

Remembrance:PersistentWorld



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First Release: 2/17/26

1803 Creations

Overview:

This will be the main engine the Remembrance systems runs on. This GTAV plugin is called Persistent World. This is a GTAV/LSPDFR plugin that uses a local SQL lite database. The database stays the same across game sessions and updates in real time. If you write a ticket, see the ticket forever on the record unless you delete it in the admin tool. This mod also handles vehicle plate and spawning so peds always have the same plate. Vehicles will change across sessions, however, the database updates automatically. More details below. More plugins and scripts will be released in the future and will be tagged something along the lines of "Remembrance:Gang Callouts, Remembrance: Active Speeders, etc. More info below on other current projects in development to be fully compatible with this system.

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Detailed Overview:

This plugin saves NPC person and vehicle info on a local database. When game sessions are restarted, citations, arrests, and license plate numbers are linked to the same ped across sessions.

The game will naturally spawn peds with the same name but different cars. Instead of trying to take over full ped and vehicle spawning, this plugin scans cars for drivers, sets their plates to match whatever plate is listed in the database, and then updates the database with the correct model they are driving.

For future plugins/mods that are compatible with this system, spawned peds will have full persistence if programmed to. For example, if the plugin sets them to spawn with the same name and vehicle every time, the database won't ever have to change the vehicle model.

In another example, someone could release a "gang" related callout or scenario and using a json file, they could set up their spawned peds to all have warrants and criminal histories. JSON import is still in testing phase but the format for developers to create peds/vehicles in the database easily with a JSON file is a feature being worked on.

Compatibility:

This mod is compatible with anything that can read/set LSPDR names and vehicle plate data. Use any mod or plugin to get I.D. and plate info and there is a good chance they exist in the local DB system. The database has over 2600 entries. After hours of testing, I have came across 4 people without names and just added them manually to the database using the admin [tool](#). You may come across someone not in the database. Add them or see if you can find them again without adding them! Your call.

NOT Compatible with other court or citation systems. So yes, you can use StopThePED or other mods to get the i.d.'s and plate numbers. BUT if you write a citation and/or look at the information for another system's citations/court system, it is completely separate from writing a ticket or looking up info on mine, FOR EXAMPLE: If you see a stolen car in stoptheped or LSPDR computer system, it is not going to show up stolen in our database lookup unless someone already set it to be stolen in their local database. I was thinking about having this be automatic, however, I think its better to give YOU control of the database instead of the game choosing which cars are stolen/expired/unregistered and then remixing it every game session.

Admin tool and External Computer use Windows forms so you need a Windows OS to use them.

Dependencies;

This plugin needs all of the dependencies listed below. Some of these are obvious but included anyways.

LSPDFR:

Rage Plugin Hook:

System.Data.SQLite: Needed for local database. (Included)

SQLite.Interop: Needed for the admin tool (included)

The actual database: PersistentWorld.db. Included with backups:

Installation:

SQLite.Interop and System.Data.SQLite go into the root/main GTAV Folder

-Everything else goes into the plugins/lspdftr folder.

If any of the ini or xml files get deleted (or corrupted) they will recreate once the plugin is launched in game. If you corrupted the ini or xml file somehow, delete it and it will regenerate. Make a backup if you've added a lot and want to try to add your non corrupted data.

In game: MDT/Computer : Click tab to change from vehicle or person

This is a police computer. Add Citations, Arrests. (Impound / Tow coming soon!)



This is the in-game Computer/MDT.

When you have a pulled over suspect, their info will autofill.

As you search for NPC's that you come across, their citation info will stay consistent. Vehicles plates stay the same across sessions, models change (bc of the game) but update live in the local database. Taking full control of ped/vehicle spawning causes performance issues and affects other mods. My approach allows persistence across everything except vehicle models for NPC's that spawn naturally. For other plugins/mods that will be compatible with this, those spawned NPC's will have full persistence if the mod spawns with a consistent vehicle.

What you can change here: Add Citations, lookup vehicle records

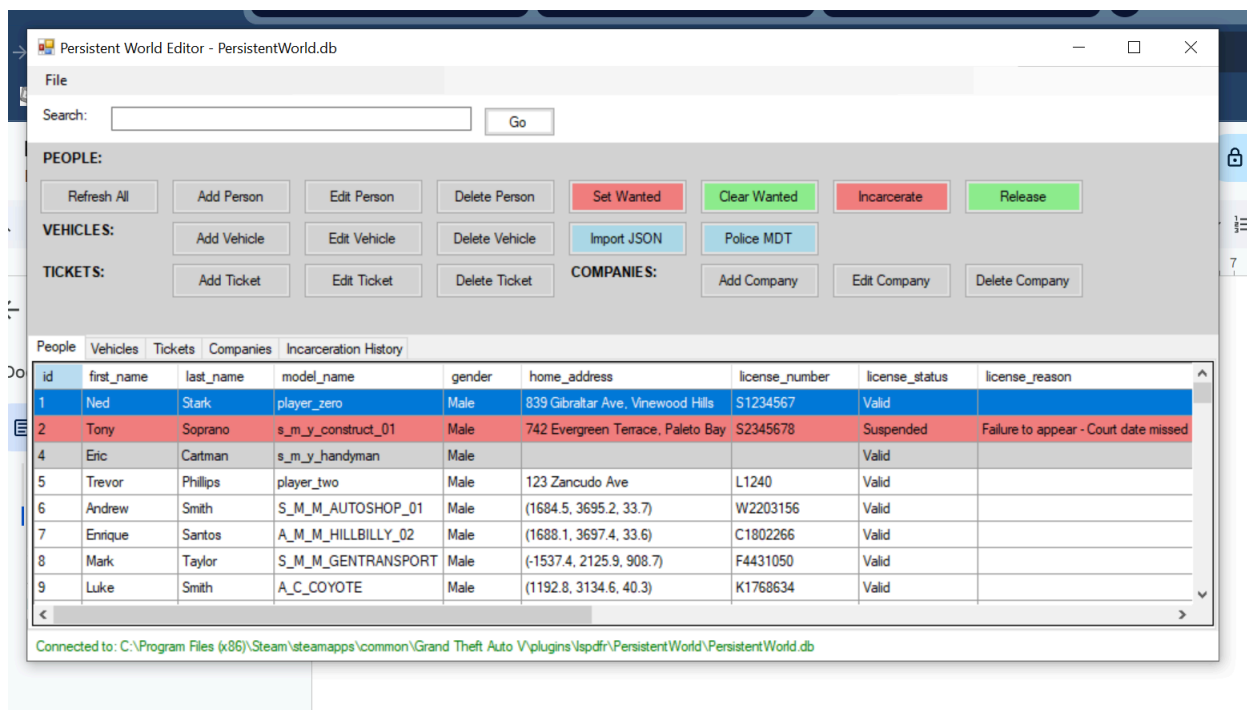
What you can't change here: Add/remove anyone or any vehicles, Only citations.

How to open:

Must be in an emergency Vehicle : Hold dpadright on controller for 3 seconds or instant press N on keyboard *Configured in xml file.

Admin Tool: Full edit.

You are in full control of the database. Add/Edit/remove people, vehicles, citations. Gives warrants, set expiration dates, stolen cars, etc. The import JSON file will be used later to import people and/or vehicles for callouts/scenarios/other plugins.



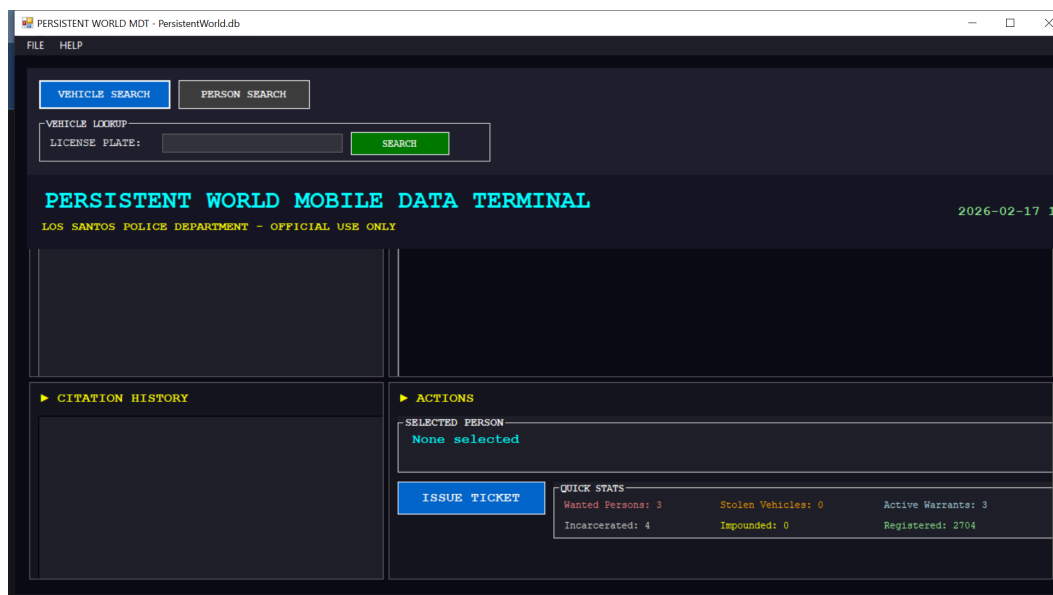
NOTE: The Admin tool and/or external computer might error out or look empty when it opens if it can't find the database. DONT WORRY. Just go to File>Open and open the database file that should be in the plugins/lspdf/PersistentWorld folder. The file should be called [PersistentWorld.db](#).

Everything in here is pretty self explanatory, The import json file is still in testing phase. This will be used so other developers can easily create peds and assign them records using a json file that work with their pugins..

BACKUP THE DATABASE. If you have made significant changes, backup the database.

If you are going to try to break things like put commas or semicolons or just whacky characters in fields they shouldn't go in, go for it and report any bugs, just make sure to backup your database so if you do corrupt something, you can revert to the backup. I've tried to make it error free so if you put something the database doesn't like, it tells you and wont actually save/update the database. But I'm sure there's something out there that could corrupt the database if someone tries hard enough.

Admin Tool: External MDT/Computer:



Police Computer that runs outside the game. Same as Internal computer but it's external. Slightly different format to allow you to click/use mouse and because its Windows and not using RAGE engine like the game. This is accessed through the admin tool. Click the Police MDT button on the admin tool to open the external computer. Load the database by going to file>open>load database. Load the [PersistentWorld.db](#) file

How to use this on a separate PC:

Share your database file so your other PC can see it. Use the database that resides in the GTA\plugins\lspdf\persistentworld folder named [PersistenetWorld.db](#) when you load the computer database.. **IF YOU COPY THE DATABASE TO ANOTHER LOCATION OR PC, YOU ARE NOT UPDATING THE DATABASE THE GAME LOADS.**

To use on another PC, copy the whole PersistentWorldAdmin folder for the police admin tool to your other PC.

AGAIN, DO NOT MOVE OR COPY the Database other than for backup or testing purposes. If you want the game to load/see your changes in real time, you need to update the database in the PersistentWorld folder located in GTA\plugins\lspdf\persistentworld.

Run the admintool.exe click file>open database

NOTE: The Admin tool and/or external computer might error out or look empty when it opens if it can't find the database. Just go to File>Open and open the database file that should be in the plugins/lspdf/PersistentWorld folder. The file should be called [PersistentWorld.db](#).

Configurables and Open-source info:

Citations.ini: Edit citations

VehicleAttachConfig.xml: Configure settings for the plates matching people in game and vehicle models matching the database

Config.xml: Scanner and Computer button settings

Github:

<https://github.com/1803creations/Remembrance-PersistentWorld->

Things that I need help with:

Cancelling keyboard or controller input for everything except the internal MDT computer when it is open. For example, if you use C to open another mod, that mod is going to open when pressing C

Currently under development as a separate but compatible plugin: (All V1.0)

Remembrance: Automatic License Plate Reader

Remembrance:Callouts (End of Feb)

Remembrance: Active Speeders (End of Feb)

Remembrance: Gang Scenarios (End of Feb)

License:

MIT License

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