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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	1.1
Vehicle Slot	bcsodet (Add-On)
Lighting Equipment	Code 3 Warrior and Wingman
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, 0taku, 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 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 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. You may not use any included textures for other modifications.

Installation

Recommended: Automatic installation with LML (Lenny's Mod Loader)

Copy the Add-On folder with its contents into your GTAV\lml folder.

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:/acbcsodet/</Item>
```

Replace the original dlclist.xml with the edited one.

Notes

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

Recommended mods:

- SirenSetting Limit Adjuster: Optional, adds support for 32 sirens and additional siren setting IDs to minimize the risk of conflicts.
- 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

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 LED X Lights
- Code 3 Mastercom 3892L6 Controller
- Code 3 C3100 Speaker
- Motorola Antennas
- SoundOff Signal Interior Dome Light

Changelog

- 1.1:
- Fixed interiors of doors getting dirty.
 - Minor fixes and improvements.