



Volvo 850 Turbo

Station Wagon

FOR

**Grand
theft
auto IV**



by
mad ea &
IRBIS

Contents

1. Short Description of the Model	3
2. Table of the Model Specifications of Volvo 850 by Mad EA.....	3
3. Stepwise Installation.....	5
3.1 Installing the Model.....	5
3.1.A Installing the Model with help of "SparkIV"	5
3.1.B Installing the Model with help of "OpenIV".....	6
3.2 Changing the Parameters	6
3.2.A Changing the physical Parameters for "handling.dat"	6
3.2.B Changing the internal Parameters for "vehicles.ide"	7
3.2.C Changing the Color Scheme for "carcols.dat".....	8
3.3 Changing the Car Name in Game (optionally)	8
4. Special Thanks to	10
5. Contact Information	11
6. Terms of Use	12

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For a better viewing of this document, we recommend you to use the full-screen reading view.

General Information

Original model made by	Mad EA
Conversion to GTA IV by	Irbis
Parameters adjusted by	Lucky
ReadMe-Document written by	Steinreicher

1. Short Description of the Model

Today we are proud to present you the model of the Volvo 850 station wagon by the author Mad EA which was converted to GTA IV by Irbis.

This model is represented by the two versions: 850 "Turbo" and 850 "R".¹

At first sight, the models seem to look the same. But if you'd look at the both models closer, you'll find the differences between them.




First of all, the model "R" differs from the model "Turbo" by the fact that it features a turbocharged engine which gives the model "R" additional 25 horsepower. Furthermore, the car body of the "R" model has a different design.

It should be noted that the both models are provided with official sets of rims. The model "Turbo" has the set of rims called "Perfo", and the "R"-edition features another two sets: "Volans" and "Pegasus".

2. Table of the Model Specifications of Volvo 850 by Mad EA

	Turbo	R
Exterior:		
Type of the car body	station wagon	
Car body specifications	none	"R-design"
Engine completely in 3D	yes	
Engine type	20 Valve / Gasoline Engine, Turbocharged	
Badges	"Volvo" / "850 Turbo"	"Volvo" / "850 R"
Additional fog lights	not available	available
Headlight wipers	available	
Roof rack	available	
Spoiler	available	
Suspension elements in 3D	yes	
Interior:		
Interior completely in 3D	yes	
Speedometer ranges in	mph & km/h	
Interior/dashboard lighting	available	
Third stop light	available	

¹ American model designations for the European editions "T5" and "T5-R" respectively.

Sunroof	available	
Rim Sets:		
<div><div>○ "Perfo"</div><div></div></div>	yes	no
<div><div>○ "Volans"</div><div></div></div>	no	yes
<div><div>○ "Pegasus"</div><div></div></div>	no	yes
Color Scheme in "carcols.dat":		
▪ Color 1	car body	
▪ Color 2	interior	
▪ Color 3	luster	

3. Stepwise Installation

Important Note:

Before you do any changes, please make a backup of the following files:

- "vehicles.img" → is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\pc\\models\\cdimages"
- "carcols.dat" }
- "handling.dat" } are located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data"
- "vehicles.ide" }

These backups are needed for restoration of the game, just in case something goes wrong while or after installation.

Once this is done you can start with installation of the car. The following tools are required:

- "SparkIV" or "OpenIV"
- "Editor"
- "X GXT Editor" (optionally)

Up next we will take a closer look at how to install the model of Volvo 850 Turbo:

3.1 Installing the Model

To install the model, you have to take two files from our archive.

The first of them is called "ingot.wft" - this is the model itself. The second file, which is named "ingot.wtd", contains textures for this model.

In this archive, there is only one file with textures, and there is one file with model.

Up next, please follow the steps described below.

3.1.A Installing the Model with help of "SparkIV"

- 1) Extract the archive with model into your hard drive disc (for example, into "My Documents")
- 2) Run "SparkIV" as administrator.
- 3) Click on the option "Open".
- 4) Choose the file "vehicles.img" which is located in the path "Name of your Hard Drive Disc\\Program Files\\Rockstar Games\\Grand Theft Auto IV\\pc\\models\\cdimages".
- 5) Click on "Open". In front of you you will see the list of all vehicles in the game ordered alphabetically.
- 6) In the upper menu, click on the option "Import".
- 7) Choose the file "ingot.wft" you have already extracted to your hard drive disc and click on the option "Open".
- 8) In the upper menu, click on the option "Import" again.
- 9) Choose the file "ingot.wtd" you have also extracted to your hard drive disc and click on the option "Open".

10) Click on "Rebuild" then on "OK" then on "Save" then on "OK" again.

11) Close the tool.

The model has been installed! Now you can start with step 3.2 - "Changing the Parameters".

3.1.B Installing the Model with help of "OpenIV"

Attention!

If you have installed the model like described above, you do not need to install the model once again with help of "OpenIV"! The installation method 3.1.B is explained for those who use "OpenIV" instead of "SparkIV".

1) Extract the archive with model on your hard drive disc (for example, into "My Documents")

2) Run "OpenIV" as administrator.

3) Be sure the "Edit mode" is activated.

To activate the mode, press the key "F6" or press "File" and choose the option "Edit mode" in the upper menu of the tool.

4) In the main window, choose the map "models" then "cdimages". Open the file "vehicles.img". You'll see the list of all available vehicles in the game ordered alphabetically.

5) Choose the file "ingot.wft" from the models list.

6) Click on "Edit" and choose the option "Delete".

7) Choose the file "ingot.wtd" from the models list.

8) Click on "Edit" and choose the option "Delete".

9) Click on "Edit" and choose the option "Add".

10) Choose the file "ingot.wft" you have already extracted to your hard drive disc, and click on the option "Open".

11) Click on "Edit" and choose the option "Add".

12) Choose the file "ingot.wtd" you have also extracted to your hard drive disc and click on the option "Open".

13) Close the tool.

The model has been installed! Now you can start with step 3.2 - "Changing the Parameters".

3.2 Changing the Parameters

3.2.A Changing the physical Parameters for "handling.dat"

If you want the installed car properly to behave while driving, you need to adapt such physical parameters like weight, main focus, maximum speed and acceleration among other things according to this model.

These parameters are included in the file "handling.dat" which is in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data".

To change these parameters open the file "handling.dat" with help of "Editor", find the line:

```
INGOT      1600.0 5.0 85      0.0 0.0 -0.25      0.0 4 0.14 1.0 130.0 0.22 0.65 0.7 35.0      1.2 0.90 14.0 0.15 0.48
      1.5 1.1 1.3 0.10 -0.17 0.0 0.5      1.0 1.0 0.8 1.5 0.0 10000      440000      0      0
```

and replace it with this one:

```
INGOT      1600.0 6.0 85 0.0 0.1 -0.64 1.0 4 0.31 2.8 144.0 0.65 0.8 0.7 33.0 1.55 1.9 10.0 0.12 0.5 3.0 1.45 1.85 0.15 -0.11 0.0 0.5 1.8 1.0 1.8 1.2
0.0 9000 40010 800000 0
```

Alternatively, you can also change single parameters manually. However, do this very careful, because even a small mistake can lead to the fact that the game won't start any more.

After you have replaced existing parameters with the new ones, close the file "handling.dat" and save the changes.

Now, you come to the next step:

3.2.B Changing the internal Parameters for "vehicles.ide"

The file "vehicles.ide" contains following parameters: name of the model, HandlingID, sound effects and internal name in the game and wheels diameter among other things.

These parameters are needed for a successful recognition of a vehicle in the game. To change these parameters, open the file "vehicles.ide" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data" with help of "Editor". Find the line:

```
ingot,      ingot,      car,      INGOT,      INGOT,      VEH@STD,      VEH@STD_RI1,      100,      999,
      0.2016, 0.2016,      0.3,      1,      1.0      ,1,      ext_gang+ext_all+ext_strong
```

and replace it with this one:

```
ingot,      ingot,      car,      INGOT,      FEROCI,      VEH@STD,      VEH@STD_RI1,      40,      999,
      0.2290, 0.2290,      0.3,      1,      1.0      ,0,      ext_strong
```


Alternatively, you can also change single parameters manually. However, do this very careful, because even a small mistake can lead to the fact that the game won't start any more.

After you have replaced existing parameters with the new ones, close the file "vehicles.ide" and save the changes.

The next step is...

3.2.C Changing the Color Scheme for "carcols.dat"

The file "carcols.dat", as the name of the file says, contains all color combinations for the vehicles in the game. However, while changing this file you should pay attention to the fact that all vehicles are divided into two groups.

The most of them belong to the first group "car3". This group contains only cars, motorcycles, boats and others, which have a color pattern consisting of three colors. The group "car4" contains the vehicles which use four colors for their color pattern.

What does it mean? It means that "car3"-vehicles have only three components which can be repainted, while "car4"-vehicles have four.

Our model supports three colors like the original "Ingot", but it has another color pattern. Because of that, the file "carcols.dat" should also be changed. To carry out how to do this, go forward as follows:

Open the file "carcols.dat" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data" with help of the "Editor". Find the line:

```
ingot,          0,0,33, 0,0,0,  7,7,8, 10,10,8, 23,23,8, 57,57,56, 62,62,62, 66,66,66, 72,72,72, 78,78,78, 95,95,95, 104,104,104, 107,107,107,  
2,2,63, 21,21,72, 22,22,72, 13,11,91, 19,19,93,
```

and replace it with this one:

```
ingot,          0,21,1, 1,21,0, 0,105,1, 85,117,56, 28,117,1, 34,117,42, 56,21,74, 85,21,1, 11,2,18, 112,117,6, 39,21,0, 107,117,90,
```

Do it carefully! Do not delete the other lines!

Close the file "carcols.dat" and save the changes.

Now the car is completely installed! Enjoy it!

3.3 Changing the Car Name in Game (optionally)

This installation step is described for those who don't like the name of a car in game. In this case it's "Feroci".²

² because in the file "vehicles.ide" we use the sound effects and the internal name of the car "Feroci".

With help of the tool "X GXT Editor" you can change not only the name of a vehicle in the game, but the other texts too.

To change the name of the car, follow the steps below:

- 1) Run the tool "X GXT Editor" as administrator.
- 2) Move the window "Preview" down in such a way that the left and right columns are visible.
- 3) In the upper menu, click on "File" and choose the option "Open".
- 4) Choose the file "american.gxt" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\text" and click on "Open". The content of the file will be shown in the left column.³
- 5) Choose the line "MAIN" which is located in the column "Table Name". After that, in the right window, you'll see the list of all text messages in the game.
- 6) In the upper menu, click on "Edit" and choose the option "Find". A search box will appear.
- 7) In the field "Find what", type the word "FEROCI" (without quotation marks).
- 8) Choose the option "Item's name" from the area "Options".
- 9) Click on "Find", close the search box. In the right column of the tool, you'll see the list of the cars with already chosen line "FEROCI". In the window "Preview", you'll also see the name "Feroci".
- 10) Double click on the line "FEROCI". A new window called "Item Editor" will be opened.
- 11) In the field "Real Text," type any text instead of "Feroci". In our case, we type "Volvo 850 Turbo" (without quotation marks).
- 12) After that click on "OK".
- 13) Close the tool. Save the changes.

Now, every time you get into the car, the name "VOLVO 850 TURBO" will appear on your screen instead of "FEROCI".

³ instead of the file "american.gxt" you should open and change the text file which is named according to the language used by your game. The English version of the game uses the file "american.gxt", the French version - "french.txt" and so on.

4. Special Thanks to

- ❖ Mad EA for this magnificent model
- ❖ Irbis for perfect conversion of the model to GTA IV
- ❖ Lucky for parameters adjustment
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- ❖ Aru for "SparkIV"
- ❖ GooD-NTS for "OpenIV"
- ❖ Xmen (W.K.) for "X GXT Editor"
- ❖ Rockstar Games for "Grand Theft Auto IV"



5. Contact Information

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If you have any questions, comments, suggestions or critical annotations related to

- the model, please get in touch with [Mad EA](#) (GCU Modeling Team);
- this document, please write an e-mail to [Steinreicher](#).

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