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## 2016 Ram 2500 – Los Santos Fire Department – Pickup Truck for Grand Theft Auto V

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<b>Version</b>	1.2
<b>Optimized for</b>	fireutility – AddOn Vehicle
<b>Lighting equipment</b>	Code 3 RX2700
<b>ELS Support</b>	ELS-V 1.05
<b>Multiple Liveries</b>	Supported

### Credits

- Original Dodge Ram model from Forza Horizon, converted and extensively modified by Kane104.
- Headlights, taillights, grille, fenders, bumper and interior modifications, seats and textures made by Kane104.
- Rims and tyre textures made by Kane104.
- Taillight textures, center brakelight, dirtmaps and minor modifications by Cj24.
- Code 3 RX2700 lightbar and LED X grill lights modeled and textured by Cj24.
- Motorola radio by Kane104; Console, Code 3 Z3 siren controller, C3100 siren speaker, ELS setup and configuration files by Cj24.

### Terms of use

You may:

- Replace or edit textures for personal use.
- Create and redistribute liveries of your own using the provided template.

You may not:

- Circumvent any protecting measures to edit models.
- Use any of the work included in this archive for your own financial gain.
- Redistribute this archive and its contents on any other website other than [modding-forum.com](http://modding-forum.com) without permission.

### Installation

#### Recommended – Automatic installation with **LML (Lenny's Mod Loader)**:

Copy the complete folder and its contents into your `GTAV\lml` folder. Open the Mod Manager, select the modification and click the "Copy files to game" button to install the ELS Vehicle Config File.

#### Manual Installation

If possible, use OpenIV's mods folder instead of replacing original files! For more detailed installation instructions for vehicle mods, review [this guide](#).

Use OpenIV to add all files in the Vehicle Files folder to

```
GTAV\update\x64\dlcpacks\patchday13ng\dlc.rpf\x64\levels\gta5\vehicles.rpf.
```

Open Config Files\carvariations\_meta.txt with any text editor and copy the complete content.

Export

```
GTAV\update\x64\dlcpacks\mpchristmas2\dlc.rpf\common\data\carvariations.meta
```

 using OpenIV, open it with any text editor, create a new line between `</item>` and `</variationData>` at the bottom of the file and paste the previously copied content into the new line. Replace the original `carvariations.meta` with the edited one.

Open Config Files\vehicles\_meta.txt with any text editor and copy the complete content. Export

```
GTAV\update\update.rpf\common\data\levels\gta5\vehicles.meta
```

 using OpenIV, open it with any text editor, create a new line between `</item>` and `</InitDatas>` and paste the previously copied content. Open Config Files\vehicles\_meta\_txdRelationships.txt with any text editor and copy the complete content. In your `vehicles.meta`, create a new line between `</item>` and

</txdRelationships> and paste the previously copied content. Replace the original vehicles.meta with the edited one.

Copy the Config Files\fireutility.xml file and paste it into GTAV\ELS\pack\_default. If you use a custom pack, add it to its folder.

You can spawn the car with the name "fireutility" by using a trainer.

To install the car in a different slot, change the names of the .yft, .ytd and .xml files, the <modelName> value of the carvariations.meta settings and the <modelName>, <txdName> and <child> values of the vehicles.meta settings respectively.

Optionally, if you don't use any light enhancing mods, replace GTAV\update\update.rpf\common\data\visualsettings.dat with Config Files\visualsettings.dat using OpenIV.

### Notes

This mod requires ELS-V (Emergency Light System) version 1.05 to work properly.

Recommended with [Better License Plates](#).

Optional: [Red and blue and all blue light colors](#).

### Changelog

- 1.2: - Added option to install with LML.  
- Improved lightbar glass for more realistic color and opacity.
- 1.1: - Fixed lightbar glass mapping.  
- Fixed grill light emissive mapping.  
- Modified alley light texture.  
- Updated ELS vehicle config to improve environment lighting positions.

### Files included

- fireutility.yft
- fireutility.ytd
- fireutility\_hi.yft
- fireutility+hi.ytd
- carvariations\_meta.txt
- vehicles\_meta.txt
- vehicles\_meta\_txdRelationships.txt
- fireutility.xml
- visualsettings.dat
- Readme
- Template
- Pictures