

# OPEN ALL INTERIORS

**Game:** Red Dead Redemption 2

**Platform:** Windows

**Mod Type:** Script, world changes

**Author:** **Const96b**

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**Version:** 1.8

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# REQUIREMENTS

- **Alexander Blade's ScriptHookRDR2**
- (Optional requirement)  
**Lenny's ASI Loader** (only required for the RDO interiors)

# INSTALLATION INSTRUCTIONS

- Install Alexander Blade's ScriptHookRDR2
- Extract **OpenAllInteriors.asi** in to your game's main folder
- (optional) Extract **OpenAllInteriors.ini** in to your game's main folder (used to toggle on/off some features of the mod)
- (Optional requirement) Install Lenny's ASI Loader (**version.dll**) to load RDO interiors

# DESCRIPTION

Open All Interiors is a mod that unlocks all doors that were previously locked in free roam. You can now enter various interiors such as Angelo Bronte's mansion or the Braithwaite manor which are only accessible through story missions.

# CREDITS

- **Kaskal** who sent me detailed information of almost all the added interior locations of the 1.3 update
- **Bolmin** for helping me unlock some doors that were previously not unlocked properly
- **LMS** for his help about various scripting questions
- The RDR2 research community: **femga, alloc8or**
- This mod was requested from Twitter user: **VideoTech**
- **DustyOatMilk** who sent me detailed information for all the changes of the 1.7 update

# SUPPORT MY WORK



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