

Backpack GTA SA Vegetation - v1.00

Manuals for this addition, for *GTA San Andreas* in English.



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

Yandex money - 41001981967599

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Once we tested the modification request to unsubscribe to the forum of my site:

<http://yourcreatedhell.clan.su/forum>

1. About the modification.

Backpack GTA SA Vegetation - serves to eliminate vegetation modifications for **GTA San Andreas**. It contains all the necessary models, textures and settings, so you can all be rolled back to original game. Due to this modification, it is possible to eliminate problems after you install **Project Oblivion**, **Behind Space Of Realities** and **Project Oblivion Revivals**.

However **DFF** files are sorted in format **Behind Space Of Realities** and **Project Oblivion Revivals**, but, despite this, fully roll back vegetation to original game.

2. Installation.

Replacement models:

- Replace the files in the archive gta3.img "C: \ Games \ GTA San Andreas \ models" on the files from the folder "[GTA3.img](#)", in the contents of the archive using Alci's IMG Editor 1.5. After replacing the file, rebuild the file by clicking the "Rebuild" (Ctrl + R).

Changing settings:

- Copy folder *data* in the game folder, confirm the replacement of files.

Installation grasses:

- From the folder "Main" copy folder *models* in the game folder, confirm the replacement of files.