

# Bxbugs123 Modification Summary

## 2010 Chevrolet Impala LS

Release:	IMPA v1.2
Light bar:	<i>(Not Included)</i>
Equipment:	Standard
Extra Parts:	GPS Unit
Multiple Livery:	Enabled
Optimized for:	Pinnacle
Status:	Open

## Installation Notes

**NOTE: Ensure you have the proper prerequisites before you install this modification.**

To install this modification do the following.

1. In the download folder where this Read-Me was located, extract all files to your desktop.
2. Find and open your GTA: IV directory folder.  
 Example: C:\Program Files\Rockstar Games\Grand Theft Auto IV  
 Example: C:\Program Files (x86)\Rockstar Games\Grand Theft Auto IV
3. Open "SparkIV.exe" to import the modification to the GTA IV Archive.
  - Once opened click "Browse" in the ribbon.
  - Navigate to the left browsing/ scroll pane.
  - Scroll down to the bottom
  - In the "Models" category, select "cdimages". A new right browser window shall appear.
  - Now navigate to the right window browser and double left-click "vehicles.img".
  - A new window will open "vehicles.img" ... Once that occurs go to the ribbon and select "Import"... A File locator window will appear, inside that window locate your desktop and open the folder which your extractor program extracted the contents of the download into.
  - Highlight both model(.wft) and texture(.wtd) files(**ENSURE ITS PINNACLE**) and select "OPEN" in the locator window.
  - Now they are ported into "vehicles.img", so select "Save" in the ribbon and it will be successfully Imported to the game for your use. Exit that "vehicles.img" window and Select "Save" for the other Main browser window still open. This ensure that it is fully archived. Exit that window and whatever other windows you have open and play your game, they should now be in your game.

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## Works Cited

<b>Authors:</b>	<b>Model is the original Chevrolet Impala from Driver SF, Modified and converted to GTA IV by Bxbugs123 - Interior by Bxbugs123 &amp; Ubisoft Entertainment, S.A.</b>
<b>Vehicle Paintjobs:</b>	<b>(Not Included) + Template</b>
<b>Read-Me file:</b>	<b>DoTTGaMMa</b>

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