PCGAMINGWIKI   Explore ▾   Editing ▾   Community ▾   About ▾   Tools ▾   🔍 Search PCGamingWiki   Talk   Contributions   Log in

Page   Discussion   View   Edit   History

Grand Theft Auto: Vice City

From PCGamingWiki, the wiki about fixing PC games

Warnings

🚩 The macOS (OS X) version of this game does not work on macOS Catalina (version 10.15) or later due to the removal of support for 32-bit-only apps.

Key points

ℹ There are many issues and it's very likely to encounter at least one.[1][2] SilentPatch fixes many of these issues.
👍 Features the ability to import your music for your own custom radio station.[3]
🚩 Exceeding 30 FPS introduces gameplay and physics issues.

General information

📄 GTAForums - Grand Theft Auto: Vice City Discussion (https://gtaforums.com/forum/62-gta-vice-city/)
📄 Grand Theft Wiki (http://www.grandtheftwiki.com/Grand_Theft_Auto:_Vice_City)
📄 GTA Network (http://www.gtanet.com) - A huge network of fansites all dedicated to the Grand Theft Auto series
📄 GTA Garage Mod Database (http://www.gtagarage.com/mods/browse.php)
📄 Steam Community Discussions (https://steamcommunity.com/app/12110/discussions/)

Availability · Link

Source	DRM	Notes	Keys	OS
Retail	🚫🚫	SecuROM 4 DRM disc check. Polish versions sold in Classics collection from Cenega require Internet activation, but have no DRM.		🪟
Publisher website (https://socialclub.rockstargames.com/rockstar-games-launcher)	R*	If the Steam version is detected, the launcher can launch the game through Steam instead.[4] Can be played without the Rockstar Games Launcher by using VC RSGC Downgrader.		🪟
Gamesplanet (https://gamesplanet.com/game/1396-1?ref=pcgwiki)	R*			🪟
Green Man Gaming (https://www.dpbolvw.net/click-6723194-10912384?url=https://www.greenmangaming.com/games/grand-theft-auto-vice-city)	R*			🪟
Humble Store (https://www.humblebundle.com/store/grand-theft-auto-vice-city?partner=pcgw)	R*			🪟
Steam (https://store.steampowered.com/app/12110/?utm_source=PCGamingWiki&utm_medium=PCGamingWiki&utm_campaign=PCGamingWiki)	🔵			🪟
Amazon.com (https://amazon.com/dp/B008FPV5IS?tag=pcgamingwik0e-20) (unavailable)	🔵			🪟

Version differences · Link

ℹ The current Steam version as of December 2012 was rumored to have some radio songs removed similarly to the mobile version and rare 2013 retail PC re-release.[5] However, it was reported that the "New Audio" Steam version still has the full soundtrack as the earlier retail and "Old Audio" Steam versions.[6][7]
🚩 The Rockstar Games Launcher version, however, does have the cut soundtrack from the mobile port and the 2013 retail re-release.[8] To restore them for the Rockstar Games Launcher version, see Downgrading.

Essential improvements · Link

Patches · Link

ℹ Patch v1.1 (http://www.patches-scrolls.de/patch/1894/7/) is the latest patch available. Most digital distribution versions already include this patch.

Downgrading · Link

ℹ A majority of essential mods and fixes require a v1.0 executable.
👍 Downgrading the Rockstar Games Launcher version restores all of the removed licensed music tracks.

🔧 Steam version: replace the stock Steam executable with this one (https://www.moddb.com/addons/gta-vice-city-patch-for-no-cd-v10/#7146818).[9]

🔧 Rockstar Games Launcher version: use the VC RGSC Downgrader[10]

1. Download the VC RGSC Downgrader (https://gtaforums.com/topic/936600-iii-iv-various-gta-downgraders/).
2. Extract the contents of `VCRGSCdowngrade.rar` to `<path-to-game>`.
3. Run `install.bat` to start the downgrading process. The tool will automatically close its command prompt window and remove patch files afterwards.
4. Launch the game from the newly created `gta-vc.exe` v1.0 executable. It is advised to not use the original executable leftover after downgrading the game as the Rockstar Games Launcher has problems with the modified files and can undo file changes from the downgrader.

Skip intro videos · Link

ℹ Although this mod was made for Grand Theft Auto: San Andreas, it also works on Grand Theft Auto: Vice City as well.

🔧 Installing No Intro mod[11]

1. Download the mod here (http://www.gtagarage.com/mods/show.php?id=12470).
2. Extract the `movie` folder from the archive, then copy this folder to `<path-to-game>`, replacing the video files. For the German version, you may need to duplicate `GTAtitles.mpg` within the mod's folder and rename the copied video as `GTAtitlesGER.mpg`.
3. Now launch the game. The blank videos should skip the intro and launch straight into the game.

ThirteenAG's Widescreen Fix · Link

ℹ A v1.0 executable is recommended.
👍 Fixes issues such as broken in-game widescreen presentation and HUD/subtitle scaling in higher resolutions.
👍 Adds MSAA support for the non-Steam version. Also works as an ASI loader and a D3D8to9 wrapper.

🔧 Installing ThirteenAG's Widescreen Fix[12]

1. Download ThirteenAG's Widescreen Fix here (https://thirteenag.github.io/wfp#gtavc).
2. Extract the `GTAVC.WidescreenFix` folder from the zip archive, then copy the `d3d8.dll` file and `scripts` folder into `<path-to-game>`.
3. (Optional) Download the Widescreen Frontend from the drop down menu where you downloaded ThirteenAG's Widescreen Fix above, then extract the contents of the zip archive and copy them into `<path-to-game>`, overwriting any files in the process.

Notes

ℹ The default settings alter the original game's UI and appearance (the vehicle light fix isn't actually fix as all versions have large light coronas). For a vanilla look, set the values of the following settings in `GTA3.WidescreenFix.ini`:

Vanilla Widescreen Fix settings (ver.05-16-2020)   [Expand]

SilentPatch · Link

ℹ This works with both v1.1 and v1.0 executables. No need to downgrade.
👍 Fixes numerous bugs and oversights introduced in the PC version.

🔧 Installing SilentPatch and DDraw Component[13]

1. Download SilentPatchVC and DDraw Component here (http://gtaforums.com/topic/669045-iiivcsaasi-silentpatch/).
2. Extract the contents of zip archives into `<path-to-game>`.
ℹ If SilentPatch doesn't seem to be applied after this, look into `INSTALLATION` part of the `ReadMe.txt` in the zip archives. The fix's creator might have changed something.

SkyGfx · Link

ℹ Requires a D3D8to9 wrapper (included in ThirteenAG's Widescreen Fix) and currently only works with a v1.0 executable.
👍 Features the ability to restore the visual aesthetics of the RenderWare engine from the console or mobile versions.

🔧 Installing SkyGfx[12]

1. Download SkyGfx here (https://github.com/aap/skygfx_vc/releases/), then extract the `rwd3d9.dll` into `<path-to-game>`, then extract the `skygfx.asi` and place it `<path-to-game>\scripts` (create a `scripts` folder if it does not already exist in `<path-to-game>`). If you are using Widescreen Fix, you do not need its `d3d8.dll` wrapper.
2. Go into the `VC` folder extracted from the archive, then copy the `neo` folder and `skygfx.ini` into `<path-to-game>\scripts` folder.

Game data · Link

Configuration file(s) location · Link

Grand Theft Auto: Vice City

Developers
macOS (OS X)   Rockstar North
                                       TransGaming Inc.
Publishers   Rockstar Games
Japan   Capcom
Russia   1C-SoftClub
Engines
                                       RenderWare
Release dates
Windows   May 1, 2003
macOS (OS X) (Cider)   November 12, 2010
Reception
Metacritic   94 (https://www.metacritic.com/game/pc/grand-theft-auto-vice-city)
IGDB   94 (https://www.igdb.com/games/grand-theft-auto-vice-city)
Taxonomy
Modes   Singleplayer
Pacing   Real-time
Perspectives   Third-person
Controls   Direct control
Genres   Action, Open world
Vehicles   Automobile, Bicycle, Bus, Flight, Helicopter, Hovercraft, Motorcycle, Off-roading, Street racing, Tank, Train, Transport, Truck
Art styles   Realistic
Themes   Contemporary
Series   Grand Theft Auto

Grand Theft Auto

Grand Theft Auto	1997
Grand Theft Auto 2	1999
Grand Theft Auto III	2002
Grand Theft Auto: Vice City	2003
Grand Theft Auto: San Andreas	2005
Grand Theft Auto IV	2008
Grand Theft Auto: Episodes from Liberty City	2010
Grand Theft Auto V	2015
Grand Theft Auto: Chinatown Wars	2021
Grand Theft Auto Re: Liberty City Stories (unofficial port)	TBA

Contents

PCGamingWiki   Explore ▾   Editing ▾   Community ▾   About ▾   Tools ▾   🔍 Search PCGamingWiki   Talk   Contributions   Log in

Windows	`%USERPROFILE%\Documents`\GTA Vice City User Files\gta_vc.set
macOS (OS X)	
Steam Play (Linux)	`<Steam-folder>`/steamapps/compatdata/`12110`/pfx/[Note 1]

🚩 Configuration file is encrypted (http://www.gtamodding.com/index.php?title=Saves_%28GTA_VC%29)

▌ Save game data location · Link

System	Location
Windows	`%USERPROFILE%\Documents`\GTA Vice City User Files\GTAVCsf*.b
macOS (OS X)	~/Library/Application Support/Grand Theft Auto Vice City/p_drive/Documents/GTA Vice City User Files/
Steam Play (Linux)	`<Steam-folder>`/steamapps/compatdata/`12110`/pfx/[Note 1]

ℹ Steam edition uses an altered saves format than the retail one. They can be converted (http://gtaforums.com/topic/646386-relvc-save-converter/) though
ℹ If using Windows 98 / Windows ME compatibility mode save files are stored in `%PUBLIC%\Documents\GTA Vice City User Files\`
🚩 Save files are **NOT** cross-compatible between Windows and OS X

▌ Portable GTA · Link

ℹ Requires a v1.0 executable and an ASI loader (included in ThirteenAG's Widescreen Fix).
ℹ Also works with Grand Theft Auto III and San Andreas.
👍 Moves the user files folder to `<path-to-game>`, allowing a downgraded game to be fully portable.

🔧 Using Portable GTA[14]

1. Download the mod here (https://gtaforums.com/topic/899040-the-heros-workshop/), then rename the file extension from `portablegta.dll` to `portablegta.asi`.
2. Place the `portablegta.asi` file into `<path-to-game>\scripts`.
3. Run the game, exit to desktop, and then delete the contents inside `<path-to-game>\userfiles`.
4. Copy everything from `%USERPROFILE%\Documents\GTA Vice City User Files` into `<path-to-game>\userfiles` folder.

▌ Save game cloud syncing · Link

System	Native	Notes
Steam Cloud	❌	

▌ Incompatible save game · Link

🔧 Convert saves

1. Go to the save game data location
2. Upload & convert your save file to GTA Save 'n' Play (https://gtasnp.com/).
3. Expand the Modifications panel to fix what you need (e.g. Steam game requires "Release Version" - Steam (Windows).)
4. Download fixed save back with the save slot name of choice

Video · Link

Graphics feature	State	WSGF	Notes
Widescreen resolution	✅	WS tp s://ww w.w sgf. or g/d r/gr and -the ft-a uto- vice -cit y)	See Widescreen resolution.
Multi-monitor	🔧	MM tp s://ww w.w sgf. or g/d r/gr and -the ft-a uto- vice -cit y)	See Widescreen resolution.
Ultra-widescreen	🔧	UW tp	See Widescreen resolution.
4K Ultra HD	🔧	4K tp	See Widescreen resolution.
Field of view (FOV)	🔧	Can be adjust with ThirteenAG's Widescreen Fix. For driving FOV, use Car Speed Dependant FOV (https://github.com/ThirteenAG/III.VC.SA.CLEOScripts/releases/tag/carf ov) (requires CLEO).	
Windowed	🔧	See Windowed.	
Borderless fullscreen windowed	🔧	See Windowed.	
Anisotropic filtering (AF)	❌	Can be forced from GPU control panel.[15]	
Anti-aliasing (AA)	🔧	Use ThirteenAG's Widescreen Fix for MSAA.[16] Post-process anti-aliasing such as FXAA can also be forced from GPU control panel (you have to set "Disable Fullscreen Optimizations" in gta_vc.exe on Windows 8,8.1,10).	
Vertical sync (Vsync)	❌	Can be forced from GPU control panel.[12] Enabling the Frame Limiter setting also caps the game to 30 FPS unless modded.	
60 FPS and 120+ FPS	❌	Running the game above 30 FPS introduces physical and technical issues.	

In-game video settings.

▌ Widescreen resolution · Link

🚩 Only 16:9 aspect-ratio is supported as other resolutions are stretched, however, the in-game Widescreen setting causes issues such as stretched HUD, cuts off parts of the image (Vert-), and misaligned mouse aiming. Use ThirteenAG's Widescreen Fix for proper widescreen support.

▌ Windowed · Link

🔧 Install ThirteenAG's Widescreen Fix, then create a `wndmode.ini` file in `<path-to-game>`[12]

Input · Link

ℹ The game features two control styles: **Standard** which accommodates keyboard and mouse controls, while **Classic** is based on the console versions.

Keyboard and mouse	State	Notes
Remapping	✅	
Mouse acceleration	❌	
Mouse sensitivity	✅	Only X-Axis by default. Use SilentPatch to tie both axes.
Mouse input in menus	✅	See Mouse clicks do not register.
Mouse Y-axis inversion	✅	
Controller		
Controller support	✅	DirectInput only.
Full controller support	✅	
Controller remapping	✅	Only for DirectInput controllers.
Controller sensitivity	🔧	Use GInput and adjust options in `GInputVC.ini`.
Controller Y-axis inversion	🔧	Use GInput and adjust `InvertLook` in `GInputVC.ini`.
Controller types		
XInput-compatible controllers	🔧	See GInput. [Expand]
DualShock 4 controllers	🔧	Requires DS4 Windows and GInput.[17] [Expand]
Generic/other controllers	✅	[Expand]
Additional information		[Expand]

In-game key map settings.

In-game mouse settings.

▌ GInput · Link

👍 Supports pressure sensitive buttons and SIXAXIS accelerometers.

👍 Restores haptic feedback from console versions.

👍 Five controller presets, based on console versions and Grand Theft Auto IV.

> 🔧 Installing GInput[12]
>
> 1. Download GInputVC here (https://cookieplmonster.github.io/mods/gta-vc/#ginput).
> 2. Extract the contents of `GInputVC_*.zip`, and copy the `models` folder, `GInputVC.asi`, and `GInputVC.ini` files into `<path-to-game>`.
> 3. Open `GInputVC.ini` with a text editor and configure your desired settings.

Y-axis sensitivity modifier · Link

> 🔧 Independently adjust Y-axis speed[citation needed]
>
> 1. Download (https://mega.nz/folder/iORIiClK#53Vv--UOAR77w6yXIihD-A/file/veQhmaBJ) the y-axis mouse sensitivity fix.
> 2. Extract the contents of archive to a continent location.
> 3. Open `vcsens.txt` and follow the provided instructions.
>
> Notes
>
> 👎 This mod has not been updated in over 7 years and it's not compatible with Steam release

Audio · Link

Audio feature	State	Notes
Separate volume controls	✅	Music and effects.
Surround sound	✅	Up to 7.0 output[19] May require DirectSound 3D restoration software.
Subtitles	✅	
Closed captions	❌	
Mute on focus lost	✅	
EAX support	✅	EAX 1, EAX 3, A3D 1.0, A3D 2.0 (via manual config editing (https://www.vogons.org/viewtopic.php?t=72186)). In case of problems with EAX restoring in III/VC, see EAX Alchemy Fix (https://www.gtagarage.com/mods/show.php?id=27928).

In-game audio settings.

Localizations · Link

Language	UI	Audio	Sub	Notes
English	✅	✅	✅	
Brazilian Portuguese	🔧	❌	🔧	Fan translation, download (https://www.mixmods.com.br/2018/07/vc-traducao-pt-br-para-gta-vc-nova.html).
Simplified Chinese	🔧	❌	🔧	Fan translation, The Project itself and download (http://www.wmhhz.com/gtavc/) and GitHub (https://github.com/ClansChen/WMHHZ).
Croatian	🔧	❌	🔧	Fan translation, download (https://www.gtainside.com/en/vicecity/mods/138138-croatian-subtitles/).
Czech	🔧	❌	🔧	Fan translation, download (http://www.gta.cz/vice-city/download/gta-vice-city-preklady-cz-sk).
French	✅	❌	✅	
German	✅	❌	✅	
Hungarian	🔧	❌	🔧	Fan translation. (https://magyaritasok.hu/magyaritasok/grand-theft-auto-vice-city/579)
Italian	✅	❌	✅	
Japanese	✅	❌	🔧	Retail only. Contains several differences from international versions (https://www.youtube.com/watch?v=X2MyMlt-PVo).
Japanese	🔧	❌	🔧	Most likely restores the Japanese PS2 version's text. Guide on how to do it. (https://kakihey.com/pc-gaming/gta-vc-set-up-guide/)
Polish	✅	❌	✅	Official translation, download (https://cenega.pl/pliki/patch/grand-theft-auto-vice-city1/wszystkie/1).
Russian	✅	✅	🔧	Retail only. Patch for digital release here (https://libertycity.ru/files/gta-vice-city/55624-rusifikator-dlja-steam-versii.html). Unofficial audio translation is avaliable.
Slovak	🔧	❌	🔧	Fan translation, download (http://www.gta.cz/vice-city/download/gta-vice-city-preklady-cz-sk).
Spanish	✅	❌	✅	Official translation.
Spanish	🔧	❌	🔧	Improved fan translation, download (http://academia.clandlan.net/?page=academia/view&id=318&title=Traduccion_Grand_Theft_Auto_Vice_City).
Turkish	🔧	❌	🔧	Fan translation, download (https://turkce-yama.com/indir/grand-theft-auto-vice-city-turkce-yama.htm).
Ukrainian	🔧	❌	🔧	Two different fan localizations, #1 (http://gtaworld.org.ua/files/gta-vc/gtavicecity_ukr_a.rar) and #2 (http://gtaworld.org.ua/files/gta-vc/gta_vc_ukrainian.rar).

Network · Link

Multiplayer types · Link

Type	Native	Players	Notes
Local play		2	Use the Vice City 2 Players Mod (https://www.moddb.com/mods/vice-city-2-players-mod)
LAN play	🔧		Use Vice City Multiplayer (https://vc-mp.org/features.htm).
Online play	🔧		Use Vice City Multiplayer (https://vc-mp.org/features.htm).

Connection types · Link

Type	Native	Notes
Peer-to-peer	❓	
Dedicated	🔧	Use Vice City Multiplayer (https://vc-mp.org/features.htm).
Self-hosting	🔧	Use Vice City Multiplayer (https://vc-mp.org/features.htm).
Direct IP	❓	

VR support · Link

3D modes	Native	GG3D	Notes
iZ3D	✅	🔲	

Issues fixed · Link

Timing-related issues · Link

ℹ️ An unlocked or incorrect frame rate cap can result in timing issues.

Related issues:

- **Broken cutscenes** (when a cut scene starts, the game seems frozen[20])
  - It is noticeable upon starting a new game, when a black screen appears with the writing "Marco's Bistro, Liberty City, 1986".
- **Random crash** when changing resolution
- **Cars** that **reverse** extremely **slowly** and/or **stop quickly** after releasing the accelerator
- Inhuman difficulties while performing boat missions (such as "Stunt Boat Challenge")
  - **Boats** that accelerate and **move slower** than they should be (like cars issue above)
- **Game** that **runs** almost **comically quickly**[1]
  - Pedestrians seem to be "running" and cars move on and off screen extremely fast.
- **Textures & models "pop in"** too slowly[1]
  - Certain models such as bridges or stairs take a few seconds to "pop in" even if the character is standing near to or next to the model.
  - In the mission "The Driver", a character may fall through the a bridge.
- **Vice City** with almost no cars or pedestrians on the streets and **seems a ghost-town**.

Solution:

> 🔧 Download Open Limit Adjuster (https://github.com/ThirteenAG/III.VC.SA.LimitAdjuster/releases/)
>
> ℹ️ Requires an ASI Loader (included in ThirteenAG's Widescreen Fix).
>
> 👍 Enables the game to run at 60 FPS while avoiding most game-breaking glitches.
>
> 👎 Car handling is slightly less responsive or stiffer, pedestrian conversations play too fast, cars are easy to push, cutscenes may end too quickly, sirens are hard to switch on/off, etc.
>
> 1. Place `III.VC.SA.LimitAdjuster.asi` and `III.VC.SA.LimitAdjuster.ini` into `<path-to-game>\scripts\`

4. Go to in-game video settings.
5. Make sure `Frame Limiter` is set to **ON**.

🔧 Use Nvidia Profile Inspector

ℹ️ Works with unmodified Steam-Version, no downgrade or mods are needed.

👍 Enables the game to run at 60 FPS while avoiding most glitches.

👎 Works only with nVidia Cards. Solution not tested with Non-Steam and 1.0 Game version, but i think it should work too.

1. Start with a clean Vice City Installation.
2. Install and start Nvidia Profile Inspector.
3. Select "Grand Theft Auto: Vice City" Profile.
4. Set vSync to "On" AND Frame Limiter to "~60,7 fps"
5. Apply/Save Settings
6. Start GTA VC. Turn In-Game Frame Limiter to "Off"
7. The Game should now run on 60FPS without the known physix and timing issues.

🔧 Turn on in-game frame limiter[citation needed]

👍 No timing-related bugs.

👎 Game is limited to 30FPS.

▌ Game refuses to start · Link

🔧 Fix Data Execution Prevention setting[citation needed]

Ensure Data Execution Prevention (DEP) is set to the default (Windows programs and services only)

🔧 Download fixed GTA III/GTA VC DDraw Component (http://gtaforums.com/topic/669045-iiivcsaasi-silentpatch/) and put the `ddraw.dll` in <u><path-to-game></u>\

🔧 Replace the missing language files

ℹ️ Usually indicated by unhandled exception c00005 at address 00652f80.

1. Go to <u><path-to-game></u>\TEXT\
2. Rename `american.gxt` or whatever file there is with `spanish.gxt`, `italian.gxt` or one matching your default OS language.

🔧 Download fixed GTA III/GTA VC DDraw Component (http://gtaforums.com/topic/669045-iiivcsaasi-silentpatch/) and put the `ddraw.dll` in <u><path-to-game></u>\

🔧 Force resolution to something higher than default

ℹ️ Usually indicated by the game refusing to start unless the `Run in 640x480 resolution` compatibility setting is enabled.

1. Install the Widescreen Fix.
2. Open <u><path-to-game></u>\scripts\GTAVC.WidescreenFix.ini .
3. Change `ResX` and `ResY` to a value supported by your monitor and higher than `640` and `480`, respectively.
4. Launch the game, open the `Options\Display Setup` menu and change any option. Exit the game.
5. **Optional:** Change `ResX` and `ResY` back to `0` for both and use the `Display Setup` menu to set your resolution.

▌ Cannot find 640x480 video mode error · Link

🔧 Download fixed GTA III/GTA VC DDraw Component (http://gtaforums.com/topic/669045-iiivcsaasi-silentpatch/) and put the `ddraw.dll` in <u><path-to-game></u>\[21]

🔧 Use the following compatibility fixes[22]

1. Right-click `gta-vc.exe` and select `Properties`.
2. Go to the Compatibility tab and set the following:
   - Set Compatibility mode to `Windows XP (Service Pack 2)`
   - Check the setting for `Run in 640x480 resolution`
3. Click `Apply` to apply these settings, and attempt to run the game, then change resolution settings as desired.

▌ Game cannot find enough available video memory · Link

🔧 Download fixed GTA III/GTA VC DDraw Component (http://gtaforums.com/topic/669045-iiivcsaasi-silentpatch/) and put the `ddraw.dll` in <u><path-to-game></u>\

▌ Game crashes after intro movie or fails to start entirely · Link

ℹ️ Nothing occurs, other than a possible quick flicker, when attempting to run the game (gta-vc.exe)

ℹ️ The game starts, however it crashes directly after the intro move with the error "gta-vc.exe has encountered a problem and needs to close."

🔧 Delete gta_vc.set[1]

▌ Game crashes after loading save · Link

🔧 Make sure save file and game build match[citation needed]

▌ Game crashes randomly with "Unhandled exception" · Link

🔧 Option 1: Edit properties of gta-vc.exe[citation needed]

- In the Properties of **gta-vc.exe** change Compatibility mode to **Windows 98/Me.**
- Set the Privilege Level to **Run this program as an administrator.**
- In the Steam command line options, add **-CPUCount:1.**

🔧 Option 2: Use testapp.exe as game executable[citation needed]

1. Go to <u><path-to-game></u>.
2. Rename or move the original **gta-vc.exe.**
3. Rename **testapp.exe** to **gta-vc.exe.**
4. Launch the game through Steam. The client will use the new **gta-vc.exe** as entry point.

- If this does not work, maybe Rockstar's support article (https://support.rockstargames.com/hc/en-us/articles/200147416--Unhandled-Exception-error-on-install-or-playing-GTA-VC) does.

▌ Mouse clicks do not register · Link

🔧 Install SilentPatch[citation needed]

▌ Missing text in menus · Link

🔧 Install SilentPatch[citation needed]

▌ Camera locks after a unique jump is performed · Link

ℹ️ The camera locks in slow-motion and does not release the view.

🔧 Alt-Tab Workaround[1]

1. Alt + Tab out of the game.
2. Click on Vice City on your task bar.
3. Alt + Tab back in.
4. Repeat steps 1-3 a couple of times if it did not work the first time

---

▌ Bad lighting, reflections, shadowing mapping · Link

🔧 Install SilentPatch[citation needed]

▌ Misaligned mouse aiming · Link

🔧 Install the Widescreen Fix[12]

▌ Player and pedestrians dialogue is very rare compared to PlayStation 2 version · Link

🔧 Install the Ped Speech Patch (http://gtaforums.com/topic/817075-ped-speech-patch-gta-vc/)[23]

▌ Low violence gameplay with some keyboard layouts · Link

ℹ️ Includes ar-EG, de-AT, en-AU, es-ES, fr-CA, qu-PE, se-FI, sr-SP, zh-HK[24]

PCGAMINGWIKI　　　Explore ▾　Editing ▾　Community ▾　About ▾　Tools ▾　　🔍 Search PCGamingWiki　　Talk　Contributions　Log in

▍**The game will ask for CD if installed on A: or B: drives** · Link

> 🔧 Install SilentPatch[citation needed]

▍**Alchemy doesn't restore EAX** · Link

> 🔧 Install Alchemy Fix (http://www.gtagarage.com/mods/show.php?id=27928)[citation needed]

▍**Havana outfit is inaccessible** · Link

> 🚩 After finishing **Cop Land** or **No Escape?** missions the outfit gets moved behind invisible wall

> 🔧 Install Havana Outfit Fix (https://gtaforums.com/topic/893412-havana-outfit-fix/)[25]

▍**Game uses incorrect refresh rate** · Link

> 🚩 The game may default to the lowest supported refresh rate of the monitor.

> 🔧 Override refresh rate set by game[26]
>
> 1. Install ThirteenAG's Widescreen Fix.
> 2. Download Chiri's resolution forcing tool (https://helixmod.blogspot.com/2013/02/chiris-force-certain-resolutionhertz.html).
> 3. Extract `d3d9.dll` and `d3dx.ini` to the installation folder.
> 4. Open `d3dx.ini`.
> 5. Change `refresh_rate=60` to desired hertz; e.g. `refresh_rate=120`.

▍**Stuttering on HDD** · Link

> 🔧 Disable APM (https://commonemitter.blogspot.com/2019/09/disabling-hdd-apm.html)[27]

Other information · Link

▍API · Link

Technical specs	Supported	Notes
Direct3D	8	For Direct3D 9 support, use ThirteenAG's Widescreen Fix.
Shader Model support	1.4	

Executable	32-bit	64-bit	Notes
Windows	✅	❌	
macOS (OS X)	✅	❌	This 32-bit-only macOS game **does not work** on macOS Catalina (10.15) or later.

▍Middleware · Link

Middleware	Notes
Audio	Miles Sound System	6.1c

▍Modding · Link

Featured plugins · Link
- CLEO (https://cleo.li/) - Popular script extender used by lots of sophisticated mods. Version 2.0.0.0 is compatible with the Steam version.
- Mod Loader (https://www.gtagarage.com/mods/show.php?id=25377) - Allows the use of mods without replacing most core files from the installation folder. Some script-based files may not work if loaded via Mod Loader.
- Ultimate ASI Loader (https://github.com/ThirteenAG/Ultimate-ASI-Loader/releases) - Allows the use of ASI files
- Simple DLL loader (https://github.com/aap/simpledllloader/releases) - Allows the use of DLL files
- VBDec (https://gtaforums.com/topic/881485-vbdec/) - A plugin that, when used in conjunction with Audio Samples, allows for native playback of the original uncompressed .VB audio files from the PlayStation 2 version onto the PC version. The .VB files from the PlayStation 2 version must be extracted from the disc.

Featured mods · Link
- AI Enhanced Textures for Vice City (https://www.moddb.com/mods/ai-enhanced-textures-for-vice-city) - Replaces all textures with 4x AI Enhanced versions of the originals.
- VRTP - Vice City Retexture Project (https://www.moddb.com/mods/vrtp-project/downloads/vrtp-15) - Improved textures that retain the nature of the original, but are of much better quality. Improvement not only of the surface textures or buildings, but also of more detailed elements of the game world.
- GTA Vice City - Updated SCM (https://gtaforums.com/topic/849281-gta-vice-city-updated-scm/) - Fixes/Restores/Improves mission-specific stuff.
- GTA:FPS (https://gtaforums.com/topic/254132-rel09-beta-gtafps/) - Play the game in first person.
- Fixed idle animations (https://gtaforums.com/topic/707873-relvc-fixed-idle-animations/) - Restores the missing idle animations of the player character with certain weapons.
- Map Fixes (https://gtaforums.com/topic/900869-vc-map-fixes/)
- Vice Cry 1.8 (https://gtaforums.com/topic/513046-relvc-vice-cry-18/) - Major graphics overhaul for the game.
- Spaceeinstein's All In One Mod v3.2 (https://www.gtagarage.com/mods/show.php?id=1117) - Adds new features, new optional mods, fixes the gameplay and restores some beta features.
- Vice City - The Leftovers Fix (https://gtaforums.com/topic/750757-vice-city-the-leftovers-fix/) - This reinstates missing or changed artifacts from the PlayStation 2 version of the game.
- Classic Axis: Visual Camera Improvements (https://gtaforums.com/topic/896122-classic-axis-visual-camera-improvements/) - Allows camera to be moved around the character or vehicle while "on foot" and "in a vehicle" like in future GTA titles
- swimming mod (https://gtagmodding.com/mods/70-swimming-mod/) - This mod allows Tommy to swim in GTA: VC
- VC Render HD Graphics X 2.0 (https://gtaland.net/gta-vice-city-mods/gta-vice-city-other/vc-render-hd-graphics-x-2-0.html) - A mod that will try to radically change your game.

Total conversions · Link
- Grand Theft Auto: Liberty City (https://gtaforums.com/forum/333-gta-lc/) - Total Conversion of GTA III to Vice City.
- Grand Theft Auto: Stories (https://gtaforums.com/topic/704426-relvc-grand-theft-auto-stories/) - Port both Vice City Stories and Libery City Stories to PC.
- GTA: State of Liberty (https://gtaforums.com/forum/265-gta-state-of-liberty/) - Attempt to port every GTA III-era game map to VC.

Modding tools · Link
- IMG Manager V2.0 (http://www.x-squares.com/Download.aspx?id=87) - Beta version of the most bug-free .img files manager.
- IMG Factory 1.2 (https://www.gtagarage.com/mods/show.php?id=27155) - An alternative .img file manager to the above.

System requirements · Link

| Windows | macOS (OS X) |

	Minimum	Recommended
Operating system (OS)	98, ME, 2000, XP	
Processor (CPU)	AMD Athlon 800 MHz AMD Duron 1.2 GHz Intel Pentium III 800 MHz Intel Celeron 1.2 GHz	AMD Athlon XP Intel Pentium 4
System memory (RAM)	128 MB	256 MB
Hard disk drive (HDD)	915 MB	1.55 GB
Video card (GPU)	Nvidia GeForce 32 MB of VRAM DirectX 8.1 compatible	ATI Radeon 8500 Nvidia GeForce 3 64 MB of VRAM DirectX 9.0 compatible
Sound (audio device)	DirectX 9.0 compatible	

ⓘ Game supports and uses DirectX 8.1 despite the system requirements to the contrary.

Notes · Link

1. File/folder structure within this directory reflects the path(s) listed for Windows and/or Steam game data (use Wine regedit (https://wiki.winehq.org/Regedit) to access Windows registry paths). Games with Steam Cloud support may store data in `~/.steam/steam/userdata/<user-id>/12110/` in addition to or instead of this directory. The app ID (12110) may differ in some cases. Treat backslashes as forward slashes. See the glossary page for details.

References · Link

1. "Vice City on Windows Vista & Windows 7" (http://www.gtaforums.com/index.php?showtopic=294498)
2. "Bug List with Solutions (PC, PS2 & Xbox)" (http://www.gtaforums.com/index.php?showtopic=188753)
3. Custom Radio Stations in GTA Games (http://www.grandtheftwiki.com/Custom_Radio_Station)
4. Verified by User:AmethystViper on 2019-09-18
5. Vice City now back on Steam - Rockstar Nexus (http://www.rockstarnexus.com/article/82/Vice-City-now-back-on-Steam) - last accessed on 2019-06-09
6. GTA VC - Why Steam is NOT a bad version? (Comparison) - Feat. MrMario (https://www.youtube.com/watch?v=RjJJ2IzSXCw) - last accessed on 2019-06-09
7. Verified by User:AmethystViper on 2019-06-09
   - I have compared the retail version included in the 2009 Grand Theft Auto: The Trilogy collection and the "New Audio" Steam version and noticed the original radio songs that were rumored to be cut are still present in the latter.
8. Various GTA Downgraders - GTA Forums (https://gtaforums.com/topic/936600-iii-iv-various-gta-downgraders/?tab=comments#comment-1070925766) - last accessed on 2019-10-07
9. Verified by User:AmethystViper on 2019-10-07
10. Verified by User:AmethystViper on 2020-12-14
11. Verified by User:AmethystViper on 2019-06-09
    - Installed this mod on Vice City (and III) and it works, skipping intros immediately. It also works via Mod Loader.
12. Verified by User:AmethystViper on 2019-06-09
13. Verified by User:AmethystViper on May 21, 2018
14. Verified by User:AmethystViper on March 31, 2019
15. Verified by User:AmethystViper on 2019-06-09
    - Enabling anisotropic filtering x16 for the game via Nividia Control Panel/Profile Inspector (after installing Widescreen Fix) boosted the overall clarity of the game's textures.
16. (GTA-NFS-MP-OTHER) Widescreen Fixes Pack, Page 51, Scripts & Plugins - GTAForums (https://gtaforums.com/topic/547841-gtanfsmpother-widescreen-fixes-pack/page/51/?tab=comments#comment-1067251055) - last accessed on 2019-06-09
17. Verified by User:AmethystViper on 2019-06-09
    - Using DS4Windows together with GInput allowed for DualShock 4 support by tricking the game into thinking it's reading inputs from an XInput controller.
18. Verified by User:AmethystViper on June 6, 2018
19. PC Gaming Surround Sound Round-up (http://satsun.org/audio/)
20. [REL]Multi-sampling FIX - GTA Forums (http://gtaforums.com/topic/556386-relmulti-sampling-fix/?p=1062806400)
21. cant find 640x480 video mode :: Steam Community Discussions (https://steamcommunity.com/app/12110/discussions/0/613937942864512392/#c613937942870813434)
22. How to fix 'Cannot find 640x480 video mode' in GTA: Vice City - YouTube (https://www.youtube.com/watch?v=SHjkAelFRL8) - last accessed on 2019-06-09
23. Verified by User:AmethystViper on 2019-06-09
    - This restored the talkative pedestrians from the PlayStation 2 version in the PC version from experience.
24. SilentPatch - Page 167 - GTAForums (https://gtaforums.com/topic/669045-silentpatch/?page=167#comment-1069260103)
25. Verified by **User:Blackbird** on 2019-04-20
26. Verified by User:Keith on 2020-11-16
27. Stuttering on secondary HD - Tom's Hardware (https://forums.tomshardware.com/threads/stuttering-on-secondary-hd.1808771/) - last accessed on May 9, 2014

PCGAMINGWIKI

Explore ▾ Editing ▾ Community ▾ About ▾ Tools ▾   Talk Contributions Log in

PCGamingWiki

About us

Contact us

Advertising

Privacy policy

General disclaimer

Friends

Partnerships

Extension

API

GOG.com

Gamesplanet

CheapShark

Powered by

MediaWiki

Semantic MediaWiki

Cargo

Open source

Patrons

and You <3

This page was last edited on 16 April 2021, at 02:14.

Content is available under **Creative Commons Attribution Non-Commercial Share Alike** unless otherwise noted.

Some store links may include affiliate tags. Buying through these links helps support PCGamingWiki (**Learn more**).