

# MCCallouts Readme

by Yasd



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# Settings file

## General

### Language

To change the controls or the language, go to the **MCCallouts.ini** in **GTAV/plugins/LSPDFR**

To change the language, head to General & choose:

```
[General]
; Languages: german, english, czech, thai, french, japanese, russian, italian, polish, spanish, vietnamese, portuguese, chinese
Language = english
```

```
; toggle AIVoices ingame, volume can be adjusted ingame if a voice is playing pre
; AIVoice Callouts: IntoxicatedIndividual, Kidnapping, PackageTheft, PersonWithFi
EnableAIVoices = true
```

### EnableAIVoices

Some callouts, a few of them listed, have AI-Voices in the callouts. When there is a dialogue the ped will speak. This is an outstanding feature, I recommend to set it to true!

For volume adjust see → MCMMenu

By default, use **Y** to talk

By default, use **F6** to open the MCMMenu

Additionally, you can change the Modifier key, then you can only open the menu when pressing the modifier & the MCMMenu key at the same time.

At any time, press **END** to end a running callout, normally the callouts end when arresting/ neutralizing the suspect(s). This is not editable.

```
[Keybinds]
PrimaryKey = Y

; to disable the menu, set it to None or leave empty
MCMMenuKey = F6

; if used, the MCMMenu will only open if MCMMenuModifier
MCMMenuModifier = None

; with it you can skip longer flights or car trips
SkipKey = D9

; Menu key for callout settings
CalloutMenuKey = J

; if used, the Menu will only open if CalloutMenuKeyM
CalloutMenuKeyModifier = None
```

## EnableUB, EnablePR

MCCallouts spawns custom police vehicles & peds. Those can be configured and spawned with third party plugins like UltimateBackup or PolicingRedefined.

To enable or disable this, set it to true or false.

```
; enables Ultimate Backup vehicle & ped spa
EnableUB = false

; enables Policing Redefined vehicle & ped
; PR will be used over UB if both enabled
EnablePR = true
```

## Callouts

The callouts are toggleable, **true** for on & **false** for off.

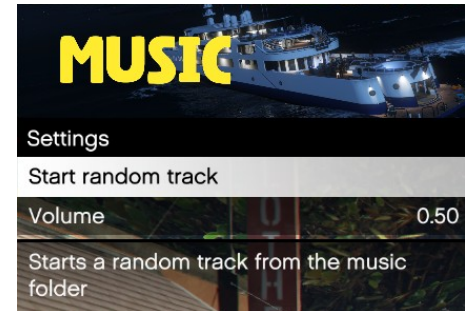
```
[Callouts]
BicycleAccident = true
BombReported = true
ZombiesReported = true
CashTransport = true
BurningDumpster = true
NoiseComplaint = true
MissingPet = true
Shoplifting = true
SolveMurder3 = true
MinorAlcohol = true
IllegalFishing = true
PrisonerFlight = true
HostageSituation = true
LostFreight = true
LostObject = true
Kidnapping = true
Shooting = true
SolveMurder = true
SolveMurder2 = true
WantedSuspectLocated = true
FastPursuit = true
IntoxicatedIndividual = true
PersonWithFirearm = true
```

## CalloutMenuKey & Modifier

The CalloutMenuKey & CalloutMenuModifierKey are menus who have different menus or function per callout. This/ those keys are configurable, too.

→ For the callouts MinorAlcohol & NoiseComplaint there is:

Custom **license free** music located  
in gtav/lspdfdr/audio/scanner/MCCallouts Audio/music



### CalloutMenuKey:

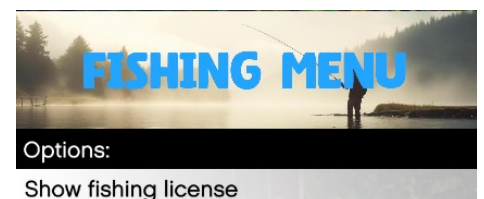
In these callouts there's music which is playing. This is an optional menu, not needed for gameplay. Is **J** by default.

### CalloutMenuModifier:

An additional key for the MusicMenu, if used you must press the MusicMenuKey (f.e. J) and the **CalloutMenuModifier** -Key (f.e. Cntrl) to open the menu. Is **None** by default.

→ For the callout IllegalFishing there is:

It's the same as the CalloutMenuKeys above, this menu is used for gameplay.



→ For the callouts there is the SkipKey, which let you skip certain points in a callout:

f. e. to skip the flight to North Yankton in the PrisonerFlight callout.

```
; with it you can skip longer flights or car trips  
SkipKey = D9
```

## MCMMenu

The MCMMenu is a RageNativeUI based menu.

The customizable opening key with an optional modifier key, by default F6, opens the Menu ingame.

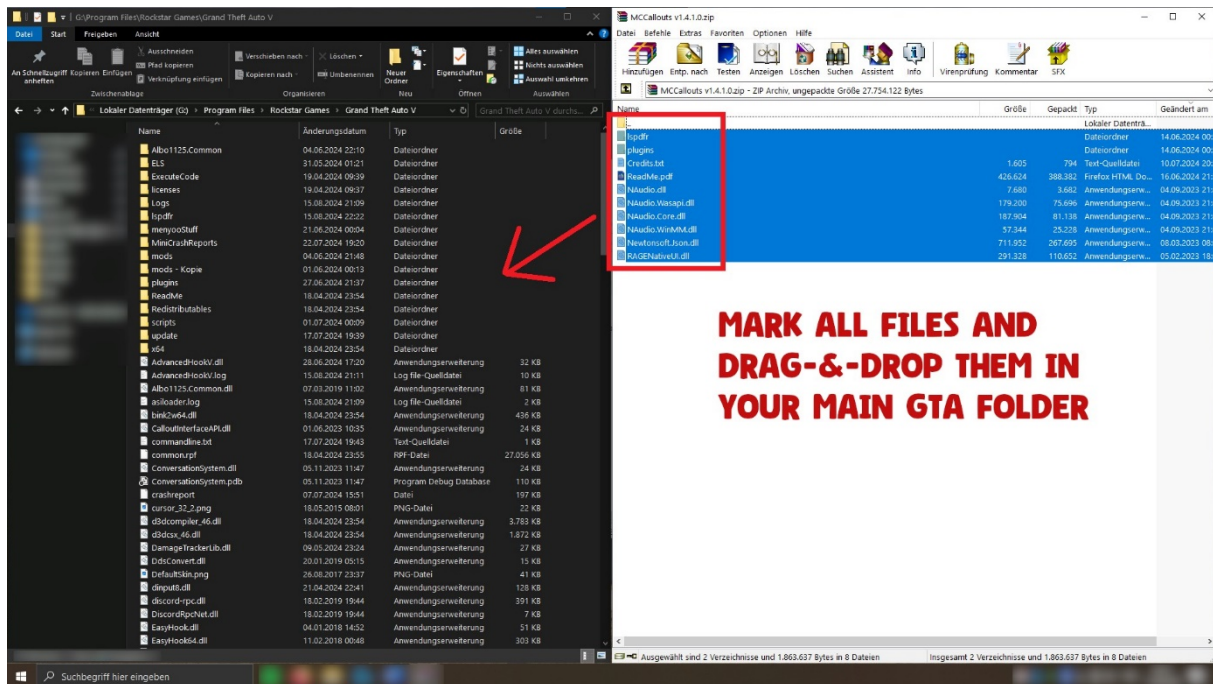
### Options

In the menu you can:

- heal yourself
- equip a tuned rifle
- start a random MCCallout
- start a specific MCCallout from a list
- **edit the Audio volume of the ingame music & AI Voices dialogue**
- end any running callout

# HOW TO INSTALL?

Open the downloaded MCCallouts.zip folder (with f.e. WinRar, 7zip or just use Windows), then drag-&-drop all files in the main gta folder. (see Screenshot 2)



For further questions/ bug findings/ improvements join the discord server:

<https://discord.gg/utNranQJSr>

# DefaultRegions.xml configuration

DefaultRegions.xml is the file where you can configure the used vehicles & peds for MCCallouts located at *gtav/plugins/LSPDFR/MCCallouts/DefaultRegions.xml*. This file now enables using multiplayer peds and you can use the same mp-peds as in Ultimate Backup! For the vehicles you can set stuff like colors or vehicles extras!

The DefaultRegions is orientated towards Ultimate Backups Default Regions and settings/ flags, which means you can **just copy** the peds and vehicle **over**!

Other than in UB (= UltimateBackup) each Region is either a Ped or Vehicle Region, so you define either your Peds or Vehicles there.

## Regions

MCCallouts only has its own regions, which will be automatically chosen in their callouts.

### Ped Regions

- CityOfficers
- CountyOfficers
- HighwayOfficers
- UndercoverOfficers
- SwatOfficers
- NorthYanktonOfficers
- ParamedicPeds
- FirefighterPeds

### Vehicle Regions

- CityPoliceVehicles
- CountyPoliceVehicles
- HighwayPoliceVehicles
- UnmarkedPoliceVehicles
- SwatVehicles
- NorthYanktonPoliceVehicles
- AmbulanceVehicles
- FiretruckVehicles

## Ped Options

The options are also described in the DefaultRegions.xml

For copying the clothes to the .xml file I recommend

<https://www.lcpdfr.com/downloads/gta5mods/scripts/45371-euptoub-converter/>

Or

<https://www.lcpdfr.com/downloads/gta5mods/misc/37621-eup-outfit-converter/>

```
* prop_hats and tex_hats
* prop_glasses and tex_glasses
* prop_ears and tex_ears
* prop_watches and tex_watches

Ped comps (components) and textures can
If you set comps without texture, the f
* comp_face and tex_face
* comp_beard and tex_beard
* comp_hair and tex_hair
* comp_shirt and tex_shirt
* comp_pants and tex_pants
* comp_hands and tex_hands
* comp_shoes and tex_shoes
* comp_eyes and tex_eyes
* comp_accessories and tex_accessories
* comp_tasks and tex_tasks
* comp_decals and tex_decals
```



## Vehicle Options

- "livery" the livery number on vehicle model (the first livery index is "1")
- "color" the color of the vehicle. It might be a "integer number" or "color name"
- "extra\_1" to "extra\_12" is the vehicle extras. ("True" or "False")

### **You can (optional):**

Change/ set the livery

Set the color

Enable/ Disable vehicle extra parts

### **You cannot:**

- Set the weapons for the peds (handled by MCCallouts)
- Set a ped for a vehicle or vice versa (handled by MCCallouts)
- Set the chance for peds, a random one will be chosen out of that list by MCCallouts

## NAudio crash solution

MCCallouts uses NAudio.dll, responsible for playing audio.

The NAudio is normally included in the MCCallouts.dll, so you don't need to install it.

However if you have an old version of it (below 2.2.1) installed then you'll get a MCCallouts crash.

### **Solution**

Remove the outdated NAudio.dll file from the main gta folder. You can only have the same NAudio 2.2.1 version as MCCallouts has.

Some old plugins come with an old NAudio version. NAudio versions are often not upwards or backwards compatible, so the plugin that requires the old NAudio will probably crash or not work. Please remove that plugin, too.

### **Those old plugins are f.e.:**

- More Radio Chatter
- more to follow

# Credits

At first a very huge shoutout to Charlie686 for showing me the basics of C#, LSPDFR & everything related! Without him this project wouldn't be possible.

NightYield for the awesome callout inspiration & motivation & helping with an awesome location system!

Thanks to DekoKiyo, LASEE, RicoVasco, Echooo, Astro, Vincent, khorio & SuperPyroManiac for the big help!

Thanks to my translator team!

Czech from Wigleg

Russian from Dozel

Thai from Tom Chandler

French from POCHIMAY & LesionX

Japanese from DekoKiyo

Italian from cristian304

Polish from Kate.Denson

Spanish from Daamu32, GTA Skies

Vietnamese from Quang Hưng

Chinese from Ben

Portuguese from LucasEduard0

➔ Thank you very much for your contribution!

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Decompiling, reverse engineering or sharing is not allowed.

# Licenses

This project uses the following libraries:

**RageNativeUI** (<https://github.com/alexguirre/RAGENativeUI>)

License: MIT License (<https://opensource.org/licenses/MIT>)

**ScriptHookVDotNet** (<https://github.com/crosire/scripthookvdotnet>)

License: Apache License 2.0 (<https://www.apache.org/licenses/LICENSE-2.0>)

**HudHelpers** by DekoKiyo (<https://github.com/DekoKiyo/JapaneseCallouts>)

License: GPL-3.0 license

**Newtonsoft.Json** (<https://github.com/JamesNK/Newtonsoft.Json>)

License: MIT License (<https://opensource.org/licenses/MIT>)

**NAudio** (<https://github.com/naudio/NAudio>)

License: MIT License (<https://opensource.org/licenses/MIT>)

**AssortedCallouts** (<https://github.com/Albo1125/Assorted-Callouts>)

License: GPL-3.0 license

Duo-Animation from **Regular Callouts**  
(<https://github.com/RicyVasco/RegularCallouts/tree/master>)

Helicam & more from **Wilderness Callouts** by alexguirre  
(<https://github.com/alexguirre/Wilderness-Callouts>)

License: MIT License (<https://opensource.org/licenses/MIT>)

Music included:

**techno1.mp3**: <https://pixabay.com/de/music/techno-trance-mystic-deep-dub-techno-veiled-no-copyright-music-144828/>

**techno2.mp3**: <https://pixabay.com/de/music/techno-trance-mind-techno-196129/>

**house3.mp3**: <https://pixabay.com/de/music/optimistisch-emotional-slap-house-music-168090/>

**house4.mp3**: <https://pixabay.com/de/music/optimistisch-endless-party-dance-218612/>

**techno5.mp3**: <https://pixabay.com/de/music/pop-yours-yours-yours-222135/>