**ULCM: Ultimate Liberty City Map**
**Installer for GTA:LC 3.1**
**January 9, 2011**

This mod includes:
- Ultimate Stunt-Park by ODIE
- Ultimate Stunt-Park Crazy Skin by C.U.N.T.eyes
- Ultimate Stunt-Park parked cars by What!?
- Miss Liberty by ODIE and Rowell Ray Shih
- Intercity Highway with buildings w/ Liberty exit by ODIE & illspirit
- Intercity Highway Add-on by Diamond Joe Quimby
- Thunderdome by illspirit and Skizot

Other credits:
- Mod packaging & readme by jcab42.  You can contact me by PM at gtaforums.com.
- As ODIE always said, none of this would have been possible without steve-m's COL editor.  For more about ODIE, there's a wonderful write-up by steve-m here: http://www.gtaforums.com/index.php?showtopic=201303
- Check the **LEGACY** folder for the original readme files of these mods.


## Installation instructions:

1. This mod if for GTA:LC 3.1, which can be found here:
http://www.gtaforums.com/index.php?showforum=104

2. The **AddToMaps** folder contains four folders.  Copy them into the **data\maps** folder of GTA:LC.

3. The **GTA3.img** file is in the **models** folder of GTA:LC.  Open it with Spooky's IMG Tool and delete the **treepatch171_sub.dff**.  Then add the files from the subfolders of the **AddToIMG** folder.

4. Either replace the **gta_vc.dat** (located in the data folder) with the one provided, or open it and insert the following lines:

*IDE DATA\MAPS\highway\highway.ide*
*IDE DATA\MAPS\highway\highwayext.ide*
*IDE DATA\MAPS\missliberty\misslib.ide*
*IDE DATA\maps\stunt-park\stunt-park.ide*
*IDE DATA\maps\thunderdome\thunderdome.ide*

*IPL DATA\MAPS\highway\highwayML.ipl*
*IPL DATA\MAPS\highway\highwayext.ipl*
*IPL DATA\MAPS\missliberty\misslib.ipl*
*IPL DATA\maps\stunt-park\stunt-park1.ipl*
*IPL DATA\maps\stunt-park\stunt-park2.ipl*
*IPL DATA\maps\stunt-park\stunt-park3.ipl*
*IPL DATA\maps\thunderdome\thunderdome.ipl*

5. Either replace the **overview.ipl** (located in the **data\maps** folder) with the one provided, or open it and delete this line:

*1382, rockpatch03, 0, 926.28, 278.352, 1.37975, 1, 1, 1, 0, 0, 0, 1*

6. Either replace the **IndustNE.ipl** (located in the **data\maps\industNE** folder) with the one provided, or open it and make the following changes:

**delete these:**

*1430, veg_bush2, 0, 1055.17, -445.654, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1430, veg_bush2, 0, 1051.57, -444.49, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1430, veg_bush2, 0, 1050.98, -448.572, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1416, veg_tree3, 0, 847.62, 10.1256, 5.73465, 1, 1, 1, 0, 0, 0, 1*
*1416, veg_tree3, 0, 847.62, 17.109, 4.7643, 1, 1, 1, 0, 0, 0.760406, 0.649448*
*1416, veg_tree3, 0, 1113.85, -24.6539, 14.2542, 1, 1, 1, 0, 0, -0.913545, -0.406737*
*1416, veg_tree3, 0, 1096.21, -39.4819, 17.4522, 1, 1, 1, 0, 0, 0.358368, 0.93358*
*1416, veg_tree3, 0, 1096.21, -71.2435, 20.2032, 1, 1, 1, 0, 0, 0.358368, 0.93358*
*1416, veg_tree3, 0, 1108.49, -78.1696, 20.2032, 1, 1, 1, 0, 0, 0.688355, 0.725374*
*1416, veg_tree3, 0, 1103.71, -89.7725, 20.2032, 1, 1, 1, 0, 0, 0.358368, 0.93358*
*1416, veg_tree3, 0, 1117.17, -102.087, 20.2032, 1, 1, 1, 0, 0, 0.688355, 0.725374*

**add these:**

*1430, veg_bush2, 0, 1053.74, -466.93, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1430, veg_bush2, 0, 1048.45, -462.903, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1430, veg_bush2, 0, 1047.08, -467.786, 55.8833, 1, 1, 1, 0, 0, 0, 1*
*1416, veg_tree3, 0, 875.455, 2.75747, 5.73465, 1, 1, 1, 0, 0, 0, 1*
*1416, veg_tree3, 0, 849.128, 7.03284, 4.7643, 1, 1, 1, 0, 0, 0.760406, 0.649448*

7. If you would like cars and bikes parked at the Stunt-Park, then replace the **main.scm** (in the **data** folder) with the one provided.*

8. The mod is now installed.  The Ultimate Stunt-Park is off the northern coast of Portland.  Miss Liberty is off the southern coast of Portland.  There are highway on/off ramps at both locations.  The highway will also take you to the other islands.  The Thunderdome and observation deck are next to Sal's mansion and the rock arch in Portland.

**Legacy Stuff**
- The GTA3 versions of the IDE/IPL files are in the LEGACY folder.
- There are more details about these mods in the original GTA3 instructions for these mods.  They can be found the LEGACY folder.
- I don't know why the Thunderdome had an obervation deck.  That might have been added later by someone else.  It uses ingame modems and a couple extra copies of the sign.  If you would like these 'extras' removed, delete everything below the '#' in the thunderdome.ipl (don't delete 'end').

**Wins:**
- Problem being able to drive on McOdie's and Illco due to capitalization difference between their DFF and COL.  Solution was to open the COL with Steve's tool and rename Illco/Mcodd to illco/mcodd.
- REM'd out DJQ's LOD pieces that didn't work with Liberty exit.
- DJQ altered the object.dat file to get a couple of exits to work with the traffic lights.  Not sure why, but his suggested code was already in GTA:LC 3.1.

**Losses:**
- Still having troule with the 2dfx lights are crashing the game.
- Still searching for a good "stripped" main.scm that I can edit

***Some notes about the main.scm file:**
- Your saved games will not work if you use an altered **main.scm**.
- What!? recreated the original parked car locations & added some new ones to the one from http://www.kostelecky.com/craig/LC_SCM.rar
- I took What!?'s car locations (added one of my own) and applied them to the v5 DEBUG file and changed initial, wasted and busted spawn points to the Stunt-Park.  That file is in the **DEBUG_5+parkings+spawn** folder.

You can contact me, jcab42, by PM at gtaforums.com.  Thanks.