

INTERIOR CALLOUTS

BY VIXLOI



ABOUT

Interior Callouts is a unique callouts pack that utilizes Enable All Interiors to create intense, realistic police/SWAT scenarios. Each callout is meticulously crafted to provide a sense of real-life police interactions, where people are inherently unpredictable. This callout uses randomized probability to decide on the behavior of every single AI in each call, ensuring multiple different outcomes and maximum replayability.

While there are only two callouts in the pack at the moment, each provides a unique experience.

- **Trespassing** – A police scenario, with multiple different locations and 25 different outcomes.
- **Barricaded Suspects** – A police or SWAT scenario, with 3 locations and an almost infinite number of outcomes, no playthrough will be exactly the same. There will be certain objectives to achieve during every scenario, which will be scored at the end of the mission.

With over 20,000 lines of code, this callout pack is an ambitious project. If you appreciate my work, feel free to show your support here. Please leave a review!

<https://buymeacoffee.com/vixloi>

REQUIREMENTS

- Enable All Interiors (Version 33.0 or Above)(**NOT Included**)
<https://www.gta5-mods.com/scripts/enable-all-interiors-wip>
- ScriptHookV (Latest Version)(**NOT Included**)
<http://www.dev-c.com/gtav/scripthookv/>
- ScriptHookVDotNet-Nightly (Latest Version)(Included)
<https://github.com/scripthookvdotnet/scripthookvdotnet-nightly/releases>

RECOMMENDATIONS

- StopThePed (So suspects don't despawn after the callouts ends)
<https://www.bejoijo.com/post/stop-the-ped>
- Immersive Effects (For realistic effects from firearms)
<https://www.lcpdfr.com/downloads/gta5mods/scripts/39799-immersive-effects/>
- Weapon Control (For single, burst, or full auto fire)
<https://www.lcpdfr.com/downloads/gta5mods/scripts/47141-weaponcontrol/>

INSTALLATION

1. Download Enable All Interiors and unzip the file.
2. While in the “scripts” folder, open EnableAllInteriors.ini and change the following settings under [MISC]:
 - a. ENABLEMARKERS_TELEPORT = True
 - b. ENABLEBLIPS = True
3. Drag and drop the ENTIRE “scripts” folder from the “Enable All Interiors Mod Files” folder into the **GTAV Root Directory** Folder.
(EX: E:\SteamLibrary\steamapps\common\Grand Theft Auto V)
4. Download ScriptHookV and unzip the file.
5. Open the “bin” folder. You can safely delete the following files (unused):
 - a. NativeTrainer.asi
6. Drag and drop the EVERYTHING from the “bin” folder into the **GTAV Root Directory** Folder. (EX: E:\SteamLibrary\steamapps\common\Grand Theft Auto V)
7. Download the InteriorCallouts files from the LSPDFR page and unzip it.
8. Open the unzipped InteriorCallouts folder. Open the IC_INSTALL_FILES folder.
9. Drag and drop EVERYTHING from the IC_INSTALL_FILES folder into the **GTAV Root Directory** Folder (EX: E:\SteamLibrary\steamapps\common\Grand Theft Auto V)

HOW TO PLAY

Barricaded Suspects

1. Ensure LSPDFR is loaded, and you are on duty. You can either wait for the callout to spawn randomly or use a callout launcher.
2. Arrive on scene. Prepare equipment (armor, long guns, etc.).
3. The location of the entrance to the callout should be marked on your map with a **white garage symbol**.



Once you are at that location, you may see a **blue circle**, which you can stand inside and press “E” to enter the interior. If there isn’t a blue circle, look for enterable doors. You can just walk through these doors to enter the interior.

4. To command a suspect, aim your weapon at them, and then press Y to command them. (A prompt should pop up in the top left corner of your screen)
5. Continue to interact with them until an outcome occurs.
 - a. Some suspects may not respond to commands, this is intentional, and they may also walk away from you.
 - b. If the use of deadly force is necessary, use it.
 - c. If a suspect is compliant or has given up after the interaction has finished, arrest them (with StopMyPed or LSPDFR Vanilla Arrest) and move on.
6. Defend yourself if necessary. Some suspects may not want to talk.
7. Go slow, be careful. You can die easily.
8. Complete all objectives. Objectives will pop up as completed when they are fully finished. Your performance will be scored at the end.
9. Once all suspects, civilians and objectives have been completed, a prompt will show up to end the callout. Attend to the leftover suspects as you see fit.

Trespassing

- Ensure LSPDFR is loaded, and you are on duty. You can either wait for the callout to spawn randomly or use a callout launcher.
- Arrive on scene. The location of the entrance to the callout should be marked on your map with a **white garage symbol**. Sometimes, there won't be a symbol, and



the entrance may be marked with a GTA icon, like a barber shop, clothing store, etc. Once you are at that location, you should see a **blue circle**, which you can stand inside and press "E" to enter the interior. If there isn't a blue circle, look for enterable doors. You can just walk through these doors to enter the interior. (Common for gas stations, barber shops, etc.)

- Press Y to interact and talk with the suspect
- Continue to talk to the suspect until an outcome occurs

BUG REPORTING & TROUBLESHOOTING

Please report all bugs in the callout pack on the LSPDFR mod page or message me on Discord @ Vixloi

- If EnableAllInteriors is not working, try installing InteriorsV
<https://www.gta5-mods.com/scripts/interiorsv-scripthookv>

ACKNOWLEDGEMENTS

Thank you to everyone in the LSPDFR Developers Discord for help with all my code.

Want to get started with your own callout pack? Feel free to message me.

Scanner audio was pulled from (with permission):

- 686Callouts
- AttemptedCrimeCallouts
- GrammarPolice
- ImmersiveAmbientEvents
- TypicalCallouts
- UnitedCallouts

- LSPDFR Generic Audio
- BasicCallouts

ScriptHookVDotNet is not created by me. It is included with this callout pack within the terms of the license to redistribute. See credits for a copy of the license.

FUTURE PLANS

- Barricaded Suspects
 - New High Difficulty Locations:
 - City Smelter
 - Ron's Scrapyard
 - Clucking Bell
 - New Medium Difficulty Locations:
 - Bank
 - Jewelry Store
 - High rise apartment
 - New Low Difficult Locations
 - Single family home
 - Small garage
 - Hostage Taking
 - Traps
 - Suicide bombers
- Breaking and Entering Callout
- DA Callout
- Noise Disturbance Callout
- Hostage Situation Callout

CHANGELOG

Latest Version: v1.2.2

- Barricaded Suspects
 - Fixed an issue where the peds would despawn on the Vespucci level if the player took too long to arrive on scene
- Updated ScriptHookVDotNet-Nightly

v1.2.1

- Barricaded Suspects
 - Fixed an issue where you could always command a civilian on the Coroner level
 - Fixed an issue where sometimes civilians would be invisible on the Burton level
- Added in a new INI file that can be used to turn on or off callouts and other various settings

v1.2.0

- Barricaded Suspects
 - Added a new low difficulty location, Vespucci Apartments
 - Added a new low difficulty location, Burton Apartments
 - Fixed a bug that could cause a crash when a civilian pulled out their phone to record
- Added update checker
- Revamped dispatch voice lines when callouts spawn

v1.1.1

- Trespassing
 - Added twice as many more random ped models that could be chosen
 - Fixed a bug that caused a crash when trying to choose a random animation
 - Fixed a bug that caused a crash when trying to choose a ped model
 - Added more robust checks to prevent crashing
 - Added more dialogue for attack speech
 - The player will now automatically talk to dispatch at certain times during the callout

v1.1.0

- Updated ScriptHookVDotNet-Nightly

v1.0.9

- Updated ScriptHookVDotNet-Nightly

v1.0.8

- Updated the dispatch audio for when the callout spawns
- Barricaded Suspects

- Civilians now have a chance to quickdraw their phone and record ambiently or while they are resisting commands
- Suspects now have a chance to pull out a hidden smaller, secondary weapon and attack the player after they surrender but before they are cuffed
- Added a bunch of new closed caption dialogue lines for all NPCs.
- Added more robust checks to prevent crashing

v1.0.7

- Updated ScriptHookVDotNet-Nightly
- Updated the dispatch audio for when the callout spawns

v1.0.6

- Updated ScriptHookVDotNet-Nightly

v1.0.5

- Barricaded Suspects
 - Fixed an issue where sometimes you couldn't command a suspect with "Y"
 - Civilians may now ignore your commands and walk away from you
 - Fixed an issue where civilians would always wander, now sometimes they stay in place
 - Civilians will now sometimes cower in place before you command them
 - Civilians will now sometimes insult you while they are resisting commands
 - The player will now automatically talk to dispatch at certain times during the callout
- Updated ScriptHookVDotNet-Nightly

v1.0.4

- Revamped the readme file to make installation clearer
- Removed some installation files

v1.0.3

- Revamped the readme file to make installation clearer
- Removed some installation files

v1.0.2

- Revamped the readme file to make installation clearer
- Included requirement files in the callout files to streamline installation
- Disabled a blip that was causing threads to crash

v1.0.1:

- Fixed a bug that caused random crashes when scoring a player's performance.

v1.0.0:

- Initial Release

DISCLAIMER

InteriorCallouts is in no way affiliated with any of the following:

- Rockstar Games and Subsidiaries (Like Rockstar Toronto, Rockstar New York, Rockstar LA, etc.)
- Grand Theft Auto V
- Take-Two Interactive Software, Inc. and Subsidiaries
- Ready or Not, or VOID Interactive
- EnableAllInteriors
- ScriptHookV
- ScriptHookVDotNet

TERMS OF USE

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