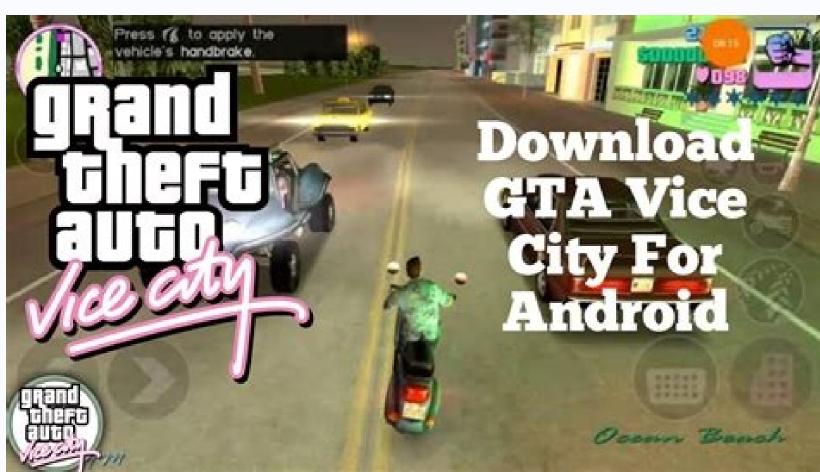
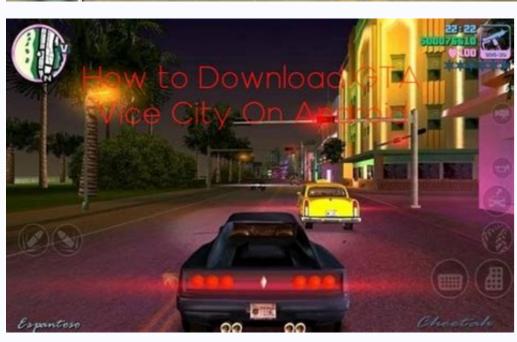
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GTA III v1.0 EXE: EXE size: 2 383 872 bytes will use fastman92limitAdjuster_GTAIII.ini directory to copy files from: GTA_III 2. GTA Vice City v1.0 EXE: EXE size: 3 088 896 bytes will use fastman92limitAdjuster_GTASA.ini directory to copy files from: GTA_SA Andreas v1.0 [US] Compact EXE: EXE size: 5 189 632 bytes will use fastman92limitAdjuster GTASA.ini directory to copy files from: GTA SA 5. GTA San Andreas v1.01 [EURO] No-CD Fixed EXE: EXE size: 15 806 464 bytes will use fastman92limitAdjuster GTASA.ini directory to copy files from: GTA SA v1.0.4.0 EXE: EXE size: 13 822 600 bytes will use fastman92limitAdjuster_GTAIV.ini directory to copy files from: GTA_IV 7. GTA_IV v1.0.8.0 EXE: EXE size: 15 505 792 bytes will use fastman92limitAdjuster_GTAIV.ini directory to copy files from: GTA_IV 7. GTA_IV v1.0.8.0 EXE: EXE size: 15 628 696 bytes directory to copy files from: GTA_IV 9. GTA_EFLC v1.1.2.0 EXE: EXE size: 14 948 736 bytes will use fastman92limitAdjuster_GTAIV.ini directory to copy files from: GTA_IV and GTA_EFLC 10. GTA EFLC v1.1.3.0 EXE: EXE size: 15 075 784 bytes will use directory to copy files from: GTA IV and GTA EFLC 11. Bully Scholarship Edition 1.20 crack EXE size: 8 204 288 bytes will use fastman92limitAdjuster_BullyScholarship.ini directory to copy files from: Bully SE Platform: WIN_X64Filename: \$fastman92limitAdjusterX64.asi 1. GTA The Trilogy San Andreas 1.0.0.14718 EXE EXE size: 87 614 464 bytes EXE size: 87 617 840 bytes will use fastman92limitAdjuster_GTASA.ini directory to copy files from: GTA_V Platform: ANDROID_ARM32Filename: libplugin_fastman92limitAdjuster_ANDROID_ARM32.so 1. GTA III 1.8 will use fastman92limitAdjuster_GTAVC.ini directory to copy files from: GTA_III 2. GTA VC 1.09 will use fastman92limitAdjuster_GTAVC.ini directory to copy files from: GTA_VC fastman92limitAdjuster GTASA.ini directory to copy files from: GTA SA 4. GTA SA 2.00 will use fastman92limitAdjuster GTASA.ini directory to copy files from: GTA SA 5. GTA SA GER 2.09 will use fastman92limitAdjuster_GTASA.ini directory to copy files from: GTA_SA fastman92limitAdjuster GTALCS.ini directory to copy files from: GTA LCS --If you chose a platform WIN X86: - GTA III, VC or Bully Scholarship Edition will require ASI loader that works before game gets 7. Bully SE 1.0.0.18 will use fastman92limitAdjuster BullyScholarship.ini directory to copy files from: Bully SE-----started. This one will be appropriate one: • - GTA San Andreas requires ASI loader, Silent's ASI loader will be good: - Copy all files from files\WIN_X86\plugin to game directory. - Copy files from directories to copy from, depending on specific game (see above), into root directory. - Do not change the name of \$fastman92limitAdjuster.asi - Run the game, you should see the message box that the INI file does not exist and needs to be generated. - Now you can open the .ini file for specified game to change some options. - Look for fastman92limitAdjuster.log, it should have been been created. If you chose a platform WIN_X64: - GTA V will require ASI loader, you can use the one from OpenIV, made by Alexander Blade - Copy files from directories to copy from, depending on specific game (see above), into root directory. - Run the game, you should see the message box that the INI file does not exist and needs to be generated. - Now you can open the .ini file for specified game to change some options. - Look for fastman92limitaAdjuster.log, it should have been been created. If you chose a platform ANDROID ARM32 - Open Documentation.docx file, see the chapter "Use the FLA for games on Android". instructions carefully. - Recommended to use: fastman92 APK modifier, • - Copy files from directory can be found in "AndroidPluginDeploymentSolution", property "external file directory for current game." - Run the game, INI file will be generated if it does not exist. - Now you can open the .ini file for specified game to change some options. - Look for fastman92limitaAdjuster.log, it should have been been created. -----------It's recommended to see the documentation of this project - available in Documentation.docx file, which can be opened by Microsoft Word.If you want to see what features are implemented for which game executables, you can take a look into Documentation.xlsm, which can be opened by Microsoft Excel.----** Changes** 6.5, 14 May 2022 - ANDROID ARM32, plugin loader enhanced. Now can load .so files from StorageRootDirectory. For example if 'fastman92 APK modifier' modified it. - ANDROID ARM32, plugin loader, can load libcleo.so properly and CLEO plugins still work now. - WIN, support for reading FLA files from StorageRootDirectory\AutoID3000\fla** 6.4, 27 /sdcard/Android/com.rockstargames.gtasa/files/ or /sdcard/Android unprotected/com.rockstargames.gtasa/files/ Jan 2022 - ANDROID_ARM32, GTA SA 2.0, problem solved in module SaveOfVariableLength. Game was crashing when loading the saved game. - WIN_X86, GTA SA 1.0 HOODLUM, (WEAPON LIMITS -> Enable weapon type loader) bug fixed in CEventDamage::ComputeDeathAnim** 6.3, 22 Jan 2022 - ANDROID_ARM32, GTA SA 2.0, (SCM LIMITS -> Max size of MAIN segment, Max mission size, Running scripts, Mission cleanup, Max number of used objects, Switch jump table cases) implemented - WIN X86, GTA SA 1.0 HOODLUM, (MAP LIMITS -> Paths map size) bug fixed in CPathFind::SwitchRoadsOffInArea - Android plugin deployment solution, running the application changed. Now finding the activity to launch. Solves a possible problem of "Waiting for debugger" because of trying to launch unexported activity. - (SPECIAL -> Fix HAL crashing on devices with Android 11 and higher) restored. It was removed by mistake in the previous version.** 6.2, 10 Jan, 2022 - ANDROID_ARM32, GTA SA 2.0, (SPECIAL -> > Disable CINFO.BIN and MINFO.BIN loading) implemented - ANDROID_ARM32, plugin loader fixed and prepared to work properly with the latest version of APK modifier. previous version was unusable.** 6.1, 30 December, 2021 - WIN_X64, GTA The Trilogy SA 1.0.0.14718, (DEBUG OUTPUT -> Enable debug output). Use a debugger to catch GTA internal messages. - WIN_X64, GTA The Trilogy SA 1.0.0.14718, (SPECIAL -> Disable CINFO.BIN and MINFO.BIN loading) implemented - WIN_X64, GTA The Trilogy SA 1.0.0.14718, support implemented for this game version and ready to use - WIN X86, GTA SA 1.0 HOODLUM, (IPL -> Pickup collected) checking now if the value isn't higher than 127, which is an error. - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Pickup collected) checking now if the value isn't higher than 127, which is an error. - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Make save of variable size) implemented - ANDROI Works properly and Android's scoped storage problem can be solved. - ANDROID ARM32, GTA SA 2.0, [HANDLING.CFG LIMITS] fixed. Handling flags for tuning the vehicle read correctly. - ANDROID_ARM32, GTA SA 2.0, (MAP LIMITS -> World sector size) fixed - WIN_X86, GTA SA 1.0 US compact/HOODLUM, compatibility with GTA V HUD by DK22Pac v0.925 ASI - ANDROID ARM32, GTA SA GER 2.09, (SPECIAL -> Fix HAL crashing on devices with Android 11 and higher) implemented. - ANDROID ARM32, GTA SA GER 2.09, (SPECIAL -> Fix HAL crashing on devices with Android 11 and higher) implemented. - ANDROID ARM32, GTA SA GER 2.09, (SPECIAL -> Fix HAL crashing on devices with Android 11 and higher) implemented. loader fixed. No more problem with getting a root path directory** 5.9, March 25, 2021 - ANDROID ARM32, (GTA SA 1.08), (SPECIAL -> Fix HAL crashing on devices with Android 11 and higher) fixed. ** 5.8, March 25, 2021 ANDROID ARM32, (GTA SA 1.08, GTA SA 2.0, GTA LCS 2.4, Bully SE 1.0.0.18), (SPECIAL -> Fix HAL crashing on devices with Android 11, for example Pixel 5 devices. The FLA solves this problem. implemented for this game version and ready to use - (ANDROID ARM32, ANDROID ARM32, ANDROID ARM32, ANDROID ARM32, GTA SA 1.0 HOODLUM, (MAP LIMITS -> Paths map size) bug fixed in CPathFind::CalcRoadDensity - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Coronas), bug fixed** 5.7, March 2, 2021 - ANDROID_ARM32, GTA SA 2.0, (ROADBLOCK LIMITS -> Apply roadblox.dat better loader) implemented - WIN_X86 & WIN_X86, global exception handler now working - WIN_X86 & WIN_X86, global exception handler has got stack dump implemented - ANDROID_ARM32, GTA SA 2.0, (IPL -> Entry exits) implemented. - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Apply paths limit patch, Paths map size) implemented. This required many months of work and brought a lot of progress to the project. Warning: racing won't work. CCarCtrl::SteerAICarWithPhysicsFollowPath is not altered properly. This could be done Everything else should work as expected. - GTA SA, new better simplified path format introduced. Alignment problem of path structures fixed. - ANDROID ARM32, GTA III 1.8 & GTA VC 1.09, 'STREAMING -> Memory available' implemented** 5.6, July 12, 2020 - ANDROID ARM32, GTA SA 2.0, ID LIMITS fixed. Game could crash because of this bug. - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects, Weapon Models, 2DFX Effects) implemented** 5.5, June 21, 2020 - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS fixed. Game could crash because of this bug. - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects, Weapon Models, 2DFX Effects) implemented** 5.5, June 21, 2020 - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS fixed. Game could crash because of this bug. - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS fixed. Game could crash because of this bug. - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS fixed. Game could crash because of this bug. - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS fixed. 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Game could crash beca for this game version and ready to use - WIN X86, GTA SA 1.0 US compact/HOODLUM, (SHADOW LIMITS -> Real time shadows) bug fixed - ANDROID ARM32, GTA LCS 2.4, (SPECIAL -> Make loading of files from root directory possible) implemented. — Allows loading of files from "game root directory". - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Collision size) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0 (SPECIAL -> Remove LOD DFF requirement to hold native data) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - ANDROID ARM32, GTA SA 2.0, (OTHER LIMITS -> Object info entries) implemented - AND geometry) will no longer crash the game, when rendered.** 5.4, June 6, 2020 - ANDROID_ARM32, GTA SA 2.0, (IPL -> Dummies) implemented - WIN_X86, GTA SA 2.0, (IPL -> Dummies) PtrNode Doubles, EntryInfoNodes) implemented - ANDROID ARM32, GTA SA 2.0, [RENDERER LIMITS] implemented - ANDROID ARM32, GTA SA 1.08 (SPECIAL -> Alter file loading order) implemented. Now files from "game root directory" take a precedence over asset files from APK archive. - ANDROID_ARM32, GTA SA 2.0, ID LIMITS fixed. Game could crash because of this bug. - ANDROID_ARM32, GTA SA 2.0, [WATER LIMITS] implemented** 5.3, June 2, 2020 - ANDROID ARM32, GTA III 1.8, GTA VC 1.09, GTA SA 2.0 (SPECIAL -> Alter file loading order) implemented. Now files from "game root directory" take a precedence over asset files from APK archive. - WIN_X86, GTA SA 1.0 HOODLUM, ([MAP LIMITS] -> Paths map size) interiors fixed - [HANDLING.CFG LIMITS] -> Paths map size) interiors fixe (STREAMING -> Max number of stream handles) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Max number of IMG archives) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Water map size) implemented ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> World map size, World LOD sector size, World LOD sector size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size, World sector size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented - ANDROID ARM32, GTA SA 2.0, (MAP LIMITS -> Renderware world map size) implemented implemented** 5.1, February 13, 2020 - added (MAIN -> Disable FLA loading text) - Android plugin deployment solution, the game .so library can now be imported from the APK package installed on the device. - the online content functionality and telemetry currently removed from the project, because of certain problem noticed. be implemented in better way an optimal solution will still require more planning.** 5.0, February 9, 2020 - ANDROID ARM32, global exception handler improved to work properly, when more than one thread crashes in very similar time - WIN, global exception handler now working - WIN X86, GTA VC 1.0, (IDE LIMITS -> Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IPL -> Buildings) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, GTA SA 2.0, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented - ANDROID ARM32, (IDE LIMITS -> IDE Objects Type 1, Vehicle Models) implemented US compact, (IMG LIMITS -> Enable handling of new enhanced IMG archives) implemented - WIN X86 -> GTA III 1.0 / ANDROID ARM32, (PLUGIN PATCHES -> Enable CLEO loading, Enable CLEO patches) implemented. CLEO ANDROID (24 Mar 2015) can be patched by the FLA to support newer game versions. See the documentation. - WIN, implemented online content possibility - ANDROID ARM32, GTA SA 2.0, (SPECIAL -> Fix keyboard making bad mouse movement) implemented on two residual implemented on the support newer game versions. See the documentation. - WIN, implemented on two residual implemented on the support newer game versions. See the documentation. - WIN, implemented on the support newer game versions. See the documentation. - WIN, implemented on the support newer game versions. See the documentation. - WIN, implemented on the support newer game versions. See the documentation. - WIN, implemented on the support newer game versions are support newer game versions. See the documentation is not support newer game versions. See the documentation is not support newer game versions. See the documentation is not support newer game versions are support newer game versions. emented - ANDROID ARM32, GTA SA 2.0, 'STREAMING -> Memory available' implemented - implemented the code to write the INI file gets generated on user's computer, when it does not exist. - WIN X86, implemented the code to write Documentation, an Excel file implemented the code for Excel/INI fields. - WIN X86, GTA SA 1.0 compact/HOODLUM, (ERROR REPORTING -> Requested file does not exist), model ID >= 374 && model ID Enable model special feature loader) implemented - WIN X86, GTA VC 1.0, [HANDLING.CFG LIMITS] implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (IPL -> COccluder, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (IPL -> Occluders) wouldn't adjust the limit. Fixed. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS -> Set pieces, apply coordinate limit patch) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Set pieces, OTHER LIMITS compact/HOODLUM, (WEAPON LIMITS, Melee type loader) had got a parent melee combo type added in the DAT file. It should have fixed some bugs. - WIN X86, GTA SA 1.0 HOODLUM, fixed bug in Paths map size, racing mission didn't work properly - global exception handler improved. It didn't work on some games, because of the exceptions being caught by the process itself. - WIN X86, GTA SA 1.0 compact/HOODLUM, (WATER LIMITS -> Scripts for brains) implemented. - WIN X86, GTA SA 1.0 compact/HOODLUM, Radar blip sprite filename loader improved. Now It has backward compatibility with older configuration file as well. - WIN X86, GTA SA 1.0 compact/HOODLUM, (OTHER LIMITS -> Collision size) improved. Now loading of collisions from model files doesn't use a PC Scratch, which still made a limit of 16384 bytes. - WIN X86, Bully SE, (ID LIMITS -> NIF) fixed, now CModelInfo::ms modelInfoFlags gets reallocated - WIN X86, Bully SE, 'Not a prop ID range loader' fixed - documentation.docx was made - WIN X86, GTA IV, vehicle audio loader can load INI files from the DLCs such as DLC\TLAD\\content\pc\audio\config\TLAD vehicleAudioSettings.ini or DLC\TBoGT\content\pc\\audio\config\TBoGT vehicleAudioSettings.ini while EFLC the following would be loaded: TLAD\pc\\audio\\config\TLAD vehicleAudioSettings.ini or TBoGT\pc\\audio\\config\TBoGT vehicleAudioSettings.ini GTA IV 1.1.2.0, GTA IV 1.1.3.0, implemented DYNAMIC LIMITS -> Vehicle Structs - WIN X86, GTA SA 1.0 compact/HOODLUM, (MAP LIMITS -> Enable path debugging), now doesn't require 'Apply paths limit patch' to be enabled. - WIN X86, GTA SA 1.0 HOODLUM, fixed some code related to 32-bit model IDs** 4.3, June 19, 2017 - WIN X86, GTA SA 1.0 HOODLUM, COL ID limit can now be over 256 buglessly WIN X86, GTA SA 1.0 HOODLUM, IPL ID limit can now be over 256 buglessly - WIN X86, GTA SA 1.0 compact/HOODLUM, (WEAPON LIMITS, Melee type loader) had a bug, which got fixed. - WIN X86, GTA SA 1.0 HOODLUM, fixed bug in melee combo type loader - WIN X86, GTA SA 1.0 compact/HOODLUM, the limit (OTHER LIMITS -> Collision size) was never executed. There was no code to run it. - WIN X86, GTA EFLC 1.1.2.0, (OTHER LIMITS] implemented ** 4.2, March 29, 2017 - WIN X86, GTA SA 1.0 compact/HOODLUM, (ERROR REPORTING -> Stream handles limit exceeded) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of stream handles) implemented - WIN X86, GTA SA 1.0 compact/HOODLUM, (STREAMING -> Max number of streaming -> Max number GTA SA, 'Count of killable model IDs' in the previous version required the ID limits to be enabled, which was very wrong. - WIN X86, GTA SA 1.0, (OTHER LIMITS: Max number of particles) implemented - WIN X86, GTA IV, improved (IDE LIMITS -> Vehicle Models), including the array loaded by file vehOff.csv now - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA SA 1.0 HOODLUM, found a missing patch at 0x73A4D7, thanks to dkluin - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA IV, improved (IDE LIMITS -> Vehicle Models), including the array loaded by file vehOff.csv now - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA IV, improved (IDE LIMITS -> Vehicle Models), including the array loaded by file vehOff.csv now - WIN X86, GTA EFLC 1.1.2.0 support added - WIN X86, GTA GTA VC 1.0, vehicle audio loader implemented - WIN X86, GTA SA 1.01, vehicle audio loader implemented - 'Plane speed limit disabled' was still acting as if the game was GTA SA 1.0 HOODLUM, no matter what the game was. the game was. - many of DYNAMIC LIMITS weren't working for games other than GTA SA - WIN X86, GTA SA 1.0 HOODLUM, fixed bug in CPathFind::Init, fixed bug in CPathFind::RemoveInterior - WIN X86, GTA IV 1.0.4.0, (OTHER LIMITS > Vehicle colors) implemented - WIN X86, GTA IV, (OTHER LIMITS -> Vehicle ModelInfo ms policeScannerPrefixTable and CVehicleModelInfo ms policeSca loader implemented - WIN X86, GTA IV 1.0.4.0, FXT loader implemented - WIN X86, GTA IV 1.0.4.0, the IDE limits got hacked - WIN X86, GTA I CDummyTask, PatrolRoute, InteriorInst, PortalInst, CAnimBlender, CAtdNodeAnimChangePooledObject, CAtdNodeAnimPlayer, crFrameFilterBoneMask, crFrameFilterBon LIMITS -> Vehicle colors) implemented - WIN X86, GTA VC 1.0, 'STREAMING -> Memory available' implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED error implemented - WIN X86, GTA SA 1.0 HOODLUM, GTA ERROR CAR GENERATOR LIMIT EXCEEDED ERROR CAR GTA SA 1.0 HOODLUM, ([DYNAMIC LIMITS] -> ColModels) fixed - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. 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Fixed. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increased. - WIN X86, GTA IV 1.0.7.0, handling.cfg limits would crash if new limit was set, but not increase Redistributable Package (x86) is no longer required for DllTricks - WIN X86, GTA IV 1.0.8.0 support added, vehicle audio loader implemented - major design changes, with the thought of supporting multiple plaforms, multiple games, multiple executables.** 3.45, June 30, 2016 - GTA SA, MAP LIMITS -> Enable track config loader implemented. - GTA SA, fixed bug in CRoadBlocks which crashed the FLA completely in other games than GTA SA, fixed bug in SHADOW LIMITS -> Poly bunches - GTA SA, fixed bug in CRoadBlocks which crashed the FLA completely in other games than GTA SA, fixed bug in SHADOW LIMITS -> Poly bunches - GTA SA, fixed bug in CRoadBlocks which crashed the FLA completely in other games than GTA SA, fixed bug in CRoadBlocks which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA completely in other games than GTA SA, fixed bug in CROADBLOCKS which crashed the FLA SA, added ROADBLOCK LIMITS -> Apply roadblock.:GetRoadBlocks::GetRoadBlocks::GetRoadBlocks::GetRoadBlocks.:GetR little bug. - GTA SA, melee.dat limits had something missing, what caused the audio of weapons not working ** 3.0, June 3, 2016 - GTA SA, WEAPON LIMITS: Shadows stored, Poly bunches, Static shadows, Permanent shadows - Bully SE, added DYNAMIC LIMITS: Peds, Vehicles, Objects - GTA SA, added DYNAMIC LIMITS: Peds, Vehicles, Objects, Tasks, Events, PointRoute, PatrolRoute, Patrol PtrNode Singles, PtrNode Doubles had enabled debug mode, which was a mistake - GTA SA, weapon limits improved** 2.7, May 28, 2016 - GTA SA, weapon limits improved, added BINOCULARS TYPE** 2.6, May 21, 2016 - GTA SA, melee.dat limits hacked, added to WEAPON LIMITS - GTA SA, bug with crashing map in menu fixed - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.5, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.6, May 21, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.7, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon limits, completely new gtasa_weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon_config.dat** 2.8, April 15, 2016 - GTA SA, improved weapon_config.dat** 2.8, April 2 - GTA III, introduced support - GTA IV, added IPL -> Buildings, Animated buildings, Dummies - GTA SA, weapon limits got hacked! - GTA SA, fixed bug AUZO boxes coordinate limit hack - GTA SA, fixed bug in Paths map size - GTA IV, added DYNAMIC LIMITS -> PtrNode Singles - GTA IV, added DYNAMIC LIMITS -> PtrNode Doubles - GTA IV, added IPL -> Inst entries per file - GTA IV, added IPL -> Entity index array - GTA IV, added IPL -> Entity index array - GTA IV, added IPL -> Inst entries per file - GTA size - GTA IV, vehicle audio loader now works - GTA SA, added vehicle special features for ZR350 - GTA SA, added price multipliers to level limits** 2.3, 19-02-2016 February 19, 2016 - Bully scholarschip Edition, this game is supported from now on! - GTA SA, added radar blip sprite filename loader - GTA SA, vehicle special features, hydra shooting fixed. - GTA SA, added train type carriage loader - GTA SA, added of train type carriage loader - GTA SA, implemented errors for killable IDs exceeded - GTA SA, which is special features, hydra shooting fixed. - GTA SA, added of train type carriage loader - GTA SA, implemented errors for killable IDs exceeded - GTA SA, which is special features, hydra shooting fixed. - GTA SA, added of train type carriage loader - GTA SA, added of train type carriage cheatStrings.dat updated with real cheat codes, thanks to Junior Djjr - GTA SA, added SPECIAL -> Fix streaming memory bug, thanks to Link2012 for explanation of some Renderware structures. - GTA IV, added MAP LIMITS -> Tracks.dat file size limit - GTA SA, added MAP LIMITS -> Tracks.dat file size limit - GTA IV, world sector map limits hacked - GTA SA, added VISIBILITY -> Weapon peds for PC limit - GTA SA, added SPECIAL -> Make paintjobs work for any ID - GTA SA, IDE:2dfx limit hacked** 2.1, September 9, 2015 - GTA SA, IMG archives can be recursive. When Enhanced IMG archives option is enabled. - GTA V, FXT loader made - GTA SA, level limits over 65535 - GTA SA, level limits fixed, CStreaming GetDefaultCabDriverModel had an infinite loop freezing the game. GTA SA, COL ID limit got hacked. Now CColModel items can have unsigned int16 exCOL file ID; ** 2.0, August 31, 2015 - GTA SA, wehicle audio loader made - GTA SA, wehicle audio loader integrated into limit adjuster. - GTA SA, which is source code much better. - GTA SA, wehicle audio loader integrated into limit adjuster. - GTA SA, which is source code much better. - GTA SA added VEHICLE SPECIAL FEATURES - GTA SA, added OTHER LIMITS -> LOD distance - GTA SA, cheat string loader integrated into limit adjuster. - GTA SA, added ERROR REPORTING -> Model has collision already set up - GTA SA, tracks*.dat coordinate limit hacked - GTA SA, added SPECIAL -> Disable radar rotation - GTA SA, added LEVEL LIMITS, now it's possible new zones and assign the police, fire, ambulance, taxi IDs - GTA SA, added LEVEL LIMITS -> Increase the IMG archive size limit - GTA SA, added DEBUGGING -> Copy info to pad 1 from pad 0 - GTA SA, added path debugging - GTA SA, fixed Coronas limit, function CCoronass::Render, more than 64 coronas can now be rendered. - GTA SA, added DIRECTORY LIMITS: Extra objects directory, Cutscene directory, Clothes directory - GTA SA, added IPL -> Entry Exits - GTA SA, added IPL -> added support of enhanced fastman92 IMG archives. Supported longer filenames, compression and encryption. - GTA ERROR IMG ARCHIVE NEEDS REBUILDING was dependent on GTA ERROR IMG ARCHIVE NEEDED and wouldn't work without. Fixed. - GTA IV, now ASLR is supported and limit adjuster started working instead of crashing the game while loading ASI plugin. ** 1.8, May 2, 2015 - GTA SA, added a possibility to use int32 base ID. Now you can have more than 65535 file IDs! - GTA SA, added ERROR REPORTING: IMG archive needs rebuilding - GTA SA, added STREAMING options: - Number of requested models above which the game considers loading very busy - Minimum number of iterations in LoadAllRequestedModels - GTA SA, added DYNAMIC LIMITS -> Stunt Jumps - GTA SA, added DYNAMIC LIMITS -> Stunt Jumps - GTA SA, added WATER LIMITS -> Stunt Jumps - GTA SA, added WATER LIMITS -> Water vertices** 1.7, April 7, 2015 - GTA SA, added WATER LIMITS -> Make save of variable size. - GTA SA, added DEBUG OUTPUT -> Enable debug output. Use a debugger to catch GTA internal messages. - GTA SA, fixed position of zones revealed on radar. Although, there's still no support for zones revealed outside of -3000 to 3000. - GTA SA, fixed CIDlimitManagerGeneral::IsAnyIDlimitIncreased() - GTA SA, added DYNAMIC LIMITS: CustomEnvMapPipeMaterialDataPool, CustomEnvMapPipeMaterialData - GTA SA, added VISIBILITY LIMITS: - Alpha list limit - Alpha boat atomic list limit - Alpha entity list limit - Alpha underwater entity list limit - Alpha really draw last list limit LOD pointers - Visible LOD pointers - Visible entity pointers - GTA SA, fixed little bugs when ID is unsigned - GTA SA, fixed CPathFind::CompleteNewInterior, storing coordinates. ** 1.5, March 14, 2015 - GTA SA, added path limit, supported two formats of path files: 'standard GTA SA path format' programmers who want to support new path file format should read the documentation. - GTA SA, added SCM LIMITS -> Mission cleanup - GTA SA, added OTHER LIMITS: References, Cover points, Collision size** 1.4 - GTA SA, fixed limit. Added missing dependency, constant -3000.0 and 3000.0 values for QuadTree constructors - GTA SA, fixed limit MAP LIMITS: Water triangles, Water quads, Water quads and triangles list - GTA SA, added IPL -> Dummies, Entity index array - GTA SA, added DYNAMIC LIMITS: QuadTreeNodes, Collision links - GTA SA, added error reporting for 2 common errors while creating maps** 1.3, February 15, 2015 - added limit patches for GTA SA limits: IMG archives, PtrNode Singles, PtrNode Doubles, EntryInfoNodes - fixed RCBANDIT handling line processing. Now identified by handling name, instead of index. - added map limits to GTA SA and some other limits - fixed badly written CTheCarGenerators::RemoveCarGenerators - added support of GTA IV, ID limits hacked. - bug fixed in CGenericGameStorage::CheckDataNotCorrupt,

pointer would become invalid - added limit ([ID LIMITS] Count of killable model IDs) - added patch for CLEO library 4.3.16 to make it compatible with limit because of missing memset with NULL value - fixed bug in CCarGenerator::CheckForBlockage

New car would be created on top of existing one. - added crash exception handler - added new option ([CAR STREAMING] Accept any ID for car generator)** 1.2, November 11, 2014 - fixed bike handling bug caused by not applying to different calculations to bikes. - added ([STREAMING] Memory available) limit - added a check to Streaming_DesiredNumberOfVehiclesLoaded value, it must be higher than cargrp.dat limit. - added a check to Cargrp cars per group value of limit. - fixed log messages of IDE limits, they were missing a value of limit. - fixed missing #pragma pack(pop) to source code, added memset to IDE limits.** 1.0, first version released** start of development, June 1, 2014**** The FLA includes certain files, which are property of third-party entities: CLEO for GTA games on Android - made by Alexander BladeSignAPK - unknown author7-zip - made by Igor Pavlov**** Credits: LCstuntman - verifying the paths of game directories on Android in his own device, creating an illustrationNoskillx - for reporting a long time bug with handling.cfg limitsJunior Djjr - cheatStrings.dat updated with real cheat codes and promoting this project on his websiteLink2012 - for explanation of some Renderware structures.RJSanmaster - for leading into discovery of 'Count of killable model IDs' limit.DK22Pac - for giving a first insight into CPathFind structureParik - for helping with WINAPI GUI stuffiFarbod - for testing of weapon limitsdkluin - for intense testing of the FLA on his computerdowntheory - for good collaboration with debugging of GTA/Bully game crashing on Android 11******Copyright (c) 2022, fastman92All rights reserved.***** Informations:Date of release: 14-05-2022 (d-m-Y)Author: fastman92E-mail: This email address is being protected from spambots. You need JavaScript enabled to view it. Visit fastman92.com

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