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Description

There are two versions of GTA EFLC Car Mods v3.5 (you can download it by clicking on it):

- [GTA EFLC Car Mods v3.5 Archived](#)
- [GTA EFLC Car Mods v3.5 Installation](#)

This mod supports the following game versions:

- Grand Theft Auto: Episodes from Liberty City 1.1.0.0 - 1.1.2.0 (PC)

Notes:

- You will only have to download one version.
- I recommend you to first make a back-up of your EFLC folder before installing this mod!

Requirements:

- Processor : Quad-Core CPU (Intel Core i5 or above recommended)
- RAM: 4 GB or above
- GPU: GTS 450/HD5770 with at least 1 GB memory or above recommended
- Hard Disk Space: 30GB free

[Microsoft .Net Framework 4 - DOWNLOAD](#)

[Microsoft Visual C++ 2010 Redistributable Package \(x86\) - DOWNLOAD](#) (Make sure to install the linked x86 version, even on x64 systems!)

Known Issues

- Sometimes when you minimize the game and try to open it again it won't, this is because of the EPM mod or in some cases 'scripthookdotnet' itself. A simple way to fix this is removing three files called "MoveDoors" in 'EFLC\scripts'.
- Some people reported that random objects spawn around the city and no car washes will be available in single player. Unfortunately there is no fix for this; probably this is a bug of GTA itself when there are too many car mods.
- SMPA60 error in single player. If you're getting a SMPA60 error in single player it's because you probably parked cars outside your save house before installing this package. A simple way to get rid of this error is removing the cars in front of your save house.
- Crashes in multiplayer are caused by other people on the same server with different car mods; unfortunately there is no way to fix this. You might also crash other people that don't have any car mods. The best way is to play with people who have the same car mods as you.

- Slow- or not loading textures are caused by a lack of video memory, this will happen when you spawn too much cars. The more memory you have, the lesser you will notice this issue.

Release Notes

- Added new cars.
- This package has now 'added cars'.
- Better handlings (by Styrke93)
- All cars have a 'Liberty City' license plate.
- Supports ELS and EPM mod.

Car list

1. Admiral	2010 Mercedes Benz E63 AMG v2.0	smokey8808
2. Banshee	2009 Dodge Viper SRT-10 ACR	alex189
3. Blista	2001 Volkswagen Golf 4 R32	Aleksant
4. Bus	Mercedes Benz O305	DENIS DarkKnight K1slim Axelite
5. Chavos	2004 Audi S4	bean_19
6. Cognoscenti	2009 Audi S8 D3	Den4ik & Miff
7. Comet	2008 Porsche 911 GT2	smokey8808
8. Coquette	2009 Chevrolet Corvette ZR1 V1.1	wwtt
9. Df8	2008 Saab 9-3 Turbo X	arvid11
10. Dilettante	2011 Toyota Prius	smokey8808
11. Dukes	1969 Dodge Charger R/T	smokey8808
12. E109	2011 Ford F150 SVT Raptor	Soot (showdown)
13. Esperanto	1998 Mercedes Benz SEL600 W140	Krazymond
14. Faction	1987 Buick GNX v2.0	smokey8808
15. Feltzer	Audi R8 Spyder 5.2 FSI Quattro	[ITC]RR_LXD
16. Feroci	2010 Audi S4	Bean_19 & iReight
17. Feroci2	2003 Honda Accord TYPE S	Crime (BLC Team),Timon
18. Fortune	2005 BMW M3 e46	Bullet1395, Turn10, Yusufcn
19. Futo	Renault Megane RS 250	Jester31101
20. Hakumai	2008 Honda Accord Type-S AT	9IXA
21. Huntley	Audi Q7 V12 TDI Quattro	[ITC]RR_LXD
22. Infernus	2012 Lamborghini Aventador LP700-4	smokey8808
23. Intruder	Audi RS4	tartexs
24. Lokus	BMW M5 E39	Bean_19

25. Manana	Mercedes Benz CLK63 AMG Black Series	Taurus0577
26. Marbelle	2011 Mercedes Benz S65 AMG	Strong, ChanAldrick
27. Merit	BMW 540i E34 1995	Mad_EA, \$DRON\$
28. Oracle	BMW 750iL (E38) v.3	Aleksantt (Keiby Team) & \$DRON\$
29. Patriot	Hummer H2	DEN4IK
30. Peyote	1970 Chevrolet Chevelle SS 454	smokey8808
31. Pinnacle	2012 BMW M5 F10	smokey8808
32. Pmp600	2008 Chrysler 300c SRT8	smokey8808
33. Police	Ford Crown Victoria LCPD	#unknown
34. Premier	Subaru Impreza WRX STI Hatchback 2008	GaBaMaStRX6
35. Pres	2009 Cadillac CTS-V v2.0	smokey8808
36. Rebla	2009 Mercedes-Benz ML63 AMG	Oneill22
37. Ruiner	Pontiac Firebird Trans Am 1977	nik287, RIDERmaxCARNAGE
38. Sabre	2008 Maserati Gran Turismo	smokey8808
39. Sabre2	Honda Civic Si 1999	arvid11
40. Sabregt	2010 Chevrolet Camaro SS	smokey8808
41. Schafter	2011 Mercedes Benz CLS	Raines
42. Sentinel	2008 BMW M3 E92	smokey8808
43. Speedo	Ford E-150	SimpleUnknown
44. Stalion	2009 Dodge Challenger SRT8	smokey8808
45. Stratum	Alfa Romeo Giulietta Quadrifoglio Verde	Giorgio91
46. Stretch	Rolls Royce Sapphire - Luxury Style v 1.2	MadManForever / MadnessRussia
47. Sultan	2004 Mitsubishi Lancer Evolution MR VIII	Bullet1395, Turn10
48. Sultanrs	1998 Toyota Supra RZ	Messian
49. Supergt	Aston Martin DBS	Taurus0577
50. Turismo	2007 Ferrari F430 Scuderia	smokey8808
51. Uranus	Audi S5	lesTat
52. Vigero	2010 Ford Mustang Shelby GT500	wwtt
53. Vigero2	1991 Honda CRX 1.3	All Cash
54. Vincent	Mitsubishi Galant8 VR-4	Dimon34
55. Virgo	1975 Ford Gran Torino	DMN aka DiMoN
56. Washington	BMW 760iL E66 v.2	KeDeN
57. Willard	2010 Mercedes Benz C63 AMG	smokey8808
58. PCJ	Yamaha R1 RN12 Final	hellraceR1

59. Buffalo	2006 Dodge Charger SRT8	smokey8808
60. Bullet	Audi R8 V8 v1	Stiopa
61. F620	2010 Aston Martin V12 Vantage	smokey8808
62. Schafter2	2010 Audi RS6 v.1.1	9IXA
63. Schafter3	BMW M5 (E60)	9IXA
64. Serrano	Jeep Grand Cherokee	Raines
65. Serrano2	BMW X5 (E53) v1.3	Mr. Taizer, StreetER, Stiopa
66. Superd	2010 Bentley Continental SuperSports	smokey8808
67. Superd2	Pagani Zonda Tricolore V1.1	Di4mondz
68. Tampa	2002 Nissan Skyline GT-R34 V-Spec II	smokey8808
69. *AGERA	2010 Koenigsegg Agera	smokey8808
70. *E36	BMW M3 v1.0	_Raines_
71. *E39	BMW 530i E39	Dimon34
72. *GTR35	2010 Nissan GT-R R35 V1.1	wwtt
73. *HYDRA	'Liberty City Air Force Jet' (Model only)	#unknown
74. *M6	2010 BMW M6	smokey8808
75. *R8V10	2010 Audi R8 V10	smokey8808
76. *RUF	Ruf Rt 12 Final	[ITC]RR_LXD
77. *SLS	2011 Mercedes Benz SLS AMG v2.0	smokey8808
78. *VEYRON	2010 Bugatti Veyron Super Sport	smokey8808

* = Added cars can be spawned with sjaak327's trainer or scripTHOOKDOTNET console (Also in multiplayer).

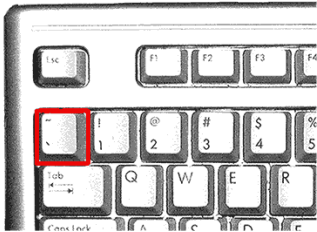
Added Cars:

This package contains added cars; you can spawn them by using the console from 'scripthookdotnet.dll' and type the following command:

```
spawn <Model Name>
```

Example: `spawn Veyron`

You can open the console with the following button:



This method works in multiplayer but other players that don't have this car package won't be able to see the spawned added cars. But if they do have this car package they will be able to see the spawned added cars.

Simple trainer

Or you also can spawn them with 'Simple Trainer' but you'll have to add them first in your `trainertbgt.ini`.

1. Go to your EFLC directory
2. Look for `trainertbgt.ini`
3. Open it with an editor like 'Notepad'
4. Look for the "Added Cars" section (it should look like the part below)
5. Copy the new section and paste it over the old one
6. Save `trainertbgt.ini`

```
//Added Cars //  
Enable1=1  
ModelName1= Agera  
DisplayName1= Koenigsegg Agera  
Enable2=1  
ModelName2= E36  
DisplayName2= BMW M3 E36  
Enable3=1  
ModelName3= E39  
DisplayName3= BMW 530i E39  
Enable4=1  
ModelName4= GTR35  
DisplayName4= Nissan GT-R Enable5=1  
ModelName5= Hydra DisplayName5= Plane Hydra Enable6=1  
ModelName6= M6
```

DisplayName6= BMW M6 E63
Enable7=1
ModelName7= R8V10
DisplayName7= Audi R8 V10 5.2 FSI
Enable8=1
ModelName8= RUF
DisplayName8= Ruf RT12
Enable9=1
ModelName9= veyron
DisplayName9= Bugatti Veyron Super Sport
Enable10=1
ModelName10= SLS
DisplayName10= Mercedes SLS AMG

This method requires Simple Trainer 6.4 or later in multiplayer.

Used programs

- Grand Theft Auto: Episodes from Liberty City
- Adobe Photoshop CS5
- Microsoft Word 2010
- Microsoft Excel 2010
- WinRAR
- ZModeler2

Used mods

- ELS Mod
- EPM Mod
- Scripthookdotnet
- Simple Trainer v6.4
- Traffic Flow Mod

Special thanks to:

- Styrke93 for great advise, support and optimized handlings.
- Atomic for his great graphic mod.