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2008 Ford Crown Victoria Police Interceptor (Street Appearance Package) – Blaine County Sheriff's Office – Unmarked Detective Unit for Grand Theft Auto V

Discuss the mod and stay updated on modding-forum.com.

Version	1.3
Vehicle Slot	bcsocvpi08d (Add-On)
Lighting Equipment	Code 3 Warrior and Wingman
DLS Support	DLS v2 (optional)
Multiple Liveries	Supported, but not included

Credits

- Original vehicle model is Ford Crown Victoria Police Interceptor from Forza, converted to GTA V and edited to 2003-2011 CVPI by HANAKO. Information, references, and support provided by Cartres, 0tak, Officer Underwood, EVI, Cj24, Oleg, Vans123 and the members of Modding Forum.
- Undercarriage, tires, and rims made from scratch by HANAKO, Tire textures by RobertTM and Cartres.
- Light emissive textures upscaled and colors adjusted by Cartres.
- Base edits with many minor fixes and improvements by Cj24, including many minor improvements to textures, model, LODs, and collisions for improved accuracy and optimization.
- Code 3 Warrior visor light, LED X grill lights, Wingman rear deck light, and strobe hide-away lights modeled and textured by Cj24.
- Motorola radio modeled and textured by Kane104.
- Code 3 Mastercom controller, C3100 siren speaker, Havis console, SoundOff Signal dome light, and antennas modeled and textured by Cj24.
- Lighting and DLS setup and configuration files by Cj24.

Terms of Use

- You may replace or edit textures and create and redistribute liveries of your own using the provided template.
- When using this modification in a public multiplayer server, a link to this file must be provided for your users.
- You may not modify any model files. You may not use any assets for other modifications. You may not redistribute this archive or its contents, including any edited versions.

Installation

Prerequisites

An up-to-date install of Grand Theft Auto V for PC with a [compatible gameconfig.xml](#) and all required limit adjusters are required. More information about prerequisites and required tools can be found [here](#).

This modification requires the game to be run with DirectX 11.

Recommended: Automatic installation with [LML \(Lenny's Mod Loader\)](#)

Copy the Add-On folder with its contents into your `GTAV\lml` folder. Open the Mod Manager, select the modification and click the "Copy files to game" button to install the DLS Vehicle Config File.

Manual Installation

Open the Add-On folder and copy the contents of the `Files\GTAV` folder to your GTA V folder.

Export GTAV\update\update.rpf\common\data\dlclist.xml using OpenIV, open it with any text editor, and add the following line between </Item> and </Paths> at the bottom of the file:

```
<Item>dlcpacks:/acbcsovcvpi08det/</Item>
```

Replace the original dlclist.xml with the edited one.

To install the DLS Vehicle Config File, copy the contents of the Data Files\DLS\GTAV folder to your GTA V folder.

Notes

This modification requires the game to be run with DirectX 11.

Recommended mods:

- DLS (Dynamic Lighting System) v2 or newer: Light stages, siren controls and more. Only light stage 3 will be available when not using DLS.
- SirenSetting Limit Adjuster: Optional, adds support for 32 sirens and additional siren setting IDs to minimize the risk of conflicts.
- Siren Fixes: Allows using the sheriff siren slots with DLS that are used in the default DLS configuration of this file.
- Improved Emergency Lights: A modified visualsettings.dat file to increase emergency light brightness. Not necessary if a different graphics mod with brighter lights is used.
- Better License Plates
- Code 3 Mastercom B Siren

Extra components:

- extra 5: Visor light (always on by default)
- extra 6: Rear deck light (always on by default)
- extra 7: Grill lights (always on by default)
- extra 8: Clear headlight hideaway strobe models (always on by default)
- extra 9: Red and blue headlight hideaway strobe models (always off by default)

Unlocked parts for vehicle developers:

- Code 3 Warrior
- Code 3 Wingman for CVPI
- Code 3 LED X
- Code 3 Mastercom 3892L6 Controller
- Code 3 C3100 Speaker
- Motorola Antennas
- SoundOff Signal Interior Dome Light

Changelog

- 1.3: - DLS: Added NPCs switching to stage 1 or 2 when parked at the side of the road.
- Fixed high resolution versions of dirtmap and window textures.
- Minor fixes and improvements.
- 1.2: - Added DLS v2 vehicle configuration file.
- Added shared textures to improve memory usage when using multiple different CVPI versions.
- Changed DLC and add-on vehicle slot names to minimize risk of conflicts.
- Minor fixes and improvements.
- 1.1: - Fixed interiors of doors getting dirty.
- Minor fixes and improvements.