Code 3 Callouts

Requirements

You must have version 0.39 (or later) of the RAGE Plugin Hook installed, and a fully legal, non-pirated version of Grand Theft Auto V. You must have v0.3.1 (or later) of LSPDFR, and v1.4.1 of RAGENativeUI (included).

The version of Stealth.Common.dll included with this package is v1.6.0.1. This file has not been modified since the previous version.

Code 3 Callouts WILL check for the correct versions of all pre-requisites, and it will refuse to run if the correct versions are not installed.

After the plugin is installed, there is no need to do anything. LSPDFR will load the callouts automatically.

Automatic Installation

The automatic installer has been re-done, and the process has been simplified. To install the plugin, simply run Code 3 Callouts.msi. The installer package does require Administrator rights to run, and it will attempt to detect your Grand Theft Auto V installation path using the registry. If the install path is not found, your copy of GTA V has not been properly installed.

Manual Installation

Copy the Stealth.Common.dll file into your main/ROOT GTA V directory (typically C:\Program Files\Rockstar Games\Grand Theft Auto V). These files should be in the same folder as GTAV.exe and RagePluginHook.exe

Copy the Code 3 Callouts.dll and Code 3 Callouts.ini files into the "Grand Theft Auto V\Plugins\LSPDFR" directory.

Copy the "Code 3 Audio" folder into the "Grand Theft Auto V\LSPDFR\Police Scanner" folder.

DO NOT attempt to load this plugin via the RAGE console. LSPDFR will load the callouts automatically.

Features

NINE different callout situations, each with their own varying scenarios!

Fully integrated dispatch audio!

Requires the player to investigate each call, and do some actual police work to determine what ACTUALLY happened. Remember, just because someone called 911 to report something, does not mean that's precisely what happened.

Altered suspect behavior based on the response of the officer!

Ambient events – Situations that may occur right in front of you on your patrol!
[NEW EVENTS!] – Stolen vehicle and Carjacking
[NEW FEATURE!] – Dispatch receives a 911 call when an event occurs

Interaction menu (powered by RAGENativeUI) – No need to reminder several different key commands! Simply press F9 to open the interaction menu during one of the callouts in this plugin! Ask peds for their ID, or to follow you, or even question them!!

[NEW!] LSPDFR Computer+ Integration – Open Computer+ at any time after accepting a callout to view details about the situation from Dispatch. **This information will be updated** as the situation progresses, with suspect names, vehicle descriptions, and license plate numbers! (Optional feature; requires LSPDFR Computer+ v1.3.0 or greater)

[NEW!] Completely re-done configuration file – Allows a great degree of customization, including disabling certain calls, changing of key binds, and enabling/disabling certain features

[NEW!] Traffic Policer Integration – Certain calls make use of Traffic Policer functions, such as the breathalyzer and vehicle insurance

[NEW!] Dispatch Status Check – Dispatch will periodically ask the player for their status; if the officer does not respond, Dispatch automatically sends backup!

Callouts

Assault

A female civilian has called 911 to report that she has been assaulted by a male who tried to flirt with her. When she told him to leave her alone, he allegedly punched her.

Your job is to question her (by pressing Y), and the witness standing next to her. They will have multiple sentences to say, so you will need to press Y more than once.

YOU have to determine what ACTUALLY happened. Is she telling the truth, or did she throw the first punch?

The witness will point you in the direction the suspect who left the immediate area, but will return to the scene when he sees you arrive.

You can safely leave the victim/witness alone while you go talk to the suspect. Question everyone, check ID's, do whatever you need to do.

This callout will not end automatically, in case you need to make multiple arrests (for outstanding warrants, etc), so press CTRL + Y to end the callout.

Intoxicated Person

A civilian has called 911 to report an intoxicated person standing in the street. You know what to do. No, don't shoot him. Well...unless he aims a weapon at you...

Person with a Firearm

A civilian has called 911 to report someone carrying a concealed firearm. Hit the sirens and respond. Search the area for the suspect, and investigate. UPDATED – You will now receive a description of the suspect!!

Unknown Trouble

Is it someone who pocket dialed 911? Is it someone who called 911 because they can't get a cab? Or is it something more sinister?

Hit and Run

A pedestrian has been struck by a vehicle, and the driver has left the scene. Speak to the witness, and find out what happened.

The witness will give you the make, model, and color of the vehicle, as well as the license plate number. Sounds easy, right?

Well, the witness doesn't know where the vehicle is! Search the surrounding area for the suspect, and pull him over.

Dispatch will update you if the suspect is spotted by traffic cameras, freeway toll plazas, or other officers.

Impaired Driver

A civilian has called 911 to report an intoxicated driver. They have provided Dispatch with the make, model, and color of the vehicle.

Once you find the driver, pull them over. You can speak to them during the traffic stop by pressing Y.

Track down the impaired driver and stop them. But go quietly. You don't want the driver to be spooked by your arrival, do you?

Police Impersonator

A civilian was approached by someone identifying themselves as a police officer. The only problem is, this person was not a police officer.

Speak to the victim, and gather every detail that you can about what happened. Then search the area for the suspect.

Road Rage in Progress

A motorist has called 911 to report that they are being followed by another vehicle. The victim must have done **something** to make the other driver very angry, because the suspect is actively *ramming* the victim's vehicle!

Track down both vehicles, and pull over the suspect. Deal with the situation as you see fit. After the suspect has been calmed down or subdued, make sure the victim is okay, and tow their vehicle away if needed.

Backup Required (Domestic)

Two officers have responded to the scene of a domestic disturbance, and they have requested another unit back them up…that's you. Respond Code 2 to the scene, and assist your fellow officers with whatever they need.

You might not have to do anything…or you may have to step in to protect a brother or sister in blue…

Burglary in Progress

Someone called 911 stating that when she came home, she found that her front door was open, and the lock had been damaged. When the caller peeked through the door, she heard movement inside the house. Respond quickly (but *quietly!*) to the scene, enter the home, and clear the house, room by room.

Be careful though...the suspect may be armed, and he is not going to be happy to see the police. Wait for your backup unit to arrive before you go in! Oh yeah, and don't forget to question the suspect once you apprehend him! Use the new interaction menu to ask him questions!