



Hit a car and turn it into a projectile or an uncontrollable beast by launching it into the air or making it spin violently. Dynamically modify the effects and power of your hits within the same game session.

HOW DOES IT WORK?

A. DIRECT GAMEPLAY

Cars will react to your melee weapon impacts. You can make them fly into the air, spin on their own with destructive force, or turn them into projectiles that destroy everything they touch. The entire map of San Andreas becomes your playground, a setting where cars are tools of chaos and destruction.

B. IN-GAME INTERFACE

Here's the cool part: the mod also allows you to edit the characteristics of impacts in real time. You can adjust the force with which the cars are propelled, the height you want them to reach, and the way and speed they spin. Plus, the interface is dynamic and does not require you to pause the game.

The goal of the mod is to let you have fun experimenting with the various options available to modify the effects of your hits. Feel free to tweak and combine the stats until you find the combination that works best for you. The stats menu will always remain active, allowing you to modify them at any time.

STATS:

They define how powerful the car's reaction will be when hit. There are two types: propulsion and spin. There's an additional stat that defines the explosion time of a car, which can be optionally activated. Stats have **positive** and **negative** values. Obviously, reducing them

below zero gives negative values, while increasing them above zero gives positive values.

The stats are displayed on the screen as follows:

PUSH



PROPULSION STATS

PUSH: The car will be propelled horizontally in the direction the player is facing.

- **Positive:** the car will move forward.
- **Negative:** the car will move backward. It can hurt you.

LIFT: The car will be propelled vertically.

- **Positive:** the car will ascend into the sky.
- **Negative:** the car will be pushed downward. The effect is not too impressive overall, but combined with other stats, it can create unexpected reactions.

SPIN STATS

SPIN: The car will spin on its axis like a top. With enough force, it becomes an unstoppable beast. It's my favorite. It can easily hurt you or launch you into the air as well.

- **Positive:** spins counterclockwise.
- **Negative:** spins clockwise.

FLIP: The car will flip over like a bell or a person doing somersaults. Secondary effect: the car will ascend into the sky. That is, combining FLIP and LIFT will greatly increase upward propulsion.

- **Positive:** flips backward.
- **Negative:** flips forward.

ROLL: The car will roll sideways like a croquette or a person trying to put out a fire.

- **Positive:** the car rolls toward the passenger's side (hit it from the driver's side door to minimize damage).

- **Negative:** the car rolls toward the driver's side (hit it from the passenger's side door to minimize damage).

EXTRA STAT

EXPL. TIME: (Explosion Time) This stat will only activate when the **EXPLOSION** configuration is on, and it defines how long (in milliseconds) the car takes to explode after being hit. It has no negative values and, unlike the other stats, it increases by 10 at a time.

Note: Your hits will have no effect on any car during the countdown to explosion. An excessively high number could hinder gameplay.

CONFIGURATIONS:

Configurations define various behaviors for either the player or the vehicle, depending on whether they are enabled or not.

ENABLED CONFIGURATION: 

DISABLED CONFIGURATION: 

Configurations are displayed on the screen as follows:



(If the configurations are active, the stats cannot be altered)

PLAYER CONFIGURATIONS

WEAPON: Grants the player a nightstick. I included this because it's easier to hit vehicles with a weapon.

INVINCIBLE: Makes the player invulnerable to everything. I added this because it's easy to die with this mod.

STAMINA: Grants the player unlimited stamina, allowing them to run indefinitely.

VEHICLE CONFIGURATIONS

RECOLOR: The car will change color randomly when hit. I have no justification for this; I just felt like it.

REPAIR: The car will be repaired when hit. This lets you have more fun hitting cars. It does not repair destroyed cars.

EXPLOSION: Activates the "EXPL. TIME" stat; the vehicle will explode after being hit, based on the time defined by that stat.

MOD INSTALLATION:

You need to have the CLEO library installed for GTA San Andreas. I'm not sure up to which version.

Files:

SAN ANDREAS/CLEO:

Place these files into your CLEO folder (or cleo) in San Andreas.

- **CarHitNBlast_ACTION.cs:** This is the main file. It handles the core functionality of activating the mod and making vehicles react when hit.
- **CarHitNBlast_STATS.cs:** This file manages the in-game stats editing feature. You can skip this file, but then you won't be able to edit the configurations. You need **CarHitNBlast_TEXT.fxt** for it to work properly.
- **CarHitNBlast.ini:** This file registers the stats, configurations, and other values for the mod to function. It can be edited outside of the game.

SAN ANDREAS/CLEO/CLEO_TEXT:

Place this file into your CLEO_TEXT folder inside CLEO (or cleo).

- **CarHitNBlast_TEXT.fxt:** This file stores all the text that appears on the screen. It's required for **CarHitNBlast_STATS.cs** to function.

MOD ACTIVATION:

Type "BLAST" while playing to activate the mod. Once activated, cars hit by the player will be affected by the configurations defined in the .ini file. All configurations in the file will be applied.

The mod will deactivate if:

- The protagonist dies or gets arrested.
- You type "BLAST" again.
- You exit the game (obviously) or start a new game.
- The game crashes. Of course.
- Other causes beyond my control? Possibly.

(You can always reactivate it by typing "BLAST" again).

USING THE MOD:

NAVIGATING BETWEEN STATS:

G / LEFT D-PAD: Next stat.

H / RIGHT D-PAD: Previous stat.

INCREASING / DECREASING STATS:

Y / UP D-PAD: Increases the stat value.

N / DOWN D-PAD: Decreases the stat value.

(Y / UP D-PAD) + (TAB / L1): Resets the stat to 0.

CONFIGURATION MENU:

Type "EXTRA" to activate configuration editing. While active, you cannot modify the stats or switch between them, although they will still be displayed on screen.

- G / LEFT D-PAD: Next configuration.
- H / RIGHT D-PAD: Previous configuration.
- Y / UP: Enable configuration.

- N / DOWN: Disable configuration.

Configurations close if:

- The mod is deactivated (for any of the reasons mentioned above).
- You type "EXTRA".
- You press the button to enter a car.

When configurations are closed, the mod will "reset" with the changes applied automatically.