Mod made by Naruto 607

This mod is another tweak of me, Naruto 607. It applies on GTA IV and EFLC (either DLC or Full Installation) games.

You got yourself trapped between the riots? You liked the LCPDFR Mod? This mod is just for you; The Rubber Gun Mod for police weapons! Now in version 2!

This tweaked weapon line based from my Realistic Weapon Mod and edited to use rubber rounds when dealing with riots, or if you want to deal no damage on enemies with police weapons. Police weapons in GTA IV, such as Glock 22 (Pistol), M37A1 (Pump Shotgun), MP-10 (SMG), M4A1 (Carbine Rifle), AA-12 Auto Shotgun (TBoGT), P90 (TBoGT), and M249 SAW (TBoGT) will use rubber rounds to knock down the rioters in Liberty City. Rubber rounds will get no damage, but with adequate Physics Force.

How to install:

1. Extract all of my files to Desktop or any folder that you can easily remember.
2. Each folder contains one WeaponInfo.xml file and Install Dir text file. Open the Install Dir text file using Notepad and follow the instructions.
3. If you have GTA IV installed, install only the WeaponInfo.xml file by following the directions from the Install Dir text file. If you have EFLC installed, install the GTA IV WeaponInfo, TLAD WeaponInfo, and TBoGT WeaponInfo by following the directions from the Install Dir text file in GTA IV, TLAD, and TBoGT folders.
4. Start the game and enjoy!

Special Thanks to robrabbitman for his Realistic Weapon Mod v0.9. Say, his Realistic Weapon Mod was pretty weird, so I adjust it to where it should be, especially for the weapon anim.

# What’s new in Version 2?

1. Increased range of all weapons to San Andreas alike
2. Max ammo of Desert Eagle in IV and TLAD now only 6 mags
3. All Shotguns max ammo are now 72 shells, now featuring Bean Bags from Fallout New Vegas for M37A1
4. Micro Uzi, MP5, and Gold Uzi max ammo are now 240
5. RPG rockets max ammo now 3
6. CZ75 at normal fire rate with blind fire rate value at 3
7. Sweeper Anim now uses gun@ak47 (includes default.ide)
8. Max grenades for grenade launcher is now 8 (note that Tear Gas grenades are not applicable at this time, inspired from The Taco Po Po)
9. .44 AutoMag fix inspired by Fulcrum
10. P90 now has "<flag>SILENCED</flag>" for stealth operations (perfect for stealth operations, 'cause R\* gives a silencer from start)
11. M249 with default fire rate and blind fire rate value of 2
12. 3 versions of improvised APC Cannon and Buzzard Weapons
13. Special Deagle for TBoGT (ammo of 63 + "<flag>ARMOUR\_PENETRATING</flag>" added)
14. AA-12 now uses Bean Bags

# What’s new in Version 1?

**GTA IV**

**1. Pistol (Glock 22)**

**a. Magazine Capacity decreased to 15 rounds**

**b. Rubber rounds loaded (no damages)**

**c. Maximum carry capacity reduced to 135 rounds**

**d. Range increased to 110m**

**e. Physics Force reduced to 35**

**f. Accuracy is now higher**

**g. Weapon fires 5% faster**

**2. Combat Pistol (Desert Eagle .50 AE)**

**a. Magazine Capacity reduced to 7 rounds**

**b. Damage increased to 50**

**c. Maximum carry capacity reduced to 70 rounds**

**d. Range increased to 125m**

**e. Physics Force reduced to 50**

**f. Accuracy is now higher**

**g. Weapon fires 30% slower, due to recoil**

**h. Blindfire rate 40% slower, due to one handed recoil**

**3. Pump Shotgun (Ithaca M37A1 Stakeout/Shortstuff)**

**a. Magazine Capacity decreased to 4 shells**

**b. Rubber rounds loaded (no damages) per shells**

**c. Maximum carrying capacity reduced to 36 shells**

**d. Range increased to 45.675m**

**e. Physics force increased to 20**

**f. Accuracy is now higher**

**g. Weapon fires 30% faster (65 RPM)**

**4. Combat Shotgun (Remington M11-87)**

**a. Magazine Capacity reduced to 8 shells**

**b. Damage increased to 30/shell**

**c. Maximum carrying capacity reduced to 72 shells**

**d. Range increased to 50m**

**e. Physics force increased to 15**

**f. Accuracy is higher**

**g. Weapon is no longer pump-action and uses Baretta Anim (can be applicable on M1014 mod for more realistic style)**

**h. Weapon fires 30% faster (65 RPM)**

**5. Micro SMG (Micro Uzi)**

**a. Magazine capacity decreased to 32 rounds**

**b. Maximum carrying capacity reduced to 224 rounds**

**c. Range increased to 70m**

**d. Physics force reduced to 30**

**e. Accuracy is lower**

**f. Weapon fires 140% faster (1200 RPM)**

**6. SMG (MP-10)**

**a. Maximum carrying capacity reduced to 240 rounds**

**b. Rubber rounds loaded (no damages)**

**c. Range increased to 112.6m**

**d. Physics force reduced to 30**

**e. Accuracy is higher**

**f. Weapon fires 60% faster (800 RPM)**

**g. Weapon is two-handed**

**7. Assault Rifle (AK-47/AKM)**

**a. Maximum carrying capacity reduced to 270 rounds**

**b. Range increased to 135m**

**c. Physics force reduced to 50**

**d. Accuracy is fixed to reliable AK-47 or AKM**

**e. Weapon fires 71% faster (600 RPM)**

**8. Carbine Rifle (M4A1)**

**a. Maximum carrying capacity reduced to 270 rounds**

**b. Range increased to 151m**

**c. Physics force reduced to 43.75**

**d. Accuracy is fixed to reliable M4A1**

**e. Weapon fires 158% faster (900 RPM)**

**f. Rubber rounds loaded (no damages)**

**9. Combat Sniper Rifle (PSG-1)**

**a. Magazine size reduced to 5 rounds**

**b. Maximum carrying capacity reduced to 15 rounds**

**c. Physics force reduced to 65**

**d. Damage decreased to 70**

**e. Range is now past 2 km for longer and realistic range**

**10. Sniper Rifle (Remington M700 w/ Magazine Attachment)**

**a. Maximum carrying capacity reduced to 20 rounds**

**b. Damage decreased to 70**

**c. Physics force reduced to 65**

**d. Range is now past 2 km for longer and realistic range**

**e. Weapon fires 30% faster (65 RPM)**

**f. Magazine size is 10 rounds for the attachment**

**11. RPG (RPG-7v or Airtronic RPG-7 mod by Switch Designs)**

**a. Range increased to 400m**

**b. Rocket 'slides' less**

**c. Rocket travels 384% faster**

**d. Maximum carrying capacity reduced to 2 rockets**

**12. Annihilator Minigun (M67A1 Vulcan), now in TLAD and TBoGT, but with Explosive buckshots**

**a. Clip size now 1000**

**b. Reload time 1 millisecond**

**c. Range is now past ½ km**

**13. Grenade (M26/M67A1 Hand Grenade)**

**a. Maximum carrying capacity reduced to 4 grenades**

**b. Range increased to 110m**

**14. Molotov Cocktails**

**a. Maximum carrying capacity reduced to 4 Molotovs.**

**TLAD**

**15. Grenade Launcher, TLAD and TBoGT (M203A3)**

**a. Maximum carrying capacity reduced to 5 40mm Grenades**

**16. Sweeper Shotgun, TLAD (Striker)**

**a. Weapon fires 50% slower**

**b. Damage and Physics Force matched with Remington M11-87**

**c. Range increased to 42m**

**d. Magazine size increased to 12**

**e. Maximum carrying capacity reduced to 60 shells**

**17. Sawn-off Shotgun, TLAD (Lupara)**

**a. Physics force increased to 30**

**b. Accuracy is lower and number of pellets are 32**

**c. Maximum carrying capacity reduced to 20 shells**

**d. Range increased to 40m**

**18. Automatic 9mm (CZ75)**

**a. Range increased to 92.5m**

**b. Maximum carrying capacity reduced to 192 rounds**

**c. Magazine size increased to 24 (should be applicable with CORE.MAX2010’s Glock 18C Akimbo mod)**

**d. Damage and Physics force reduced to 20**

**19. 40mm Grenade Rounds, TLAD and TBoGT**

**a. Projectile Physics force increased to 50**

**20. Pipe Bombs, TLAD (Pipe Bombs from Left 4 Dead, closely)**

**a. Maximum carrying capacity reduced to 4 Pipe Bombs**

**b. Range increased to 92m**

**TBoGT**

**21. 44 Auto Mag, TBoGT**

**a. Maximum carrying capacity reduced to 64 rounds.**

**b. Damage increased to 92.5**

**c. Physics force increased to 120**

**d. Range increased to 125m**

**e. Weapon fires 30% slower, due to recoil**

**f. Blindfire rate 40% slower, due to one handed recoil**

**22. AA-12 Explosive Shotgun, TBoGT**

**a. Range increased to 180m**

**b. Damage increased to 200 for explosive effects**

**c. Physics force increased to 350**

**d. Accuracy is higher due to an explosive shell loaded**

**e. Explosive AA-12 firing effects**

**f. Weapon fires 150% faster for a firing speed of MW2 or MW3 AA-12**

**g. Maximum carrying capacity reduced to 60 explosive shells**

**23. AA-12 Auto Shotgun, TBoGT**

**a. Physics Force matched with Remington M11-87**

**b. Range increased to 47.5m**

**c. Weapon fires 150% faster for a firing speed of MW2 or MW3 AA-12**

**d. Rubber rounds loaded (no damages) per shells**

**24. FN P90 Silenced, TBoGT**

**a. Maximum carrying capacity reduced to 300 rounds**

**b. Rubber rounds loaded (no damages)**

**c. Range increased to 130m**

**d. Physics force reduced to 30**

**e. Accuracy is more higher with Silencer attachment**

**f. Weapon fires 60% faster (800 RPM)**

**25. Solid Golden Uzi, TBoGT**

**a. Magazine capacity increased to 32 rounds**

**b. Maximum carrying capacity reduced to 320 rounds**

**c. Range increased to 80m**

**d. Physics force reduced to 30**

**e. Accuracy is higher due to complete Israeli golden stock**

**f. Weapon fires at normal speed**

**26. M249 SAW, TBoGT**

**a. Used Push’s M249 Weapon Line, Magazine capacity and Maximum carrying capacity use the TBoGT defaults**

**b. Blindfire rate 60% slower**

**c. Range increased to 200m**

**d. Rubber rounds loaded (no damages)**

**27. DSR-1, TBoGT**

**a. Physics force decreased to 112.5**

**b. Range is now past 3 km**

**c. Damage increased to 80**

**d. Maximum carrying capacity reduced to 20**

**28. Sticky Bombs, TBoGT (C4 Mini Satchel Charge)**

**a. Maximum carrying capacity reduced to 10 Sticky Bombs**

**b. Range increased to 75m**

**29. Buzzard Rocket Launcher Pod, TBoGT (LAU-160: 13×HYDRA-70 Mk151 HE)**

**a. Magazine capacity increased to 2 rockets**

**30. “Override GTA Deagle with New Model” Weapon Line, TBoGT**

**a. Magazine Capacity reduced to 7 rounds**

**b. Damage increased to 50**

**c. Maximum carry capacity reduced to 70 rounds**

**d. Range increased to 125m**

**e. Physics Force reduced to 50**

**f. Accuracy is now higher**

**g. Weapon fires 30% slower, due to recoil**

**h. Blindfire rate 40% slower, due to one handed recoil**

**i. Uses w\_e2\_eagle model on its weapon line**