

# ***GTA Mixed Bug Reports***

These are all the current known bugs for GTA Mixed, this document will be updated regularly with bugs that have been fixed or new bugs. Feel free to modify this document to add any new bugs or notify me. To check mod compatibility click on this link:

<https://docs.google.com/document/d/1sdiz9WBA6NFUdYppVJF7ALBocvK5CYMYpaFWtKVeomQ/edit>

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1) **The Traffic in Liberty City is wrong in the Road from Shoreside Vale to Staunton Island, almost the whole Road! I don't know where another places this bug is**

Submitted by Richardblut on GTAForums

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2) **I seem to have a strange bug where I can knock everyone over with a single punch no matter what. I found the issue to be coming from the "WantedLevelEditor.asi" file as the bug completely vanishes when I loaded up the game after deleting it.**

Submitted by aboy\_trappedinabox on GTAForums

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3) **game is crashing in between can we fix it? Cars Sometime Instantly Stop When They Reach The Point Where They Entering That place**

Submitted by DEPRIM3S on GTAForums

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4) **from enough hours Playing This Mod i like to mention The Bugs That I Have encountred - Path Bugs In Vice City - Liberty City - New Bridges "Sometimes Cars Goes Berzerk In Vice City in Some Points In The Map" "on Some Blocks Especially Liberty City Npc's Don't Know Where To Go" - Added Weapons And Icons Spawn Twice On Top Each Other - Closed Or Non Functioning Pay N Spray In The Added Cites -Weather Bugs "The Rain Stops Instantly Like You are Covered For The Top This Happens In Vice City Not Sure About Liberty City" "Sandstorms In Vice City And Liberty City" -Added Npc's Bugs "When You Go To City First Then You Go To Another The First City You Gone Too Npc's Spawn Instead Of The Specific City Npc's Not Including San Andreas Tho Because San Andears Npc's Appear In The All Cities From The Start Anyway" Ex: When You Travel From Vice City To Liberty City Vice City Peds Spawn In Liberty City Not Sure But This Happens Wlth Cars Too "Some Added**

Groups Npc's Don't Spawn Where They Should Be Like Beach Npc's" "Mixed San Andreas Npc's With The Added Npc's And San Andreas Peds Spawn More Often The Added Ones" - water bugs There's Missing Water in Glen Park and Sometime When You Swim You Or Jump You Slip Underwater I Know Optional Addons Bugs Aren't That Important But Ill Mention Them Anyway - Addon Mods Like VCS Neons Looks Bit Unnatural (Neons Floating In The Air Not On Exactly On Wall) And You Can't See The Neons From Far Distance 'With 2dfx Adjusted Drew Distance' -HD Textuers Mod Cause Spikes And Lags 'Sure Not Preformance Issue' -Project Props Only Addes Objects To San Andreas Map -Those Are The All The Bugs That I Have Encounterd Through My Playthrough Thru The Mod

Submitted by aboy\_trappedinabox on GTAForums

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5) **Fix tilted bridges (Included on the request of Junior\_Djrr) (being worked on currently)**

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6) **Unable to collect weapons in Liberty in the Hideout**

Submitted by aboy\_trappedinabox on MixMods discord server

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7) **I found some bugs that I don't know if they serve to improve this mod**

The first one I found, is the one that has several versions present, and it's when you open the minimap and the location of the cities and their locations is not displayed correctly, i.e. instead of "vice city" or "portland island" appearing, "san andreas" appears. The second one I suppose you already know of its existence, is the one that reappears twice as many items as bulletproof vests, healing and collectibles. The third bug present is that the paint sprays don't work, or well some don't work, for example the one located in the tommy vercetty car shop in Vice city, too, this one has the spray icon differently. The fourth and last one bug I found is that some pedestrians don't sit properly on the benches like some that are near Vice City airport, I think in the Cuban area.

Submitted by sansan in the comments of GTA Mixed's modpage on MixMods

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8) **this Mod causes problems with the sea level, several parts are very low levels, and there are certain parts in Liberty City where the sea level is high, but it's not much.**

Submitted by nikolai\_akakakaka in the comments of GTA Mixed's modpage on MixMods

(Note: The water bug may or not be fixed, it is a very strange but common bug with this mod)

(Update: The bug was acknowledged by neon and he said he'd try to fix it)

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#### 9) Missing LOD on the hill on the east of Blueberry Acres

Submitted by VizAkaVizard on MixMods Discord server.

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**Note: Some of these bugs are known and are being worked on! The next update of Mixed will contain numerous bug fixes so if any bugs mentioned on the list have been fixed they'll be removed accordingly.**