

Weapon Realism Mod

v1.1

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This mod's goal is to tweak weapon attributes to make them behave more like their real world counterparts, while keeping them balanced in the context of the game. Important changes include extended effective range for most weapons and tweaked accuracy, damage, rate of fire and magazine capacity for some others. The net result of all this is the weapons are more logical in terms of specs and capabilities, are more satisfying to use and -- under the right circumstances -- are significantly more effective, both in the player's hands and in the hands of their opponents.

Using this mod with a gamepad control setup may result in unexpected results due to the different way aiming and targeting is handled, so I recommend using this mod only with a keyboard and mouse control setup.

Summary of changes

- The effective range of almost all of the weapons has been extended. Previously the effective range of most weapons (but most noticeably the assault rifles) dropped off too soon and too suddenly. This would, all too often, leave the player able to clearly see a target but not hit it. This has been rectified. While before a bullet fired from an assault rifle could hardly cover the length of a city block before disappearing into thin air, assault rifles can now be used to target enemies out to a few hundred meters away.
- Magazine capacities of certain weapons have been changed to reflect their magazines' actual dimensions (for example, the Micro SMG's magazine is too small to hold 50 rounds, it is actually a 32 round magazine. Likewise with the Pump Shotgun, the tube magazine of which is too small to hold 8 shells, it actually fits only 4.) and changes in caliber (the Pistol, despite appearing to be a 9mm Glock 17 at first glance, is actually a Glock 22 in .40 S&W, the stats have been updated to reflect this.).
- The damage of certain weapons has been increased, while the physics force of most weapons has been decreased (the only exceptions being the shotguns, their force has been increased slightly). Appropriately, given their calibers, the Assault Rifle (AK-47) is now more powerful than the Carbine Rifle (M4A1), though it is slightly less accurate.
- The shotguns have been changed significantly. Both the Pump Shotgun (the short one) and the Combat Shotgun now have slightly smaller capacities (4 and 8 respectively), but they are significantly more powerful, moderately more accurate and have extended range, particularly so in the Combat Shotgun's case
- The maximum ammo capacities of most weapons has been reduced to 10 magazines' worth or less (For example, the AK-47's maximum ammo capacity is 300). True, it's still unrealistic, but not as excessive as before.
- The accuracy of some weapons has been increased slightly, while others' accuracy has been reduced slightly. This is all very subtle, the biggest changes in this regard were made to the shotguns, and even those were only slight, to avoid creating issues with AI targeting.
- The rates of fire of some weapons has been adjusted. The Desert Eagle's rate of fire has been reduced to simulate Niko absorbing and compensating for the weapon's heavy recoil, while the rates of fire of the Micro SMG, SMG, AK-47 and M4A1 have been increased, with the M4A1 having the highest rate of fire. Previously, a bug caused the SMG's blindfire rate of fire to be noticeably slower than its normal rate of fire, this has been compensated for, so now the weapon fires at exactly (or almost exactly) the same speed however it's used.

Detailed overview of changes

Game name/ Real-life basis	Changes	Notes
Pistol	Effective range increased (50 to 70)	The pistol's default capacity (17 rounds) and the fact that it's referred to in passing as a 9mm suggest that it's a Glock 17. However, it actually does say '22' on the slide, and since many US police forces use .40 S&W nowadays and the extra stopping power makes the Glock a more useful weapon, I chose to give it Glock 22 specs.
Glock 22 .40 S&W	Damage increased (25 to 35) Physics force reduced (50 to 35) Magazine capacity reduced (17 to 15) Total ammunition capacity reduced (1500 to 150)	
Combat Pistol	Effective range increased (50 to 80)	Again, the default capacity suggests the weapon is .357 Magnum, but there are no visual indicators one way or the other, and the .50AE version is more common, so I chose to give it .50AE specs. The rate of fire is reduced to better simulate the heavy recoil of the weapon.
Israeli Weapons Industries Desert Eagle .50AE	Damage increased (40 to 55) Physics force reduced (75 to 50) Magazine capacity reduced (9 to 7) Total ammunition capacity reduced (1500 to 90) Rate of fire reduced (1 to 0.65) Blindfire rate of fire reduced (1 to 0.85)	
Pump Shotgun	Effective range increased (35 to 40)	The magazine capacity is reduced to reflect the small size of the tube magazine, while damage, accuracy and range are increased somewhat overall. Though it's better than before, this weapon is still severely range limited. Being more powerful, cops that use this also do more damage and at slightly longer ranges, which makes shootouts with cops more dangerous at close ranges.
Ithaca 37 "Stakeout" 12 gauge	Damage increased (20 to 25) Physics force increased (15 to 17) Rate of fire increased (1 to 1.2) Accuracy increased (0.08 to 0.06) Magazine capacity reduced (8 to 4)	
Combat Shotgun	Effective range increased (40 to 50)	I've yet to determine what shotgun this most closely resembles. There are many candidates, but it doesn't really matter because they all share similar specs and capabilities. Mag capacity is reduced to reflect magazine dimensions. Damage, accuracy and maximum range of effective fire have all been increased to make the weapon as effective as it should be.
Remington 11-87 (?) 12 gauge	Damage increased (10 to 23) Physics force increased (12 to 15) Magazine capacity reduced (10 to 8) Accuracy increased (0.05 to 0.04) Rate of fire increased (1 to 1.2) Blindfire rate of fire increased (1 to 1.1)	
Micro SMG	Effective range increased (50 to 80)	The new rate of fire is similar to that of the AK-47's, the accuracy is only slightly reduced, and I visually compared the magazine of the game's model with a real 32 round magazine, and they're identical, confirming that it is a 32 round magazine.
Israeli Weapon Industries Micro Uzi 9x19mm	Accuracy reduced slightly Aiming reticle widened slightly Physics force reduced (40 to 30) Magazine capacity (50 to 32) Total ammo capacity reduced (1200 to 300) Rate of fire, blindfire rate of fire increased (1.0 to 1.1)	
SMG	Effective range increased (55 to 90)	The SMG's blindfire rate of fire is, by default, slower than the ordinary rate of fire, I so I increased it more than the other to compensate, now both rates of fire are very similar or identical.
Special Weapons MP-10 9x19mm	Physics force reduced (50 to 30) Rate of fire increased (1.0 to 1.1) Blindfire rate of fire increased (1 to 1.8) Total ammo capacity reduced (1200 to 300)	
Assault Rifle	Effective range increased (65 to 125)	Whereas before the M4A1 was better than the AK in pretty much every way, now the two are, arguably, equal, having different strengths and weaknesses. The AK-47 is moderately more powerful and has a longer effective range (being an assault rifle rather than a carbine), but the M4A1 has a higher rate of fire and is more accurate.
Kalashnikov AK-47 7.62x39mm	Damage increased (30 to 45) Physics force decreased (75 to 50) Accuracy reduced slightly Rate of fire, blindfire rate of fire increased (1 to 1.25) Total ammo capacity reduced (540 > 300)	
Carbine Rifle	Effective range increased (70 to 110)	See above.
Colt M4A1 5.56x45mm	Accuracy increased slightly Physics force decreased (60 to 40) Rate of fire, blindfire rate of fire increased (1 to 1.45) Total ammo capacity reduced (540 to 300)	
Sniper Rifle	Physics force reduced (100 to 65)	This rifle's major peculiarity is it sports an unusual extended 10 round magazine, yet by default it holds only five. It now holds 10 as it should.
Remington 700 7.62x51mm	Magazine capacity increased (5 to 10) Total ammunition capacity increased (50 to 70)	
Combat Sniper	Physics force reduced (100 to 65)	
Heckler & Koch PSG-1 7.62x51mm	Total ammunition capacity increased (50 to 70)	

Installation

First, you must modify your copy of the game so it will accept modified files. For details on how to do this, see [this topic on GTAForums.com](http://this.topic.on.GTAForums.com)

Next, extract the WeaponInfo.xml file to the following directory:

\Grand Theft Auto IV\common\data

Make sure you back up the existing file in case you want to revert to it!

Issues

- Changes to weapon rate of fire only effect the weapon's behaviour in the player's hands, and only when the player is on foot, not in a vehicle. Changing the 'timebetweenshots' value, funnily enough, only effects an AI's rate of fire when they're knocked off balance, like, say, when they're shot.
- Despite being a Glock 22 in .40 S&W, the Pistol is still referred to as a 9mm when you buy one from Little Jacob. I could fix this, but it'd add too much to the filesize to be worth it.

Links

[Mod listing at ModDB](#)

[Mod listing at GTAGarage](#)

[A good list of GTA IV's weapons' real life counterparts](#)

[Contact me through email or MSN Messenger at mattydienhoff@hotmail.com](#)

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