

# accuratestudio.com

## 2014 Volkswagen Mk7 Golf GTI – South African Police Service - Flying Squad for Grand Theft Auto V

Version	1.0LII
Optimized for	Police3
Lightbar	Whelen Liberty II
ELS Support	ELS-V 1.05
Multiple Liveries	Yes

### Credits

- Golf model obtained from CSR Racing 2, vastly remodeled, retextured, template, and converted to GTA V by Kane104
- Golf model interior, exterior, and wheel textures made from scratch by Kane104
- South African Police Service liveries by Kane104
- Whelen Liberty II lightbar modeled and textured by Kane104
- Interior equipment and LoJack antenna setup by Kane104
- ELS pattern configuration by Cj24, emissive textures by Kane104/Cj24
- Whelen 500 series modules and textures made 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 modification without correct credits.
- Convert this model to other games or platforms.
- Redistribute this archive and its contents on any other website other than accuratestudio.com without permission.

### 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

`\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 `\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>` and before the first paste the previously copied content. 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 `\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. Replace the original `vehicles.meta` with the edited one.

Copy the `Config Files\police3.xml` file and paste it into `\ELS\pack_default`. If you use a custom pack, add it to its folder.

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> and <txdName> values of the vehicles.meta settings respectively.

Optionally, if you don't use any light enhancing mods, replace  
\\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.
- This mod is optimized for the use of reflective liveries. Please ensure that you replace the "template\_reflective" texture in the .ytd with a clear alpha map if you choose to change the livery.

#### Files included

- Police3.yft
- Police3.ytd
- Police3\_hi.yft
- carvariations.txt
- police3.xml
- Readme
- Template
- Pictures

Special thanks goes to Cj24, EVI, and MrOxPlay for their continued support, input, and beta testing.