

# Vehicle variants

Vehicle variants can be anything from different adverts to additional parts of the model.

## Adding Variants

Adding variants requires modifying your DFF by adding a part of the model you wish to be a variant and naming it **extra1**, **extra2**, **extra3**, **extra4** or **extra5** then setting it's parent to the **chassis\_dummy**; this tells GTA it has variant information.

## Spawning Custom Variants

To spawn custom variants is to implicitly specify which variants you want in createVehicle, or change the variant of an already existing vehicle using setVehicleVariant. Also, any invalid variant will show up as the default model with no variation.

## GTA: San Andreas Vehicle Variants List

Vehicle Name	Vehicle ID	Variants
Ambulance	416	Numbers: 0 = 37, 1 = 71
BF Injection	424	Body: 0 = Side Panels
BF-400	581	Exhausts: 0 = Single Type1, 1 = Single Type2, 2 = Dual Type3 - Fairings (with Windshields): 3 = Half-size, 4 = Full-size
Bagboxb	607	Contents: 0,1,2 = Various distributions of loose baggage
Baggage	485	Rear Cargo Items: 0 = Earmuffs, 1 = Small Case, 2 = Large Case
Barracks	433	Bed Covering: 0 = Opaque Fabric, 1 = Camo Netting
Benson	499	Side Ads: 0 = Shady Industries, 1 = LSD, 2 = The Uphill Gardener, 3 = Discount Furniture
Berkley's RC Van	459	0 = Boxes of Toys in Back
Bloodring Banger	504	Numbers/Roof Color: 0 = 328/White, 1 = 464/Check, 2 = 172/Check, 3 = 100/White, 4 = 284/White, 5 = 505/Check
Bobcat	422	Bed Items: 0 = Spare Tire, 1 = Sprunk Cans
Burrito	482	Roof Items: 0 = Roof Lights + Spoiler
Caddy	457	Rear Cargo (Driver Side): 0 = Golfbag1, 1 = Satchel1, 2 = Golfbag2, Rear Cargo (Pass Side): 3 = Satchel2, 4 = Golfbag3, 5 = Golfbag4
Camper	483	0 = Open Curtains & Second Bench Seat, 1 = Open Roof Vent, Closed Curtains, Bed in Back, Peace Sign
Cheetah	415	Side Mirrors: 0 = Single, Placed High, 1 = Dual, Placed Normally
Coach	437	Name on Side: 0 = Big O Tours, 1 = Bikini Line
Coastguard	472	Various Items 0 = Items all Over, 1 = Items Grouped in Back, 2 = Items all Over + 2 Oars in Front
Damaged Sadler	605	Items in Bed: 0 = Two Propane Tanks & Crate, 1 = Two Barrels, 2 = Sprunk Cans, 3 = Open Crates, 4+ = Empty bed
FCR-900	521	Exhausts: 0 = Single Type1, 1 = Dual Type1, 2 = Dual Type2, Fairings (with Windshields): 3 = Half-size, 4 = Full-size
Fire Truck	407	Numbers: 0 = 64, 1 = 16, 2 = 47
Flatbed	455	Numbers: 0 = 64, 1 = 16, 2 = 47
Hotknife	434	0 = Partial Engine Cover
Hotring Racer 2	502	Numbers: 0 = 82, 1 = 26, 2 = 65, 3 = 07, 4 = 36, 5 = 60
Hotring Racer 3	503	Numbers: 0 = 96, 1 = 67, 2 = 73, 3 = 52, 4 = 45, 5 = 14
Kart	571	Body Panels: 0 = Both Sides, 1 = Steering Column
Launch	595	Roofs: 0 = Over passenger section, 1 = Over driver section
Marquis	484	0 = Windshield over Cabin Entrance
Mesa	500	0 = Roof Over Back, 1 = Roll Bar in Back
Monster 2	556	0 = Roof Spoiler, 1 = Roof Lights, 2 = Roll Bar with Lights
Monster 3	557	0 = Couldn't Determine 1 = Roof Lights
Mr. Whoopee	423	Rear Sign: 0 = Cherry Popping Good, 1 = Slow Children Ahead
Mule	414	Side Ads: 0 = Toy Corner, 1 = Binco, 2 = Semi, 3 = Shafted Appliances
NRG-500	522	Exhausts: 0 = Single Pair1, 1 = Single Pair2, 2 = Dual Pair2 - Fairings (with Windshields): 3 = Smooth, 4 = With Side Cutouts

Patriot	470	Cargo Area 0 = Low Cover, 1 = Roof/High Cover, 2 = Roll Bar
Perennial	404	Cargo Area 0 = Low Cover, 1 = Roof/High Cover, 2 = Roll Bar
Picador	600	Items in Bed: 0 = Planks, 1 = Sprunk Cans
Pony	413	0 = Sound System in Back
Reefer	453	Items in Back: 0 = Boxes of Fish, 1 = Bench
Romero	442	Coffins: 0 = Brown Style1, 1 = Black Style2, 2 = Brown Style3
Rumpo	440	Side Ads: 0 = Cok-o-Pops, 1 = Harry Plums, 2 = Dick Goblin's, 3 = Final Build, 4 = Transfender, 5 = Wheel Arch Angels
S.W.A.T.	601	Number: 0 = 1, 1 = 9, 2 = 6, 3 = 7
Sadler	543	Items in Bed: 0 = Two Propane Tanks & Crate, 1 = Two Barrels, 2 = Sprunk Cans, 3 = Open Crates, 4+ = Empty bed
Securicar	428	Side Logo: 0 = Chuff, 1 = Lock&Load
Slamvan	535	Steering Wheel: 0 = Normal, 1 = Chain (Default has none!)
Stallion	439	Roof: 0 = Hardtop, 1 = Softtop (up), 2 = Softtop (folded)
Super GT	506	0 = Full Roof
Trailer 1	435	Side Ads: 0 = Cok-o-Pops, 1 = Munky Juice, 2 = Hinterland, 3 = Zip, 4 = RS Haul, 5 = Ranch
Trailer 2	450	Contents: 0 = Filled with gravel/coal/stone
Tram	449	0,1,2,3 = (4 defined extras, but I don't know what they are)
Trashmaster	408	0 = Some bits of trash sticking out of the back
Tug	583	Case in Back: 0 = Red Case, 1 = Green Case
Utility Van	552	0 = Cones, Barrel in back + Cone lying on passenger side rail, 1 = Cones, Barrel in back + Cone lying on driver side rail
Walton	478	Items in Bed: 0 = Two Propane Tanks, 1 = Open Crates, 2 = Propane Tank and Barrel
Windsor	555	0 = Roof, 1 = No Roof
Yankee	456	Side Ads: 0 = Big Gas, 1 = RS Haul, 2 = Star Balls, 3 = Flower Power
ZR-350	477	0 = Rear Spoiler

Above table serialized in Lua:

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