

LSPDFR

USER GUIDE AND DOCUMENTATION

VERSION 0.1 BETA

DEVELOPED BY G17 MEDIA

WWW.LCPDFR.COM

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SECTION 1 THE LSPD FIRST RESPONSE MODIFICATION

SECTION 1.1 - DISCLAIMER

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SECTION 1.2 - INTRODUCTION

The LSPD First Response Modification (LSPDFR) is a police simulation modification (mod) for the PC version of Grand Theft Auto V which transforms the game into a law enforcement simulation where you can conduct traffic stops, engage in high speed pursuits, respond to callouts and enforce the law as you see fit.

SECTION 1.3 - CREDITS AND ACKNOWLEDGEMENTS

The LSPD First Response modification is developed by G17 Media. LSPDFR was developed primarily by LMS and Sam. Many others have also contributed towards the development of the modification. Indeed, the contributions of the following people should be acknowledged:

- Jay, for his efforts in maintaining the LSPDFR website.
- Lt. Caine, for providing some code contributions towards LSPDFR and his close collaboration with the team.
- Alexander Blade, for his tireless work in the field of GTA V modding and his contributions in general.
- MulleDK19, for helping to develop the RAGE Plugin Hook.

Similarly, many people have contributed towards testing pre-release development builds of the modification, helping to trace and eliminate inconveniences, bugs, crashes and other errors, as well as providing their opinions and ideas.

The LSPDFR Testing Team consisted of: Iconography, ineseri, MichaelV and LukeD.

Additionally, a dedicated handful of people have committed their time and effort to ensuring the continuation of the project by administering and moderating the website, helping with testing and development and supporting the development team. The LCPDFR Community Team has been instrumental in the continued development of the modification, and the service of the following individuals must not go unnoticed:

- Iconography, for his valued assistance in leading the LCPDFR Community Team.
- c13, cp702, Illusionary, ineseri, LukeD, MichaelV, Original Light, Sgt. Jackson and willpv23, and all former members of the LCPDFR Community Team for their work in moderating the LCPDFR community.

SECTION 1.4 - REQUIREMENTS & OPERATIONAL CONSIDERATIONS

The following are required to run the LCPDFR Modification:

- A genuine, working Microsoft Windows (PC) platform copy of Grand Theft Auto V.
- The RAGE Plugin Hook for GTA V, and its dependencies (all of which are included).
- Version 4.5 of Microsoft's .Net Framework

LSPDFR heavily modifies the game far beyond its original purpose or scope. As such, it can conflict with the game and cause occasional failures and errors. Such errors will not have any lasting effect on the modification or the game, however they may result in crashes, freezes or the current session becoming unplayable. Note that LSPDFR does not currently support any form of multiplayer gameplay.



From writing tickets to explosive helicopter gunships, there's truly something for everyone in LSPDFR.

SECTION 2

INSTALLATION

SECTION 2.1 - MANUAL INSTALLATION

LSPDFR is currently provided in a manual installation package. This package is a compressed (.zip) folder, containing the necessary files required for the modification and is available to download on the www.lspdfr.com website.

The manual installation is designed so that its contents can be copied into the root GTA V directory as is, without the need to copy separate files to certain places.

More information regarding the manual installation process is provided within the compressed (.zip) archive.

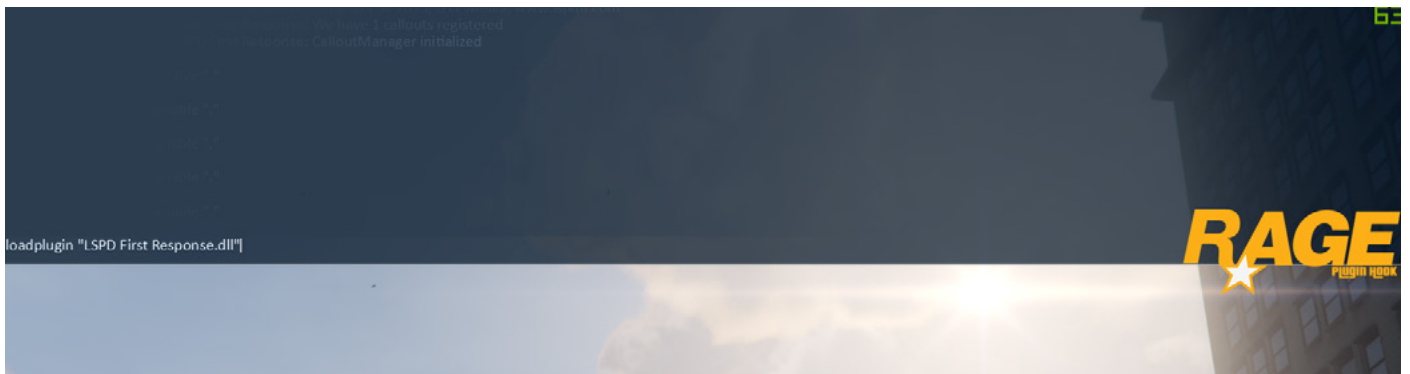
SECTION 2.2 - LOADING LSPDFR

To load Grand Theft Auto V with LSPDFR installed, run RAGEPluginHook.exe. This will load the plugin hook which powers LSPDFR. Once in-game, open the RAGE PluginHook's console by pressing the F4 key.

In the console, type: `loadplugin "LSPD First Response.dll"`

We apologise for the way in which LSPDFR must be loaded - it is most likely an oversight on the part of the RAGE Plugin Hook development team, and we hope that they will fix the software to automatically load installed plugins.

Shown below is a screenshot of the console command:



SECTION 3

MAIN FEATURE GUIDE

SECTION 3.1 INTRODUCTION

The first public release of LSPDFR lays down a basic framework upon which the modification will be developed. Still, it contains a number of interesting features - many of which will be easily recognisable by anyone who played its sister modification, LCPDFR for GTA IV.



With LSPDFR, the goal for the first version was simply to release the best possible system that we could, but in a timely fashion. We didn't want people to be waiting months-on-end to get their hands on a police simulation, so developing the modification as quickly as possible was always a big priority. Still, what LSPDFR offers is no small feat, and whether it be the brand new user-friendly interfaces we've added or the returning traffic stops and pursuits, there's definitely something for everyone.

Sam,
LSPDFR Founder

SECTION 3.1 - THE POLICE STATION AND DUTY SYSTEM



The police station and duty system have both been overhauled in LSPDFR, featuring numerous improvements over their LCPDFR counterparts.

LSPDFR reintroduces the character customisation found in LCPDFR, but does so in a far more in-depth manner with more polished cinematics and a dedicated menu. Note that while navigating the character selection menu, you can randomize the appearance of textures by pressing Enter on the selected clothing item.

Similarly, the selection of a patrol vehicle has been vastly improved, with vehicle customisation options also being available.

To go on duty as a police officer in LSPDFR - simply visit the nearest police station, which is marked on the game's radar and map. From there, you will be prompted to enter the station and begin the character and vehicle selection process.

SECTION 3.2 - PURSUITS



From the huge map of San Andreas to the vastly improved artificial intelligence, pursuits in LSPDFR are frankly like nothing you've ever seen before.

Our own artificial intelligence for pursuits has been painstakingly implemented in LSPDFR - a process which was quite challenging given the rather lethal nature of the game's law enforcement by default.

Pursuits in LSPDFR can be really exciting, making use of the many miles of open road, and the numerous law enforcement agencies which patrol.

Generally, pursuits in LSPDFR happen as part of a callout or due to a suspect resisting the player.

SECTION 3.3 - ARRESTING AND TRANSPORTING



LSPDFR adds a softer touch to the LSPD, allowing them to actually arrest suspects. Better yet, the player can too!

Arrests in LSPDFR are quite different from the system used in LCPDFR 1.0, with a far greater emphasis on interaction. Suspects will now attempt to evade your attempt at arresting them if the opportunity presents itself, and different types of suspects will be easier, and harder, to deal with.

Like before, arrested suspects can be transported to a nearby police station, too. The player can do this by approaching an arrested suspect from behind and following the in-game prompts to stand them up. Then, after doing so, the suspect will follow the player, including getting into any vehicle which the player does.

The closest jail is marked on the game's map and radar. Arrested suspects can be delivered to this point, where they will be handed over.

To arrest someone in LSPDFR, aim a weapon at them. If the suspect is eligible to be arrested, an in-game prompt will be shown.

SECTION 3.4 - TRAFFIC STOPS



LSPDFR also re-introduces traffic stops in a basic, but vastly improved, capacity.

The traffic stop system in LSPDFR is fundamentally different to previous systems used in LCPDFR. It is now more flexible, allowing for a greater deal of control and interactivity in the stages immediately preceding the actual stop.

By pressing the sprint control whilst in a police vehicle, the nearest eligible vehicle in-front of the player will be marked on the game's radar. Marked vehicles can then be signalled stopped by simply activating the vehicle's emergency lights and sirens behind them.

If a suspect is compliant and pulls over, the player will be prompted to continue the traffic stop by approaching the driver. Once close enough, an in-game prompt will be shown.

Unfortunately, suspects often choose inappropriate places to pull over and stop their vehicles. If this happens, it is possible for the player to signal the suspect to drive forward and find a new place to stop by sounding their horn for a few seconds while directly behind the suspect.

Similarly, suspects who take too long to pull over can be signalled to immediately stop through the use of a police vehicle's PA system by the player sounding their horn while directly behind the moving suspect.

In some cases, suspects may decide not to comply with the traffic stop and attempt to evade the player instead. A pursuit will be activated, and the player will be able to call in assistance.

SECTION 3.5 - CALLOUTS



A small number of basic callouts have been implemented in LSPDFR for the player to respond to. Although simple in nature, these callouts can provide many instances of exciting action.

Three pursuit-based callouts are available in the first version of LSPDFR, namely:

- Pursuit in progress
- Grand Theft Auto
- Pursuit of armed suspects

Each of these callouts has unique attributes, such as the Grand Theft Auto call featuring a variety of high performance vehicles which have been stolen, while the pursuit of armed suspects features suspects who are armed and dangerous.

You will be notified of any callouts which you can respond to via a dispatch alert in the lower left corner of the screen. To ignore a callout, simply wait until the alert disappears automatically.

To respond to a callout, you must press the Y key while the alert is still on screen.



Additionally, in true LCPDFR/LSPDFR style, there's a few easter eggs too!

SECTION 3.6 - POLICE BACKUP



One of the more revolutionary features introduced by LSPDFR is the all-new Backup Menu, bringing both an easy and powerful way to call for assistance.

The Backup Menu in LSPDFR, which can be activated by using the same control used to point in GTA Online (B, by default), allows for the player to select from a variety of different response and unit types.

Note that the Backup Menu is designed for easy use, and upon opening, will automatically select either a Code 3 or Pursuit response type for a Local Patrol Unit, depending on your current status. This means that, in any situation, you can easily request emergency assistance by simply opening the menu and confirming the automatically selected unit.

Both the Backup Menu and Interaction Menu can be closed again by pressing the same key used to open them - this is very convenient if you're on the move.

Response Types:

- Code 2 (A less urgent response to the player without lights and sirens)
- Code 3 (An urgent response to the player with lights and sirens)
- Pursuit (An urgent response to pursuit of a suspect, where the unit will join the pursuit)

Unit Types:

- Local Patrol Unit (Either a Los Santos County Sheriff (LSSD) or LSPD patrol unit)
- State Patrol Unit (A San Andreas Highway Patrol unit)
- Local SWAT Team (A more heavily armed and armoured LSSD or LSPD unit)
- NOOSE SWAT Team (A heavily armed NOOSE tactical team)
- Local Air Unit (An LSPD helicopter) (Pursuits only)
- NOOSE Air Unit (A heavily armed NOOSE helicopter) (Pursuits only)

SECTION 3.7 - INTERACTION



In similar fashion to the Backup Menu, LSPDFR also introduces a brand new Interaction Menu, allowing for the usage of various miscellaneous features.

Activated by pressing the N key, the LSPDFR interaction menu allows the player to say various speech lines, drink coffee and control certain vehicle features.

Also included in this menu is the experimental 'ambient action' feature which allows you to interact with your surroundings at certain points in the world. Typically this might be actions such as leaning against a wall or sitting on a bench.

To indulge in a hot cup of coffee, the Interaction Menu can be used to spawn one. Once holding the cup, the fire weapon button can be used to drink from it. As long as the control is held down, the player will continue to drink.

One of the vehicle features offered by the Interaction Menu is a degree of control over the vehicle's engine. Perhaps most interestingly, if set to 'Always On', the vehicle's engine will remain on when the player leaves it, much like a real police car.

In addition to the menu itself, the J key also forms part of the interaction system, allowing for the toggling of an emergency vehicle's siren.

LSPD FIRST RESPONSE 0.1 BETA
USER MANUAL

