



BMW 740i (E38)

FOR

**grand
theft
auto IV**



by
mad ea &
santexnik

Contents

1. Short Description of the Model	3
2. Table of the Model Specifications of BMW 740i (E38) by Mad EA.....	3
3. Stepwise Installation.....	4
3.1 Installing the Model.....	5
3.1.A Installing the Model with help of "SparkIV"	5
3.1.B Installing the Model with help of "OpenIV".....	6
3.2 Changing the Parameters	6
3.2.A Changing the physical Parameters for "handling.dat"	6
3.2.B Changing the internal Parameters for "vehicles.ide"	7
3.2.C Changing the Color Scheme for "carcols.dat".....	8
3.3 Changing the Car Name in Game (optionally)	8
4. Special Thanks to	10
5. Contact Information	10
6. Terms of Use	11

Remark:

To get to the chapter interesting you, hold the key "Ctrl" and click with the left mouse button on the chapter which you would like to see.

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

SANtexnik

Parameters adjusted by

SANtexnik

ReadMe-Document written by

Steinreicher

1. Short Description of the Model

Here is the car model of the Bavarian carmaker BMW 740i series E38 which author the well known Mad EA is.

The conversion of the model to GTA IV was made by SANTexnik¹ and is considered as his first serious work which has been done professionally.

In comparison to the former versions of BMW E38 this model was completely remade, and its level of details has been improved. Moreover, the new 3D-parts added such as hinges and dampers for the hood and the trunklid as well as the elements of the completely working suspension. The cockpit now has more details like the one of the [Mercedes-Benz series 140](#).

For fans of the classical or sporty style the two sets of rims are provided: "Style 32" and "Style 37".

2. Table of the Model Specifications of BMW 740i (E38) by Mad EA

Exterior:	
Type of the car body	sedan
Car body specifications	"1999 Facelift"
Engine completely in 3D	yes
Engine type	V8 / Gasoline Engine
Badges	"740i"
Fog lights	available
Hinges and dampers for hood and trunklid in 3D	yes
Suspension elements in 3D	yes
Interior:	
Interior completely in 3D	yes
Speedometer ranges in	mph & km/h
Interior/dashboard lighting	available
Third stop light	available
Sunroof, electrical	available
Rim Sets:	

¹ the nickname should be read as 'santekhnik'

○ "Styling 32"



yes

○ "Styling 37"



yes

Color Scheme in "carcols.dat":

▪ Color 1	car body
▪ Color 2	is not used
▪ Color 3	luster
▪ Color 4	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 BMW 740i:

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.wft" - this is the model itself. The second file, which is named "admiral.wtd", contains textures for this model.

In this archive, there is only one file with textures, and there are two files with model.

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 the model file of the wheel set you prefer. Unfortunately, you can choose only one set of wheels.

After you have chosen a model with a set of wheels 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  2000.0 5.0 85      0.0 0.25 -0.45      0.0 5 0.18 1.0 260.0 0.8 0.38 0.7 34.0      1.42 1.40 12.0 0.15 0.49
2.5 0.8 2.0 0.14 -0.15 0.0 0.52      1.0 1.0 1.2 1.0  0.0 18000      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:

3.2.8 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,      100,  999,
0.2569, 0.2569,      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.

Our model supports three colors like the original "Admiral", but it uses a 4-colors-combination. Because of that, 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".

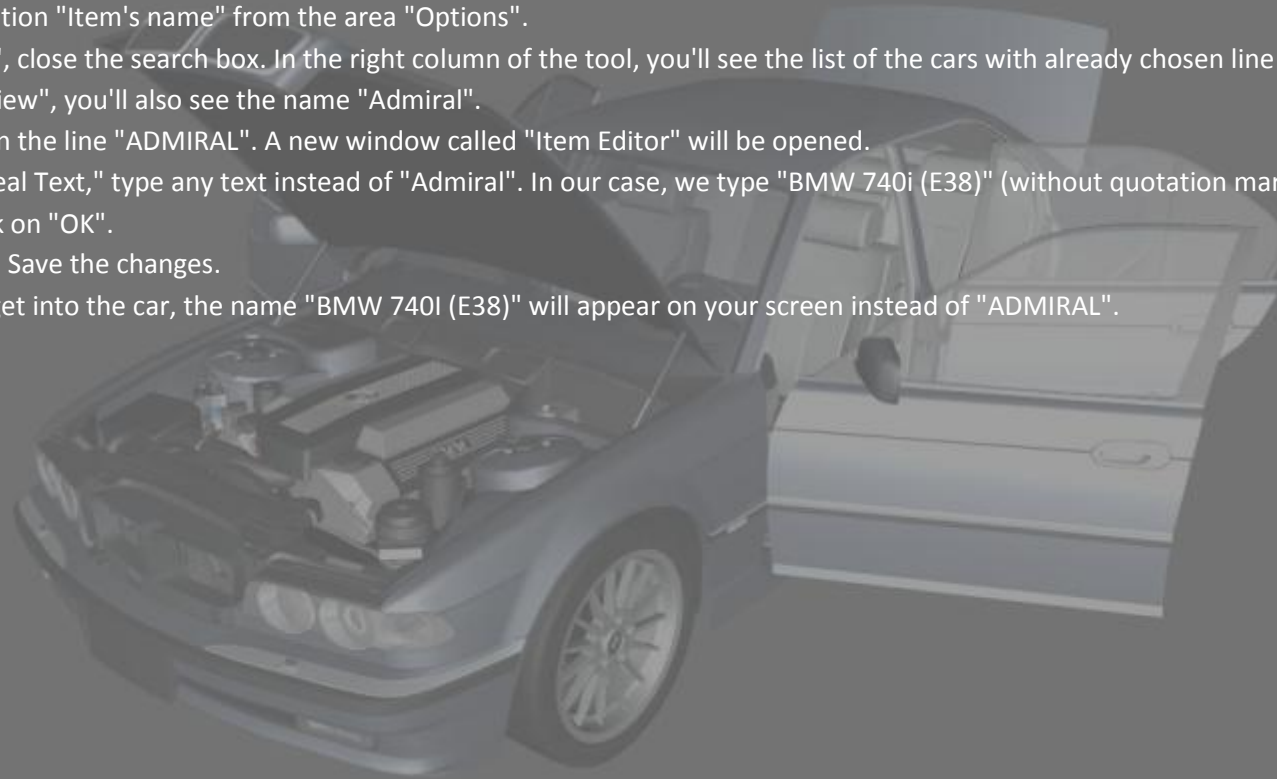
With help of the tool "X GXT Editor" you can change not only the name of a vehicle in the game, but the other texts too.

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 "BMW 740i (E38)" (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 "BMW 740i (E38)" 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, advices and testing |
| ❖ SANtexnik | for perfect conversion of the model to GTA IV and parameters adjustment |
| ❖ Aleksant | for teaching how to convert, advices |
| ❖ Malemute | for method of making the automotive lighting |
| ❖ Irbis | for testing |
| ❖ Oleg Melashenko | for "ZModeler" |
| ❖ Aru | for "SparkIV" |
| ❖ GooD-NTS | for "OpenIV" |
| ❖ Xmen (W.K.) | for "X GXT Editor" |
| ❖ Rockstar Games | for "Grand Theft Auto IV" |

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

- the model, please get in touch with [Mad EA](#) (GCU Modeling Team);
- this document, please write an e-mail to [Steinreicher](#).

Attention!

Please don't ask for making a model of a car! The author doesn't make car models on request!
Thanks in advance for your understanding!

Visit us on the web:

→ GTA.COM.UA

6. Terms of Use

General Conditions:

- These terms of use are referred to the whole content provided in the archive and are valid indefinitely.
- In the event of detection of violation of these terms of use, please contact the authors of this material immediately.
- The content of the archive as well as of this document is intended for non-commercial use only.
- GCU Modeling Team does not take any responsibilities for damages which could be caused by an incorrect installation of the content.

Conditions related to the Model:

- This model of BMW 740i remains **exclusive** for the resource GTA.COM.UA **within 30 days** after the official release **as of 28.10.2011!**
- The distribution of this model or a part of this model as well as this archive or a part of this archive on other except above-named internet resources within the above-mentioned period of time is forbidden!
- After the expiration of this term the distribution of the model is allowed on other resources only with the documents "ReadMe!_740i_[ENG].pdf", "ReadMe!_740i_[GER].pdf" and "ReadMe!_740i_[RUS].pdf" contained in the archive and requires an authorization of the author!
- The distribution of this archive, as well as a part of the archive or a file from this archive without the three above-listed documents and author's permission is not allowed!
- A complete, or also a partial changing of the archive content without special permission of the author is strictly forbidden!
- To get an authorization, please contact the author of the model.
- The author doesn't make car models on request!

Conditions related to the Document:

- This document is an integral part of the BMW 740i model contained in the archive.
- All rights of use of a part of the document as well as the whole text, including the design, belong to its author.
- A complete, or also a partial use of the text is not allowed without author's permission!

Use of the Trademarks and their Logos:

- The trademark BMW and the model name "740i" as well as their corporate logos and emblems belong to their owners in the name of the corporation Bayerische Motorenwerke AG.
- The trademarks Grand Theft Auto, Grand Theft Auto IV, GTA and GTA IV, as well as their corporate logos belong to the entertainment corporation Take-Two Interactive Software, Inc. and its subsidiary company Rockstar Games, Inc.
- The use of the above mentioned trademarks and their logos in this document serves only for the model presentation. All rights reserved.

© 2011, GTA.COM.UA
All rights reserved.