

PORTUGUESE POLICE T v1.0 - 2016



\\ INSTALAÇÃO \\\ PT

SUBSTITUIR:

policet.yft, policet.ytd, policet_hi.yft, policet+hi.yfd

1º CAMINHO: mods/x64e.rpf/levels/gta5/vehicles.rpf

ADICIONAR:

2º CARVARIATIONS.META mods/update/x64/dlcpacks/mpchristmas2/dlc.rpf/common/data

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  <colors>
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        156
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      <liveries>
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        <Item value="false" />
        <Item value="false" />
        <Item value="false" />
      </liveries>
    </Item>
  <Item>
    <indices content="char_array">
      134
      134
      0
      156
    </indices>
    <liveries>
      <Item value="false" />
      <Item value="true" />
      <Item value="false" />
      <Item value="false" />
      <Item value="false" />
      <Item value="false" />
      <Item value="false" />
      <Item value="false" />
    </liveries>
  </Item>
</Item>
<Item>
  <indices content="char_array">
    134
    134
    0
    156
  </indices>
  <liveries>
    <Item value="false" />
    <Item value="false" />
```

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```
<Item value="true" />
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<Item value="false" />
<Item value="false" />
<Item value="false" />
<Item value="false" />
</liveries>
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<Item>
  <indices content="char_array">
    134
    134
    0
    156
  </indices>
  <liveries>
    <Item value="false" />
    <Item value="false" />
    <Item value="false" />
    <Item value="true" />
    <Item value="false" />
    <Item value="false" />
    <Item value="false" />
    <Item value="false" />
  </liveries>
</Item>
</colors>
<kits>
  <Item>0_default_modkit</Item>
</kits>
<windowsWithExposedEdges />
<plateProbabilities>
  <Probabilities>
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      <Name>Standard White</Name>
      <Value value="100" />
    </Item>
  </Probabilities>
</plateProbabilities>
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<sirenSettings value="1" />
</Item>
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SUBSTITUIR

VEHICLES.META: mods/update/update.rpf/common/data/levels/gta5

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  <gameName>POLICET</gameName>
  <vehicleMakeName />
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  <animConvRoofName>null</animConvRoofName>
  <animConvRoofWindowsAffected />
  <ptfxAssetName>null</ptfxAssetName>
  <audioNameHash />
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```

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<coverBoundOffsets>POLICET_COVER_OFFSET_INFO</coverBoundOffsets>
<explosionInfo>EXPLOSION_INFO_DEFAULT</explosionInfo>
<scenarioLayout />
<cameraName>DEFAULT_FOLLOW_VEHICLE_CAMERA</cameraName>
<aimCameraName>DEFAULT_THIRD_PERSON_VEHICLE_AIM_CAMERA</aimCameraName>
<bonnetCameraName>DEFAULT_VEHICLE_BONNET_CAMERA</bonnetCameraName>
<povCameraName>DEFAULT_POV_CAMERA_NO_REVERSE</povCameraName>
<FirstPersonDriveByIKOffset x="0.000000" y="-0.070000" z="0.003000" />
<FirstPersonDriveByUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonProjectileDriveByIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonProjectileDriveByPassengerIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonProjectileDriveByRearLeftIKOffset x="0.095000" y="0.025000" z="-0.075000" />
    <FirstPersonProjectileDriveByRearRightIKOffset x="0.095000" y="0.025000" z="-0.075000" />
    <FirstPersonDriveByLeftPassengerIKOffset x="0.000000" y="0.015000" z="-0.080000" />
    <FirstPersonDriveByRightPassengerIKOffset x="0.000000" y="-0.063000" z="0.000000" />
    <FirstPersonDriveByRightRearPassengerIKOffset x="0.000000" y="0.015000" z="-0.080000" />
    <FirstPersonDriveByLeftPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonDriveByRightPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
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<FirstPersonPassengerMobilePhoneOffset x="0.171000" y="0.356000" z="0.483000" />
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    </Item>
    <Item>
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        <SeatIndex value="3" />
    </Item>
</FirstPersonMobilePhoneSeatIKOffset>
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<PovRearPassengerCameraOffset x="0.000000" y="0.100000" z="0.000000" />
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<shouldCameraIgnoreExiting value="false" />
<AllowPretendOccupants value="true" />
<AllowJoyriding value="false" />
<AllowSundayDriving value="false" />
<AllowBodyColorMapping value="true" />
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<wheelScaleRear value="0.252600" />
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70.000000
140.000000
500.000000
500.000000
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<minSeatHeight value="1.014" />
<identicalModelSpawnDistance value="20" />
<maxNumOfSameColor value="10" />
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<pretendOccupantsScale value="1.000000" />
<visibleSpawnDistScale value="1.000000" />
<trackerPathWidth value="2.000000" />
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<maxNum value="2" />
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FLAG_DONT_SPAWN_IN_CARGEN FLAG_REPORT_CRIME_IF_STANDING_ON</flags>
<type>VEHICLE_TYPE_CAR</type>
<plateType>VPT_FRONT_AND_BACK_PLATES</plateType>
<dashboardType>VDT_SPEEDO</dashboardType>
<vehicleClass>VC_EMERGENCY</vehicleClass>
<wheelType>VWT_MUSCLE</wheelType>
<trailers />
<additionalTrailers />
<drivers>
  <Item>
    <driverName>S_M_Y_Cop_01</driverName>
    <npcName />
  </Item>
</drivers>
<extraIncludes />
<doorsWithCollisionWhenClosed />
<driveableDoors />
<bumpersNeedToCollideWithMap value="false" />
<needsRopeTexture value="false" />
<requiredExtras />
<rewards>
  <Item>REWARD_WEAPON_SMG</Item>
  <Item>REWARD_AMMO_SMG</Item>
  <Item>REWARD_STAT_WEAPON</Item>
</rewards>
<cinematicPartCamera>
  <Item>WHEEL_WIDE_REAR_RIGHT_CAMERA</Item>
  <Item>WHEEL_WIDE_REAR_LEFT_CAMERA</Item>
</cinematicPartCamera>
<NmBraceOverrideSet>Truck</NmBraceOverrideSet>
<buoyancySphereOffset x="0.000000" y="0.000000" z="0.000000" />
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  <Item>VAN_REAR_LEFT</Item>
  <Item>VAN_REAR_RIGHT</Item>
</firstPersonDrivebyData>
</Item>
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SUBSTITUIR:

VISUALSETTINGS mods/update/update.rpf/common/data

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sub.lightOne.color.red	1.00
sub.lightOne.color.green	1.00
sub.lightOne.color.blue	1.00
sub.lightOne.intensity	0.00
sub.lightOne.radius	1.00
sub.lightOne.falloffExp	8.0
sub.lightOne.innerConeAngle	0.00
sub.lightOne.outerConeAngle	45.00
sub.lightOne.coronaHDR	0.00
sub.lightOne.coronaSize	0.00

Aproximadamente da linha 476:

CRÉDITOS:

skin: workgrafix

Rockstar - Riot van interior and textures
EA - Swat Van exterior
Cosmo - Conversion, extensive modification, uv mapping, etc
Yard1 - Vehiclelayouts.meta (Huge thanks)
Sgt. Kanyo - Handling line from GTA IV Bearcat
WarStrikeWolf117 - Alpha testing
c13 - Informing me about Yard1's riot van seating

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CONTACTOS:

EMAIL: pcgm@workgrafix.com

////////////////// INSTALL //////////////////////////////////// EN

REPLACE:

policet.yft, policet.ytd, policet hi.yft, policet+hi.yfd

1º PATH: mods/x64e.rpf/levels/gta5/vehicles.rpf

ADD:

2º CARVARIATIONS.META mods/update/x64/dlcpacks/mpchristmas2/dlc.rpf/common/data

<Item>

<modelName>policet</modelName>



```
<colors>
<Item>
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    134
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    156
  </indices>
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    <Item value="false" />
    <Item value="false" />
    <Item value="false" />
    <Item value="false" />
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</Item>
<Item>
  <indices content="char_array">
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    134
    0
    156
  </indices>
  <liveries>
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    <Item value="false" />
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    <Item value="false" />
    <Item value="false" />
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    <Item value="false" />
  </liveries>
</Item>
<Item>
  <indices content="char_array">
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    134
    0
    156
  </indices>
  <liveries>
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    <Item value="false" />
    <Item value="true" />
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    <Item value="false" />
  </liveries>
</Item>
<Item>
  <indices content="char_array">
    134
    134
```

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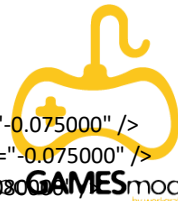
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0
156
</indices>
<liveries>
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  <Item value="false" />
  <Item value="false" />
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  <Item value="false" />
  <Item value="false" />
  <Item value="false" />
  <Item value="false" />
</liveries>
  </Item>
</colors>
<kits>
  <Item>0_default_modkit</Item>
</kits>
<windowsWithExposedEdges />
<plateProbabilities>
  <Probabilities>
    <Item>
      <Name>Standard White</Name>
      <Value value="100" />
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  </Probabilities>
</plateProbabilities>
<lightSettings value="1" />
<sirenSettings value="1" />
</Item>
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REPLACE:

VEHICLES.META: mods/update/update.rpf/common/data/levels/gta5

```
<Item>
  <modelName>policet</modelName>
  <txdName>policet</txdName>
  <handlingId>POLICET</handlingId>
  <gameName>POLICET</gameName>
  <vehicleMakeName />
  <expressionDictName>null</expressionDictName>
  <expressionName>null</expressionName>
  <animConvRoofDictName>null</animConvRoofDictName>
  <animConvRoofName>null</animConvRoofName>
  <animConvRoofWindowsAffected />
  <ptfxAssetName>null</ptfxAssetName>
  <audioNameHash />
  <layout>LAYOUT_VAN_POLICE</layout>
  <coverBoundOffsets>POLICET_COVER_OFFSET_INFO</coverBoundOffsets>
  <explosionInfo>EXPLOSION_INFO_DEFAULT</explosionInfo>
  <scenarioLayout />
  <cameraName>DEFAULT_FOLLOW_VEHICLE_CAMERA</cameraName>
  <aimCameraName>DEFAULT_THIRD_PERSON_VEHICLE_AIM_CAMERA</aimCameraName>
  <bonnetCameraName>DEFAULT_VEHICLE_BONNET_CAMERA</bonnetCameraName>
  <povCameraName>DEFAULT_POV_CAMERA_NO_REVERSE</povCameraName>
  <FirstPersonDriveByIKOffset x="0.000000" y="-0.070000" z="0.003000" />
  <FirstPersonDriveByUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonProjectileDriveByIKOffset x="0.000000" y="0.000000" z="0.000000" />
    <FirstPersonProjectileDriveByPassengerIKOffset x="0.000000" y="0.000000" z="0.000000" />
```

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```

<FirstPersonProjectileDriveByRearLeftIKOffset x="0.095000" y="0.025000" z="-0.075000" />
<FirstPersonProjectileDriveByRearRightIKOffset x="0.095000" y="0.025000" z="-0.075000" />
<FirstPersonDriveByLeftPassengerIKOffset x="0.000000" y="0.015000" z="-0.080000" />
<FirstPersonDriveByRightPassengerIKOffset x="0.000000" y="0.015000" z="-0.080000" />
<FirstPersonDriveByRightRearPassengerIKOffset x="0.000000" y="0.015000" z="-0.080000" />
<FirstPersonDriveByLeftPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
<FirstPersonDriveByRightPassengerUnarmedIKOffset x="0.000000" y="0.000000" z="0.000000" />
<FirstPersonMobilePhoneOffset x="0.173000" y="0.315000" z="0.596000" />
<FirstPersonPassengerMobilePhoneOffset x="0.171000" y="0.356000" z="0.483000" />
<FirstPersonMobilePhoneSeatIKOffset>
    <Item>
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        <SeatIndex value="2" />
    </Item>
    <Item>
        <Offset x="0.156000" y="0.533000" z="0.538000" />
        <SeatIndex value="3" />
    </Item>
</FirstPersonMobilePhoneSeatIKOffset>
<PovCameraOffset x="0.000000" y="-0.100000" z="0.730000" />
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<PovRearPassengerCameraOffset x="0.000000" y="0.100000" z="0.000000" />
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<shouldCameraIgnoreExiting value="false" />
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<AllowSundayDriving value="false" />
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<wheelScaleRear value="0.252600" />
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<envEffScaleMin value="0.000000" />
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<envEffScaleMax2 value="1.000000" />
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<damageOffsetScale value="1.000000" />
<diffuseTint value="0x00FFFFFF" />
<steerWheelMult value="1.000000" />
<HDTextureDist value="5.000000" />
<lodDistances content="float_array">
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    30.000000
    70.000000
    140.000000
    500.000000
    500.000000
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<visibleSpawnDistScale value="1.000000" />
<trackerPathWidth value="2.000000" />

```

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```
<weaponForceMult value="1.000000" />
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<maxNum value="2" />
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FLAG_DONT_SPAWN_IN_CARGEN FLAG_REPORT_CRIME_IF_STANDING_ON</flags>
<type>VEHICLE_TYPE_CAR</type>
<plateType>VPT_FRONT_AND_BACK_PLATES</plateType>
<dashboardType>VDT_SPEEDO</dashboardType>
<vehicleClass>VC_EMERGENCY</vehicleClass>
<wheelType>VWT_MUSCLE</wheelType>
<trailers />
<additionalTrailers />
<drivers>
  <Item>
    <driverName>S_M_Y_Cop_01</driverName>
    <npcName />
  </Item>
</drivers>
<extraIncludes />
<doorsWithCollisionWhenClosed />
<driveableDoors />
<bumpersNeedToCollideWithMap value="false" />
<needsRopeTexture value="false" />
<requiredExtras />
<rewards>
  <Item>REWARD_WEAPON_SMG</Item>
  <Item>REWARD_AMMO_SMG</Item>
  <Item>REWARD_STAT_WEAPON</Item>
</rewards>
<cinematicPartCamera>
  <Item>WHEEL_WIDE_REAR_RIGHT_CAMERA</Item>
  <Item>WHEEL_WIDE_REAR_LEFT_CAMERA</Item>
</cinematicPartCamera>
<NmBraceOverrideSet>Truck</NmBraceOverrideSet>
<buoyancySphereOffset x="0.000000" y="0.000000" z="0.000000" />
<buoyancySphereSizeScale value="1.000000" />
<pOverrideRagdollThreshold type="NULL" />
<firstPersonDrivebyData>
  <Item>VAN_POLICET_FRONT_LEFT</Item>
  <Item>VAN_POLICET_FRONT_RIGHT</Item>
  <Item>VAN_REAR_LEFT</Item>
  <Item>VAN_REAR_RIGHT</Item>
</firstPersonDrivebyData>
</Item>
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REPLACE:

VISUALSETTINGS mods/update/update.rpf/common/data

About the line 425:

sub.lightOne.color.red	1.00
sub.lightOne.color.green	1.00
sub.lightOne.color.blue	1.00
sub.lightOne.intensity	0.00
sub.lightOne.radius	1.00
sub.lightOne.falloffExp	8.0
sub.lightOne.innerConeAngle	0.00
sub.lightOne.outerConeAngle	45.00

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sub.lightOne.coronaHDR 0.00
sub.lightOne.coronaSize 0.00

sub.lightTwo.color.red 1.00
sub.lightTwo.color.green 1.00
sub.lightTwo.color.blue 1.00
sub.lightTwo.intensity 0.00
sub.lightTwo.radius 1.00
sub.lightTwo.falloffExp 8.0
sub.lightTwo.innerConeAngle 0.00
sub.lightTwo.outerConeAngle 45.00

About the line 476:

car.defaultlight.day.emissive.on 10.00
car.defaultlight.night.emissive.on 10.00

CRÉDITS:

skin: workgrafix

Rockstar - Riot van interior and textures
EA - Swat Van exterior
Cosmo - Conversion, extensive modification, uv mapping, etc
Yard1 - Vehiclelayouts.meta (Huge thanks)
Sgt. Kanyo - Handling line from GTA IV Bearcat
WarStrikeWolf117 - Alpha testing
c13 - Informing me about Yard1's riot van seating

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CONTACTS:

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