

THE DEATH INVESTIGATOR PACK

This pack adds several coroner vehicles to the game mostly following the game's original design. The Los Santos County Coroner now utilizes two vans: Speedo and Rumpo with right side doors. The Blaine County Medical Examiner has also been given a shorter version of the Sadler. Each vehicle has been fitted with coroner-related equipment and lighting system.

Two death investigator pedestrian models are also added in the pack. The first pedestrian is a Los Santos-based coroner, while the second pedestrian is a Blaine County-based medical examiner.

REQUIREMENTS:

- **Gameconfig by Dilapidated:**

<https://www.gta5-mods.com/misc/gameconfig-xml-dilapidated>

OR

- **Gameconfig for Limitless Add-On Vehicles by F7YO:**

<https://www.gta5-mods.com/misc/gta-5-gameconfig-300-cars>

- **Packfile Limit Adjuster by Unknown Modder:**

<https://www.gta5-mods.com/tools/packfile-limit-adjuster>

- **HeapAdjuster by Dilapidated:**

<https://www.gta5-mods.com/tools/heapadjuster>

- **FwBoxStreamerVariable and Decals Limit Patch by Tanuki:**

<https://www.gta5-mods.com/tools/ymap-load-list-extent-limit-fix-fwboxstreamervariable-patch>

INSTRUCTIONS:

- Run OpenIV, click on “Edit Mode” and make sure you have installed one of the modified *gameconfig.xml* listed above in case you do not have any previously installed. This way your game will be able to handle add-on vehicles properly and it will not crash during loading;
- Run the “coroner” OIV package installer to automatically register the *.meta* changes to the base game files and wait until the process is done;
- After following these steps, launch the game and enjoy.

OPTIONAL INSTRUCTIONS (LSPDFR COMPATIBILITY):

To make the Blaine County Examiner Sadler work in LSPDFR as intended it is necessary to have the vehicle model manually replaced with an alternative version included in the installation files:

- Replace the *dlc2.rpf* file located in x64/dlcpacks/sp_coroner with the one from Optional/BCME Sadler - LSPDFR Compatibility.

CHANGELOG:

- 1.0 – Initial release.
- 1.1 – Added LSPDFR-compatible version of the BCME Sadler for LSPDFR users. Removed car generators due to conflicts and crashing issues that can't be addressed for now.
- 1.2 – Re-added the car generators, though they are no longer optional and now part of the main file, altered the liveries of the BCME Sadler, and added scenario points for the vehicles and peds, they will spawn properly at their appropriate locations.
- 1.3 – General fixes and improvements on the vehicles and peds, and car generators and scenarios have been remade from scratch.
- 1.4 – Replaced the Rumpo model and added the door gaps to the Sadler.
- 1.5 – Changed the installation method using the OpenIV Package Installer.

CREDITS:

- **Rockstar Games** – Original models
- **TheF3nt0n** – Improved Speedo conversion, mapped Rumpo and other improvements
- **AlexanderLB** – Various textures
- **Bondergomme** – Rumpo with foldable side doors, flat panels for the Speedo and other modelling stuff
- **austen64** – Quality of Life Improvements Rumpo
- **11john11** – Emergency lights and general fixes and improvements
- **Weeby** – Sadler SWB and emergency lights
- **Voit Turyv** – Emergency lights
- **Monkeypolice188** - Original LCPD Speedo model and soundbanks
- **Dani02** - Speedo fixes

- **Johnny83** and **Candice** – Stretcher model
- **Nacho** – Lightbars
- **ukeyS** – Screenshots

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