



Mercedes-Benz 600SEL (V140)

FOR

**Grand
theft
auto IV**



by
mad ea &
aleksant

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Remark:

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To get back to the top of the document, hold the key "Ctrl" again and click with the left mouse button on the chapter name you have previously selected in the table of contents.

If it doesn't work, please make sure the hyperlinks are activated.

For a better viewing of this document, we recommend you to use the full-screen reading view.

General Information

Original model made by

Mad EA

Conversion to GTA IV by

aleksant

Parameters adjusted by

aleksant

ReadMe-Document written by

Steinreicher

1. Short Description of the Model

Because you've already downloaded this archive, you know it is about model of the legendary Mercedes-Benz, series 140.

The model is represented by the three variants: 400SE/500SE, 600SEL and AMG. All three models differ from each other.

The model 400SE/500SE, for example, differs from the model 600SEL by the fact that it is equipped with a V8 engine, while the model "600" features a V12 engine!

These models also have a different length of the wheel base and the car body (like the originals).

The AMG version of this model also differs from the above-mentioned cars by the fact that it features an AMG engine, an AMG package and AMG rims.

Furthermore, the rims can be repainted as well as the radiator grille and the badges.

Additional sets of rims are also provided for the stock models 400SE/500SE. The lower part of the car body can be repainted with another color too.

All three variants of the model dispose of additional extra parts (for a complete list of all extras see below).



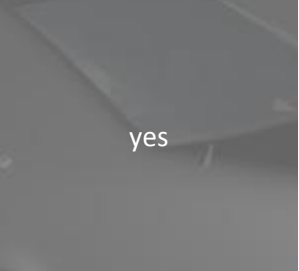

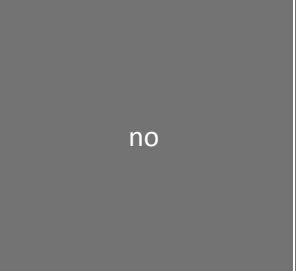

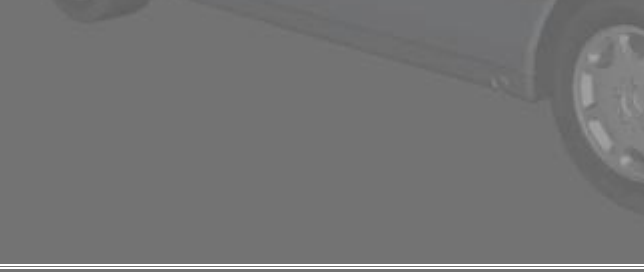
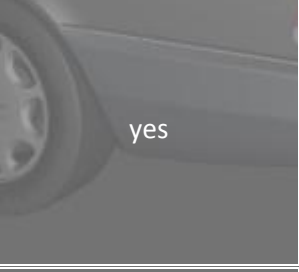
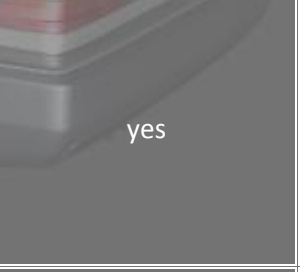
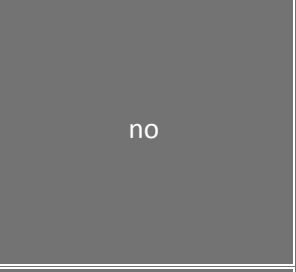




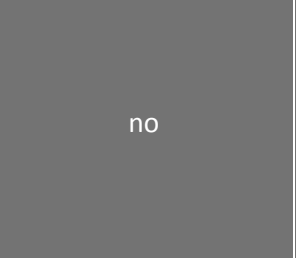
2. Table of the Model Specifications of the Mercedes-Benz Series 140 by Mad EA

	400SE / 500SE	600SEL	AMG
Exterior:			
Type of the car body	SWB ¹	LWB ¹	LWB ¹
Car body specifications	none	none	AMG-Package
Engine completely in 3D	yes	yes	yes
Engine type	V8 / Gasoline Engine	V12 / Gasoline Engine	V12 AMG / Gasoline Engine
Badges	"400SE" / "500SE"	"600SEL" / "V12"	"AMG" / "V12"
Additional fog lamps	not available	not available	available
Additional directional signals on the left/right fender	not available	not available	available
Rear antenna on the fender	available	available	available
Rear-parking markers	available	available	available
Headlight wipers	available	available	available
Interior:			
Interior completely in 3D	yes	yes	yes

¹ SWB and LWB - abbreviations for Short Wheel Base and Long Wheel Base respectively

Inscription on the front door entrance panels	"Mercedes-Benz"	"Mercedes-Benz"	"AMG"
Speedometer ranges in	mph & km/h	mph & km/h	km/h
Interior/dashboard lighting	available	available	available
Separate electric seats in the rear part of the interior	not available	not available	available
Door lights (4 pcs.)	available	available	available
Sunroof, electrical	available	available	available
Curtain on the rear window	not available	available	available
Third stop lamp	available	available	available
ECE traffic warning triangle	available	available	available

Rim Sets:

<input type="radio"/> 5-Loch-Rad 				
<input type="radio"/> 8-Loch-Rad 				
<input type="radio"/> 15-Loch-Rad 				

<ul style="list-style-type: none"> ○ AMG Rad mehrteilig 	no	no	yes
Color Scheme in "carcols.dat":			
▪ Color 1	car body (upper part)	car body (upper part)	car body (completely)
▪ Color 2	car body (lower part)	car body (lower part)	radiator grille / rims / badges
▪ Color 3	luster	luster	luster
▪ Color 4	interior	interior	interior

3. Stepwise Installation

Important Note:

Before you do any changes, please make a backup of the following files:

- "vehicles.img" → is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\pc\\models\\cdimages"
- "carcols.dat"
- "handling.dat"
- "vehicles.ide" } are located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data"

These backups are needed for restoration of the game, just in case something goes wrong while or after installation.

Once this is done you can start with installation of the car. The following tools are required:

- "SparkIV" or "OpenIV"
- "Editor"
- "X GXT Editor" (optionally)

Up next we will take a closer look at how to install the model of Mercedes-Benz 600SEL (V140):

3.1 Installing the Model

To install the model, you have to take two files from our archive.

The first of them is called "admiral.dff" - this is the model itself. The second file, which is named "admiral.txd", contains textures for this model.

In this archive, there are three files with textures, and there are two files with model.

The first texture file contains the texture of tinted windows. The file is located in the folder called "tinted windows". The second texture file contains the texture of dark-tinted windows. This file is located in the folder called "dark-tinted windows". The third texture file contains the texture of non-tinted windows. And it is located in the folder "non-tinted windows". For the model installation you have to choose only one of these files.

In our archive there is also a texture file ("stttek.png") provided for the advanced users who probably want to customize their own windows color.

Each model file contains a specific set of wheels. These files are located in the folders which are called according to the names of the rims sets. To get to know which sets of rims are available for this model, see the table located in this document above.

Choose one of these files depending on which one of them you prefer. Unfortunately, you can choose only one set of wheels.

After you have chosen a model with a set of wheels and a windows color you liked, please follow the steps described below.

3.1.A Installing the Model with help of "SparkIV"

- 1) Extract the archive with model into your hard drive disc (for example, into "My Documents")
- 2) Run "SparkIV" as administrator.
- 3) Click on the option "Open".
- 4) Choose the file "vehicles.img" which is located in the path "Name of your Hard Drive Disc\Program Files\Rockstar Games\Grand Theft Auto IV\pc\models\cdimages".
- 5) Click on "Open". In front of you you will see the list of all vehicles in the game ordered alphabetically.
- 6) In the upper menu, click on the option "Import".
- 7) Choose the file "admiral.wft" you have already extracted to your hard drive disc and click on the option "Open".
- 8) In the upper menu, click on the option "Import" again.
- 9) Choose the file "admiral.wtd" you have also extracted to your hard drive disc and click on the option "Open".
- 10) Click on "Rebuild" then on "OK" then on "Save" then on "OK" again.
- 11) Close the tool.

The model has been installed! Now you can start with step 3.2 - "Changing the Parameters".

3.1.B Installing the Model with help of "OpenIV"

Attention!

If you have installed the model like described above, you do not need to install the model once again with help of "OpenIV"! The installation method 3.1.B is explained for those who use "OpenIV" instead of "SparkIV".

- 1) Extract the archive with model on your hard drive disc (for example, into "My Documents")
- 2) Run "OpenIV" as administrator.
- 3) Be sure the "Edit mode" is activated.
To activate the mode, press the key "F6" or press "File" and choose the option "Edit mode" in the upper menu of the tool.
- 4) In the main window, choose the map "models" then "cdimages". Open the file "vehicles.img". You'll see the list of all available vehicles in the game ordered alphabetically.
- 5) Choose the file "admiral.wft" from the models list.
- 6) Click on "Edit" and choose the option "Delete".
- 7) Choose the file "admiral.wtd" from the models list.
- 8) Click on "Edit" and choose the option "Delete".
- 9) Click on "Edit" and choose the option "Add".
- 10) Choose the file "admiral.wft" you have already extracted to your hard drive disc, and click on the option "Open".
- 11) Click on "Edit" and choose the option "Add".
- 12) Choose the file "admiral.wtd" you have also extracted to your hard drive disc and click on the option "Open".
- 13) Close the tool.

The model has been installed! Now you can start with step 3.2 - "Changing the Parameters".

3.2 Changing the Parameters

3.2.A Changing the physical Parameters for "handling.dat"

If you want the installed car properly to behave while driving, you need to adapt such physical parameters like weight, main focus, maximum speed and acceleration among other things according to this model.

These parameters are included in the file "handling.dat" which is in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data".

To change these parameters open the file "handling.dat" with help of "Editor", find the line:

```
ADMIRAL    1700.0 6.0 85      0.0 0.0 -0.2      0.0 5 0.17 1.0 140.0 0.22 0.65 0.7 35.0      1.2 0.95 14.0 0.13 0.47
          1.6 1.0 1.0 0.15 -0.16 0.0 0.5      1.0 1.0 0.7 1.5 0.0 25000      440080      0      0
```

and replace it with this one:


```
ADMIRAL  2100.0 4.0 85      0.0 0.25 -0.49      0.0 5 0.12 1.0 280.0 0.6 0.48 0.7 34.0      1.30 1.40 12.0 0.15 0.50
2.2 0.8 1.5 0.18 -0.16 0.0 0.52      1.0 1.0 1.2 1.0      0.0 16000      440000 0 0
```

Alternatively, you can also change single parameters manually. However, do this very careful, because even a small mistake can lead to the fact that the game won't start any more.

After you have replaced existing parameters with the new ones, close the file "handling.dat" and save the changes.

Now, you come to the next step:

3.2.B Changing the internal Parameters for "vehicles.ide"

The file "vehicles.ide" contains following parameters: name of the model, HandlingID, sound effects and internal name in the game and wheels diameter among other things.

These parameters are needed for a successful recognition of a vehicle in the game. To change these parameters, open the file "vehicles.ide" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data" with help of "Editor". Find the line:

```
admiral,  admiral,      car,      ADMIRAL,  ADMIRAL,  VEH@STD,  VEH@STD_LO4_LO4,  100,  999,      0.2229,
0.2229,      0,  2,  1.0  ,0,  -
```

and replace it with this one:

```
admiral,  admiral,      car,      ADMIRAL,  ADMIRAL,  VEH@STD,  VEH@STD_XX_RI1,      40,  999,
0.2520,0.2520,      0,  2,  1.0  ,1,  ext_taxi+ext_requi+ext_strong
```

Alternatively, you can also change single parameters manually. However, do this very careful, because even a small mistake can lead to the fact that the game won't start any more.

After you have replaced existing parameters with the new ones, close the file "vehicles.ide" and save the changes.

The next step is...

3.2.C Changing the Color Scheme for "carcols.dat"

The file "carcols.dat", as the name of the file says, contains all color combinations for the vehicles in the game. However, while changing this file you should pay attention to the fact that all vehicles are divided into two groups.

The most of them belong to the first group "car3". This group contains only cars, motorcycles, boats and others, which have a color pattern consisting of three colors. The group "car4" contains the vehicles which use four colors for their color pattern.

What does it mean? It means that "car3"-vehicles have only three components which can be repainted, while "car4"-vehicles have four.

Because our model disposes of a four-color pattern and the original "Admiral" supports only three colors, you should remove "Admiral" from the group "car3" and add it into the group "car4". To carry out how to do this, go forward as follows:

Open the file "carcols.dat" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\data" with help of the "Editor". Find the line:

```
admiral, 0,0,22, 7,7,79, 16,16,93, 34,34,32, 52,52,50, 54,54,53, 62,62,65, 70,70,63, 72,72,64, 102,102,105, 104,104,105, 116,116,122, 16,16,76, 9,9,91, 15,15,93, 19,19,93, 13,13,80,
```

Mark the line completely and remove this in such a way, as if it wasn't there. Now, the color list should begin with "Airtug".

Up next you mark the line with our color combination provided:

```
admiral, 0,1,56,19, 0,0,85,48, 0,0,38,111, 1,1,1,6, 0,1,0,2, 0,0,0,21, 0,0,0,1, 116,7,112,19, 9,9,9,48, 36,36,36,94, 19,19,19,111, 38,38,38,111, 1,1,1,112, 0,0,0,133, 88,88,88,110, 133,113,133,15, 0,1,1,7, 0,0,34,7, 69,69,0,110, 49,49,1,102,
```

Copy and paste it into the group "car4" just before the line with "Futo" which is in the file "carcols.dat" further below. Do it carefully! Do not delete the other lines!

Close the file "carcols.dat" and save the changes.

Now the car is completely installed! Enjoy it!

3.3 Changing the Car Name in Game (optionally)

This installation step is described for those who don't like the name of a car in game. In this case it's "Admiral".

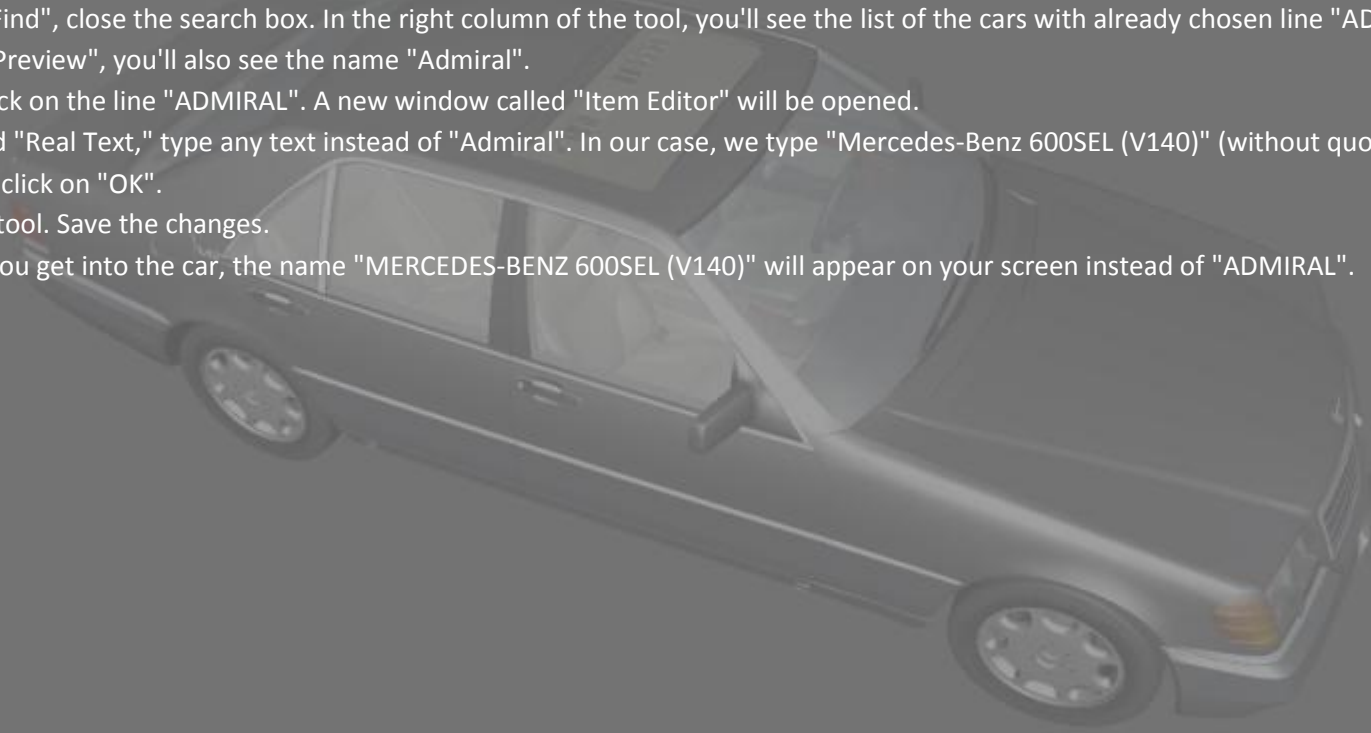
With help of the tool "X GXT Editor" you can change not only the name of a vehicle in the game, but the other texts too.

To change the name of the car, follow the steps below:

- 1) Run the tool "X GXT Editor" as administrator.
- 2) Move the window "Preview" down in such a way that the left and right columns are visible.

- 3) In the upper menu, click on "File" and choose the option "Open".
- 4) Choose the file "american.gxt" which is located in the path "Name of your Hard Drive Disc:\\Program Files (x86)\\Rockstar Games\\Grand Theft Auto IV\\common\\text" and click on "Open". The content of the file will be shown in the left column.²
- 5) Choose the line "MAIN" which is located in the column "Table Name". After that, in the right window, you'll see the list of all text messages in the game.
- 6) In the upper menu, click on "Edit" and choose the option "Find". A search box will appear.
- 7) In the field "Find what", type the word "ADMIRAL" (without quotation marks).
- 8) Choose the option "Item's name" from the area "Options".
- 9) Click on "Find", close the search box. In the right column of the tool, you'll see the list of the cars with already chosen line "ADMIRAL". In the window "Preview", you'll also see the name "Admiral".
- 10) Double click on the line "ADMIRAL". A new window called "Item Editor" will be opened.
- 11) In the field "Real Text," type any text instead of "Admiral". In our case, we type "Mercedes-Benz 600SEL (V140)" (without quotation marks).
- 12) After that click on "OK".
- 13) Close the tool. Save the changes.

Now, every time you get into the car, the name "MERCEDES-BENZ 600SEL (V140)" will appear on your screen instead of "ADMIRAL".



² instead of the file "american.gxt" you should open and change the text file which is named according to the language used by your game. The English version of the game uses the file "american.gxt", the French version - "french.txt" and so on.

4. Special Thanks to

- ❖ Mad EA for this magnificent model, trust and suggestions
- ❖ aleksant for perfect conversion of the model to GTA IV and parameters adjustment
- ❖ Ghost for project leading and suggestions
- ❖ yug74 for suggestions and optimized configuration of "ENB"
- ❖ Mave Keiby
- ❖ LeX_91
- ❖ Sabbath Black
- ❖ Irbis
- ❖ Olegator
- ❖ KSHVegas
- ❖ nik287
- ❖ RIDERmaxCARNAGE
- ❖ SHEFIELD
- ❖ \$DRON\$
- ❖ AMG^63
- ❖ Denus
- ❖ Oleg Melashenko for "ZModeler"
- ❖ Boris Vorontsov for "ENB"
- ❖ Aru for "SparkIV"
- ❖ GooD-NTS for "OpenIV"
- ❖ Xmen (W.K.) for "X GXT Editor"
- ❖ Rockstar Games for "Grand Theft Auto IV"

for suggestions



5. Contact Information

Thank you for downloading our model!

Please pay attention to our **Terms of use**!

If you have any questions, comments, suggestions or critical annotations related to

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- the conversion or the parameters, please refer to **aleksant** (Keiby Team);
- this document, please write an e-mail to **Steinreicher**.

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