carmods.dat: <https://wiki.multitheftauto.com/wiki/Vehicle_Upgrades>

carcols.dat: <https://gta.fandom.com/wiki/Carcols.dat/GTASA>

Modding car identifiers: (when opening the .dff file in Blender and you use the ug\_ values, the car is moddable)

* ug\_bonnet: Hood
* ug\_lights: Lights
* ug\_spoiler: Spoilers
* ug\_bonnet\_left and ug\_bonnet\_right: Vents
* ug\_nitro: Nitrous
* ug\_roof: Roofs
* ug\_wing\_left and ug\_wing\_right: Side Skirts
* exhaust: Exhausts (untested yet)

ADDING OBJECTS:

* For example, to add a spoiler to a car mod, use the object name “ug\_spoiler”. In Object Properties -> Relations -> Parent, choose “boot\_dummy”

bonnet\_dummy:

* ug\_bonnet
* ug\_bonnet\_left
* ug\_bonnet\_right

boot\_dummy:

* ug\_spoiler

chassis\_dummy:

* ug\_lights
* ug\_nitro
* ug\_roof
* ug\_wing\_left
* ug\_wing\_right

parent relation (whatever the parent of chassis\_dummy is)

* exhaust