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## 2010 Ford Crown Victoria Police Interceptor – Blaine County Sheriff's Office for Grand Theft Auto V

Discuss the mod and stay updated on [modding-forum.com](http://modding-forum.com).

<b>Version</b>	1.2RX-DLS
<b>Vehicle Slot</b>	sheriff (Replace) or bcso (Add-On)
<b>Lighting Equipment</b>	Code 3 RX2700
<b>DLS Support</b>	DLS 1.4 (optional)
<b>Multiple Liveries</b>	Supported

### 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, Otaku, Officer Underwood, EVI, Cj24, Oleg, Vans123 and the members of Modding Forum.
- Minor base edits by Cj24, including moving the trunk fascia template slightly lower, downscaling and compression improvements for some textures, modified taillight emissive color, adjustments to license plate and third brake light scale, and transmission tunnel height. Light emissive textures upscaled and colors adjusted by Cartres.
- Undercarriage, tires, and rims made from scratch by HANAKO, Tire textures by RobertTM and Cartres.
- Code 3 RX2700 lightbar, XT4 grill lights, and HB915 hide-away lights modeled and textured by Cj24.
- Motorola radio, M4 rifle, and Stalker radar modeled and textured by Kane104.
- Setina PB400 pushbar, Code 3 Mastercom and ArrowStik controllers, C3100 siren speaker, Havis console, Setina partition and weapon mount, 870 shotgun, Panasonic Arbitrator dashcam, Panasonic Toughbook, SoundOff Signal dome light, Unity spotlights, and antennas modeled and textured by Cj24.
- Liveries, Lighting and DLS setup, and configuration files by Cj24.

### Terms of use

- You may replace or edit textures for personal use and create and redistribute liveries of your own using the provided template.
- You may not circumvent any protecting measures to edit models, you may not redistribute this archive or its contents without permission. You may not use any included textures for other modifications.

### Installation

#### Recommended – Add-On or Replace: Automatic installation with LML (Lenny's Mod Loader)

Copy the Replace or 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: Add-On Version

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:/acbcso/</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.

## Manual Installation: Replace Version

Open the Replace 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:/acsheriff/</Item>
```

Replace the original dlclist.xml with the edited one.

Open Data Files\vehicles\_meta.txt with any text editor and copy all its content. Export GTAV\update\update.rpf\common\data\levels\gta5\vehicles.meta using OpenIV, open it with any text editor, create a new line between </item> and </InitDatas> and paste the previously copied content. Open Data Files\vehicles\_meta\_txdRelationships.txt with any text editor and copy all its content. In your exported vehicles.meta, create a new line between </item> and </txdRelationships> and paste the previously copied content. Replace the original vehicles.meta 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 mod supports DLS (Dynamic Lighting System) for light stages, siren controls and more. DLS is optional, only light stage 3 will be usable without DLS.

It is recommended to use a modified visualsettings.dat file to increase emergency light brightness, such as my Improved Emergency Lights modification.

Extra components:

- extra 5: Pushbar (always on by default)
- extra 6: Trunk Ford badge (always off by default)
- extra 10: Radar

Recommended mods:

- Better License Plates
- SirenSetting Limit Adjuster (minimizes the risk of sirenssetting ID conflicts with other mods)

Unlocked parts for vehicle developers:

- Code 3 RX2700 Lightbar
- Code 3 XT4 LEDs
- Code 3 HB915 9 LED Hide-A-Blast
- Setina PB400 Pushbar for CVPI
- Unity PAR46 Halogen Spotlight
- Havis Console for CVPI
- Setina Partition for CVPI
- Setina Weapon Mount with M4 Rifle and 870 Shotgun
- Panasonic Arbitrator 360° Dashcam
- Panasonic Toughbook CF-30
- Code 3 Mastercom 3892L6 Controller
- Code 3 ArrowStik Control Box
- Code 3 C3100 Speaker
- Motorola Antennas
- AntennaPlus Cellular and GPS Antennas
- SoundOff Signal Interior Dome Light



## Changelog

- 1.2:
  - Improved lightbar and grill light emissive textures.
  - Fixed material order for grill light emissive and lens.
  - Fixed missing taillight environment reflections.
- 1.1:
  - Fixed mispositioned vertices of left grill light.
  - Updated DLS ac\_bcs0.xml file to support shorter traffic advisors for upcoming slicktop version.

