

# Documentation for Siren Mastery by Albo1125.

Last revised for version 1.6.0.0.

Intended to be used in conjunction with Albo1125.Common 6.6.0.0 and RAGEPluginHook 0.51 or higher.

Please review the licence agreement.

Check out the feature showcase: <https://www.youtube.com/watch?v=ctZIKXPQwq4>

## INSTALLATION (3 parts):

Installation Video Tutorial: <https://www.youtube.com/watch?v=-3td9deXhNc>

### Part 1: Plugin Installation.

1. Copy and paste the entire contents of this download's Grand Theft Auto V folder into your own Grand Theft Auto V folder. Replace and merge all files if prompted by Windows.
2. Configure the INI files in Plugins\SirenMastery\Config to your personal liking (you may want to try the default settings first).

### Part 2: Preset sirens installation.

3. Using OpenIV, navigate to GTAV\mods\64\audio\sfx\RESIDENT.rpf
4. Using OpenIV, right click vehicles.awc.
5. Select Export to WAVE (.wav).
6. In the dialogue that appears, select the following folder: Grand Theft Auto V\Plugins\SirenMastery.
7. Click OK and wait a few seconds for OpenIV to extract the files.
8. You should now have the following folder: Grand Theft Auto V\Plugins\SirenMastery\vehicles. It should contain various .wav files.
9. *If you ever install new in-game sirens using OpenIV, repeat Part 2 to configure them for SirenMastery as well.*

### Part 3: Loading SirenMastery

- You can load SirenMastery ingame by typing "LoadPlugin SirenMastery.dll" into the RAGEPluginHook console (F4). Alternatively, add SirenMastery to your startup plugins in the RAGEPluginHook settings dialogue box.
- Optionally, you can remove the default GTAV horn/siren keybinding in the following menu: GTAV Pause Menu > Settings > Key Bindings > Cars, bikes, boats > Horn. Select it and press Delete to remove the keybinding. Doing this can reduce unexpected game behaviour, but is not required.
- If you use a controller, I recommend checking out this modification by Delco24 to remove unnecessary controls like bringing up your phone: <http://www.lcpdfr.com/files/file/12741-free-my-controller/>

***All sections from here on are optional. You don't need to read/follow them to use SirenMastery – they only provide customisation.***

**If you intend to upload custom sirens/UIs for Siren Mastery, please check out the guidelines – they can be downloaded from the Siren Mastery download page (click the download button).**

Siren Tone Customisation Tutorial: <https://youtu.be/-3td9deXhNc?t=2m48s>

## Customising Vehicle Siren Setups

You are able to customise your vehicle siren setups using the following file: Grand Theft Auto V\Plugins\SirenMastery\VehicleSirenSetups.xml. If this file doesn't exist yet, run Siren Mastery in-game once and it will be generated for you.

Every vehicle model in the game can have one vehicle siren setup, provided it has a siren. You are able to have a maximum of 10 sirens per vehicle model. The minimum number of sirens a vehicle model must be assigned is 4. If you haven't specified a custom siren setup for a vehicle model, a default setup will be used in game. This means you only need to customise vehicle siren setups if you want to – it is not mandatory. You are welcome to share your VehicleSirenSetups.xml file for other people to use if you wish to do so.

A VehicleSirenSetup must consist of two things: A vehicle model and a list of sirens. For the vehicle model, enter the name of the model you wish to create a vehicle siren setup for. You can add multiple vehicle models per vehicle setup (please check out the examples).

The list of sirens should consist of tags called Siren1, Siren2, Siren3 etc. (can go up to 10). Every siren must have a 'SirenType' attribute, which will determine the role of that siren in game (please see the table below). A siren can also optionally have a 'Volume' attribute to override the default volume value as set in SirenMastery.ini (using this is generally not necessary).

The value of the siren can be one of two things:

1. The name of a **pre-set siren** (please see the list below for all the possible names). This will be taken and played from the Grand Theft Auto V\Plugins\SirenMastery\vehicles folder.
2. The file name of a .wav file inside the following folder: Grand Theft Auto V\Plugins\SirenMastery\CustomSirens. The extension (.wav) must not be included.

| Siren Type | In-game use  |
|------------|--|
| Primary    | A primary siren is played when activating or unmuting your siren, or when switching back from secondary. Siren setups must contain at least 1 primary siren. |
| Secondary  | A secondary siren is selected and played when the Secondary Siren Toggle key/button has been pressed. Siren setups must contain at least 1 secondary siren.  |
| Horn       | A horn is played when making use of the Toggle Horn key/button. Siren setups must contain at least 1 horn.   |
| ForcedOnly | A ForcedOnly siren is only played when explicitly selecting it with one of the ForceSiren keys. This is optional in siren setups.                            |

### List of all possible pre-set siren names:

- PolicePrimary
- PoliceSecondary
- PoliceTertiary
- Bullhorn
- FIBPrimary
- FIBSecondary
- PoliceBikePrimary
- PoliceBikeSecondary
- GrangerPrimary
- GrangerSecondary
- AmbulancePrimary
- AmbulanceSecondary
- FireTruckPrimary
- FireTruckSecondary
- FireTruckHorn

## Custom Additional Sirens Installation and Setup

You are able to install an unlimited number of additional sirens that you are then able to use in your custom vehicle siren setups. Any additional sirens you'd like to use in your custom vehicle siren setups should be installed in the following folder (they must be .wav files):

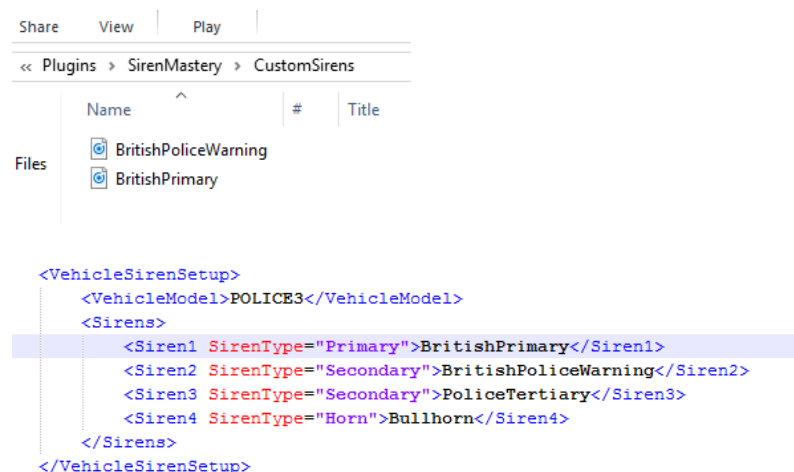
Grand Theft Auto V\Plugins\SirenMastery\CustomSirens.

To use a custom additional siren in your Vehicle Siren Setups, simply enter the file name (without the extension) as a siren value in your Sirens list. Please note that a custom siren's name must not be equal to any of the ones in the List of pre-set siren names, or it won't be picked up. You are also able to put custom sirens into folders in the CustomSirens folder, e.g.

*Plugins\SirenMastery\CustomSirens\UnitrolSirens\Primary.wav*. This would then be entered in the XML file as *UnitrolSirens/Primary*.

See above section for more information.

Here are two example screenshots of a possible setup using Custom Sirens:



## Setting a custom Vehicle Siren Setup as the default setup

To set a custom vehicle siren setup you made as a default setup for either all police cars or police bikes, you should add the **DefaultFor** attribute to that specific VehicleSirenSetup. You can have multiple DefaultFor attributes per VehicleSirenSetup, i.e. one for both possible values (see list below).

The **DefaultFor** attribute can have two values:

- PoliceCar
- PoliceBike

Using the DefaultFor attribute eliminates the need to copy in a lot of models into the VehicleModel tags individually. This is especially useful if you use addon vehicles. Check out VehicleSirenSetup examples 1 and 3 to see how to use the DefaultFor attribute in your XML files. Using the DefaultFor attribute is certainly not required.

## Customising the UI

Customising the UI - Indepth video tutorial: <https://www.youtube.com/watch?v=aD19J0ee8ho>

Customising the UI is done via the UIPositioning.ini file and via the image files inside the Plugins\SirenMastery\UI folder. While working on a custom UI, you may find Siren Mastery's console command to instantly reload all UI files useful (**SirenMastery\_ReloadUI** in the RPH console).

### Customising the images

You are able to change the images used to create the UI inside Plugins\SirenMastery\UI. The PanelBlank.png file is used as the background of the UI, while the buttons inside the Off and On folders are put on top of the background to create the UI.

The files must be PNG files. While experimenting with the buttons, I recommend using a vehicle siren setup with 10 sirens to ensure all 10 buttons are visible.

You are able to exclude various files from the On/Off folder to disable a button. E.g. if you do not want the Siren1 button to appear when Siren1 is off, simply delete Siren1.png from the Off folder. If you only want it hidden if Siren1 is on, delete Siren1.png from the On folder. Or, to hide the Siren1 button completely, delete it from both folders.

You do not have to worry about the size of your customised images – this is all handled by the user's UIScalingFactor setting in the UIConfig.ini file.

The default UI has buttons for every function available.

### Customising Plugins\SirenMastery\UI\UIPositioning.ini

[UISpecificPositioning]'s X and Y should generally be left blank – it's much better for the user to use the UIPosition setting to determine the position of the UI.

The settings starting from [SirenActive] must likely be edited if using customised UI images. All offsets are relative to the starting coordinates (0,0) of PanelBlank.png. It is therefore recommended you use a programme like Photoshop, put all your buttons over your PanelBlank.png as layers and read off each button's coordinates relative to the top left of PanelBlank.png. These values (X and Y)

must then be entered as XOffset and YOffset for each individual button to make sure the layout is as expected.

X is horizontal ---, Y is vertical |. Check image below for further clarification.

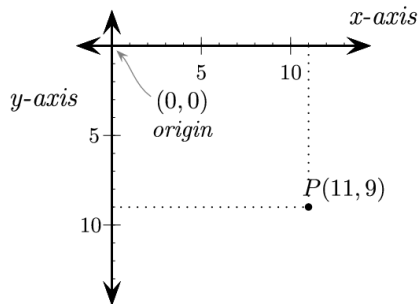


Image: [www.programarcadegames.com](http://www.programarcadegames.com)

## Using Siren Mastery with ELS

It is possible to use Siren Mastery with ELS, where Siren Mastery controls the siren sounds and ELS controls the lights. To do this, you probably want to adjust the Siren Mastery controls to work well alongside with ELS without conflicts. Doing so is up to you, as you may have changed your ELS keybindings yourself as well. I advise you to do this first.

To start with, in GeneralConfig.ini, set **DisableForELSVehicles** to false so Siren Mastery doesn't disable itself for ELS vehicles ingame.

Next, go into the ELS Vehicle Configuration File (VCF) of the vehicle you wish to use with Siren Mastery and ELS. Scroll down and look for the **<SOUNDS>** section. For each item in this section, do the following:

- Change **AllowUse** to **"false"**.
- Change **AudioString** to **""** (an empty string).

Changing both of the above values will ensure that ELS won't interfere with Siren Mastery controls, i.e. by changing the light pattern when pressing 1, 2, 3 etc. If you do for some reason wish to allow this influence, keep **AllowUse** set to **"true"**.