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# Better Chases+

Originally by Eddlm, continued by Daimian

## OVERVIEW

Better Chases+ is a mod that aims to improve the gameplay of the GTA V wanted level system, as well as add some realism and customization. This mod is based on work by Guadmaz and Eddlm and has been continued by Daimian with permission.

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- Revamped Wanted Level to be a progressive system with extensive customization
- A more realistic and proportional police response
- Arrest Warrant system that adds new gameplay after a chase ends
- Significantly enhances the overall police gameplay

## COMPATIBILITY

- **Is compatible** with any mod that modifies models, textures, sounds, behaviors
- **Is not compatible** with scripts that try to control the wanted level, however some options can help with compatibility.

Compatible with the entire story mode, however be prepared for additional difficulty and possible minor issues. If you run into an issue, you can simply disable part of or the entire mod in-game via the mod menu - also please report the issue.

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## ARREST WARRANTS

Arrest Warrants are a new part of the gameplay, escaping the police isn't enough anymore - now you must continue to avoid police or risk resuming a chase you thought you escaped. Once wanted the police can identify you and your vehicle if you let them get too close. Once you escape you will have an Arrest Warrant issued for you and/or your vehicle and police will be looking for those descriptions.

- Each character & vehicle can have their own arrest warrant. If the police identify your vehicle in a chase, escape and then get a new vehicle or risk the police recognizing it and starting the chase again.
- Change your appearance by changing clothes or painting a vehicle to make it harder for police to recognize you.
- Arrest Warrants are saved and loaded with the game.

### Overall Spot Speed

A modifier for how fast or slow police will spot you when you have an arrest warrant. 100% is default setting, less than 100% will slow the recognition process, more than 100% will speed up the recognition process.

### Warrant Length

Controls how long in in-game hours an arrest warrant is issued for based on the wanted level when you escaped. These are stacking values, so if one star length is 6 hours and two star length is 6 hours then the warrant length will be 12 hours.

### Remember Last Wanted Level

If enabled, when police recognize you from having an arrest warrant then that arrest warrant chase will be resumed and if already being chased, combined. If disabled, chase will begin with 2 stars.

### Display Spotted Meter

If enabled, when an arrest warrant is issued for the character you are playing or the vehicle you are driving and you are within sight of a police officer - a HUD will show with a % of how close they are to spotting you. At 100% the chase you had escaped will resume, if they lose line-of-sight on you the HUD will disappear, if you are out of sight the % will slowly diminish to 0%.

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## Display Spotted Indicators

If enabled, color coded indicators showing police interest in you will display above the police.

## Display Arrest Warrants HUD

If enabled, the warrant indicator in the bottom-right corner will show. The bar will show red while police have identified you or your vehicle and a pursuit is in progress. When your current character has an active arrest warrant it will show an icon, when your current vehicle is similar to an active vehicle warrant it will show an additional icon. If your character and your current vehicle do not match any active warrants, no visual is shown.

## Display Notifications

If enabled, will show notifications above the mini-map when arrest warrants have changed or been added.

## Display Big Messages

If enabled, will display messages similar to the Online shards when something important happens. These are the large messages that appear across your screen.

## Icon Offset X / Icon Offset Y

This setting allows controlling the position of the person & vehicle wanted HUD icons in reference to their default positioning of this mod. Note: previous setting values are not properly displayed - each time you change this value it starts at 0. (NativeUI bug)

## Text Offset X/ Text Offset Y & Gradient Offset X/ Gradient Offset Y

This setting allows controlling the position of the “Wanted” text & gradient in reference to their default positioning of this mod.

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## BETTER CHASES

With Better Chases the police have a much larger range of responses based on your actions. A chase begins with a limited police response and depending how you try to evade police will determine the force used against you. Drive recklessly by hitting pedestrians or police and you will quickly find the chase has become much more serious.

- Overhauled how the wanted system progresses from 1 star to 5 stars via crimes & more.
- Extensive customization allows you to tailor your own experience.
- Build the wanted level based on crimes you commit during a police chase.
- Police aggressiveness is now controllable and proportional.

### Wanted Level Control

**“Full”** allows the mod to take complete control over the wanted level, how you initially gain wanted status is unchanged but will actively override any other mod that attempts to control the wanted level. **“Passive”** is best when you would rather have another mod control the wanted level but still want wanted level increases from Better Chases+.

### Chase Escalates

Four phases allow you to optionally tailor how police chases will passively escalate over time so that even if you do not commit any additional crimes the wanted level will still increase progressively.

### Dispatch Control

If enabled, passively controls the spawning of police units during a chase based on the wanted level. Ground units include cars, motorcycles, and quads. Air units can also be controlled at certain levels. Also controls how the wanted level increases when police request backup via the Ground Max Limit, once the number of police ground vehicles in a chase exceed this then the wanted level is increased. Can also enable PIT or Deadly force based on wanted level. This feature works with the dispatch.meta settings so you can use other mods to control what police are spawned.

### Crimes Control

Crimes are one of the main ways how the wanted level increases with BetterChases+. Each crime can be enabled and configured. Only one of each crime can be committed per chase and is connected with arrest warrants.

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## **Cops Manage Traffic**

If enabled, cops will try to avoid crashing into vehicles, pedestrians and other cops. This will happen in the world around you, not just when they are chasing you.

## **Wrecked Cops Give Up**

If enabled, cops driving badly damaged vehicles will give up pursuit. This includes the engine, body, and the tires if any are flat. The vehicle will stop being used and cops will attempt to chase on foot or use any other method the game allows them to continue the pursuit.

## **Cops Won't Commandeer**

If enabled, the police will not try to take civilian vehicles when no police vehicles are available. Recommended if "Wrecked Cops Give Up" is enabled.

## **Require PIT Authorization**

If enabled, it prevents cops from performing PITs/Ramming. PIT Authorization is given under certain pursuit conditions including hitting pedestrians among others. When in populated areas, police will not PIT/Ram you.

## **Require Lethal-Force Authorization**

If enabled, prevents cops from using lethal weapons to kill you and instead use stun guns or batons to subdue you. If police witness you killing civilians, aiming at police, or you attain a 4 star wanted level, lethal force will be authorized. Note: police will not arrest you when you are prone or stunned, you must have the "Allow Extra Bust Opportunity" enabled and use the surrender button to stop the police from stunning you and come arrest you.

## **Allow Extra Bust Opportunity**

If enabled, allows you to surrender to the police above 1 star but below 5 stars. You can press E on the keyboard or Cover on the controller to give yourself up near the police (~ 20 meters) and put your hands up. This will temporarily change your wanted level to 1 star so police can arrest you. If you do not surrender, the vanilla game behavior is to continually shoot/stun you above 1 star.

## **Display PIT/Lethal Force HUD**

If enabled, the icons for PIT/Lethal force will display in the top-right corner near the wanted stars.

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### **Display Notifications**

If enabled, will show notifications above the mini-map when police are reacting to you.

### **Display Big Messages**

If enabled, will display messages similar to the Online shards when something important happens. These are the large messages that appear across your screen.

### **Icon Offset X / Icon Offset Y**

This setting allows controlling the position of the PIT & Lethal force HUD icons in reference to their default positioning of this mod. Note: previous setting values are not properly displayed - each time you change this value it starts at 0. (NativeUI bug)

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## FAQ

Q: Why cannot I access the in-game mod menu (default F7)?

A: You need NativeUI 1.8.x or newer. [Download Here](#)

Q: Why am I unable to increase the wanted level beyond 1 star with my trainer mod?

A: That is because of the Better Chases Wanted Level Control setting set to “Full”, this setting prevents other mods from controlling the wanted level after you become wanted to ensure a consistent experience with various other mods installed that tend to add to the wanted level.

Q: Why do the police keep tazing me and won't arrest me?

A: This is vanilla gameplay mechanic restrictions, normally above 1 star vanilla GTAV cops only try to kill you. The only way to trigger the police to arrest you is to use the surrender button from the **Allow Extra Bust Opportunity** mod setting to raise your hands which should trigger the vanilla game arrest mechanic. There seems to be no script method to tell the police to arrest you and is instead linked to an animation.

Q: How can I change the in-game menu toggle from the default F7?

A: This can only be changed by editing the BetterChasesConfig.xml file located in the GTAV scripts folder. Change the “MenuKey” entry using the following key map document:  
<https://docs.microsoft.com/en-us/dotnet/api/system.windows.forms.keys?view=netframework-4.8>

Q: What is this Better Chases+.pdb file?

A: This file allows errors to give the exact line number the error occurred at so I can better debug the mod. It can be deleted if you wish but then when an error happens it won't output the line # in the log file and this mod is almost 10,000 lines long.

Q: Why won't police arrest me while in a vehicle?

A: Because Rockstar hard coded a lot of police AI when wanted, so even commanding police to approach you quickly resets them and they get stuck in an animation loop. Not much I can do.

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## Changelog

### 1.1.2

- Cops should no longer shoot you with the stun gun when you are on the ground, already being stunned, or sitting in a vehicle
- Changed surrender animation to one that looks more natural
- Rewrote extra bust opportunity (surrendering) so you can initiate it while on the ground or being stunned so you can get up and get busted
- Fixed a bug that would sometimes not allow you to surrender (Rockstar code says IsStunned == IsRunning for some reason so now based on player speed)
- Changed cop PED detection to type based to support addon cop peds

### 1.1.1

- Removed “Debug” UI being displayed
- Added SurrenderKey & SurrenderButton to the config XML file
- Prevented Reckless crime report when riding bicycle

### 1.1

- Completely rewrote Better Chases module
  - Made almost everything customizable
  - Refactored Dispatch Control to fix issues with cops disappearing and performance
  - Rewrote all Crimes for customization, performance, and bug fixes
  - Police Won’t Commandeer is now fully fixed
  - Refactored wanted level progression
- Completely rewrote the in-game menu and used NativeUI 1.8 for increased compatibility
- Added saving and loading of Arrest Warrants, saves when warrants are issued or cleared, loads on game start or via debug menu
- Refactored Better Chases and Arrest Warrants to use in-game time instead of real world time, real world time had to be removed because it was not possible to save and load properly
- Stolen vehicle feature removed from Arrest Warrants and added to Better Chases as a crime during a chase. Use another mod like Pull Me Over to start a chase because of a stolen vehicle.
- Updated mod to .Net Framework 4.8
- Update mod to ScriptHookVDotNet 3
- Started including mod .pdb file for exact line number errors
- Additional debug commands added

### 1.0.7

- At 1 star police now try to just arrest you without shooting at all, if in a vehicle they wait until you get out to arrest you
- Aiming at civilians in front of police now also gives lethal force authorization
- Added a new optional Better Chases menu setting called “Lethal-Force on aiming any weapon” which when enabled will authorize deadly force when you aim any weapon at anything not just police or civilians
- Cleaned up the messages when killing NPCs to make better sense
- Added a Debug menu item to the main menu to help speed up development and debugging

### 1.0.6

- Fixed an issue where police would not use lethal force on NPCs based on the player’s lethal force status



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- Fixed an issue where sometimes a warrant would not be cleared when Wasted or Busted
  - Removed the 40 meter limit for police to detect if the player killed someone, line of sight is still required
  - Added assaulting police violation detection when the player harms police directly or with a vehicle

#### **1.0.5**

- Added the “Chase Time” option
- Fixed an issue where “Cop Vehicle Control” would sometimes remove a vehicle while near the player
- Fixed a few mod menu option names & descriptions that were too long
- Updated documentation
- Mod download now includes NativeUI 1.9.1

#### **1.0.4**

- “Allow extra bust opportunity” no longer allows surrendering while in swimming or falling states

#### **1.0.3**

- Fixed an issue where the Spotted Meter and chevrons about cops remained on screen when exiting a wanted vehicle
- Fixed an issue where police recognized the “flipping the bird” gesture as a deadly weapon.
- Updated the list of deadly weapons police recognize

#### **1.0.2**

- Added GUI Offset options to the mod menu
- Added public function for external use of issuing warrants and clearing them
- Fixed logic for police detecting player murders

#### **1.0.1**

- Fixed weapon detection while inside a vehicle
- Added “Recognition Settings” options
- Fixed an issue where nearby police on-foot would approach the player when not wanted with no active warrants

#### **1.0**

- Initial release