

Fully incompatible

Newer updates of Project Props - [GitHub - user-grinch/Project-Props: A props modification for Grand Theft Auto San Andreas](#)

ImVehFt - [ImVehFt - Improved Vehicle Features - MixMods](#)

Clever Trams - [Clever Trams \(bondes mais intelligentes\) - MixMods](#)

Dyom Missions from SA (*DYOM in general will work with the game, keep in mind you will have to create missions for GTA Mixed in GTA Mixed and DYOM for good old SA sometimes won't work)

GPS Mods - Like Vhud and other HUDs with GPS

Vinewood Custom Text - [\[SA\] Vinewood Custom Text \(customize board\) - MixMods](#)

Partially incompatible

In-game map editor(works only in SA, you can't interact with objects in LC and VC.)

Effects Mods

Compatible but Tweaking Required

Ragdoll Bullet Physics

How to make Ragdoll Bullet Physics work with GTA Mixed:

1. Open RagDoll_physics.ini.
2. Change fWorldMinX and fWorldMinY to -12000.0.
3. Change fWorldMaxX and fWorldMaxY to 12000.0.