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

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