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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.

Version	1.5
Vehicle Slot	sheriff (Replace) or bcsocvpi10 (Add-On)
Lighting Equipment	Code 3 RX2700
DLS Support	DLS v2.1 (optional)
Multiple Liveries	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.
- 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 RX2700 lightbar, XT4 grill lights, LED X mirror lights, Wingman rear deck light, and HB915 hide-away lights modeled and textured by Cj24.
- Code 3 lightbar mounts, 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 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 – 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 `GTA V\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\GTA V` 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:/acbsocvpi10/</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:/acbsocvpi10replace/</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.

The following vehicles.meta edits are necessary to ensure that the correct extra components spawn by default.

Export GTAV\update\update.rpf\common\data\levels\gta5\vehicles.meta using OpenIV and open it with any text editor. Open Data Files\vehicles_meta.txt with any text editor.

Each vehicle has one block surrounded by <Item> and </Item>, it begins with <modelName>, followed by the name of the vehicle, and ends with </firstPersonDrivebyData>. In your exported vehicles.meta file, find the block for sheriff and replace it with the block from this mods' vehicles_meta.txt file.

Replace GTAV\update\update.rpf\common\data\levels\gta5\vehicles.meta in OpenIV with your edited file.

Notes

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

Required mods:

- SirenSetting Limit Adjuster: Required for 32 siren support. If not installed, some lights will never flash. Also adds additional siren setting IDs to minimize the risk of conflicts.

Recommended mods:

- DLS (Dynamic Lighting System) v2.1 or newer: Light stages, siren controls and more. Only light stage 3 with simplified patterns will be available when not using DLS.
- 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: Pushbar (always on by default)
- extra 6: Trunk Ford badge (always off by default)
- extra 7: Driver side mirror light (always off by default)
- extra 8: Passenger side mirror light (always off by default)
- extra 9: Rear deck light (always off by default)
- extra 10: Radar

Unlocked parts for vehicle developers:

- Code 3 RX2700 Lightbar
- Code 3 XT4 LEDs
- Code 3 HB915 9 LED Hide-A-Blast
- Code 3 LED X
- Code 3 Wingman for CVPI
- 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

- 1.5: - DLS: Changed NPCs switching to stage 1 or 2 only when parked at the side of the road.
- Fixed high resolution versions of dirtmap and window textures.
- Minor fixes and improvements.
- 1.4: - Added DLS v2.1 vehicle configuration file.
- Fixed an error with a mirrored template mapping on the passenger side door trims.
- 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.
- 1.3: - Added additional sirens, SirenSetting Limit Adjuster is now required.
- Added optional rear deck and mirror lights.
- Improved patterns and light stages.
- Improved LODs.
- Improved texture quality using BC7 compression.
- Minor fixes and improvements.
- 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.