```
this.spawnPoint = Callout.GetSpawnPointInRange(LPlayer.LocalPlayer.Ped.Position, 100, 400);

if (this.spawnPoint == SpawnPoint.Zero)
{
    return false;
}

this.ShowCalloutAreaBlipBeforeAccepting(this.spawnPoint.Position, 50f);
this.AddMinimumDistanceCheck(80f, this.spawnPoint.Position);

string area = Functions.GetAreaStringFromPosition(this.spawnPoint.Position);
this.CalloutMessage = "We have report of a stolen vehicle driving in " + area + ", available unit please

string audioMessage = Functions.CreateRandomAudioIntroString(EIntroReportedBy.Civilians);
string crimeMessage = "CRIM_A_STOLEN_VEHICLE";
if (Common.GetRandomBool(0, 2, 1))
{
    crimeMessage = "CRIM_A_CRIMINAL_IN_A_STOLEN_VEHICLE";
}

Functions.PlaySoundUsingPosition(audioMessage + crimeMessage + " IN_OR_ON_POSITION", this.spawnPoint.Pos
```

Part from code

# Hot Call-outs Manual

## FOR END USERS

*Forgot the bad styled document*

# Introduction

A long time ago I was thinking developing a new modification but not go so well. That time I started the "Lightweight" adaption of the mod.

But it ends going messy. So, I was thinking "*how about develop a new plugin*" without using API Example.

This callout plugin is open source. You can download sources, or contribute, at:
http://github.com/RelaperCrystal/HotCallouts

This plugin has currently 6 callouts implemented and 4 were available in game.
I may implement a callout which is exclusive to The Ballad of Gay Tony DLC.

# Installing

First, open the self-extract package. Select the LCPDFR folder in your Grand Theft Auto IV folder. (*Make sure LCPDFR 1.1 is installed. Some guy thinking 1.0D can work but this is compiled on 1.1 so it must run on 1.1*)

Whatever thing you used to launch the game, but Complete Edition is not supported.
This is not self-contained. It will not 100% work with other mods and plugins, but in fact, my test platform runs Hot Call-outs along with Wouters Call-outs and Call-outs+, and it was running Police Helper.

# Configurating

Hot Call-outs uses default .NET configurating. It will run on default configuration, since the plugin has no key bindings.

# Playing

This plugin has 4 playable and 6 implemented callouts.

**Callouts**

**Stolen Vehicle** *(not playable)*
Someone steals a car and driving on the street. Go apprehend the driver.

**Dangerous Driver**
A dangerous driver has been sighted on the street. Go find the driver, pull him over, and

apprehend him.

### Firearm Attack on An Officer (Situation 1)

Someone shoots at an officer, and attacked officer calls for backup. Go neutralize or apprehend the suspect.

### Suspect took aim at an officer with firearm (Situation 2)

Someone taking aim at an officer with his firearm. Officer holds this suspect and calls for help. Apprehend or neutralize this suspect.

### Suspect holding gun to an officer, and refuse command (Situation 3)

Someone holds a gun when standing face-to-face to an officer and refuse to comply order. Go apprehend or neutralize this suspect.

### Random Shooting

An armed suspect shooting randomly. Go apprehend to neutralize this suspect.

### Prison Break *(not playable)*

LCPD Prisoner transport truck has been hijacked! Two suspects hijacked a prisoner transport truck, which carries a prisoner. Remember, the prisoner will always comply order, but two hijackers not. Go apprehend or neutralize hijackers, and apprehend the prisoner. It's not a pursuit so you can block the truck and order suspect out of the truck.

### Terrorist Attack *(not playable)*

A modified version of Random Shooting which presents a dangerous suspect armed with Carbine Rifle. Take him out, really, because this guy is totally out of his mind out it's too late to get him in the correction.

### World Events

### Mugging

Remember the mugging callout presents in default LCPDFR, right? It is the same logic but it's happening in front of your face.

### A man with weapon *(not playable)*

Someone totally forgot the gun control codes and hold a gun while walking on the street. Go apprehend him.

### Additional

### Test Sound Effect Comes with LCPDFR

You can play sound effect comes with LCPDFR by entering:
*PlayLCPDFRSound <sound name>*

# Footnotes

For developers, see Developer Manual.