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

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

Free IDs for GTA SA: <https://gist.github.com/JuniorDjjr/a6096af530835a6411799ecf86126740>

# Mod parts identifiers

* When opening the .dff file in Blender and you use the ug\_ values, the car is moddable. Following is the name of the dummy parts that correspond to the tuning part
* 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)*

# How to add objects:

* For example, to add spoilers 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

# What to do after adding the new cars:

* After adding new IDs, you must increase the limit in Fastman Limit Adjuster’s **fastman92limitAdjuster\_GTASA.ini file** (you must always add + 1 from your last custom ID to prevent errors, eg. if your last custom ID ended with 3141, your config must be 3142): **Count of killable model IDs = ?**
* **carcols.dat** - definition of colors (maximum of 7 colors only)
* **cargrp.dat** - defines where the car should appear in traffic
* **carmods.dat** - parts that can be applied to this car (WARNING: do not just apply any tunable parts here, this must be checked in Blender for correct dummy parts. Refer to [Mod parts identifier](#_iwcno54cpoa9))
* **handling.cfg** - controls handling
* **vehicles.ide** - definition of car
* **gtasa\_vehicleAudioSettings.cfg** - controls the sounds of the car engine/acceleration/deceleration etc. (BEST TO JUST COPY PASTE A LINE FROM AN EXISTING CAR)

# Sample \*.txt file

* For example, if your custom car is named sabregt, name the file as **sabregt.txt**:

#carcols.dat

sabregt, 0,0, 0,8, 36,0, 25,25, 121,121, 79,8, 6,0, 123,73

#carmods.dat

sabregt, nto\_b\_l, nto\_b\_s, nto\_b\_tw, rf\_b\_sc\_r, spl\_b\_bab\_m, spl\_b\_bbb\_m, spl\_b\_mab\_m, spl\_b\_bar\_m, spl\_b\_bar\_m, spl\_b\_bbr\_l, spl\_b\_bbr\_m, spl\_b\_mar\_m

#handling.cfg

SABREGT 1400.0 2200.0 2.2 0.0 0.1 -0.2 75 0.70 0.9 0.5 5 200.0 30.0 10.0 4 P 11.0 0.45 0 30.0 1.4 0.14 3.0 0.28 -0.15 0.5 0.3 0.25 0.60 35000 40000800 0 1 1 19

#vehicles.ide

3136, sabregt, sabregt, car, SABREGT, SABREGT, null, normal, 1, 0, 2ff0, -1, 0.7, 0.7, 0