you to save vehicles and make them persistent between game loads.
- To make a vehicle persistent you need to sit inside the vehicle then bring up the **PS2025** menu and go to **Vehicle Menu > Save Vehicle Persistence**
- The vehicle will save its modifications, fuel level, location and more and reload them each time you load the game or reload the script.
- Persistent vehicles are marked with a blip which is named after the vehicles display name, if the blip is Red then your vehicle is locked, if its green then its unlocked, you can lock/unlock persistent vehicles by standing near them. The blip will hide itself if you are inside a saved vehicle.
- Vehicles are saved with their **license plate text**, so i would suggest **not** saving 2 vehicles with the **same license plate text** as it may overwrite the previous one.

DRIVING SYSTEM

- The driving system has a few basic functions which just help add to the gameplay.
- You can press a button to equip or unequip your seatbelt (wearing a seatbelt stops you flying through the screen)
- You can activate/deactivate cruise control if you are above a certain speed, Cruise control can also be deactivated by breaking or accelerating.
- You can turn on or off your vehicle's engine
- Brake lights auto come on at a stop
- Auto indicators at low speeds
- If your player is stood by the hood of his last vehicle, you can press **E** or **RightDpad** to open/close the hood
- If your player is stood by the trunk of his last vehicle, you can press **E** or **RightDpad** to open/close the trunk
- Disabled vehicle control while in air or cars flipped over (can be turned on/off)

POLICE SYSTEM

- The police system links in with all aspects of this mod and is my own version on the famous pull me over mod
- There is 16 driving offences atm that you can be pulled over for, Heres a few examples, No seatbelt, Speeding, Burnout, Wheelie, No Helmet, Car Damage, Using Mobile, Drug Driving, Drunk Driving and more!
- When you get pulled you have a few options, You can pull over and the officer will pull behind you and ask you to switch your engine off or you can floor it and make a chase and try outrun the cop, if you choose to switch your engine off then i midnight club los angeles inspired cutscene will play, in this cutscene you have another chance to choose to wait for the officer to walk over or drive off with outcomes for each scenario
- You can have up to 5 violations on your driving record before they suspend you license and impound your vehicle, your violations will go down over time and your vehicle can be recovered at the LSPD Impound for a fee

HUNTING JOB

- Here is where you find all the information about the Hunting Job
- The first thing you need to do before you can hunting is go to one of the ammunitions on the map that has a shooting range, once inside there will be a new marker you can go to and you have to purchase a hunting license
- If you have a licence you need a **knife** to be able to skin animals and i would also suggest getting a **sniper rifle** as the knife and sniper rifle will give you the best quality pelts
- All viable land animals can be killed and skinned for there loot by standing near them when there are dead, all animals will drop meat and pelts and some will drop extras like feathers and more, Killing with a **knife** or **sniper rifle** grants **perfect pelts**, anything else will grant either a good or poor quality pelt
- There will be 2 new blips on your map, one will be called **Pawn Shop**, here you can sell the pelts and extras, The other blip is called the **Butchers**, Here you can sell your animal meats

BOLT JOB

- Here is where you find all the information about the Bolt Job
- If you are interested in the bolt job then head over to the new blip called **Bolt Job**
- if you got accepted for the bolt job then you should now have a new phone contact called **Bolt Job**
- To start work you simply need to ring bolt job and you start looking for a customer, customers will give you a rating at the end of the trip based on collisions and other factors, if you achieve a 5 star rating then the customer will sometimes tip you
- You can cancel a ride at any point by calling Bolt job again while the ride is active
- You can use any vehicle you like, i have made 0 restriction, you could even use a helicopter if you wanted to, you just need to have a passenger seat free
- There is a persistent stats system / promotion system in place, the more you do the more your starting base charge will be per lift.

LS GAS JOB

- Here is where you find all the information about the LS Gas Job
- If you are interested in the job then head over to the new blip called **LS GAS**
- if you got accepted for the gas job then you should now have a new phone contact called **LS Gas Job**
- To start work you simply need to ring Ls Gas Job and your trailer will be marked for pickup, you are free to choose to use your own custom addon truck or you can rent a truck, if you want to rent a truck there will be 2 that are close to the trailer and you can talk up to them to rent them for a price, you will be then be instructed what to do for the rest of the job
- There is a persistent stats system / promotion system in place, the more you do the more you earn per delivery

DRUG DEALING JOB

- Here is where you find all the information about the Drug Dealing Job
- You can start selling drugs right away, You should have a new phone contact called **LD ORGANICS**
- After ringing LD Organics you will be greeted with a couple options, **Order Drugs** and **Start Selling**
- If you click Order drugs, a new menu will pop up, here you can choose how much of each drug you want by simply clicking add to order for each item how many times you want, once you have added each item you can press **Confirm Order** at the bottom and you will be instructed to pick the drugs up and a new Drug UI will show on the right side of the screen showing your drug inventory and cash in hand, make sure you have cash on you for this as you cant use the bank for this illegal activity
- if you click start selling then you will be available for sales and sales will come in asking for drugs, Sales will ask for either 1 drug, 2 or sometimes 3, if you only have say for example weed on you and the sale want weed and coke, you can still sell them the weed, you can cancel selling by ringing LD Organics and clicking Stop Selling
- There's a reputation and a heat system in place, The higher you rep the higher your default heat is when selling, heat also increases if you sell a lot without a cooldown, get too hot and police may come sniffing!, The Police System also links to this and you can be suspected of selling drugs and searched
- There's a **purchasable Stash House** on the map where you can stash drugs and cash

FISHING JOB

- Here is where you find all the information about the Fishing job
- To go fishing you need to go to a store around the map and purchase a few fishing rods and some fishing bait, aslong as you have these in your inventory then you can either go to one of the map blips marked Fishing Spot or you can take your own boat out to water and fish of your boat.
- Your fishing rods have durability and will break over time and bait will only be used on catches
- the more you catch the higher your fishing skill becomes, higher skill unlocks more storage to hold fish and eventually allows you to catch sharks which you will need a hunting license for and knife to be able to harvest there teeth and meat.
- Fish can be sold to the butchers
- Shark teeth can be sold at the pawn shop

DUMPSTER DIVING

- Here is where you find all the information about dumpster diving
- You can dumpster dive all around los santos, each dumpster is lootable once per in game day
- Atm there is 30 different scenarios that play out when you loot a dumpster, heres a few examples, You get bit by a rat and lose health, You find some scrap metal, You find mouldy fruit, You find discarded computer parts, you can find a pack of cigarettes and alot more.
- With the new loot that comes with dumpster diving i have added a new scrap centre on the map where you can sell junk, some of the loot is also sellable at the pawn shop

EXTRAS

- You can toggle of the visuals of the Speedometer, Driving Instructional buttons and the fuel bar, and more!
- If you use my created Speedometer, Then your speed will display in Red Color if you are driving over the speed limit
- Do you have ideas or improvements you think could be made? let me know in the discord aswell as report any found bugs

INCOMPATIBILITYS

- Pull Me Over Mod (I have a built in improved similar type of system)
- Fuel Mods (Theres one built in)
- Vehicle Persistence Mods (Theres one built in)

THANKYOU

I have spent over 650 hours creating this mod so far with over 200000 lines of code and plan to continue with updates regularly, If you wish to support the progress of this mod please consider getting 1 of the 3 roles on my [Patreon](#), Donations are not required but any are more than welcome and will help speed up development and you will be credited

CHangelog 1.8

- Made cars not duplicate on script reloads.
- Fixed getting stuck in character creation bug.
- Added cooldown when entering vehicles with police around.
- Added auto repair option which don't reset fuel (in ps menu in game).
- Added changeable food and drink drain rate in ps.ini
- Fixed Kph odometer visual bug.
- Added option to turn On/Off auto blinkers.
- Added new taxi contact for getting a ride.
- Other small changes and background stability code