SIMPLE TRAINER for GTAV Version 3.4

**What do you get:**

Various options normal to any trainer, the world's simplest speedometer, either in KM/H or MP/H or both, 60 Teleporting options that can be customized using the trainerv.ini, 12 vehicle spawning options assigned to hotkeys, which also can be customized using trainer.ini, all other car models can be spawned by using the menu. you can force a default station in each vehicle you enter, or when using the mobile radio, both configurable in game and using the trainer.ini You can change your player model using the menu.

It also features time and weather options, and a bunch of car options Also any predefined teleport slot can be customized in game, overwriting the predefined values

The trainer also includes bodyguard /ped spawning, any model can be spawned, any weapon can be given , defaults in trainer.ini, these can also be altered using the bodyguard menu in game. In additional to bodyguards, also drivers, combat peds and peds and drivers that attack the player can be spawned. Normal peds can be given a total of ten tasks. You can assign the same tasks to the last spawned ped. You can set the bodyguards to follow you in a car. You can also select a specific ped and do stuff on the selected ped.

The trainer includes the mobile radio, which works outside of the car, all features that are available with the normal radio, also work with the mobile radio.

Trainer.ini contains the defaults section, where you can set certain settings to be enabled on game start.

**In-Game Menu**

**Options**, Most of the options are in here, the toggle options will have real time information as to whether or not these are enabled (2 pages).

**Vehicle Options**, all Car related options can be found here. (2 pages), it includes a color menu and a Car Component menu. Also the Vehicle Mod menu is found here, this replaces LS Customs .

Lock radio station is also located here, as it is relevant to cars, but of course also to the mobile radio. You can also save and load 20 cars, the colors, components, locations and health are saved, they will load at the same location where you saved them, or near the player.

**Bodyguard/Ped Spawning**, all available models can be spawned, you can select the weapon that is given (including a random weapon option, that will randomize the weapons when you spawn a bodyguard/ped), and whether or not god mode is enabled. Health can be customized for all peds (including bodyguards) so that you can set the health higher than the default 200 and don't have to enable godmode. You can also spawn peds that attack the player, spawn drivers, random bodyguards and a ped that can be given tasks, also two combat peds can be spawned, they will fight each other. Finally an attacking driver + attacking ped can be spawned. You can now select a specific ped, after selecting, this ped is used for menus like clothes, animations, and move ped.

For bodyguards you can set if a drive by weapon is given. (Disable this if you want to assign a weapon that is less powerful then the MP5 (like baseball bat, or unarmed, otherwise they will use the MP5 to fight). Weapon and health selection applies to all bodyguards and peds, model selection only applies to the non random spawns. You can give the spawned driver the task to drive to waypoint. Also you can enable/disable blips for bodyguards and peds that you spawn. You can also give the random ped and the specific ped a total of 10 tasks when you spawn them, default task can be set in trainerv.ini, other task can be set in game. The car that is spawned using the random driver/ped can also be set, both in trainerv.ini and in game. In addition you can set the color for that car. Also the option dead ped drop weapon can be set. Finally drive to waypoint can be set to automatic in trainerv.ini (also in game), so that each time you set a new waypoint, and you have a driver in the car, the ped will drive to waypoint. The speed and driving style for the driver can be set in game. You can change the clothes and related things for the last spawned ped, you can move the latest spawned ped.

It also includes an animation menu, where you can choose 13230 animations for the last spawned bodyguard/ped.. This menu also contains 10 animation slots, and you can set the animations to apply to all peds. You can save and load clothing options for the bodyguards. Also you can give tasks to the last spawned ped. (Or all peds). You can set bodyguards to follow you using cars. The speed they use to follow you can be set in game and is the same speed as the speed for the drivers.

Trainerv.ini contains a separate bodyguards section, where settings relative to bodyguard/ped spawning can be set, also the save settings function (that saves relevant settings to trainer.ini) will also work for the following bodyguards settings, and these are saved to the bodyguard section of trainer.ini: PedModel, Weapon, GodMode**,** DriveByWeapon, DrivingStyle, DrivingSpeed, PedHealth, AddBlip, DefaultTask, DefaultCar, DropWeapon, AutoDrive, DefaultCarColor, PedMoney and FollowDriver. The following settings cannot be set in game and need to be set in trainer.ini: AttackDistBehind, RandomMin and RandomMax.

**Vehicle Spawning**, all available vehicle models can be spawned, they are sorted by category.

**Mission Help**, for all the lazy people out there, you can teleport to first valid mission marker, which saves you having to drive, but this can also be used to keep up with persons you have to chase, also in this menu is blow up cop car/chopper, if you are wanted, the blips that are displayed on the map, are used to blow the police cars and choppers that are "near". The ultimate mission helper is kill ped attached to blip, this will simply kill the ped that is attached to a blip, to only kill the peds that are attached to the enemy blip, use kill enemy ped function (works also on police officers), some missions can be passed by just using the teleport to valid destination marker and kill enemy ped functions. The first option will also let you win all 9 races, just by holding num 5 when the option is selected, by going to each checkpoint including the finish. If you enabled the car blips, the teleport to spawned cars will let you cycle between the first three cars that you spawned. Finally blow up car attached to valid destination marker might be useful in missions. Finally this menu contains a cutscene player, not all cutscenes might work.

**Model Spawning**, All models can be spawned. This menu also contains the clothes menu which can be used to change the clothes of models. 5 slots can be used to save clothing options, and load them at a later time.

Finally an animation menu, allows you to choose 13230 different animations for the player character. You can also save the last played animation to a total of 10 slots, you can load these by using the menu. Possibility to loop animations has been added.

**Object Spawning**, you can spawn objects selection from a few lists or spawn by model name or number. You can move or clone the last spawned object, make it visible/invisible or Dynamic/Static, you can also do the above on a specific object in the edit specific object menu. Finally you can save the last 250 spawned objects to objects.ini which enables you to load them on request. Also includes the ability to attach objects to Vehicle, Saved Vehicle, Player or Last/Specific Bodyguard/Ped, including moving and detach the attached objects and saving them to trainerv.ini for later re-load.

**Teleporting**, 60 teleport options, the menu will read the coordinates, menu description and in game message description from trainerv.ini. Also teleport to waypoint is in this menu. Finally there is other teleports menu, where you can teleport to a wide range of Collectibles, and launcher locations

**Teleporting Save**, all 60 teleporting options can be overwritten with the current position, again the menu will show the current description of each slot. It will also try to find the street name of the current position, if found, it will be written to trainer.ini, and the next time you teleport using this slot, the menu description and the message you get once teleported will display the street name, if no street is retrieved, the default message will be written. In any case, you can customize both in trainerv.ini.

**Time**, Time related options. Including sync to system time and real time duration (one minute game=one minute real time), you can also lock the time. You can set specific hour of day, minute of hour and day of the week.

**Weapons**, Give weapons or remove weapons to the player. You can also set the ammo for the current weapon using this menu. In addition Weapon attachment and color can be set.

**Weather**, Weather related options, including lock weather.

Navigation through the menus can be done in the following way:

F3 to display the menu, scroll through the options on a particular menu by using either num 8 for up or num 2 for down, if an option is at the end of a particular menu, you can use num 8 to go there quickly. Activate a submenu or option by pressing num 5, scroll through submenu pages by using either num 4 or num 6, (again to quickly go to the last submenu page while being on the first use num 4). Go back to the main menu by pressing num 0, cancel the menu by pressing backspace. Activation of options uses num 5.

To change the color of the menu, the highlighting color and the menu font, go to set menu colors/fonts on the options menu, second page, the normal menu text color, the highlighting menu text color and the font can be set. Once set, it is applied immediately and written back to trainerv.ini. You can choose between a total of 455 RGB Colors and 8 fonts. In addition you can draw a rect behind the menu (enabled by default) in the same menu the color and opacity of the rect can be set and the rect can be disabled as well from here.

The under car neon colors are using the same 455 RGB colors; these can be set using the car options menu page, first page.

There is a save settings function (options menu second page) which will save all the appied or chosen settings in one go to the ini file. This includes settings selected in regards to bodyguards, any toggle options and things like default radio station (set in lock radio menu) startup time (set in time menu) and default weather. There are four settings which currently cannot be set in game and need to be set in ini:

Digits=0 //Display digits for speedometer

AttackDistBehind=-6 //Distance behind player to spawn attacking driver/ped

RandomMin=0 //Lowest Weapon to be included for random weapons

RandomMax=56 //Highest Weapon to be included for random weapons

**Installation Instructions:**

The trainer consists of two files, trainerv.asi and trainerv.ini

You need to copy both trainerv.asi and trainerv.ini to the game’s root directory.

In addition you will need the scripthookv.dll (the scripthook) and dinput8.dll (the asi loader) both can be obtained via:

http://www.dev-c.com/gtav/scripthookv/

For the list of options refer to the next two pages of this readme, to customize various options refer to the last page of this readme.

Thanks to Alexander Blade for both the Scripthook and the asi loader. I also “borrowed” a few things from his trainer, including the Vehicle Rockets and Car Speedup.

Thanks to Gforce who provided me with most of the teleports in the other teleports menu and thanks to Dalexy who provided all of the teleports on the main teleports menu.

Thanks to Kyle873 who provided the menu rect and did a lot of testing. Also Gforce and Dalexy provided testing.

Snow and Reveal Map have been enabled by using code from the GTA::Multiplayer team, copyright notice follows:

Copyright (C) GTA:Multiplayer Team (https://wiki.gta-mp.net/index.php/Team)

If you have problems, suggestions or want to check if an updated version is available, you can do so at: http://gtaforums.com/topic/796908-ivrel-simple-trainer-for-gtav/  
Sjaak327, February 2015 Version 3.4

**List of options (defaults)**

**General: Spawn Vehicles:**

RCTRL+F5 Always God Mode On/Off LAlt+A TurismoR

G+6 Enable/Disable Airbreak LAt+B Comet

N Next Track LAlt+C Infernus

L Left Indicator LAlt+D F620

K Right indicator LAlt+E Feltzer LAlt+F Schafter

**Teleport to: F10** LALT+G Elegy

Num 0 Save House Michael LAlt+M Bati 801

Num 1 Save House Franklin LAlt+N Sanchez

Num 2 Save House Franklin 2 LAlt+R Random Vehicle

Num 3 Save House Trevor LAlt+T Annihilator

Num 4 Lake Vinewood LAlt+U Maverick

Num 5 Vinewood Open-Air Theatre LAlt+X Jetmax

Num 6 Sisyphus Open-Air Theatre

Num 7 Vinewood Sign **Misc:**

Num 8 Vinewood Radio Tower

Num 9 Observatory Num 9 Vehicle Speedup

Num 3 Vehicle Im. Stop

**In-game Menu** Num + Fire Vehicle Rockets

F3 Display Menu Controller: RB +X button Num \* Tune to Default Radio

Backspace Cancel Menu Controller: RB +X button insert Clear Wanted Level

Num 4 Scroll Menu Down Controller: Dpad Left Pageup Spawn Att Driver/Ped

Num 6 Scroll Menu Up Controller: Dpad Right Delete Teleport to Waypoint

Num 2 Scroll Menu Options Down Controller: Dpad Down End Car Alarm

Num 8 Scroll Menu Options Up Controller: Dpad Up ‘ “ Go through Doors

Num 5 Enter Option Controller: A button /? Explode Nearest Car

Num 0 Back to Main Menu Controller: B button =+ Teleport to Marker

F4 Hide/Unhide Menu G+7 Cruise Control

G+8 Skylift Attach Vehicle

G+9 E/D Vehicle God Mode

S+Num 1 Add Silencer

**Car changes:** Pagedown Add waypoint to marker

RCtrl+Num 0 Lock Car doors

RCtrl+Num 1 Fix Car **Gravity Gun**

RCtrl+Num 2 Flip Car

RCtrl+Num 3 Clean Car Aim get Target

RCtrl+Num 4 Change Car Color Slot 1 Shoot Release Target

RCtrl+Num 5 Change Car Color Slot 2 Arrow UP/ Dpad Up Move Away

RCtrl+Num 6 Change Car Color Slot 3 Ar. Down/Dpad Down Move Closer

RCtrl+Num 7 Change Car Color Slot 4

RCtrl+Num 8 Change Car Color Slot 5

RCtrl+Num 9 Change Car Color Slot 6

**Hydraulics**

Num 4 / Dpad Left Left

Num 6 / Dpad Right Right

Num 2 / Dpad Down Back

Num 8 / Dpad Up Front

Num 5 / A button Center

**Airbreak keys:**

W / A button Up Right Arrow / LS Tilt Right

S / B button Down Left Arrow / LS Tilt Left

Num 8 / Dpad up Forward

Num 2 / Dpad down Back

Num 6 / Dpad Right Rotate clock wise

Num 4 / Dpad Left Rotate counter clock wise

F10 + 0/9 Save Current Position to Teleport Slot

World Conditions:

Ralt + Num 0 Cycle Time Scale J + Num 0 Last Played Animation

Ralt + Num 1 Noon (12) J + Num 1 EPM Down

Ralt + Num 2 Afternoon (18) J + Num 2 EPM Up

Ralt + Num 3 Evening (23) J + Num 3 ETM Down

Ralt + Num 4 Night (05) J + Num 4 ETM Up

Ralt + Num 5 Ahead one Hour J + Num 5 Enable Aim SlowMotion

Ralt + Num 6 Back one Hour J + Num 6 Enable Drive SlowM

Ralt + Num 7 Give All Weapons J + Num 7 Hazard Lights

Ralt + Num 8 Add Armor J + Num 8 Increase Wanted Lvl

Ralt + Num 9 Max Health J + Num 9 Decrease Wanted Lvl

RCTRL + C Clone Last Object

O + Num 0 Enable/Disable Siren

O + Num 1 Enable/Disable Never Wanted

O + Num 2 Set Nearest Ped on Fire

O + Num 3 Ragdoll Nearest Ped

O + Num 4 Freeze Nearest Ped

O + Num 5 Unfreeze Nearest Ped

O + Num 6 Recruit Bodyguard

O + Num 7 Spawn Bodyguard

O + Num 8 Spawn Ped

O + Num 9 All Bodyguards/Peds Leave

I + Num 0 Vehicle Rotation each press 90 degrees

I + Num 1 Open Left Front Door

I + Num 2 Open Right Front Door

I + Num 3 Close Left Front Door

I + Num 4 Close Right Front Door

I + Num 5 Engine On/Off

I + Num 6 Car/Player Invisible/Visible

I + Num 7 Trigger/Silence Car Alarm

I + Num 8 Load Saved Vehicle Slot 1

I + Num 9 Load Saved Vehicle Slot 2

K + Num 0 Delete Saved Vehicle

K + Num 1 Save Vehicle

K + Num 2 Warp to Saved Vehicle

K + Num 3 Cycle Through Passenger Seats

K + Num 4 Enable / Disable Gravity Gun

K + Num 5 Blow Up Cop Cars

K + Num 6 Teleport Bodyguards to Player

K + Num 7 Spawn Random Bodyguard

K + Num 8 Player Ragdoll

K + Num 9 Toggle Night/Thermal/Normal vision

To customize various options, you will need to edit trainerv.ini.

Keybindings  
Defaults  
Bodyguards  
Carcolor  
Clothes  
Saved Cars  
Radio  
Vehicles  
Teleporting  
Animations

This file is also being used to save teleporting slots and coordinates. The file is divided into sections, each section start with the actual configuration section denoted by for instance [KeyBindings]. After the configuration sections, there is a list of possible values.

Some examples:

////KEYBINDINGS SECTION////

[KeyBindings]

GodKeyOn1=163 //God mode On, Default RCTRL  
GodKeyOn2=112 //God mode On, Default F1

To change the first key that is associated with normal god mode, change the value 163 to something else (refer to the table after this section). To assign one key, just enter the exact same values for both keys, to disable, assign the first key a value of 0.

Another example:

////VEHICLE SECTION////

[CarSpawnOption1]  
ModelName=turismo  
Description=Turismo Spawned  
BlipName=Turismo  
Warp=1

To change the car that is spawned change the turismo into something else, again refer to the table after the section, to get the values. You can also change the description that is displayed in game. To specify whether or not the player is warped into the car when the car is spawned Warp=1 the player is warped, 0=don't warp. To change radio, teleport and weapons options you would go to those sections and make changes there.

Teleport Options can also be saved in-game, either using the menu (all 60 options) or using key combinations for the first 10 options.

Refer to reference.txt for the numbers for carcolors, carmodel, pedmodels, radio station and for carmodel names.