

New York Police Dept. Pack 1.1 - by dream

New York Police Dept. RMP pack. Now features versions with & without snow.

[Discord Server](#)

[Youtube channel](#)

Join the official DLS server to participate in upcoming betas, suggest new ideas, get more configs and report any issues!

[DLS Discord Server](#)

Vehicles included (*Click on vehicle name to see lighting showcase; click [here](#) to see full playlist*):

nypd1a - [2008 Ford Crown Victoria PI RMP](#);

nypd1b - [2006-2008 Ford Crown Victoria PI RMP Unmarked](#);

nypd2a - [2006 Dodge Charger PPV RMP](#);

nypdold1 - [2001 Ford Crown Victoria PI RMP](#).

Requirements:

OpenIV;

[SirenSetting Limit Adjuster](#);

[Dynamic Lightning System by TheMayBeast](#) - *Optional, but highly recommended.*

Only the 3rd stage would be active without DLS.

Extra list:

nypd1a:

None.

nypd1b:

extra_1 - Rear lights option #1;

extra_2 - Rear lights option #2;

extra_3 - Dash Beacon;

extra_4 - Grille lights option #1;

extra_5 - Grille lights option #2.

nypd2a:

extra_4 - Headlight LED flashers.

Installation:

1. Make sure you have your 'mods' folder in GTA V's main folder with a copied 'update' folder.
2. Open your OpenIV, turn on 'Edit mode' and go to GTAV/mods/update/x64/dlcpacks/. Drag and drop folder 'dmnypd'.
3. Export a file called 'dlclist.xml' which is located in GTAV/mods/update/update.rpf/common/data/. Copy this file to your desktop and open it with any editor you like. After, scroll to the bottom and locate the last line that starts with '<Item>dlcpacks:/...'. Add a new line, then copy and paste this line:

<Item>dlcpacks:/dmnypd/</Item>

4. Replace old file with the new one.

Additional steps for:

DLS Users:

Copy 'DLS' folder from 'Data Files' folder and paste it in GTAV/Plugins/

ELS Users:

Copy .xml files from 'Data Files' folder and paste them in GTAV/ELS/pack_default/

Terms of Use:

- I (dream) accept no responsibility for any damage caused to your PC, game, or anything else. Backup your files before installing anything.
- Do not display this file on other sites as your own.
- Do not rip, dismantle or change the vehicle in any way (Except for livery files).

If you do not accept this, please, do not use this mod.

Credits:

Liveries made by RootK, livery assets by North.

Special thanks to the beta-testers team.

Base models:

98-11 CVPI:

2010 Ford CVPI by Turn 10 Studios, Converted to V by OfficerUnderwood Edited into 98-11 by OfficerUnderwood; 98-04 Steering wheel by Ubisoft; 98-05 dials by Ubisoft; AM/FM/CD Radio by OfficerUnderwood; Chrome and Matte Black grille by Ubisoft; 98-08 Trim by OfficerUnderwood, SAP by Schaefft; 98-02 Steelies by Lundy, 03-05 Steelies by Carper, 06-11 Steelies by HANAKO, Steelies retextured by dream; 98-02 Hubs by Lundy, 03-05 Hubs by HANAKO, 06-11 Hubs by HANAKO; Eagle-Enforcer tire: textures by Robert, Original tire model by Matt, Special thanks to GeorgieMoon, Matt, CJ24 and Cartres for their help; 98-11 CV Headlights by Robert and Chris P. "bevarnow", emis by Kristian.

06-08 Charger

Original Dodge Charger Model by EVERMOTION. Model Optimized, UV-Mapped, Templated & Converted to GTA V by PSource. -Body L2 & L3 from Forza 4 SRT8 2010 Charger. Textured and Templated by PSource -Body Polyfilling from Original GTA V Models and Forza 4, Fitted by PSource. Door Jambs Modeled by PSource. -2009-2010 Taillights & Reverse Lights from NFS MW 2012 Charger. Fitted and Texture Editing by PSource. -Dials and Dial Emissive Textures by PSource. -Door Trim, Gear Lever, Interior Mounted Mirror and Steering Wheel from Forza. Converted, Fitted and Textured by PSource. -Driver & Passenger Front Seats from Simraceway. Converted by PSource. -Tire Tread from Original GTA V Models. Fitted by PSource; Eagle-Enforcer tire: textures by Robert; Headlights and taillights by HANAKO.

Lights:

Federal Signal Cuda TriOptic modeled and textured by Cj24;

FS MicroPulse modeled and textured by Cj24;

Whelen Strobe lights modeled and textured by Cj24;

FS Vision SL modeled and textured by Otaku;

FS Xstream dashlight modeled by HP Deskjet, textures by KK and Cj24, converted to Viper S2 using module from Arjent lightbar by RobertTM, emissive textures by Cj24;
FS3LH modeled and textured by Shmurda, emissives by Cj24;
FS SignalMaster modeled and textured by HANAKO.

Parts:

Federal Signal mic modeled by Dirty Dan;
Federal Signal siren controller modeled and textured by Cj24;
Federal Signal TS100 speaker modeled and textured by Jophics;
Panasonic Toughbook CF-30 modeled and textured by Cj24;
Console Parts modeled and textured by Cj24;
Setina Partition modeled and textured by Cj24;
Motorola antenna modeled and textured by CJ24;
Misc props by Rockstar Games.