

Behind Space Of Realities 2013 - To be seen Again (C-TBSA-1)

Manuals for this addition, for [GTA San Andreas](#) in English.



Author of the project and ideas: Vyacheslav Magelaton (YourCreatedHell)

Authors models: EA (Need For Speed World), Ubisoft Montreal (Call of Juarez - Bound in Blood, Far Cry 2), YourCreatedHell.

The authors of the original texture: Activision (Call of Duty: World of War, Call of Duty: Modern Warfare 2), Bethesda Game Studios (TES Oblivion, TES Skyrim), Eden Games (TDU 2), GSC Game World (S.T.A.L.K.E.R.: Call of Pripyat), Ubisoft Montreal (Call of Juarez - Bound in Blood, Far Cry 2), YourCreatedHell.

Author of all the modifications and improvements: Vyacheslav Magelaton.

About the modification:

The third version development of project **Behind Space Of Realities**. The shape of the modification of the original game corresponds more atmosphere than earlier. Detailing models was higher, which requires a serious PC where the performance will be close to the **Project Oblivion 2010HQ**.

The new version is built in part on **Behind Space Of Realities 2013 - Classic version (C-CLV-2)**, with the addition of new models of vegetation, which is made from scratch.

Addition **Behind Space Of Realities 2013 - To be seen Again (C-TBSA-1)** is one of the best modifications for **GTA San Andreas**. It realized that no other similar supplements to replace the vegetation. If in doubt - install this add-on and enjoy the beautiful scenery!

Installation:

replacement models:

- replace the files in the archive gta3.img "C:\Games\GTA San Andreas\models" on the files in the folders "dff" and "txd" (common folder *gta3.img*), contents of archive using *Alci's IMG Editor 1.5*. After replacing the file, rebuild the archive by clicking the "Rebuild" (Ctrl+R).

replacement settings:

- Copy the data to the folder with the game, confirm the replacement of files.

Установка травы:

Copy the folder *BSOR Grass\Density setting of grass\level # plants.dat* file in the folder *D:\Games \GTA San Andreas\data*, confirming the replacement of the file. Also, pay attention to the folder *level #*, before you copy *plants.dat*. These folders different density of herbs that can play into the performance modifications, if you select a level more than able to stand your computer. The density level is selected at random grasses.

Density levels of grass:

- level 1- 3 times less than the standard value
- level 2 - 2 times less than the standard value
- level 3 - standard value / стандартное значение
- level 4 - 2 times larger than the standard value
- level 5 - 3 times larger than the standard value
- level 6 - 5 times more standard value
- level 7 - special settings (close to this "Project Oblivion 2010 HQ")
- level 8 - 7.5 times larger than the standard value
- level 9 - 10 times more standard value (Death for your PC)
- level 10 (To Hell With God) - maximum value (Death for your PC)

Next, copy the files in the selected folder *Grass models* in the grass, confirming replacement. In subfolders *Grass models* are different models of herbs.

Then copy the file in the selected folder *plant1* of Texture pack grasses grass, confirming replacement. This is, we replace the texture of herbs. All textures are suitable for all models of grasses, but not for grass Far Cry 2 - at its own set of textures. Also, the higher resolution textures you choose, the more the game will slow down.

Note: Grass Far Cry 2 requires less dense grasses than ordinary grass.

It should be take into account:

- Addition is not installed on top of Project Oblivion 2010 HQ or on top of any other analog, because conflicts are possible modifications. It is advisable to install a clean game.
- Supplement supports different DLC packs.
- Amendment is not designed for unattended installation. Provided that you have downloaded this add-on that installs automatically - see the different possible misunderstandings that you count on the error for the unfinished work.
- If you have not replaced the ide files are possible critical errors and the completion of the gameplay.
- To raise the game from the assembly mods should: Install any texture modes (eg, SRT 1.7), then **Behind Space Of Realities 2013 - To be seen Again**, and then other modifications.

WARNING!!!

Author website: <http://yourcreatedhell.clan.su> or <http://yourcreatedhell.vol-gta.com> (Russian version),
<http://yourcreatedhell.ucoz.org> (English version)

- Author's site to specify the resolution on other sites is mandatory. Very important directive for all, without exception!
- For the installation of Crookshanks, I will not be responsible for loss of property or misrepresentation of your data. Read carefully the contents of the document "Read me."
- Do not add this modification in the automatic installer, or, otherwise, performance supplements completely canceled due to the modification of a specific package for your game, created by himself.
- Do not use this supplement in any global modes, without the permission of the author.
- Do not locate this file archive, anywhere without the permission of the author.
- Never lay out a modification to file sharing and earn foreign labor.
- When placing the file archive, prohibits the changing or deleting the document "Read me." All archive should be in the same condition.

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And...

If you want to help in development, you can transfer some money to the accounts:

Yandex money - 41001981967599

WebMoney - Z310982678664, R332141566916, E224442773242

Once tested the modification, please write in the forum of my site: <http://yourcreatedhell.vol-gta.com/forum>