
INTRODUCTION

- This is a fan made version of Gam3 4 Lif3 by ModIsland, this project is not simply install one by one Oiv from order, many things have been customized and still working in progress. If you have any questions or any problems with the game, you can ask in telegram group.

Key bindings	Mods	Descriptions
F3	Fast Travel (Liberty city)	Used to teleport to Liberty, Cayo, North Yankton
F5	Quantv trainer	
F6	Free Camera	Quantv camera
F8	Menyoo	
F9	Free Camera	Menyoo camera
~	Realtime handling editor	Type "rthe", choose Load option, Load the handling
J	Self Radio	Put your mp3 to scripts => Self Radio Music
Pg Dn	Turn Off/On reshade	
Home	Reshade menu	

MODLIST

- ★ GFX – Custom timecycles based on Quantv & NVE
- ★ 5Real
- ★ RTGI
- ★ Forests of San Andreas Ultimate
- ★ NB visual
- ★ Forests of Blaine County
- ★ DNX New Calafia Roads [YMAP | Add-On] 1.1
- ★ DNX New Grand Senora Desert Road [YMAP | ADD-ON] 1.3.1
- ★ White LED Streetlight 3.0 by Venkey
- ★ Extended Camera Settings
- ★ Umbrella Mod
- ★ Exhaust Backfire FX 1.0
- ★ Restored NG Lens Flare
- ★ Liberty City Preservation Project
- ★ Separate OIV Addon Carpack with RealSound and Handling
- ★ Other custom replacements [Weapons | Cars | Outfit]

DESCRIPTION

- **Progress** (February Update): G4L usually play at 0, 5, 10, 12, 16, 19h50 .For best experiment you should lock weather/time setting.

- + Clear (Almost finished)
- + ExtraSunny (Almost finished)
- + Clouds (Almost finished)
- + Overcast (Almost finished)
- + Rain (Almost finished)
- + Thunder (Almost finished)
- + Clearing (WIP timecycle)

- All Version added from v0.16 to v0.36, you can search in reshade menu with keyword "RTGI" to list all the RTGI versions.

- G4L Outfit: F8 -> player options -> wardrobe -> outfits -> DriverG4L

-G4L CarPack: DM in Telegram

CHANGE LOG

* **September 2024:**

- First release

* **October 2024:**

- 5Real October Update
- Reworked ymaps, More vegetation and reduce crash
- New tonemapping
- Reworked all the timecycle to match with tonemapping
- "Clouds" weather 0 to 3 fully reworked
- Increased volumetric clouds in Clear 0 to 5
- Rebalanced vehicle headlight through timecycle, visualsetting and enb
- Rebalanced vehicle reflection hdr in Rain, Clouds weather
- New clouds noise texture
- Rain drop and splash effect now looks more transparent
- New Clearing (WIP)
- Addon Cars

*** November 2024:**

- 5Real November Update.
- New Bloom effect (clear/extrasunny).
- New Sun effect (clear/extrasunny).
- New Sun reflection (clear/extrasunny).
- New Rain Reflection.
- More AO Depth.
- Vent smoke has better lod distance (thanks to AkiraSama), tweaked the opacity.
- Added RTGI v20 in reshade preset.
- Reworked Clear12 (Sky color, fog color & density, light variables).
- Fully Reworked Daytime ExtraSunny.
- New clouds noise texture.
- Addon Cars.
- Free MegaMap content for all customer.

*** December 2024:**

- Rain drop/splash more visible
- Rework timecycle transition Extrasunny, Clear, Clouds, Rain weather, you don't need to lock time in these weather anymore, almost finished these weather
- Addon Cars
- New CarPack/Real Sound Car for all customer

*** January 2025:**

- Fixed custom intro and logo prevented by dlss
- Fixed vegetation reflection flickering
- Rework all the time in Overcast timecycle, Overcast now is more playable and no need to lock time
- Decrease Curves intensity in Reshade preset
- Balancing sky color in Extrasunny & Clear

*** February 2025:**

- Added Liberty city preservation to modlist
- New Clouds texture

- New Rain drop
- Balancing color via light variable, tone mapping and reshade
- Balancing Ambient Occusion
- Extract all the vehicle to an Addon Oiv Carpack
- Fixed no health bar
- Removed 5real cayo, racing map
- Balancing sky color at 18-20 extrasunny, clear
- Rework Sun variable at 18-20 extrasunny, clear
- New Sun effect, reflection in Overcast
- Balancing all the reflection of all timecycle
- New light AO in Clouds, Overcast and Extrasunny
- Fixed weird coronas at 5:00 am
- Softer volumetric clouds in Thunder from 19 to 0
- Lower amb light in Rain from 6 to 18
- Reduced bloom intensity from backfire
- Removed overlaps ymaps from nve that lead to vegetation pop up and crash issue
- Optimize reshade preset
- Added latest dlss dll to dlss mod plugin
- Remove junk files and optimize the storage
- Fixed all textures overlap from 5real
- Added Desert eagle <https://www.gta5-mods.com/weapons/desert-eagle-black-silver-versions>
- New custom handling has been added to real time handling editor

Note: Now yall don't need to lock timesetting but you still need to lock the weather

CONTACT

Please add my contact to have an access to download and support mods!!!

////////// MY CONTACT //////////

Telegram:

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////////// OTHERS //////////

ModIsland Discord (VietNam/Global):

<https://discord.gg/gtJbNpM5aa>

ModIsland Discord (Chinese):

<https://discord.gg/kDAem6MXpc>