This is our latest open source trainer project for GTA Series.

We hereby thank to all coders for finding memory locations, coding several function and <u>gtaforums.com</u> for providing us a communication platform during the development of the control center.

The GTA SA Control Center is a moddable trainer with several controls for player, vehicle, weather and gameplay, integrated garage editor with mod support, integrated cheat inserter and editor, a teleport center with game map for visual teleporting, 124 console commands freely mappable to keyboard for ingame controlling, and several bonus features.

The control center currently supports the v1.0 and v1.1 of GTA SA. Some functions are bound to SCM, and are available only if you are using the original SCM. If you uncheck the 'is SCM Original' checkbox on Page 6, you can use the control center safely for all functions, except for the girlfriend progress controls (which then become disabled).

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Installation: You do not have to use the Full-Installer to run the control center. However, you will still need following microsoft user-controls, and Microsoft Visual Basic 6 Runtime SP6:

- Comdlg32.ocx
- Mscomctl.ocx
- Tabctl32.ocx

If you have decided for a manual install, just unpack the zip in a clean folder, make sure that the car pictures are copied in a subfolder named: \CarPics Following files are configuration files of the control center, and they will automatically be created in case they are inconsistent, or do not exist:

- GTASACarPics.dat
- GTASACheats.dat
- GTASAConfig.dat
- GTASAConsole.ini
- GTASAData.dat
- GTASALocs.dat

Please see the <u>Appendix A</u> for detailed description of these files, and how to edit them to mod control center.

All of the user-controls on the control center forms have tool-tips. Please read the tooltips in case you are not sure what the given control does, and how to use it. Dynamic Game, Player and Vehicle values/stats are mostly controlled with a checkbox, a scroll-bar and a button.



The checkbox represents the value of the value on its caption. You can alter the value using the scroll-box.

If GTA SA is running, and you have loaded / started a game, the relevant value will automatically be changed in game memory. The button will change the scroll-value to a value that is represented on the button caption (either 0 or max). If you check the checkbox, the value you have set will be locked, and the ingame memory will accordingly set to this value as soon as this value gets changed by the game.

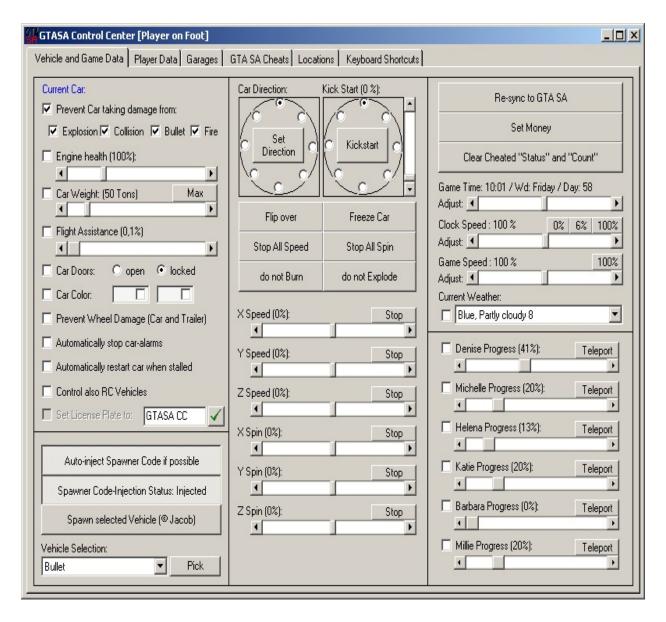
GTA SA is not always happy with us changing its memory too much, so each locked status bring a small crash risk. If you are using the control center with all the stats locked, please save your game progress often.

If you want to alt+tab out of the game to use the control center, please click ESC first to bring-up the game menu, and then alt+tab out of the game. GTA SA is also not happy with players that leave gameplay in the middle of some DirectX animations.

GTA SA Control Center needs to syncronize to the game in full due to excessive memory hooks. Please start the control center after you have started gta_sa, and loaded/started a game. If your system does not allow you to alt+tab out of the game to start the control center, you can also start the control center first, then the game. However, in this case, please avoid hitting any of the shortcuts that you have defined until your savegame is fully loaded, or a new game has fully started. Please also give a couple of seconds for the syncronization before you use the shortcut keys.

If you also want to disable the message box that says you need to start control center after you have started the game, please edit the GTASAConsole.ini file, and find the line InfoMsg=1 and change it to InfoMsg=0

GTA SA Control Center: Vehicle and Game Data:



Control Center helps you out with almost all concepts related to vehicles. You can set your current car to Explosion-proof (EP), Damage-proof (DP), Bullet-proof (BP) and Flame-proof (FP). You can also lock these properties by checking the 'Prevent Car taking damage from' checkbox. That is, these specialities will be carried to every car you get in, or set back in force when GTA SA changes them after some cutscenes.

If you do not prefer setting your car to DP, you can also control the engine health using the relevant scroller. You can lock the engine health to a given pct. Please note that GTA changes the engine health to different values during missions, and

if you lock the engine health using the control center during missions, GTA renders your vehicle as non-usable, resulting the car any the player to explode. Please use the 'do not burn' and 'do not explode' checkboxes to prevent the car burning / exploding due to damage caused by collisions. Also, the wheel damage is handled separately in GTA SA. You can check the 'prevent wheel damage' checkbox to prevent wheels of your car, and the car/trailer you tow from getting any damage. As you check this checkbox, your tires will also automatically be repaired.

If you change the weight of a car in handling.cfg, all cars of that type will have the same weight. On the Control Center, you can change only the weight of YOUR car. That is, if you set your car to 400 Tons, you can kick everything out of city boundaries, including the same type of cars as you drive. If you lock this setting, the car weight will be adjusted for your new cars as soon as you get in a new car. You will also get an on-screen feedback on the current status of your new car. By changing the car weight, the max speed, grip and suspension levels are automatically normalized to the new car weight so that you will not notice any handling changes as you change the car weight. Setting the car weight to 100 Kg's is a lot of fun. You can drive around as you like, but if you hit people, you will be thrown several hundread meters away. The Damage-proof speciality is also set by changing the car weight. Higher weights over 2 Tons let you crush other cars, but if you hit a wall, your car gets the same damage itself. So it is too risky to drive a 50 Ton car without the damage-proof speciality. The Car Specialities and 'Prevent Wheel Damage' checkbox sets the relevant dynamics for the vehicle you are driving, and the vehicle or trailer that you are towing.

You can lock or open your car doors by selecting 'open' / 'locked' option boxes. If you also check the 'Car Doors' checkbox, console decides for you: If you like to keep your doors locked, your doors will be locked as soon as you get in any car. They will also be locked after you get out. However if you try to get back in the same car, they will be opened for a second to let you in (please assign 'open car doors' console command to the same key that you use to enter a vehicle in game).

The cars have 2 main colors in GTA SA. A major and a minor color. The major color is the color of most parts of the car. The minor color is for example the color of the stripes. You can paint both of the colors of your current car by doubleclicking on the assigned color box. You will then get a color selection window as in the garage editor:



The available car colors are originally read from the carcol.dat file in GTA SA directory. If you have modded the car colors in game, you can also mod the control center to respect these changes. On car selection dialog window, you can select the color by doubleclicking, or by clicking on the color and then 'OK' button. Cancel returns back without any changes. By using the checkboxes in the Major and the Minor Colorboxes, you can lock the color. If you also check the 'Car Color:' checkbox, your new car will also be painted as soon as you get in.

Some parked cars have alarms. If you check the 'automatically stop car-alarms' checkbox, the control center checks the alarm status of the car as you enter in, and sets the alarm back in case it goes off.

A new concept in GTA SA is that the vehicles get stalled if you fall in water, or crash too hard. Normally, the car would not survive in both cases, but using the control center you can bring the car out of the water. The engine remains however stalled, and you cannot drive the car until you get out, and get back in. To prevent that, you can check the 'automatically restart car when stalled' checkbox, and your car engine will always run.

On some missions, you need to contol a RC car and drive/fly it as necessary. The 'control also RC cars' checkbox will help control center properly initialise this RC vehicle, so that you can apply normal vehicle specialities (as EP/DP..., weight, etc.) to the RC car, increase its speed, take a markup location, and

transport this RC vehicle to the markup location.

There is another new concept in GTA SA: the number plates on the applicable vehicles. This function is under construction, but with the next version of control center, you will be able to not only read (as in this version) but also set the number plate on your vehicles.

In GTA SA, you can normally fly only with planes and helicopters, but not with cars. The flight assistance helps you freeze your car on air, so that you can 'fly' with your car as if you were flying an UFO. In that case, please use the speed console commands to control the car on air, as normal in-game controls will not work on air. Please note that the 'flight assistance' is not for the planes, as it freezes the vehicle on air, rendering in-game plane flight controls useless. Flight assistance automatically sets the Z speed to a given percentage if your car starts to fall. You can select the Flight-assistance percent from the scroll box. This percentage level is car specific, and 100% is the maximum speed that your car can reach by free-falling. So if you keep the percentage around 2% or 3%, your car will hang in the air like a heli. (it will move up and down very slightly due to wind conditions.)

GTA SA uses a three dimensional speed and spin model. Movements in X dimension heads to North for positive values of X, and South for negative values. Positive values of Y heads to East, and negative values to West. For Z speed, positive values makes the car go up, and negative, go down. The Percentage levels are from -400% to +400%. That means you can set the speed of your car up to 4 times of its max speed. The spins are also much like the same for X and Y spins. The positive values of Z spin causes a spin in counterclock direction, and negative values in clock direction. With the 'stop' buttons near the relevant spin/speed values, you can stop the speed or spin in only one coordinate, or in all coordinates (freeze car).

The Set Car Direction options are for setting your car in 8 directions (North, Northeast, East, Southeast, South, Southwest, West, Northwest), fully leveled to the ground. Kickstart Car function sets the car position as in Set Car direction function, and gives the car additionally a car-speed on the direction. The speed level is also adjustable in percentages.

The 'Don't Burn' and 'Don't Explode' checkboxes are for automatically controlling the car damage and burn status. If you choose 'Don't Burn', the 'Don't

Explode' option is also checked. That is, if your car starts burning, the burning flag will be set back, and your car will be repaired automatically (except for the textures). If you choose only the 'Don't Explode' option, and your car starts burning, it will burn forever, but never explode as long as you are in the car.

The 'Flip Car' button flips the car on 4 wheels, and back.

In case you load another saved game, or start a new game, GTA SA might assign a new pointer to the player in memory, and some player and car specific commands do not work. Please restart the control center, or click on 'Re-sync to GTA SA' button to re-syncronize all the game pointers.

With the 'set money' button, you can enter a money value to set the in-game player money amount to the given amount.

If you cheat within the game using the GTA SA internal cheats, a 'cheated' flag gets set, and everytime you want to save your game, you get a nag screen. By clicking on the 'clear cheated status and count' button, you can set this flag back to zero, and clear the stats value 'Times cheated' in GTA SA.

The GTA San Andreas game time respects the time, and weekday, but not the months or seasons. Using the scroll-box or console commands, you can game time in hours. The control center takes care of the changes in weekdays and days passed in game as you change the game time. In the in-game clock, the clock speed is set to 1 real seconds = 1 game minutes. You can change this value using the relevant scroll-box, completely freeze the game clock, set it to 1 real minutes = 1 game minutes, or any other value, represented as percentage to original game clock speed.

The game speed is controlled seperately. Using the assigned scroll-box, or the console command, you can change the game speed from 10% to 1000% of the original speed. Please note that the changes in game speed changes the complete game-play, so slowing down means that the player and movement animations, the game respond to your mouse and key controls also slow down.

The Game Time, Clock Speed and Game Speed sliders will start with the caption '(unknown)' until the game values are read from GTA SA. You can then change these values as you like.

There are 46 different weather animations in game from scorching hot to

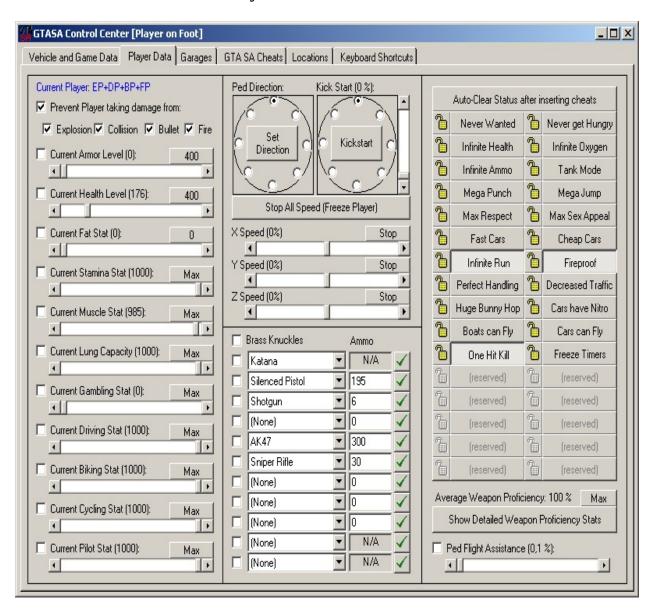
storming weather. The 'Current Weather' selection combo represent the current weather in game. As you pick a new weather from the combo, the game weather automatically gets set. The new weather will remain for a while, and will automatically get re-set to another value that is relevant to your location in game (ie. you get sand-storms only in desert etc.). The selected weather remains for about 5 to 10 minutes. You can also set the weather selection as a keyboard shortcut to change game weather using shortcut keys. If you lock the selected weather, gta sa will still change it for day/night animations, but the weather specifications like rain or clear sky will remain unchanged (ie. locked).

GTA SA has introduced the girlfriends concept to game-play, and yes, you can change / lock the ongoing process with the girlfriends. Please note that you have to have the given girl as girlfriend so that these sliders actually work. As you get a new girlfriend, the progress gets set to 20% by the game. Also, if you have set the on-going girlfriend progress to 100% using the control center, you will still have to date with the girlfriend once more to get the girlfriend specific presents. The girlfriend progresses are coded within the SCM block, and those sliders only work if you are using the standard SCM. You can still experiment with the progress sliders. If you are lucky, they might still work. If not, your ongoing game will get damaged. For this reason, we have implemented the checkbox 'is SCM Original' on Page 6 of the control center to leave this decision to you. On this page, you find also the injectable cheats (so far 20).

The Car Spawner function is courtesy of Jacob. This function requires an ASM code to be injected to the executable. The control center checks if the code is already injected or not. If injected, you can use the spawn car button and the relevant console command to spawn any kind of vehicle right in front of the player. The control center also checks if the code is injectable or not. If you are using a gta_sa.exe version that we have not yet tested, this checkbox will remain disabled with the status caption 'code not injectable'. If the code is injected, you can select a vehicle from the combo box to spawn, or click on 'pick' button to bring the garage editor car selection screen to select one of the vehicles. Please note that the car selection screen has only parkable vehicles. You can however spawn all vehicles using the combo's and the relevant console command. The 'Autoinject' checkbox is to prevent alt+tab out of the game. If checked, control center injects the code automatically if injectable.

The injection code is extended some more on the version 2.1, and now takes care of proper initialisation of weapons, ie. works for spawning weapons. Please inject this code if you want also to change/lock the player weapon specs.

GTA SA Control Center: Player Data



On this page, you can control almost all of the player specific values and stats. You can set player specialities Explosion-Proof / Collision-Proof / Bullet-Proof and Fire-Proof using the checkboxes. Please use the 'Prevent Player taking damage from:' checkbox to lock these specialities, as they get set by GTA after some cut-scenes. These specialities are self explanatory, and are just like the car specialities.

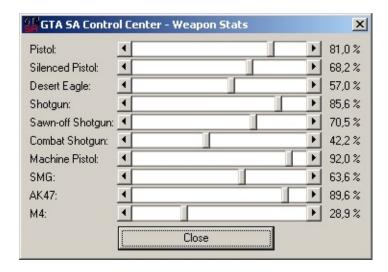
You can also set or lock Player Armor and Health to a given level from 0 to 1000. Control Center will check your health and armor 10 times a second and set the values back. However, there are cases that the player gets wasted although

the health level is 100%. For example, if you are free-falling with a parachute, and do not open your parachute, you get wasted, or if you are in a vehicle, and the vehicle explodes, you get wasted etc. For free-falling without parachute, if you have set your health over 160, you survive no matter how far or how long you have been falling down.

There is one set of user-controls for each changeable stat for the player. You can change these stats using the relevant sliders, max them using the buttons, and lock the stat to your selected value to prevent GTA changing for example your FAT Stat after you eat something greasy.

There are 12 weapon slots in GTA SA. You can change the weapon, or the amount of ammo using the combo boxes and ammo entry. As you change the weapon or ammo, the background color of the entry boxes will become green, indicating that they can be written into memory. Please click on the button next to ammo entry textbox to write the changes into memory.

There are 10 different weapon specialities. On this page, you can see the average weapon proficiency level, max all proficiencies, or click on 'Show detailed weapon proficiency stats' button to bring the weapon proficiency editor window to change each level as you like:



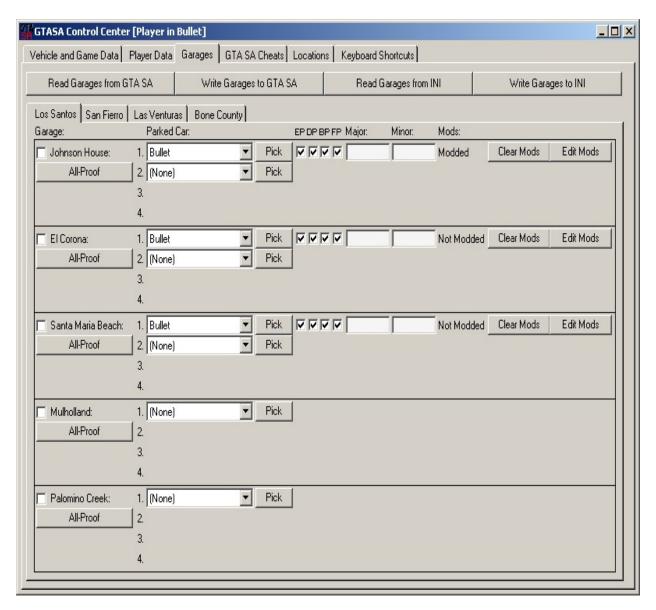
The player X/Y/Z Speed values, 'stop all speed' button, the Ped Direction and 'Kick Start' controls, as well as the 'ped flight assistance' slider and checkbox help you control the player as if you were controlling the car. Please note that the speed and direction values are relevant to player's in-game environment. If player is driving a car, his speed is zero, no matter how fast he drives, as the

speed is relevant to his car, and he is sitting.

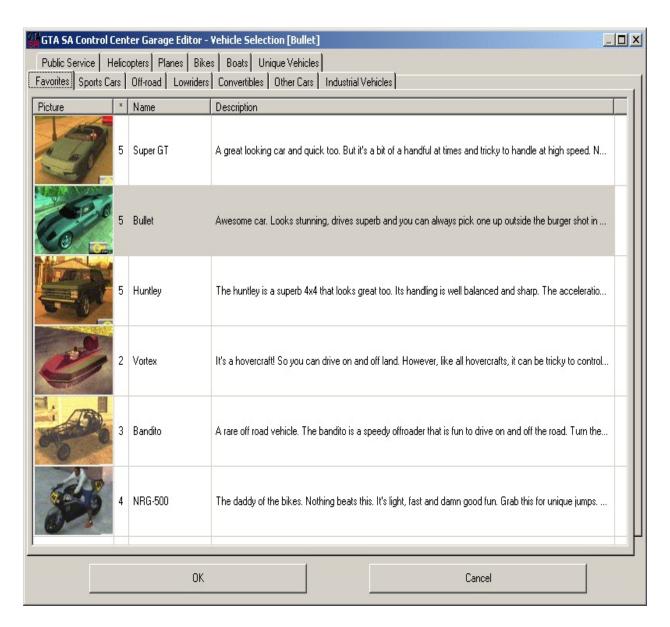
The control center checks the current cheat activation status and represents this as checked/unchecked on the relevant cheat checkbox. If you have locked the cheat status, control center will overwrite the cheat status to your selected value accordingly. The 'Infinite Run' and 'Fireproof' are not real cheats, and gets set to 1 by GTA as you complete the Paramedic and Fire-fighter missions. So please use these at your own risk if you are not using the original scm. These two checkboxes do not get disabled as you uncheck the original scm checkbox. The reason is, even if you are using a modded SCM, it is unlikely that the fire-fighter and paramedic sub-missions are also modded. However, if these are also modded, you will damage your ongoing game.

The checkbox 'autoclear status after inserting cheats' will check your cheated status, and if you have entered a cheat code using the keyboard, or using the control center, the cheated flag will automatically get reset to zero.

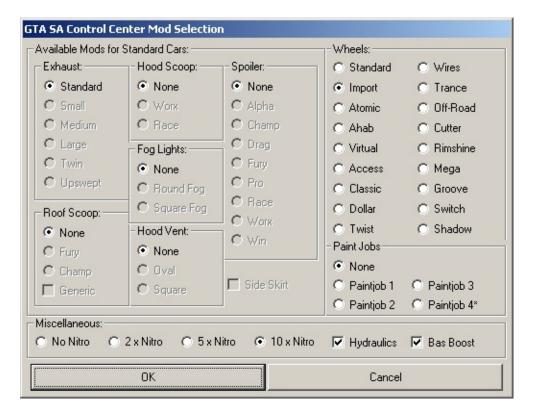
GTA SA Control Center: Garage Editor



There are 17 garages in GTA SA, each holding up to 4 vehicles. The garages are of different sizes, but still can hold up to 4 vehicles. The control center will try to park the vehicles at optimized locations within the parkable area of the given garage. However, if you park 4 cars in a small garage, you might not get in any of the cars, or the cars might get stuck into eachother. Each time you alt+tab out of the game, the control center reads your garages, and shows the parked vehicles with all modding details, colors etc. You can change car specialities, park new cars in garages using the vehicle selection combo, or vehicle selection form:



or mod your vehicles using the vehicle mod selection window:



Which vehicles are parkable, and what kind of mods each vehicle can have, which color will be assigned to a newly selected vehicle is set in GTASAData.dat file.

You can edit this file to change the garage editor behaviour. You can also lock the specs and the parked cars using the checkbox for each garage. In that case, the control center will check the garage door status during game play, and as a garage door closes, it parks the selected vehicles automatically in the given garage. So if you drive a car out of a garage, the car gets aoutomatically reparked. However, if you park a new car, it will disappear, as the control center will change the garage. This applies to the mods as well. If you have previously selected a mod for a vehicle, and locked the garage specs, the current mods also gets changed on the vehicles automatically.

The garage editor respects also the special abilities of given vehicles as well. So if you park a monster truck in a garage using the control center, it will have rearwheel dynamics.

After changing the parked vehicles, please do not forget to click on 'Write garages to GTA SA' button, so that your vehicle selection can be written back to the GTA SA memory. You can save / load your favorite selection from the ini file

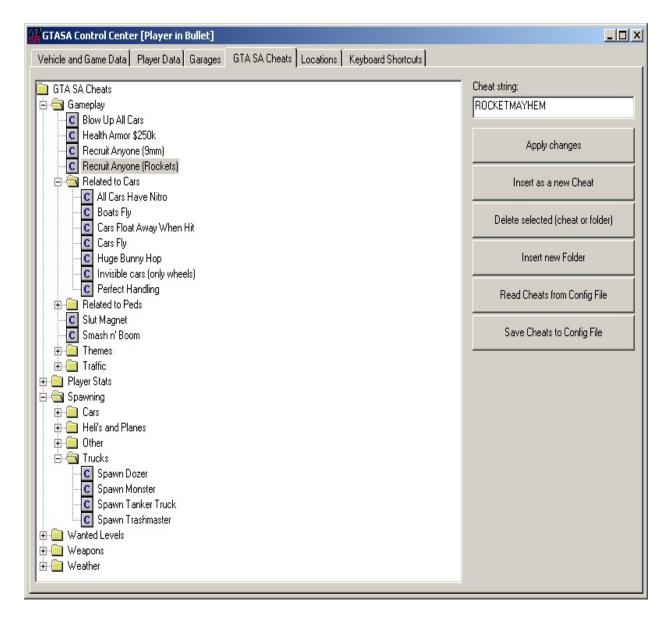
using 'read garages from ini' and 'write garages to ini' buttons. If you have changed your garages, but want to cancel your changes, please click on 'read garages from GTA SA' button to reread the game memory.

The Vehicle Selection window reads its settings from the <u>GTASACarPics.dat</u> file. Please edit this file if you want to change the tabs that the vehicles are assigned to. In addition to 12 vehicle category tabs, there is a 'favorites' tab to help you in selecting vehicles. Using the right mouse click, you can assign a given vehicle to favorites, or remove a vehicle from favorites.

The thumbnails are courtesy of www.g-unleashed.com, and they are from the X-Box version of GTA SA. So the car pictures may slightly differ from the PC version. The '*' column near the car thumbnail represent the Sex Appeal of the car as information. The descriptions are also from g-unleashed.com. If you want to read the full description, you can resize the Description column on this selection list-box and scroll right to read.

You can edit/change car names, descriptions and thumbnails by editing the relevant files (see Appendix A). The garages are represented on 4 tabs, LS/SF/LV/Desert, respecting their locations in game, and the available space on the control center.

GTA SA Control Center: GTA SA Internal Cheats



The GTA San Andeas PC version has over 70 cheats that you can type-in during game play to activate / deactivate.

This control center section is for organizing these cheats in a readable tree structure. You can also create your own cheat combinations by entering the cheat codes after each other in Cheat String textbox, and giving the combination a new name that you can select on <u>Keyboard Shortcuts</u> page to assign to a key.

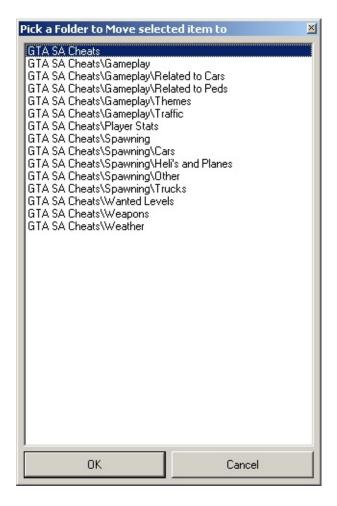
This section is only to assist you on entering the GTA SA internal cheats during gameplay. So the cheat-insertion works only during gameplay using console

commands. The selected cheat string gets typed into the game as if you were typing it using the keyboard. Please note that, as the cheat strings get inserted to the keyboard, the control keys can also get pressed. So if 'C' is assigned to 'Croach', and you insert the cheat 'Recruit anyone (Rockets)' cheat 'ROCKETMAYHEM', the 'C' gets also pressed, and player croaches. As you can also find in internet, there are several key combinations that activate the same cheat. (ie. 'ZSOXFSQ' activates also the 'Recruit anyone (Rockets)' cheat. So some of the cheats are listed more than once in the treeview.

As with other 2 treeviews in the control center, you can edit the label of selected cheat or folder using the right-click context menu:



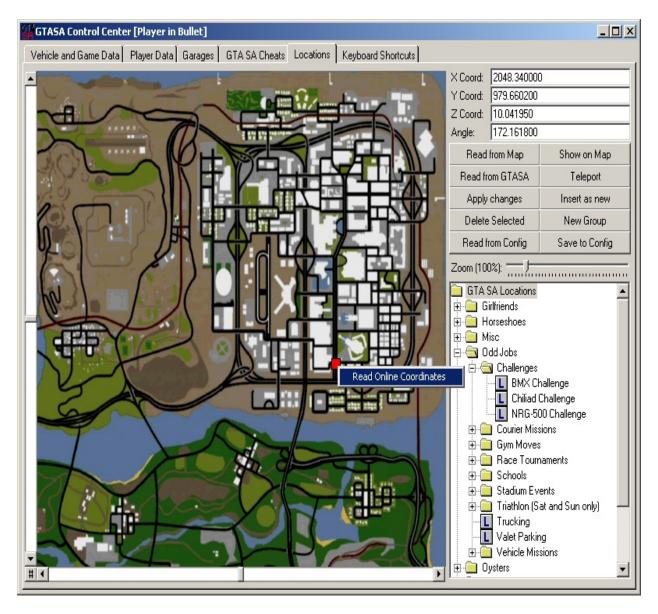
If you select 'Move to folder' from the context menu, a window with all available folders will be shown for you to select:



You can also move folders including all sub-elements to other folders. You can also insert a new folder, or delete selected folder or cheat from the list.

On selecting a cheat from treeview, the cheat-string is shown in the relevant textbox. You can edit this, and then click on 'Apply changes' to apply your changes to the selected cheat, click on 'Insert as a new cheat' to create a new entry in the treeview. You can then edit the newly generated label. After changing cheats, or the folder assignments, please click on 'save changes to config file' to save changes, or click on 'read cheats from config file' to revert to last saved. If you have changed any of the settings, but have not saved, upon exiting the control center you will be asked if you would like to save configuration changes. Select 'yes' to save all changes.

GTA SA Control Center: Teleport Locations



The GTA SA Map has a size of 6000 x 6000 Game Points. The scaling factor of how many game points makes a mile is actually unimportant.

On the Locations tab, you have a full size GTA SA Map with zoom possibility from 50% to 400% of the game map size. Using the sliders on the left and bottom sides of the map, you can scroll within the map.

The '#' button on bottom-left corner centers the map on visible area. As you alt+tab out of GTA SA, the control center automatically reads the player's ingame location and represent this as a red box on the map. If you click on 'read

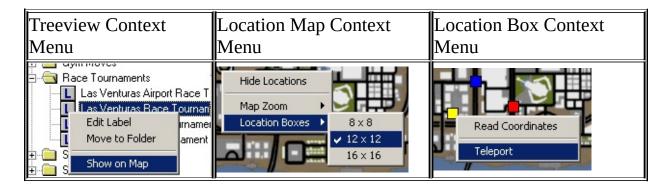
from GTASA' button, the player's in-game location gets read into X/Y/Z coordinate text-boxes and the Angle textbox, with up to 6 decimal positions.

You can also set a location with left-click on the map. This location is represented with a blue box. If you click on the 'read from map' button, the X and Y values are read from the blue box and assigned to the relevant text boxes. Please note that this map is two dimensional, and you have to enter the Z Coordinate and Angle manually.

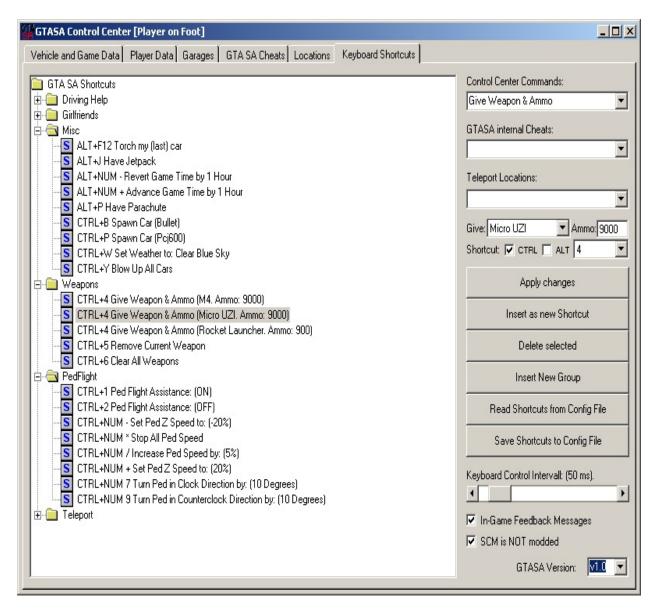
You can also enter all coordinates manually, and click on 'show on map' to set the position of the blue box to these coordinates. Click on the 'teleport' button to teleport the player to the coordinates in the text boxes. This page has also a treeview for saving and organizing teleport locations. The utilization of this treeview is similar to the one on cheats tab. You can select a location or a folder from the treeview, and right-click on it to bring-up the context menu, then select the 'show on map' command to show the location(s) on map with yellow boxes, each box having the location label as tool-tip text, and a context menu to teleport to.

If you select one location from the treeview and select show on map context menu, the map on left will get scrolled so that the newly shown yellow-box is on sight, and the size of the box changes twice to attract your attention. You can change the default size of these small location boxes to different values using the context menu of the map. Also the 'hide locations' context menu hidex all yellow boxes that are shown on the map.

The Locations are saved into the <u>GTASALocs.dat</u> file. Please see the <u>Appendix A</u> on how to edit this file manually.



GTA SA Control Center: Keyboard Shortcuts



The Keyboard shortcuts, aka. Remote-Control page helps you to assign keyboard shortcuts to any of the more than 120 console-commands, GTA SA internal cheats (as defined in the relevant tab) and the teleport locations (also defined in the relevant tab).

You can assign the same key to several commands to enable the consequtive execution of a series of commands with one key.

The main part of this tab is the treeview to help you organize your shortcuts in freely-definable folders. The usage of this treeview is also similar to other

treeviews, with context menu's to edit labels, move shortcuts to other folders and activate/deactivate a given shortcut. You can also activate / deactivate all items within a folder if you select the relevant menu item from the folder context menu on the treeview.

You can use one of the three main category selection combo's to start generating a new shortcut. If you drop the 'GTASA Internal Cheats' combo, you will see all of the cheats that are listed on the relevant tab of the control center in alphabetical order. You can edit the labels on the cheats tab to alter the sort order on the cheat selection combo. The location selection combo also works in the same manner. The console command selection combo however has been getting new entries with each update to the control center, and in order to preserve backwards compatibility to previous versions, and the shortcut selections of the users, this list is not sorted in any way.

For each console command, there are 19 different types of additional settings, that gets visible as you select an item from the command combo. If a console command needs no additional data, or you have selected a teleport location or a gta sa internal cheat, you will see the label 'No Additional Data is needed' at this location. Please see next section for detailed descriptions of each console command and selectable additional values.

After you have selected the command/cheat/location, you can select one of the keys from the drop-down combo. This list has only standard keys, to assure the stability of the control center between highly diversified keyboard layouts. You can also check one of the 'CTRL' or 'ALT' checkboxes as well. You cannot however select 'CTRL' and 'ALT' at the same time, again, for the stability of the control center.

The keyboard shortcuts are read without setting a global keyboard hook in order to increase Operating System stability. MS Windows is not always happy with a program hooking keyboard of another program, or a global keyboard hook. After you have selected your command and the key to assign it to, you can click on 'apply changes' to apply this selection to the selected treeview element on the treeview, or click on 'insert as a new shortcut' to insert a new element into the active folder with these settings. The new element will have your command and key selection as label. You can however edit this label to your own needs.

The Keyboard Control Interval slider is for you to select how often the

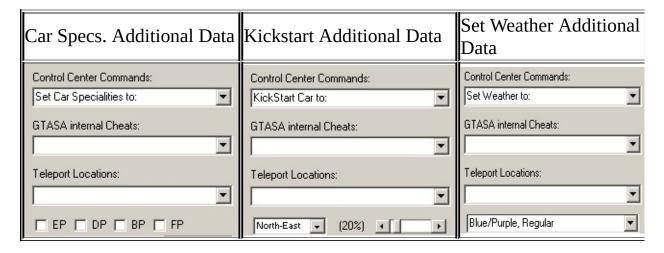
keystrokes should get checked during gameplay. This affects your overall PC performance. (A keyboard hook has lower than 1 ms control interval). If you set this to a high value, the control center can be too slow to react to your keys, and if set to very low value, the pressed keys might trigger the same command several times, making the toggle commands harder to use within game play.

The keyboard will be checked only if GTA SA has the full focus in order to save system resources. This setting also alters the way the flight assistance works. If you set the control interval too low, you might need to decrease the flight assistance level to have proper freezing on air.

As you use console commands assigned to keys during gameplay, you can receive an in-game feedback if you check the 'In-Game Feedback Messages' checkbox.

The 'is SCM Original' is for you to decide if SCM relevant commands and sliders should work or not. As discussed before, with a modded scm, these commands might work, but if they do not, they will most probably damage your ongoing game process.

The GTA SA Version selection combo is to select between the different versions of GTA. Currently, the original dvd version 1.0 and the german update to v1.1 is supported. Please restart the control center after changing the version to ensure proper operation.



All Configuration, and Base-Data information of the control center is kept in plain-text files in the same folder as the executable. If any of these files are missing, or inconsistent, it will automatically be recreated by the control center with the 'factory settings'.

You can edit all of these files with notepad, but we will still recommend editing with the control center itself. Here are the detailed information on each configuration file, and how to edit using notepad:

- GTASACarPics.dat (Vehicle Selection and Thumbnails Configuration
- GTASACheats.dat (GTA SA Internal Cheats and Treeview Items Configuration
- GTASAConfig.dat (Keyboard Shortcuts and Treeview Items Configuration
- GTASAConsole.ini (Main Settings File, in ini file format)
- GTASAData.dat (Car Data and Color Data)
- GTASALocs.dat (Teleport Locations and Treeview Items Configuration)

GTASACarPics.dat

This file has all the details needed to load the garage editor / car spawner vehicle selection form.

If you delete this file, it will be regenerated using the original values. Edit this file as you wish. Please use '#' character for the comments.

CarTypes are the selection tab on garage editor extended car selection. Type Name is the caption of the tab. TypeID is the reference to CarPictures.

CarPictures are 100x72 pixel thumbnails, and saved under \CarPics folder. If a thumbnail is missing, or the car is not parkable, it will not be listed on the selection.

You can list vehicles on more than one selection list. Create your own favorites to select one of your favorite cars to park in the selected garage.

Use Pipe character '|' as seperator between fields. Most of the descriptions and the thumbnails are courtesy of www.g-unleashed.com. The g-unleashed.com thumbnails and descriptions are from the X-Box version of GTA SA, so some of the pictures and descriptions can actually differ from the PC edition.

This file has 2 sections: GTASACarTypes and GTASACarPictures:

Section: GTASACarTypes

The seperator is '|' (pipe) character. you can use tabs or white-space to make this file more readable.

This section is for the 12 Vehicle Type Tabs and the Favorites Tab. The ID's are hard-coded (0 belonging to the favorites). You can edit the type name's freely.

Example:

#TypeID Type Name
0| Favorites
1| Sports Cars

Section: GTASACarPictures

The seperator is '|' (pipe) character. you can use tabs or white-space to make this file more readable.

You can assign a car to more than one TypeID's, and have it appear on several tabs on the vehicle selection form.

The CarID is hard coded GTA SA CarID. Please edit carefully. You can assign the car to one of the 12 vehicle types (1 to 12), or to 0 for being in 'favorites'.

You can edit the favorites listing on the control center using context menu, but you need to edit this section if you want a vehicle to appear in a different tab.

Car Name is in free-text. Stars is only as information, and represents the sexappeal stat of this car. CarDesc is a free-text description of this vehicle, and is from g-unleashed.com.

Example:

#CarID	TypeID	CarName	Stars	CarDes
506	0	Super GT	5	A grea
541	1	Bullet	5	Awesom

GATSACheats.dat

Edit at your own risk. Consists of Cheat Data for GTASA Control Center.

This file gets regenerated when you click on Save Changes to Config File button. If you delete this file, it will be regenerated by the next time you run GTA SA Control Center.

Section: GTASACheats

Each GTA SA cheat has its own UID to make it unique within the sessions of GTA SA control center.

If you are not sure what a UID is, please use the control center user interface to edit this file.

Seperator character is '|' (pipe) and no white-space or tab's are allowed.

Example:

GTASAConfig.dat

Please do not edit this file if you are not an experienced modder. This file has one section (GTASAShortcuts) and gets completely regenerated each time you click on 'save configuration' button.

Example:

#UID|Folder|Description|Active|ComboText|ExtKeyCode|KeyCode|Category
B1B9B667-1128-4541-A46A-6778D91F67F1|GTA SA Shortcuts\Driving Help|1

GTASAConsole.ini

All of the control center settings are saved into this file to keep the registry clean. You can edit this file using notepad if you want.

The console command initiated markup location settings are also saved into this ini file. If you have set several markup locations, and want them to appear in the permanent teleport locations list, copy the locations into the <u>GTASALocs.dat</u> file.

GTASAData.dat

Edit at your own risk. Consists of Car Data and Color Data for GTASA Control Center. If you delete this file, it will be regenerated by the next time you run GTASA_Center. This file has three sections:

Section: DATVersion

This is the version of the GTASAData.dat, implemented to enable regenerating this file during version changes Current version is 2.0.0, and thereby has only one line of information with the value of '200'

Section: GTASACars

Seperator is ',' (comma) for main list, and ';' for Modification part. White-space and tabs are allowed.

This list must have all CarID's complete. The control center reads the CarID from game memory, and compares with this list to get additional information on the vehicle. Please edit carefully. This is also used as GTASA Control Center Vehicle Detail Table for Parking in Garages.

Non-drivable vehicles (as AirTrain) and boats should not be parked at all (edit at your own risk). Planes are not parkable at some garages (due to size of parkable area in the garage).

Type 'truck' means that the vehicle is parked 1/3 outside of the garage so that you can enter in (used only for small garages otherwise handled as car). Please do not edit the ID of the cars. The Vehicle ID is the only reference to the vehicles.ide of GTA San Andreas. Type is used by the control center to decide several aspects of the vehicle dynamics, for example on prevent wheel damage, or teleport. Please do not change the vehicle type, as it goes hand in hand with the CarID. Car Name is free-text, and alters the name that is shown in the vehicle selection combo of the garage editor. The X/Y/Z dimensions are for calculating the parking coordinates of the vehicles in the garages. These values are mostly taken from GTA3 and GTAVC handling.dat files for similar vehicles. hHandling is the hexadecimal handling flags from gta sa handling.dat. This is needed to park a given vehicle into a garage with all normal handling capabilities (ie monster truck with rear-wheel handling). isParkable is the flag to prevent this vehicle from appearing from garage editor vehicle selection list.

Some vehicles are not parkable (ie. trains), and gta sa crashes if you force-park them in a garage. Minor Color and Major Colors are pre-selection colors for each vehicle when parking in a garage for the first time. Please check the GTASAColors section for details. Allowed Modifications are coded in HEX, and separated with ';'. There are 4 different type of modifications. The Standard mods apply to standard moddable cars. The Generic Mods are Nitro, Bas Boost and Hydraulics. Wheels Mods are for changing the wheels.

There are also Mods that are assigned to a specific CarID. These can only be used with this CarID, as they have a hard coded DFF object reference to the given car within GTA SA. Please see the <u>Complete List of Modifications</u> for details.

Example:

```
# Id
      CarName
                  Type Dim.x
                               Dim.y
                                       Dim.z
                                              hHandling
                                                          isParkable
                                                                       Μi
445,
      Admiral,
                  car, 200,
                                       150,
                               490,
                                              400000,
                                                                       34
                                                          1,
602,
      Alpha,
                  car, 200,
                               500,
                                       200,
                                              200000,
                                                          1,
                                                                       58
416,
      Ambulance, car, 220,
                                       200,
                               650,
                                                          1,
                                                                       1,
                                              4,
```

Section: GTASAColors

This section is a copy of the car color data file of GTA SA.

If you have edited the original carcol.dat file, please edit this section to see the colors as they appear in GTA SA.

The RGB is Red,Green,Blue weight of the color. The ID is the Car Color ID that is used by GTA SA. This is hard-coded. Please edit appropritely. The ToolTipText is a free-text entry, and will be read into tooltiptext of the clickable color labels on the color selection window in GTA SA Control Center.

Example:

```
# RGB ID ToolTipText (not used)
0,0,0 # 0 black black
245,245,245 # 1 white white
42,119,161 # 2 police car blue blue
```

GTASALocs.dat

This file consists of one section that holds Location Data for GTASA Control Center. If you delete this file, it will be regenerated by the next time you run GTASA_Control Center.

This file gets completely regenerated when you click on Save Changes to Config File button. The UID is the unique identifier of this location. Folder is where this teleport location will appear within the location selection tree-view. Description is the free-text shown on the treeview item label.

The Locations are saved as X;Y;Z;Angle. Feel free to edit this file to your needs. You can also edit this file using the control center locations tab.

Seperator character is '|', and the location coordinates are separated by ';'. Whitespace and tab are not allowed.

Example:

#UID	Folder	De
B727780C-F192-6148-85FF-1847DA748C75	G GTA SA Locations\Girlfrie	nds GF
88AC0067-CDD8-394A-95CC-91FBF7EC73CE	GTA SA Locations\Girlfrie	ndsİGF

You can select one of the following weather types from Weather Selection Combo on Vehicle and Game Data Page:

- 1. Blue, Partly cloudy 1
- 2. Blue, Partly cloudy 2
- 3. Blue, Partly cloudy 3
- 4. Blue, Partly cloudy 4
- 5. Blue, Partly cloudy 5
- 6. Blue, Partly cloudy 6
- 7. Blue, Partly cloudy 7
- 8. Blue, Partly cloudy 8
- 9. Storming
- 10. Cloudy and Foggy
- 11. Clear Blue Sky
- 12. Scorching Hot
- 13. Very dull, Colorless, Hazy 1
- 14. Very dull, Colorless, Hazy 2
- 15. Very dull, Colorless, Hazy 3
- 16. Very dull, Colorless, Hazy 4
- 17. Dull, Cloudy, Rainy
- 18. Scorching Hot
- 19. Scorching Hot
- 20. Sandstorm
- 21. Foggy, Greenish
- 22. Very dark, Purple
- 23. Very dark, Green
- 24. Pale Orange 1
- 25. Pale Orange 2
- 26. Pale Orange 3
- 27. Pale Orange 4
- 28. Fresh Blue 1
- 29. Fresh Blue 2
- 30. Fresh Blue 3
- 31. Dark, Cloudy, Teal 1
- 32. Dark, Cloudy, Teal 2
- 33. Dark, Cloudy, Teal 3
- 34. Dark, Cloudy, Brown
- 35. Blue/Purple, Regular
- 36. Dull brown

- 37. Bright, Foggy, Orange 1
- 38. Bright, Foggy, Orange 2
- 39. Bright, Foggy, Orange 3
- 40. Extremely bright
- 41. Blue/Purple cloudy
- 42. Blue/Purple cloudy
- 43. Blue/Purple cloudy
- 44. Dark toxic clouds
- 45. Black/White sky
- 46. Black/Purple sky

You can use the following list to mod Control Center and enable modding of different vehicles in the garage editor.

Please note that the mods are linked in GTA SA to hard-coded DFF objects, and the Control Center has already all mod information that is originally allowed by GTA SA.

Hex	CarID	ModDesc
3E8	Standard	Pro Spoiler
3E9	Standard	Win Spoiler
ЗЕА	Standard	Drag Spoiler
3ЕВ	Standard	Alpha Spoiler
3EC	Standard	Champ Roof Scoop
3ED	Standard	Fury Roof Scoop
3EE	Standard	Roof Scoops
3EF	Standard	Side Skirts
3F0	Generic	Nitro x 5
3F1	Generic	Nitro x 2
3F2	Generic	Nitro x 10
3F3	Standard	Race Hood Scoop
3F4	Standard	Worx Hood Scoop
3F5	Standard	Round Fog Lights
3F6	Standard	Champ Spoiler
3F7	Standard	Race Spoiler
3F8	Standard	Vorx Spoiler
3FA	Standard	Upswept Exhaust
3FB	Standard	Twin Exhaust
3FC	Standard	Large Exhaust
3FD	Standard	Medium Exhaust
3FE	Standard	Small Exhaust
3FF	Standard	Fury Spoiler
400	Standard	Square Fog Lights

401	Wheels	Offroad Wheels
402	560	Alien Side Skirts
404	560	Alien Exhaust
405	560	X-Flow Exhaust
407	560	X-Flow Side Skirts
408	560	Alien Roof Vent
409	560	X-Flow Roof Vent
40A	562	Alien Exhaust
40B	562	X-Flow Roof Vent
40C	562	Alien Side Skirts
40D	562	X-Flow Exhaust
40E	562	Alien Roof Vent
40F	562	X-Flow Side Skirts
412	575	Chromer Side Strips
413	575	Slamin Exhaust
414	575	Chromer Exhaust
415	565	X-Flow Exhaust
416	565	Alien Exhaust
417	565	Alien Side Skirts
418	565	X-Flow Side Skirts
419	565	Alien Spoiler
41A	565	X-Flow Spoiler
41D	565	Alien Roof Vent
41E	565	X-Flow Roof Vent
41F	561	Alien Roof Vent
420	561	Alien Side Skirts
421	561	X-Flow Side Skirts
422	561	Alien Spoiler
423	561	X-Flow Exhaust
424	561	X-Flow Spoiler
425	561	X-Flow Roof Vent

428	561	Alien Exhaust
429	559	Alien Exhaust
42A	559	X-Flow Exhaust
42B	559	Alien Roof Vent
42C	559	X-Flow Roof Vent
42D	559	Alien Side Skirts
42E	559	X-Flow Side Skirts
431	Wheels	Shadow Wheels
432	Wheels	Mega Wheels
433	Wheels	Rimshine Wheels
434	Wheels	Wires Wheels
435	Wheels	Classic Wheels
436	Wheels	Twist Wheels
437	Wheels	Cutter Wheels
438	Wheels	Switch Wheels
439	Wheels	Groove Wheels
43A	Wheels	Import Wheels
43B	Wheels	Dollar Wheels
43C	Wheels	Trance Wheels
43D	Wheels	Atomic Wheels
43E	Generic	Car Stereo (Bas Boost)
43F	Generic	Hydraulics
440	558	Alien Roof Vent
441	558	X-Flow Exhaust
442	558	Alien Side Skirts
443	558	X-Flow Roof Vent
444	558	Alien Exhaust
445	558	X-Flow Side Skirts
448	Wheels	Ahab Wheels
449	Wheels	Virtual Wheels
44A	Wheels	Access Wheels

44C	534	Chrome Grill
44F	536	Convertible Roof
450	536	Cromer Exhaust
451	536	Slamin Exhaust
452	534	Chromer Arches (Side Skirts)
454	536	Chrome Side Skirt
455	535	Chrome Rear Bullbar
456	535	Slamin Rear Bullbar
459	535	Chromer Exhaust
45A	535	Slamin Exhaust
45B	535	Chromer Front Bullbar
45C	535	Slamin Front Bullbar
45D	535	Chromer Front Bumper
45E	535	Chromer Trims (Side Skirts)
45F	535	Wheelcovers (Side Skirts)
462	534	Chromer Flames (Side Skirts)
463	534	Chrome Bars
465	534	Chrome Lights
466	534	Chromer Exhaust
467	534	Slamin Exhaust
468	536	Vinly Hardtop Roof
469	567	Chromer Exhaust
46A	567	Hardtop Roof
46B	567	Softtop Roof
46C	567	Slamin Exhaust
46D	567	Chrome Strips (Side Skirts)
46E	576	Chromer Side Skirts
46F	576	Slamin Exhaust
470	576	Chromer Exhaust
472	560	Alien Spoiler
473	560	X-Flow Spoiler

474	560	X-Flow Rear Bumper
475	560	Alien Rear Bumper
477	Standard	Oval Hood Vents
479	Standard	Square Hood Vents
47A	562	X-Flow Spoiler
47B	562	Alien Spoiler
47C	562	X-Flow Rear Bumper
47D	562	Alien Rear Bumper
47E	565	Alien Rear Bumper
47F	565	X-Flow Rear Bumper
480	565	X-Flow Front Bumper
481	565	Alien Front Bumper
482	561	Alien Rear Bumper
483	561	Alien Front Bumper
484	561	X-Flow Rear Bumper
485	561	X-Flow Front Bumper
486	559	X-Flow Spoiler
487	559	Alien Rear Bumper
488	559	Alien Front Bumper
489	559	X-Flow Rear Bumper
48A	559	Alien Spoiler
48B	558	X-Flow Spoiler
48C	558	Alien Spoiler
48D	558	X-Flow Front Bumper
48E	558	Alien Front Bumper
48F	558	X-Flow Rear Bumper
490	558	Alien Rear Bumper
491	560	Alien Front Bumper
492	560	X-Flow Front Bumper
493	562	Alien Front Bumper
494	562	X-Flow Front Bumper

495	559	X-Flow Front Bumper
496	575	Chromer Front Bumper
497	575	Slamin Front Bumper
498	575	Chromer Rear Bumper
499	575	Slamin Rear Bumper
49A	534	Slamin Rear Bumper
49B	534	Chromer Front Bumper
49C	534	Chromer Rear Bumper
49D	536	Slamin Front Bumper
49E	536	Chromer Front Bumper
49F	536	Slamin Rear Bumper
4A0	536	Chromer Rear Bumper
4A1	534	Slamin Front Bumper
4A2	567	Slamin Rear Bumper
4A3	567	Chromer Rear Bumper
4A4	567	Slamin Front Bumper
4A5	567	Chromer Front Bumper
4A6	576	Slamin Front Bumper
4A7	576	Chromer Front Bumper
4A8	576	Chromer Rear Bumper
4A9	576	Slamin Rear Bumper

There are 129 internal console commands in this version (2.1).

Most of the commands accepts/requires additional parameters that you can also select from Keyboard shortcuts page.

Here is the listing of all available commands, what parameters they accept and what they do:

1. Set Armor Level to: (slider: 0 to 1000)
Sets the Armor Level to a given value, selectable from 0 to 1000.

2. Auto-Fix Armor Level to: (slider: 0 to 1000)
Sets the Armor Level to a given value, selectable from 0 to 1000, and sets the Armor-Level-Lock as well.

3. Auto-Fix Armor: (ON/OFF)

Sets or releases the Armor-level-lock

4. Set Health Level to: (slider: 0 to 1000)
Sets the Health Level to a given value, selectable from 0 to 1000

5. Auto-Fix Health Level to: (slider: 0 to 1000)
Sets the Health Level to a given value, selectable from 0 to 1000, and sets the Health-Level-Lock as well.

6. Auto-Fix Health: (ON/OFF)

Sets or releases the Health-level-lock

7. Set Car Specialities to: (BP/DP/EP/FP) Set the selected car specialities.

8. Auto-Fix Car Specialities: (ON/OFF)
Sets or releases the Lock for Set-Car-Specs for new cars.

9. Set Car Doors to: (open/locked)

Sets car doors to open or closed as selected.

10. Auto-Lock Car Doors: (ON/OFF)

Sets or releases the Auto-Lock car doors function.

11. Prevent Wheel Damage (ON/OFF)

Sets or releases the Prevent-Wheel-Damage Lock.

12. Set Engine Health To: (slider: 0 to 400%)

Sets engine health of the current/last car to the selected level.

13. Auto-Fix Engine Health: (ON/OF)
Sets or releases the lock to Engine Health level.

14. Set Car Weight to: (slider: 0.1 to 400 Tons)
Sets the current car weight to the selected level.

15. Auto-Fix Car Weight: (ON/OFF)

- Sets or releases the lock to car weight for new cars.
- 16. Paint My Car To: (selection of major/minor colors) Paints the current car with the selected colors.
- 17. Auto-Paint My Car: (ON/OFF)
 Sets or releases the lock to car colors for new cars.
- 18. Stop Car Alarm: (ON/OFF)
 Sets or releases the lock to car alarm for new cars, stops the current car alarm if set to ON.
- 19. Set Car Direction to: (selection of directions as North, Northeast etc.) Sets the car direction as selected, and levels the car to the ground.
- 20. KickStart Car to: (selection of speed percentage and directions as North, NE...)
 Sets the car direction as selected, levels the car to the ground, and gives the car a kick-start with the selected speed.
- 21. Flip Car Back on 4 Wheels (no additional data needed) Flips car over on 4 wheels and back.
- 22. Stop X Speed (no additional data needed) Stops the North-South speed.
- 23. Stop Y Speed (no additional data needed) Stops the East-West speed.
- 24. Stop Z Speed (no additional data needed) Stops the up-down speed.
- 25. Stop All Speed (no additional data needed) Stops all speed of the car.
- 26. Stop X Spin (no additional data needed) Stops nose up/down spin.
- 27. Stop Y Spin (no additional data needed) Stops sideways spin.
- 28. Stop Z Spin (no additional data needed) Stops clock/counterclock direction spin.
- 29. Stop All Spin (no additional data needed) Stops all spin of the car.
- 30. Stop All (Freeze Car) (no additional data needed) Freezes the car.
- 31. Set X Speed to: (slider: -200% to +200%)
 Sets the North-South speed of the car to the given level.
- 32. Set Y Speed to: (slider: -200% to +200%)
 Sets the East-West speed of the car to the given level.
- 33. Set Z Speed to: (slider: -200% to +200%)

- Sets the Up-Down speed of the car to the given level.
- 34. Set X Spin to: (slider: -200% to +200%)
 Sets the Nose up/down spin of the car to the given level.
- 35. Set Y Spin to: (slider: -200% to +200%)
 Sets the sideways spin of the car to the given level.
- 36. Set Z Spin to: (slider: -200% to +200%)
 Sets the clock/counterclock spin of the car to the given level.
- 37. Increase X Speed by: (slider: -200% to +200%)
 Increases the North-South speed of the car by the given level.
- 38. Increase Y Speed by: (slider: -200% to +200%)
 Increases the East-West speed of the car by the given level.
- 39. Increase Z Speed by: (slider: -200% to +200%)
 Increases the Up-Down speed of the car by the given level.
- 40. Decrease X Speed by: (slider: -200% to +200%)
 Decreases the North-South speed of the car by the given level.
- 41. Decrease Y Speed by: (slider: -200% to +200%)

 Decreases the East-West speed of the car by the given level.
- 42. Decrease Z Speed by: (slider: -200% to +200%)

 Decreases the Up-Down speed of the car by the given level.
- 43. Increase X Spin by: (slider: -200% to +200%)
 Increases the Nose up/down spin of the car by the given level.
- 44. Increase Y Spin by: (slider: -200% to +200%)
 Increases the sideways spin of the car by the given level.
- 45. Increase Z Spin by: (slider: -200% to +200%)
 Increases the clock/counterclock spin of the car by the given level.
- 46. Decrease X Spin by: (slider: -200% to +200%)

 Decreases the Nose up/down spin of the car by the given level.
- 47. Decrease Y Spin by: (slider: -200% to +200%)

 Decreases the sideways spin of the car by the given level.
- 48. Decrease Z Spin by: (slider: -200% to +200%)

 Decreases the clock/counterclock spin of the car by the given level.
- 49. Set Clock Speed to: (slider: 10% to 1000%)
 Sets Game Clock Speed to the given percentage of original clock speed.
- 50. Increase Clock Speed (No additional data needed) Increases Game Clock Speed slider by one tick.
- 51. Decrease Clock Speed (No additional data needed)
 Decreases Game Clock Speed slider by one tick.
- 52. Clear Cheated Status (No Additional Data is needed) Clears the cheated status and cheated count

- 53. Set Clock Speed to Real Time (No add. data is needed)
 Sets the Clock speed to 1 real minutes = 1 Game-clock minutes
- 54. Set Clock Speed to Normal Game Time (No add. data is needed)
 Sets Clock speed to original value (1 real seconds = 1 game minutes)
- 55. Set Car Speed To: (slider: -200% to +200%)
 Sets Car speed to the given value. The car speed will be set according to the current positioning of the car, so this can be used as a turbo-switch.
- 56. Increase Car Speed by: (slider: -200% to +200%)
 Increases Car speed by the given value. The car speed will be set according to the current positioning of the car, so this can be used as an additional kick to the current cruise speed, or to 'drive' on air.
- 57. Flight Assistance: (ON/OFF)
 Activates or deactivates the vehicle flight assistance.
- 58. Flight Assistance Level: (slider: 0% to 100%) Sets the flight assistance level as selected.
- 59. Release from Camera-Lock (no additional data is needed)
 Releases 'flying' car from the stunt-camera locks. This is not yet available.
- 60. Silent Mode (no Feedback): (ON/OFF)
 Activates or deactivates the on-screen feedbacks from the Control Center.
- 61. Stop Alarm of my car (no additional data is needed) Stops the alarm of the current car.
- 62. Take me to my last car (only if on Foot) (no additional data is needed) Warps the player near his last car, ready to get in. (if the car is still available within GTA SA)
- 63. Bring my last car to me (only if on Foot) (no additional data is needed)
 Brings the last car of the player to him, and turns the car so that player can
 just get in. Do not use this function if the player is facing to a wall :) (if the
 car is still available within GTA SA)
- 64. Take me to my previous car (only if on Foot) (no additional data is needed) Warps the player near his previous car, ready to get in. (if the car is still available within GTA SA)
- 65. Bring my previous car to me (only if on Foot) (no additional data is needed) Brings the previous car of the player to him, and turns the car so that player can just get in. (if the car is still available within GTA SA)
- 66. Remember my location as Markup Location (selection of 10 markup locations)

 Reads the player and car coordinates and keeps in one of the 10 markup location variables as selected. These gets also saved in the ini file.
- 67. Take me to Markup Location (selection of 10 markup locations)

- Teleports the player and car to the selected markup location coordinates, provided that the selected markup location is already set. The markup locations gets saved to the ini file, so they are still available after you restart the control center.
- 68. Set Doors of my Preivous Car to: (open/locked)
 Locks or opens the doors of the previous car as selected.
- 69. Turn My Car in Clock Direction by: (slider: 0 to 180 Degrees) Turns the car in clock direction by selected amount of degrees.
- 70. Turn My Car in Counterclock Direction by: (slider: 0 to 180 Degrees) Turns the car in counterclock direction by selected amount of degrees.
- 71. Torch my (last) car (no additional data is needed)
 Torches the last car that the player is/was in.
- 72. Torch my previous car (no additional data is needed) Torches the previous car that the player was in.
- 73. Set Game Speed to: (slider: 10% to 1000%) Sets the game speed to the selected value.
- 74. Increase Game Speed (No Additional Data is needed) Increases Game Speed by one tick of the slider.
- 75. Decrease Game Speed (No Additional Data is needed)
 Decreases Game Speed by one tick of the slider.
- 76. Freeze Game Clock (No Additional Data is needed)
 Sets the Game Clock Speed to 3600 real minutes = 1 game minutes
- 77. Thaw Game Clock (No Additional Data is needed)
 Sets Game Clock back to original (1 real seconds = 1 game minutes)
- 78. Teleport to next Location (No Additional Data is needed)
 Teleports the player to next location in the locations tree-view. If currently no locations are selected on the treeview, teleports to the first location, and by each consequtive call, teleports to next.
- 79. Teleport to previous Location (No Additional Data is needed)
 Teleports the player to previous location in the locations tree-view. If
 currently no locations are selected on the treeview, teleports to the last
 location, and by each consequtive call, teleports to previous.
- 80. Prepare for Date with Denise (No Additional Data is needed) Teleports player to pickup location of Denise
- 81. Prepare for Date with Michelle (No Additional Data is needed)
 Sets Player Fat stat to 750, and then teleports player to pickup location of Michelle.
- 82. Prepare for Date with Helena (No Additional Data is needed)
 Sets Player Fat stat to 0, Muscle Stat to 200, and then teleports player to

- pickup location of Helena.
- 83. Prepare for Date with Katie (No Additional Data is needed)
 Sets Player Muscle stat to 1000, and then teleports player to pickup location of Katie.
- 84. Prepare for Date with Barbara (No Additional Data is needed)
 Sets Player Fat stat to 750, and then teleports player to pickup location of Barbara.
- 85. Prepare for Date with Milie (No Additional Data is needed) Teleports player to pickup location of Millie.
- 86. Toggle Never Wanted (No Additional Data is needed) Toggles 'Never Wanted' cheat status to on/off.
- 87. Toggle Never Get Hungry (No Additional Data is needed) Toggles 'Never Get Hungry' cheat status to on/off.
- 88. Toggle Infinite Health (No Additional Data is needed) Toggles 'Infinite Health' cheat status to on/off.
- 89. Toggle Infinite Oxygen (No Additional Data is needed) Toggles 'Infinite Oxygen' cheat status to on/off.
- 90. Toggle Infinite Ammo (No Additional Data is needed) Toggles 'Infinite Ammo' cheat status to on/off.
- 91. Toggle Tank Mode (No Additional Data is needed)
 Toggles 'Tank Mode' (Smash'n Boom) cheat status to on/off.
- 92. Toggle Mega Punch (No Additional Data is needed) Toggles 'Mega Punch' cheat status to on/off.
- 93. Toggle Mega Jump (No Additional Data is needed) Toggles 'Mega Jump' cheat status to on/off.
- 94. Toggle Infinite Run (No Additional Data is needed)
 Toggles 'Infinite Run' SCM Memory Value to on/off.
- 95. Toggle Fireproof (No Additional Data is needed)
 Toggles 'Fireproof' SCM Memory Value to on/off.
- 96. Advance Game Time by 1 Hour (No Additional Data is needed) Advances Game Clock by one hour, taking care of weekday etc.
- 97. Revert Game Time by 1 Hour (No Additional Data is needed) Reverts Game Clock by one hour, taking care of weekday etc.
- 98. Stop Ped X Speed (no additional data needed) Stops the North-South speed of player.
- 99. Stop Ped Y Speed (no additional data needed) Stops the East-West speed of player.
- 100. Stop Ped Z Speed (no additional data needed) Stops the up-down speed of player.

- 101. Stop All Ped Speed (no additional data needed) Stops all speed of the player.
- 102. Set Ped X Speed to: (slider: -200% to +200%)
 Sets the North-South speed of player to the given level.
- 103. Set Ped Y Speed to: (slider: -200% to +200%)
 Sets the East-West speed of player to the given level.
- 104. Set Ped Z Speed to: (slider: -200% to +200%)
 Sets the Up-Down speed of player to the given level.
- 105. Increase Ped X Speed by: (slider: -200% to +200%)
 Increases the North-South speed of player by the given level.
- 106. Increase Ped Y Speed by: (slider: -200% to +200%)
 Increases the East-West speed of player by the given level.
- 107. Increase Ped Z Speed by: (slider: -200% to +200%) Increases the Up-Down speed of player by the given level.
- 108. Decrease Ped X Speed by: (slider: -200% to +200%)

 Decreases the North-South speed of player by the given level.
- 109. Decrease Ped Y Speed by: (slider: -200% to +200%)

 Decreases the East-West speed of player by the given level.
- 110. Decrease Ped Z Speed by: (slider: -200% to +200%)

 Decreases the Up-Down speed of player by the given level.
- 111. Set Ped Speed To: (slider: -200% to +200%)

 Sets Player speed to the given value. The speed will be set according to the current positioning of the player, so this can be used as a turbo-switch. This is only effective if player is on air (free-falling or with 'ped flight assistance')
- Increase Ped Speed by: (slider: -200% to +200%)
 Increases Player speed on air by the given value. The player speed will be set according to the current positioning of the player, so this can be used as an additional kick to the current cruise speed, or to 'fly' on air. This is only effective if player is on air (free-falling or with 'ped flight assistance')
- l13. Ped Flight Assistance: (ON/OFF)
 Activates or deactivates the player flight assistance.
- l14. Ped Flight Assistance Level: (slider: 0% to 100%) Sets the player flight assistance level as selected.
- 115. Turn My Ped in Clock Direction by: (slider: 0 to 180 Degrees)
 Turns the player in clock direction by selected amount of degrees.
- 116. Turn My Ped in Counterclock Direction by: (slider: 0 to 180 Degrees)
 Turns the player in counterclock direction by selected amount of degrees.
- 117. Toggle Perfect Handling (No Additional Data is needed)

- Toggles 'Perfect Handling' cheat status to on/off.
- 118. Toggle Decreased Traffic (No Additional Data is needed) Toggles 'Decreased Traffic' cheat status to on/off.
- 119. Toggle Huge Bunny Hop (No Additional Data is needed) Toggles 'Huge Bunny Hop' cheat status to on/off.
- 120. Toggle Cars have Nitro (No Additional Data is needed) Toggles 'Cars have Nitro' cheat status to on/off.
- 121. Toggle Boats can Fly (No Additional Data is needed) Toggles 'Boats can Fly' cheat status to on/off.
- 122. Toggle Cars can Fly (No Additional Data is needed)
 Toggles 'Cars can Fly' cheat status to on/off.
- 123. Spawn Car (selection of all vehicles)
 Spawns the selected vehicle in front of the player. You will need the code injection for this command to work.
- 24. Set Weather to: (selection of 46 different weather modes) Sets the game weather to the selected value.
- 125. Toggle Weather Lock (No Additional Data is needed) Toggles 'Weather Lock' status to on/off.
- 126. Toggle One Hit Kill (No Additional Data is needed)
 Toggles 'One Hit Kill' function status to on/off.
- 127. Toggle Freeze Mission Timers (No Additional Data is needed)
 Toggles 'Freeze Mission Timers' function status to on/off.
- 128. Give Weapon & Ammo (weapon selection combo and ammo entry box) Gives player the selected weapon and selected amount of ammo.
- 129. Remove current weapon (No Additional Data is needed)
 Removes the currently selected weapon from player weapons.
- 130. Clear all weapons (No Additional Data is needed)
 Clears all weapons of the player. Please use this only while your selected weapon is fists.