



Callouts+ User Documentation



By LukeD

Callouts+ is an API plugin developed exclusively for LCPDFR.com. It utilizes the LCPDFR 1.0 API to bring you an enhanced and more in depth policing experience to Grand Theft Auto IV.

LCPDFR



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Section 1 – Installation & Requirements

Requirements

Callouts+ requires that the latest version of LCPDFR is installed to your Grand Theft Auto IV directory. **If LCPDFR 1.x is NOT installed, this plugin will not work.**

Callouts+ will ONLY work with LCPDFR version 1.0 or higher.

The LCPDFR installation comes packaged with all the pre-requisites that Callouts+ requires as well, these are AdvancedHook.dll, AdvancedHookInit.asi, ScriptHook.dll, ScriptHookDotNet.asi and EITHER dsound.dll or xlive.dll. If any of these are missing from your installation neither LCPDFR or Callouts+ will function correctly, if at all.

You must also be running Grand Theft Auto IV on the latest patch (currently 1.0.7.0 for GTA IV and 1.1.2.0 for EFLC)

Installation

To install Callouts+ ensure you have read the requirements above and have installed the latest version of LCPDFR.

- 1) Copy the Callouts+.dll to GTAIV/LCPDFR/plugins/
- 2) Copy the CalloutsPlus.ini to GTAIV/LCPDFR/plugins/
- 3) Copy the audio folder (including the files inside) to GTAIV/LCPDFR/
- 4) Configure the CalloutsPlus.ini file to your own personal liking.

You should now have Callouts+ successfully installed. When running the game you will see Callouts+ load in the console, the text wall added in LCPDFR 1.0 will also display the following message upon going on duty:

[SYSTEM] Using Callouts+ Version ____

All Callouts+ errors will be logged to the LCPDFR.log file, this file is required should you need to report an error. Without it I cannot help you.



Section 2 – Usage

Configuration File

Important: The key bindings are specifically named, if one is not recognised the plugin will disable itself. For a list of appropriate key names, consult the LCPDFR user documentation.

The configuration file contains mostly key binds for the additional features added by Callouts+. These are relatively simple and follow the same format as the LCPDFR configuration file, key bind + modifier.

You can disable any feature by simply setting **both** the key bind and the modifier key to “None”. This will prevent the specific feature from being activated in game. Additionally, setting the modifier only to “None” will remove the need for a modifier, leaving the key bind to activate on its own.

Some callouts require the use of an action, for example pressing ‘E’ when next to a fallen victim. These are hard coded into the plugin itself and cannot be changed.

The paramedic player health value in the configuration file is used to determine how low the player health should be at its maximum value before the paramedic will deal with the player. For example, the default value at 75 means that if the player health is below 75 (1/4 full) the paramedic will run to the player when called out, and heal them rather than deal with a fallen pedestrian.



The Callouts

There are several callouts available for you to respond to, several of these are pretty straight forward in how to deal with them however a couple require more thought. While the game will produce help text at various intervals when responding to these callouts, you can find below some useful tips on how to deal with specific ones.

Road Traffic Collision (RTC)

The RTC callout takes place relatively close to the player (in order to preserve vehicle deformation). The idea is for the player to secure the crash scene, tend to the drivers and then clear the road.

Securing the Scene is best done through the use of the road barriers. These will stop traffic and if placed on a sidewalk, the pedestrians too. Place these appropriately (maximum of 10) to ensure no traffic can interfere with the involved vehicles.

Tend to the Victims can be a difficult task. The 2 victims involved typically start fighting, but not always. If they do fight, you'll have a critical injury to deal with; I hope you left space on the road for an ambulance. You can call in an ambulance which will arrive and treat the injured victim



before taking him away in the back of the ambulance. The fighter who is left standing will likely need arresting.

Clear the Road is your second to last task. You can go about this in many ways, if the vehicles are relatively undamaged you can call a removal cop to drive them away, or you can go straight for the tow truck. I personally like to move the vehicles off to the side of the road allowing you to remove some barriers and get a lane of traffic flowing again. Doing this is advised, it means the tow truck won't get stuck in the tailback and have a hard time getting to you.

Reopen the Road is your last task. Once the two vehicles are loaded onto trucks and heading out of the draw distance you can remove the remaining barriers and get traffic moving again. *Still got a yellow blip at the scene? Once traffic is moving properly, drive away. Eventually the distance between you and the two involved vehicles will cause them to naturally de-spawn as per usual ending the callout.*

Officer Down

This has to be the hardest callout there is because you get almost no help at all. The callout involves an officer who has been attacked during a traffic/felony stop. He's lay in the road near his cruiser in a bad state, the suspect obviously took off. When you get to the scene you will only need to check the fallen officer (stand next to him and press E). In doing so you will discover he is breathing and will probably make it. He'll pass the details of the vehicle on to you, and you'll get a yellow blip highlighting the vehicles last known position at that exact point in time.

NOTE: Your job is not to rescue the officer; your job is to find the suspect. When you leave the area the officer will be taken care of automatically.



Locating the suspect is the hard part. You've got a yellow blip, and the vehicle details. That's it. No really, that is it. What did you want it spoon fed to you? You're a police officer; use your skill and knowledge of Liberty City to find the suspect.



But how do I possibly find a vehicle amongst all others in the city??!

Simple. Head to the yellow blip on your map, and think. Where is the blip placed? If it's on a long stretch of road

chances are he's further along the road. If it's at a junction, he may well have turned off. Keep patrolling the area, don't ever stop. The suspect will eventually get too far away, and you'll be alerted that you lost him, ending the callout. If you find him, he'll spot that you're on to him and put his foot down, automatically engaging a pursuit.

Murder!

She wrote...No? Alright then.

There has been a serious attack on a pedestrian, your job is to get to the scene and check the fallen victim. You can use barriers to secure the crime scene, yes that's right; those new police barriers will stop pedestrians dead in their tracks. (No pun intended)

When you've secured the scene, and checked the victim, it's probably time to call in an ambulance (or coroner, your choice). They will come and deal with the fallen victim themselves. Remember that you're a cop not a medic; leave the reviving/dragging the corpse to the professionals and focus on securing the scene.

Breakdown

In today's world you would think we have reliable cars. That may be true but if you don't know how to maintain it, it's going to fail on you. Liberty City is a busy place, the last thing you need is some old heap of junk blocking the main roads.

So, get to the broken down vehicle, you might want to block the lane just in case when you arrive. Just because you're in a callout, traffic won't be respectful. LCPDFR can still cause random drunk drivers, and the GTA IV driving AI is....well...

When you arrive, you'll need to get the guy on his travels again. You don't have to though. So either walk up to the front of the car and try to repair the engine or call in a tow truck. If you repair the engine great, you can use LCPDFR then to order the guy back into his car. Happy days. If you call a tow truck, you'll need to send him walking, or arrest him.

That's Not All Folks

This list is of callouts which are more challenging for new players. The plugin itself contains many others which follow the route of pursuits and dealing with pedestrians. The sort of thing you're already used to. For a full list of callouts, you can visit the download page linked below.

<https://www.lcpdfr.com/files/file/5017-callouts/>



Section 3 – Features and Extras

Paramedics

Yep, Callouts+ adds a new paramedic. When he arrives he doesn't tend to run over everyone in the vicinity and then total a few cars for the giggles. He'll run over to the victim and treat them. But this isn't football, he doesn't have a magic sponge and special spray, he'll need a little while to treat the victim. Once he's done, he'll take the victim away for further treatment. It's really that simple.

But that isn't all. At a specified value in the configuration file, the paramedic will attend to the player's injuries too!

Removal Cops & Tow Trucks

Removal cops and tow trucks are pretty much the same thing. A removal cop will drive a vehicle back to the impound lot, if possible. You can use this for all types of vehicles so long as it can be driven by the AI. They may take a bit of time to arrive, unlike the other responding units around, these ones follow traffic laws.



The tow truck is a good option to use if the vehicle is too damaged or char grilled. But unlike the removal team it can only deal with bikes and cars. If it's too big, or not a road vehicle they won't even bother. The tow truck got some tweaking, for effect, the driver will run out to the vehicle and call it in. When he's done he will jump back in his now fully loaded truck and drive off.

Vehicle Repairs & Garages

Yes, you can now repair your vehicle's engine. Useful if you've sustained some serious engine damage, not so useful for cosmetics. But don't worry, the police are covered. You can now take your beat up cruiser to one of several police stations (obviously ones with an actual garage) and get your cruiser fixed up. It doesn't cost you anything, and is faster than a pay and spray too!



Improved Police Barriers

Police barriers are very useful, they stop things. But now they stop more things!

Originally a police barrier could be used to stop traffic from moving further forward, this is great if you've got a mess of cars after a manic pursuit. You can simply place them and stop traffic from intervening in your clean up.

But now these barriers can be used against pedestrians too. No more will you get bloody footprints because of careless pedestrians walking all over the corpse of a fallen suspect, drop a barrier down to keep the pesky walkers away from your crime scene.



Vehicle Checks

All vehicles have to be registered; they also need to be taxed and insured. All of this information is usually kept on a database linked to the license plate. That's where ANPR comes in handy.

Now you can radio in to control and get all of these details about any car you desire. Check for uninsured vehicles, unregistered vehicles or even stolen ones too! Yep, all these details are available to you at the push of a button.



Officer LukeD....was a bit camera shy that day

Section 4 – Credits & Extras

Credits and a Thank You

Callouts+ would not have been possible without the fantastic work of the LCPDFR Development team and their production of an API. It also would not have become a popular plugin if it wasn't for the support of you guys, throwing error reports and suggestions at me.

So, I thank everyone for the huge support you have given me along the way, the suggestions and the reports have all been very much appreciated.

I will continue to develop Callouts+ as much as possible. Eventually I will either run out of things to add or the plugin will get more content rich than LCPDFR itself and I'll be hunted by LMS. Either way :D I hope to continue this plugin for as long as possible, so keep the reports and suggestions coming.

Thanks for reading.