Traffic Policer 6.15.0.0 Documentation – By Albo1125

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Table of Default Controls

This may come in handy when you're new to Traffic Policer and have a second screen around somewhere.

Feature	Default Key	Default Modifier Key
Follow Me	T	LControlKey
Mimic Me	R	LControlKey
Custom Pullover Location	W	LControlKey
Drugalyzer	O (letter)	LControlKey
Breathalyzer	O (letter)	LShiftKey
Run The Light (Traffic Stop)	Horn (hold 1 second)	None
Road Management	F6	None
Parking Ticket	E	LControlKey
Mark Drugs on Map (Drugs Runners)	9	None
Go to Court (Drugs Runners)	0 (hold)	None
Attempt Repairs (Broken Down Vehicle)	T	-
Toggle Speed Checker Modes	F5 (hold to close)	None
Speed Radar / Custom Pullover Location Placement	Numpad keys	
Speed Gun	Fire Weapon	Fire Weapon
Secondary Speed Radar Disable Key	Backspace	-
Place Road Management Sign – Shortcut key	J	LControlKey
Remove all Road Management Signs – Shortcut Key	J	None

Traffic Policer – Feature Showcase

Before I start, I would like to heartily recommend you to watch this video showing you all of Traffic Policer's main features and explaining some neat tricks: https://www.youtube.com/watch?v=kI6SqYRwnSA

Open Source

Traffic Policer is open source: https://github.com/Albo1125/Traffic-Policer

Installation Instructions

Requirements - some of these are included (credits go to their appropriate authors):

- LSPDFR 0.4 (not included)
- Albo1125.Common 6.6.3.0 or higher (included)
- RAGENativeUI 1.6.3.0 (included)
- RAGEPluginHook 0.51 or higher (not included)
- A legal copy of GTA V (version 1.0.1011.1-1.0. 1.0.1604.1).

To Install Traffic Policer:

- Drag the contents of this download's Grand Theft Auto V folder into your own Grand Theft Auto V directory. When prompted, replace and merge all files. This will not mess with any other files you may have.

After having followed these instructions, you must have the following:

- In your **GTA V** folder: RAGENativeUI.dll and Albo1125.Common.dll
- In your **GTA V/LSPDFR/audio/scanner** folder: Traffic Policer Audio.
- In your **GTA V/Plugins/LSPDFR** folder: Traffic Policer.dll, Traffic Policer.ini.

After having successfully followed these instructions, Traffic Policer will automatically load when going on duty with LSPDFR. This means you must not (attempt to) load Traffic Policer separately.

If you're typing "LoadPlugin Traffic Policer.dll" into the RPH console, you're doing it wrong. Please read the instructions above carefully.

Initialisation File Setup

Because it's impossible to fit everyone's requirements, I've added a lot of customisation options to Traffic Policer. To access these, open Traffic Policer.ini. You will be presented with the INI file so you can tweak all of the settings to your liking. I have included all the default values as reference points.

If you would like further assistance or recommendations for setting this up, I'd like to refer you to a specific point in **The Benzo Effect's** video review on Traffic Policer (slightly out of date): https://youtu.be/CdbsNxfnNDE?t=7m42s

Ambient Events

What is an **ambient event?** It's an event that randomly occurs while playing witout warning. You can deal with them in whatever way you wish. That is, if you can even spot them!

Traffic Policer's ambient events are obviousy all traffic related.

- **Driver using their mobile phone**. Using a phone while driving is extremely dangerous. As a traffic officer, make sure you catch these lawbreakers out! And yes**,** the driver actually holds a phone to their ear or in their lap, depending on whether they're texting or calling.

- **Driver's vehicle is unroadworthy.** With shattered windows, smoking engines and bald tyres to look out for, make sure you keep everyone on the road safe by taking these unsafe vehicles off the road!

- **Dangerous speeder**. Everybody knows speed kills. Make sure everyone stays within the speed limit and impose hefty fines on those who don't!

- **Drunk driver**. One should NEVER drink and drive. When you see a car driving in an erratic way suggesting they may be drunk, breathalyse them (see the Breathalyzer feature) to confirm your suspicions.

- **Motorcyclist without a helmet**. Helmets are essential to your safety should you fall while riding a motorcycle. Help protect someone's life by ticketing them for this 'seemingly unimportant' offence!

- **Street Race.** With two people racing each other in their heavily modded vehicles and driving extremely dangerously, this is an accident waiting to happen unless you intervene! Special thanks to **TheUniT** for helping me with this ambient event by modding the vehicles.

- **Stolen Vehicle.** Someone has just broken into someone's vehicle and hotwired it. The car alarm is still going off and the window is smashed: they need stopping!

- **Drug Driver.** Someone under the influence of drugs has gotten behind the wheel. They're driving erratically. Stop them and test them for drugs using your roadside drug testing kit, the Drugalyzer!

- **No Lights at Dark:** Pretty self-explanatory. Driving without lights during nighttime can be absolutely lethal and requires a tough stance from the

officer. This ambient event only occurs during nightly hours (20:00-08:00).

- **No Brake Lights:** Working brake lights are essential to road safety. Not having them can be extremely annoying and could even lead to a collision. Luckily, you have your notebook at hand to throw the book at these indifferent drivers!

- **Broken Down Vehicle:** Someone has broken down while driving and they are rather inconveniently parked at the side of the road. You can choose to attempt to help them; in that case, you can attempt to repair their vehicle by pressing T (Default) or by towing the vehicle away (using Arrest Manager or Police Radio).

Callouts

The following callouts are all implemented into the LSPDFR API. When they come up, you can accept them by pressing Y.

- **ANPR Hit: Vehicle's usual occupants are wanted.** This callout has over 45 possible ways it can go, illustrating that traffic officers never know the dangers they're going to face! There can be various reasons for a vehicle to be flagged on the ANPR system. Remember, officer, approach with caution! These criminals are sought after for serious offences!

- **ANPR Hit: Known Drugs Runners in vehicle**. This callout is less lethal than the Owner Wanted callout. It still tests your alertness to the limit, however! The target vehicle has strong links to drugs runners, meaning there may be valuable evidence on board the vehicle. When you stop the vehicle, the suspects may try to dispose of it by throwing it out of their vehicle. Mark the locations where evidence is dropped by pressing 9 (default) and arrest the suspects. You then go back to collect the vital evidence and present it to court by pressing 0 (default). The judge's decision will be greatly influenced by the amount of evidence presented to him, so make sure you watch for it being disposed of carefully, mark it and collect it all!

- **Driver Under The Influence:** A driver has been reported to be driving while under the influence. Find and stop them, and proceed to test them for alcohol (using the external Breathalyzer script) and drugs (using the drugalyzer). Take any action necessary.

Traffic Stop Assist

For all your daily traffic stop requirements, there's Traffic Stop Assist!

- **FollowMe.** When a vehicle stops in a bad location on a traffic stop, you can drive in front of them and press LControlKey + T (Default) to make that vehicle follow you. This allows you to have the vehicle pulled over in a safer, more appropriate location. **Only** do this **after** the vehicle has come to a full stop (i.e. you would be able to approach the driver).
- **MimicMe.** When a vehicle stops in a bad location on a traffic stop, you can drive behind them and press LControlKey + R (Default) to make that vehicle 'mimic' your movements. This allows you to have the vehicle pulled over in a safer, more appropriate location. **Only** do this **after** the vehicle has come to a full stop (i.e. you would be able to approach the driver).
- **Custom Pullover Location:** Allows you to specify a custom pullover location by placing a waypoint. The stopped vehicle will then drive to the waypoint. Can be used by pressing LControlKey + W (Default) while stopped on a traffic stop.
- **NoSweat:** Only the vehicle you're pulling over will react to your siren. Other vehicles will keep driving normally and won't act like they're in the wrong.
- **RunTheLight**: When a vehicle is waiting for a red light and you're performing a traffic stop on them, honk your horn for a second to make them run the light.
- **Ticket Reasons:** When you decide to write out a ticket for a traffic offence, you are presented with the option to let the offender know why you're ticketing them. Once you tell the offender why you've given them a ticket in true LSPD style, you can only hope the offender is too scared to commit the offence again!
- **Auto Vehicle Door Lock:** Are you sick of living in the stone age without automatic vehicle locks? Not any more! Your vehicle automatically locks itself using a dynamic finger print sensor – all hassle-free! This means your vehicle will not get stolen any more.

Road Management

Press F6 (default) to open the Road Management Menu and place various signs, cones and barriers. Vehicles will drive more carefully when around them. This will assist you in your Traffic Officer roleplaying and in directing vehicles where you want them to go. Use the shortcut keys (Ctrl J and J) for instant sign placement or removal.
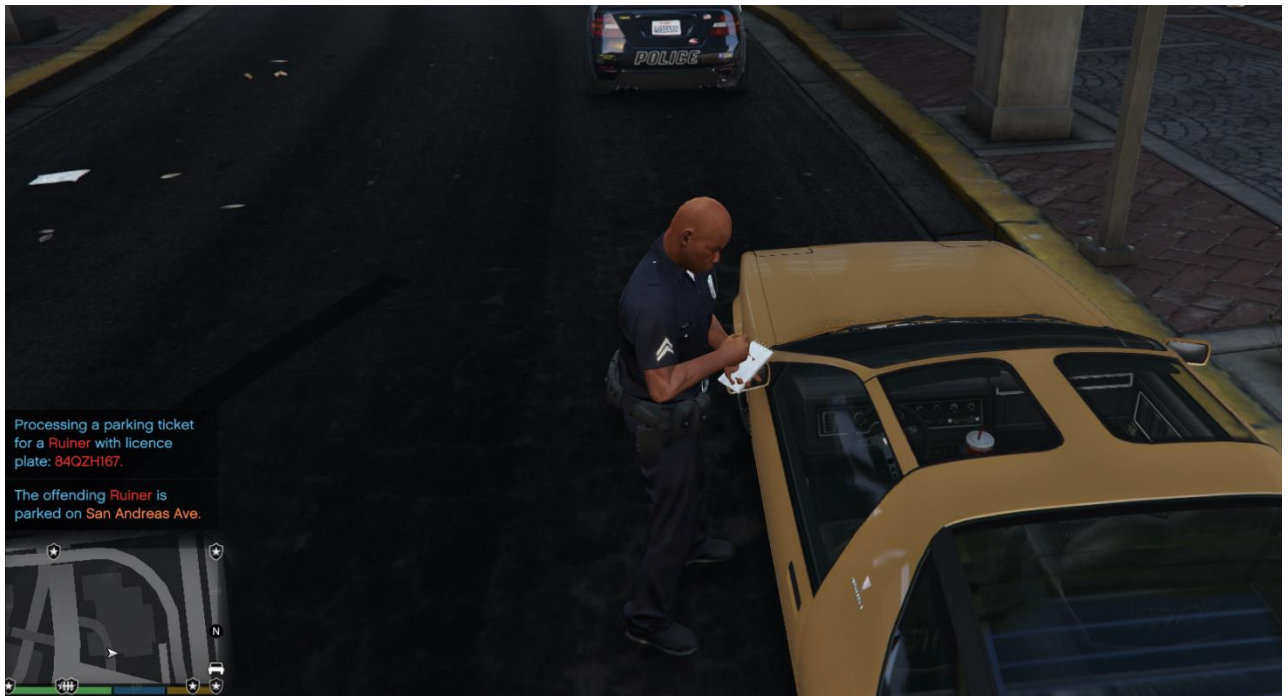
Drugalyzer & Breathalyzer

Introducing your new roadside drug testing kit, the **drugalzyer!** This device has been used in Great Britain since March 2015 and can detect cannabis and cocaine from a saliva sample. Now, I'm bringing it to San Andreas! Press LControlKey + O (default) to test a nearby person for drugs.

There's also a Breathalyzer. You can customise the alcohol limit & unit in the INI file – breathalyze nearby people by pressing Lshift + O (default).

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Parking Tickets

Are you ready to tackle the poor parking skills of the citizens of Los Santos? When standing close to a vehicle, press LControlKey + E (Default) to report that vehicle for a parking violation.
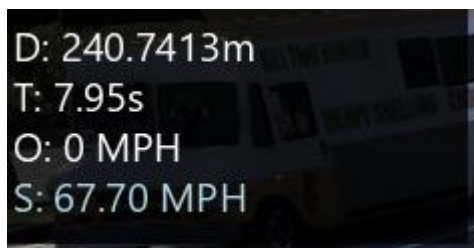
Speed Checker

More than just a speed reader, Speed Checker is key in any traffic officer's war on road crime! It can show you the vehicle's licence plate, model and speed, as well as any flags that may have been put on the vehicle (this ties in with the LSPDFR API). This is fully customisable from the INI file. All traffic officers rejoice! It can be toggled ingame by pressing F5 (default).

Speed Checker also includes an average speed check system. While driving, start your measurement by pressing PageUp (default), and when done press PageUp again to see the average speed measured.

Additionally, you can shoot some laser. Equip your chosen speed gun (Marksman Pistol by default), aim down sights and 'shoot' the weapon to fire a laser beam and read the vehicle's speed.

Vehicle Details

You are now able to see the insurance & registration status of vehicles. Simply search for their records through the Police Computer and its insurance status will be displayed. Using Police Radio's Plate Check feature will display the vehicle's insurance & registration details too.

Traffic Policer API

Developers: A guide to accessing the Traffic Policer API can be found here:

http://www.lcpdfr.com/forums/topic/60902-traffic-policerarrest-manager-api/

Wrapping up

Support Requests & Suggestions

You can request support and give suggestions via the **comments** section of the Traffic Policer download page. Please note that I may not respond to support requests that are caused by sheer laziness and not reading the bundled documentation.

Show your appreciation – Loyalty Rewards Programme

Donations are always extremely welcome. You can donate to me here: https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=T9T5RTSWX8PEY .

Leaving a positive 5 star review is also greatly appreciated!