

Introduction

MTA (MultiTheftAuto) is a modification for Grand Theft Auto 3 and Grand Theft Auto Vice City which allows multiplayer play. This project is developed for free and released for free without official support from Rockstar North. This mod is currently still a beta version, and as such you may experience a number of bugs during play, including but not limited to crashing of the game, lag, etc.

Client/Server Usage:

If this is your first time running this version of MTA you need to set up your nickname in the "Options" tab.

Online Play

Finding servers with MTA 0.5 is easier now than ever. We have implemented a server browser into the client, powered by [The All Seeing Eye](#). You can find servers from the "Connect" tab, by clicking on the "Servers..." button. The server list will then load. After selecting a server you wish to play on, you may either double click on that server, or right-click the server and click "Connect to server." Servers may also be located using [The All Seeing Eye's](#) server browsing software, or by browsing to www.game-monitor.com.

Once you are connected you can click the "Start Game" button to begin playing. The client may then prompt you to locate the gta-vc.exe or gta3.exe respectively. (if you do not have one of the two games installed then you cannot play on this server, click cancel and select another server).

After this step, Grand Theft Auto Vice City or Grand Theft Auto 3 (depending on the server) will start up. From the main screen select "Start Game" then "Start MultiTheftAuto" and begin playing online.

Lan Play

LAN play with MultiTheftAuto is similar to playing online, except that you must know the IP or the computer name of the server hosting the game (see below for creating a server). Type the computer name or local IP address of the computer hosting into the "IP:" text box, and the port that the computer is hosting the server on in the "Port:" text box. If the server is password protected you must supply a password in the "Pass:" text box. Then click connect and continue playing as described for online play.

Running a server (Windows)

You can host a server two different ways with this version of MultiTheftAuto. A server can be run directly from the executable or from within the client. To host a game from within the client click on the "Create Server" tab. The "Name:" textbox is used to specify the name your server will have when viewed by server listing software. The "Map:" dropdown is used to select which map/game-mode will be used when players connect. The "Users:" dropdown is used to select the maximum number of players that can connect to your server. The "Pass:" textbox is used to specify a password if you wish to password protect your server, leave this blank if you do not wish to password protect your server. The "Announce to ASE" checkbox is used to determine whether or not to make your server public.

If you want your server to be playable online, then you may need to forward ports on your router. For information on port forwarding for your router you should consult your router's manual. By default the ports that would need to be forwarded by the server are 2003 and 2126. The All Seeing Eye allocates a port 123 greater than your game's listen port. So, if you were hosting a server on port 7777 and you wish for the server to be listed on The All Seeing Eye, then you would also need to forward port 7900.

More advanced options may be set up by clicking the "Setup Server" button, which will allow you to change more advanced settings with the Server Config Tool.

You may also set up a server that will run without a client. To do this run the Server Config Tool, then run MTAServer.exe manually.

Miscellaneous

Admin Panel.

Enable: Tick this to apply the settings below.

Shutdown: This enables the Admin to shutdown the server totally via the Admin Tool. Be very sure you trust any Admin before setting this

Admin+: Select this if you wish to enable the more advanced form of Admin. This sends more information to the Admin, including player coordinates, health, money, current vehicle. - Note that Admin+ takes more bandwidth than standard Admin connection (about the same as an extra player would).

Admin+ password: Enables you to set a separate password for Admin+ access.

Admin Port: If you wish to be able to perform Admin duties, such as kicking and banning troublesome and unwanted players, set this to a different port to the servers port detailed above. Note that this must also be a port that is unused by anything else.

Admin Password: Set the password required to connect to the server with the Admin Tool. This prevents unauthorized people from accessing the Admin functions of your server.

Key Binding. (Advanced users only)

Keys can now be set via in-game chat using the command structure '/bind [keyname] [function]'

These are saved to the file 'config.cfg' in the root of your Vice City directory upon exiting the game. This file can also be edited manually in notepad.

For example '/bind F7 showscores' would make F7 show the scoreboard rather than the default key TAB

Available keys are: Numbers 0 thru to 9, letters a through to z, F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12, num_0 through to num_9, num_mul, num_add, num_sep, num_sub, num_div, lshift, rshift, lctrl, rctrl, mouse1, mouse2, mouse3, mouse4, mouse5, bkspc, tab, pgup, pgdn, end, home, insert, delete, arrow_l, arrow_r, arrow_d, arrow_u.

Available commands are: showplayers, showscores, say, screenshot, showchat.
For spectator mode only: next, prev, viewmoden, viewmodep

(To change standard game controls such as accelerate, look left, look right, use the normal 'options' menu inside GTA) ©

Game-Modes

In game modes where character selection is possible, use your arrow keys to select your character class, and press the <enter> key to spawn.

Vice City DM

Spawn as one of several character classes and go on a rampage about Vice City. Combat is generally considered a free for all.

Vice City Stunt

This is a no weapons gamemode. Spawn at one of several locations and try to accumulate as much money as you can by doing various stunts.

GTA3 Portland

Spawns are random here. This is a free for all deathmatch about Portland. A race gamemode can also be triggered at the ammunition.

GTA3 Staunton

Perform stunts around Staunton to accumulate enough money to buy weapons. Then use these to take out your friends.

GTA3 Shoreside Vale

Spawn as one of 2 different character classes and participate in a deathmatch, or select a gamemode to play at locations near your spawnpoint.

Changelog

Additions/fixes for version 0.5

General

- Huge increase in stability. Using the errors reported to us using the Error Report Tool, we've managed to fix a large number of the common crashes.
- New maps for GTA3 - Shore Side Vale and Staunton Island
- Lots of changes to the existing maps
- A server browser has been added to the client along with an area to store your favorites and a list of servers you've played on recently (History).
- New Client design - The client has been redesigned to make it easier to use. Error messages are now more self explanatory and checks are added to help users ensure their game is set up correctly.
- Added an in-client server that allows you to quickly host a server straight from the MTA Client.
- Integrated the MTA Protocol handler - now mta:// links will work for all MTA 0.5 users.
- Redesigned MTA Admin Tool to make it easier and more logical to use.
- Client Rich Text server welcome message. Allows you to display much more information than the message of the day.
- New installation and configuration scripts for easy setup for Linux dedicated servers
- More platforms supported for the dedicated server, including FreeBSD and OpenBSD
- Improved error report tool is now installed by default (though optionally).

Vice City Deathmatch

- Fixed the spawn menu bug where it would crash when you re-entered the game
- Re-added the moving camera in spawn menu
- Added checks to prevent the checking of non-existent objects, which resulted in Unhandled Exceptions
- Disallowed jumping while holding stubby shotgun and grenades
- Disallowed crouching while firing any weapontype
- Decreased stubby shotgun damage

Vice City Stunt

- Took the altered VC DM map and re-placed all vehicles/ramps
- Added RCbandits
- Includes Nitro for some vehicles
- Added ramps on request

GTA III Portland

- Removed 12 Vehicles from the map for stability reasons
- Vehicles now respawn properly (they no longer appear damaged)
- MTA Turismo now starts by selecting it at Ammunition
- Ammunition prices adjusted
- Added Unique Stunt Bonus and Insane Stunt Bonus rewards (does not work for Dodo)
- Added checks to prevent the checking of non-existent objects, which resulted in Unhandled Exceptions
- Increased Colt damage
- Increased Uzi Damage
- Decreased Shotgun damage
- Moved an Ammunition to the (single player) players safe house
- Added a few Pickups (Shotgun/Uzi)

Additions/fixes for version 0.4.1

- Fixed massive bandwidth bug that caused about 3 times too much bandwidth.
- Minimized freezing in GTA3 by removing weather sync (for now)
- Partially fixed GTA:VC's spawn crashing problems (less crashes)
- Various other tweaks and fixes here and there

Additions/fixes for version 0.4

General

- Synchronized time and weather
- Improved messaging system
- Admin+ introduced
- Killed By What messages. Example 'Jo killed billy (m60)'
- Server history in client
- Correct player position when exiting vehicles (no longer on the roof)
- Excessive ammo from dropped weapons fixed
- Speedometer added
- Improved anti-cheat
- Random server-side weather sync
- INI bug fixed (no longer have to constantly reset game path)
- Auto reconnect on timeout option added

Admin

- Reset scores
- select weather
- reset money
- ability to message player(s)
- /slap (-20 hp on target player)
- /motd (refreshes motd)
- /me

Admin+

- Shows players position, health, vehicle and money

Vice City Stunt

- Synchronized money on the scoreboard.
- Vehicles no longer fall thru the ground at initial spawn on slower pcs

Vice City Deathmatch

- New melee weapons - Katana, Cleaver and Machete.
- Vastly improved weapon aim
- New career
- Moved spawns
- Spaz removed
- New cars / moved cars
- Spectator mode
- New skin for VCC (SWAT in place of Phil)

Additions/fixes for version 0.3

- Back wheel no longer locked when driving
- Walking/running animations
- Improved anti-cheat system
- Updated Stunt mode with additional ramps and passenger exit crashes fixed.

Additions/fixes for version 0.2.2

- Vice City car fire replaced by a particle effect smoke/fire system. The original fire was the cause of 90% of the Unhandled Exception Errors.
- Many server and client tweaks to reduce the chances of crashes
- Stunt server version 0.1 added
- Additional anti-cheat/file altering prevention added.
- Maximum players now set to 26, this is due to file size limitations.

Additions/fixes for version 0.2.

- Vehicle exit bug fixed (The most common UE error cause)
- Passenger code
- New chat system with recent chat display
- Player name and health display
- Anti-Trainer/cheat systems.
- Scoreboard added.
- Working score/kills system
- Chat flood protection
- Improved netcode (up to 50% bandwidth savings when running a server)
- Start Game button on client
- Ping displayed both in client and on new scoreboard
- Choosable Careers:
- Colour coded radar blips
- New spawn points
- Weapon balancing
- New weapon pickup locations.
- Armour now only usable by police career
- Horns and sirens are now synced.
- 30 additional vehicles in new locations
- Many original vehicles changed/moved
- Hotring opened
- Players connecting with no name now prevented
- Key binding engine
- Screenshot key (bind able)

Technical Requirements

Original Grand Theft Auto : Vice City

900MHz Intel Pentium III or AMD Athlon

or 1.3GHz Intel Celeron or AMD Duron

128MB Ram

Windows 2000 or Windows XP (home or Pro) (MTA will not function with Windows 95, 98 or Me)

56K internet connection for internet play (broadband recommended) or NIC for LAN play

Original Grand Theft Auto 3:

Pentium III 450 CPU

96MB RAM

16MB Direct3D Video Card

Fully DirectX compatible Sound Card

8X CD-Rom

500MB free hard disk space

Windows 2000/XP (MTA will not function with Windows 95, 98 or Me)

Direct X 8.1

56K internet connection for internet play (broadband recommended) or NIC for LAN play

Troubleshooting

If you are having any problems with MTA, please go to the following URL to see if your issue has been addressed. (<http://support.mtavc.com/forum/>) If it hasn't, post your problem as well as any relevant information (Operating System, Processor, Video Card, Grand Theft Auto version, etc)

Credits

The team

AJH
Blokker_1999
Cray
eAi
IJs
Kent727
MrBump
RISO
Rzialix
Sintax
slush
trx

Special Thanks

Aeron
Headfonez
kktos
kyeman
nohsix
spec
TermNL
xerox
Wojjie
All our moderators on the forums
All our beta testers
All our fans

Rockstar North