

memphis Speedometer V2.0



Hello everyone, finally memphis speedometer v2.0 is out. Probably the last version and for sure the best version so far.

The image above is the default layout of this mod.
From left to right:

- Advisors
- Car indicator (indicates which tire is flat and if the car isn't in mint condition) With bikes appear one bike instead of one car
- Analog Clock
- Indicator of car on fire or indicate the speed limiter
- Speedometer with variable display
- Gear indicator
- Tachometer
- Indicator if nitro is installed
- Turbo Gauge (only in a few cars)
- Water temperature
- Damage Gauge
- Economy Gauge with Kms left to run out of gas
- Gas Gauge with Kms made since in car or gas fill

Well, the most important thing before start is that you need *Cleo* to run this mod and *Sanny Builder* to enjoy at most the speedometer (<http://sannybuilder.com/>)

To install the mod just need to extract the RAR folder and paste EXACTLY as it is in the San Andreas route folder!

If you open *Sanny Builder 3* program and open the speed.cs file in your cleo folder (Type of files: ALL) you will see the program lines, scroll to find cars, like this:

```

0323 end
0324 //-----cars-----
0325 //-----Info-----
0326 //-----$Speedometer:-----
0327 // 1-80km/h
0328 // 2-160km/h
0329 // 3-240km/h
0330 // 4-320km/h
0331 // 5-400km/h
0332 //-----
0333 //-----$Tachometer:-----
0334 // 0-no
0335 // 1-12000rpm
0336 // 2-8000rpm
0337 // 3-6000rpm
0338 // 4-4000rpm
0339 //-----
0340 //-----$Turbo:-----
0341 // 0-no
0342 // 1-yes
0343 //-----
0344 //-----$Damage:-----
0345 // 0-no
0346 // 1-yes
0347 //-----
0348 if
0349 Actor.DrivingVehicleType($PLAYER_ACTOR, #NEUROS)
0350 then
0351 0004: $Speedometer = 5
0352 0004: $Tachometer = 6
0353 0004: $Turbo = 1
0354 0004: $Damage = 1
0355 0004: $MAX_SPEED = 402.0
0356 jump @NONAME_3
0357 end
0358 if
0359 Actor.DrivingVehicleType($PLAYER_ACTOR, #INFERNUS)
0360 then
0361 0004: $Speedometer = 4
0362 0004: $Tachometer = 2
0363 0004: $Turbo = 1
0364 0004: $Damage = 1
0365 0004: $MAX_SPEED = 280.0
0366 jump @NONAME_3
0367 end
0368 if
0369 Actor.DrivingVehicleType($PLAYER_ACTOR, #PREVION)
0370 then
0371 0004: $Speedometer = 2
0372 0004: $Tachometer = 3
0373 0004: $Turbo = 1
0374 0004: $Damage = 1
0375 0004: $MAX_SPEED = 210.0

```

```

//-----cars-----
//-----Info-----
//-----$Speedometer:-----
// 1-80km/h
// 2-160km/h
// 3-240km/h
// 4-320km/h
// 5-400km/h
//-----
//-----$Tachometer:-----
// 0-no
// 1-12000rpm
// 2-8000rpm
// 3-6000rpm
// 4-4000rpm
//-----
//-----$Turbo:-----
// 0-no
// 1-yes
//-----

```

So, in *Sanny Builder* if you want the 160km/h Speedometer, 8000rpm Tachometer, Turbo in **Previon** with max speed of 210km/h for example, you need to do something like this:

```

if
Actor.DrivingVehicleType($PLAYER_ACTOR, #PREVION)
then
0004: $Speedometer = 2
0004: $Tachometer = 2
0004: $Turbo = 1
0004: $Damage = 1
0004: $MAX_SPEED = 210.0
jump @NONAME_3
end

```

You can make this for any car you want, if you mod the game with cars you need to do that ;)

Well, the speedometer has some issues you have to know:

Disable on Mission!

Disable at start (when enter a car)

KEYS:

- F10 – Enable Speedometer (only can be disable if you get out of the car)
- F9 – Reset the widescreen mode (if speedometer is in different scale of gasometer)
- F10 – Alternate the widescreen on/off (it memorizes when you enter the car again)
- F11 – Turn on/off engine
- F12 – Change gear type (Automatic, semi-auto or manual) 1)
- 0 – All disappear (but enabled)
- 9 – Gas disappear (but enabled, appear if the car's on reserve)
- 8 – Speedometer disappear (but enabled)
- - – Cruise control
- . – Speed Limiter
- , – Speed Limiter increase speed
- m – Speed Limiter decrease speed
- end – Change Speedometer Display(Kms: partial and total, RPM and Km/h, RPM and Mph, Gear mode)
- pgdn – Lock doors (Simple, protect car)
- pgup – Lights (off, auto, on)

Remote doors lock:

On foot:

After leave the car, you can lock it by pressing SHIFT (if you're near the car it will open, if you're far it will lock)

On car:

If you enter another car and have the speedometer disabled you can control the previous car lock, same process as above (after activate the speedometer in new car, the last one will be open)

1)-Gears:

In Automatic gears you just need to focus on drive, no need to change gear by yourself

In Semi-auto gears when you're in *red-line* leave the throttle for a bit and press it again, the gear changes it self

In Manual you need to press X to increase gear or Z to reduce (be careful with water temperature...)

Thank you for using this mod, please comment if you like or dislike, it's important ;)

Made by **memphis** from Portugal.