

[10.09.2024 15:53:07.795] Started new log on 10.09.2024 15:53:07.795  
[10.09.2024 15:53:07.796] =====  
[10.09.2024 15:53:07.787] Log path: C:\Program Files\Epic Games\GTAV\RagePluginHook.log  
[10.09.2024 15:53:07.796] Log verbosity: Trivial  
[10.09.2024 15:53:07.798] Initializing input system  
[10.09.2024 15:53:07.801] Initializing game console  
[10.09.2024 15:53:07.806] Console key has been set to F4 (key code: 115)  
[10.09.2024 15:53:07.851] Initializing console variable "ConsoleScrollAmount".  
[10.09.2024 15:53:07.851] Type: System.Int32, Reading section: "Miscellaneous", key: ConsoleScrollAmount  
[10.09.2024 15:53:07.853] Read value: <null>  
[10.09.2024 15:53:07.853] Initializing console variable "ConsoleKey".  
[10.09.2024 15:53:07.853] Type: System.Windows.Forms.Keys, Reading section: "Miscellaneous", key: ConsoleKey  
[10.09.2024 15:53:07.854] Read value: <null>  
[10.09.2024 15:53:07.854] Initializing console variable "PluginTimeoutThreshold".  
[10.09.2024 15:53:07.854] Type: System.Int32, Reading section: "Miscellaneous", key: PluginTimeoutThreshold  
[10.09.2024 15:53:07.856] Read value: 60000  
[10.09.2024 15:53:07.856] Setting value of console variable "PluginTimeoutThreshold" to stored value.  
[10.09.2024 15:53:07.856] Initializing console variable "AlwaysShowConsoleOutput".  
[10.09.2024 15:53:07.856] Type: System.Boolean, Reading section: "Miscellaneous", key: AlwaysShowConsoleOutput  
[10.09.2024 15:53:07.857] Read value: <null>  
[10.09.2024 15:53:07.857] Initializing console variable "ShowConsoleCommandInfoOnPluginLoad".  
[10.09.2024 15:53:07.857] Type: System.Boolean, Reading section: "Miscellaneous", key: ShowConsoleCommandInfoOnPluginLoad  
[10.09.2024 15:53:07.857] Read value: <null>  
[10.09.2024 15:53:07.857] Initializing console variable "ShowOnScreenWarnings".  
[10.09.2024 15:53:07.857] Type: System.Boolean, Reading section: "Miscellaneous", key: ShowOnScreenWarnings  
[10.09.2024 15:53:07.858] Read value: <null>  
[10.09.2024 15:53:07.858] Console initialized  
[10.09.2024 15:53:07.858] Initializing forms manager  
[10.09.2024 15:53:07.859] Cleaning temp folder  
[10.09.2024 15:53:07.859] Version: RAGE Plugin Hook v1.111.1341.16580 for Grand Theft Auto V  
[10.09.2024 15:53:07.867] ===== RAGE Plugin Hook =====  
[9/10/2024 3:53:07 PM.872] Detected Windows 10 Home (64-bit) (10.0.22631.0)!  
[9/10/2024 3:53:07 PM.872] Checking game support  
[9/10/2024 3:53:07 PM.991] Product name: Grand Theft Auto V  
[9/10/2024 3:53:07 PM.992] Product version: 1.0.3274.0  
[9/10/2024 3:53:07 PM.992] Is steam version: True  
[9/10/2024 3:53:07 PM.992] Initializing DirectX  
[9/10/2024 3:53:07 PM.993] Initializing Direct3D  
[9/10/2024 3:53:07 PM.993] Getting game swap chain  
[9/10/2024 3:53:08 PM.021] Swap Chain created: 0x7FF7E0C9D570  
[9/10/2024 3:53:08 PM.021] Swap Chain VTable: 0x1D8F8FA4590  
[9/10/2024 3:53:08 PM.021] 0x57565520245C8948;0xEC8148B9246C8D48;0x45058B4800000090  
[9/10/2024 3:53:08 PM.021] D3D11Present: 0x7FF917694700  
[9/10/2024 3:53:08 PM.021] D3D11ResizeBuffers: 0x7FF917682FC0  
[9/10/2024 3:53:08 PM.021] D3D11ResizeTarget: 0x7FF9176D4F20  
[9/10/2024 3:53:08 PM.022] D3D11SetFullscreenState: 0x7FF917683900  
[9/10/2024 3:53:08 PM.022] Direct3D initialized  
[9/10/2024 3:53:08 PM.022] Initialized DirectX  
[9/10/2024 3:53:08 PM.022] Direct3D watcher thread spawned  
[9/10/2024 3:53:08 PM.138] Getting device  
[9/10/2024 3:53:08 PM.138] Retrieved device  
[9/10/2024 3:53:08 PM.138] Creating wrapper  
[9/10/2024 3:53:08 PM.364] Wrapper created  
[9/10/2024 3:53:08 PM.367] Effect created  
[9/10/2024 3:53:08 PM.367] Creating buffer  
[9/10/2024 3:53:08 PM.367] Created buffer  
[9/10/2024 3:53:08 PM.367] Creating blend state  
[9/10/2024 3:53:08 PM.367] Created blend state  
[9/10/2024 3:53:08 PM.367] Done with creation  
[9/10/2024 3:53:08 PM.405] Initializing texture system.  
[9/10/2024 3:53:08 PM.405] Initializing texture system; phase 1  
[9/10/2024 3:53:08 PM.405] Initializing texture system; phase 2  
[9/10/2024 3:53:08 PM.411] Initializing texture system; phase 3  
[9/10/2024 3:53:08 PM.411] Initializing texture system; phase 4  
[9/10/2024 3:53:08 PM.420] Initializing texture system; phase 5  
[9/10/2024 3:53:08 PM.421] Initializing texture system; phase 6  
[9/10/2024 3:53:08 PM.422] Initializing texture system; phase 7  
[9/10/2024 3:53:08 PM.424] Initializing texture system; phase 8  
[9/10/2024 3:53:08 PM.425] Initializing texture system; phase 9  
[9/10/2024 3:53:08 PM.425] Initializing texture system; phase 10  
[9/10/2024 3:53:08 PM.427] Initializing texture system; phase 11  
[9/10/2024 3:53:08 PM.428] Initializing texture system; phase 12  
[9/10/2024 3:53:08 PM.429] Initializing texture system; phase 13  
[9/10/2024 3:53:08 PM.429] Initializing texture system; phase 14  
[9/10/2024 3:53:13 PM.023] Direct3D watcher thread ended  
[9/10/2024 3:53:44 PM.360] LoadingScreenMsg: Initializing game support  
[9/10/2024 3:53:44 PM.611] Initializing game support  
[9/10/2024 3:53:50 PM.086] LoadingScreenMsg: Velocity limit removed  
[9/10/2024 3:53:50 PM.386] Compatibility level: 0  
[9/10/2024 3:53:50 PM.386] Supported version detected  
[9/10/2024 3:53:50 PM.386] =====  
[9/10/2024 3:53:50 PM.386] LoadingScreenMsg: Patching code  
[9/10/2024 3:53:50 PM.638] LoadingScreenMsg: Waiting for game initialization  
[9/10/2024 3:53:50 PM.888] Waiting for game initialization  
[9/10/2024 3:53:50 PM.989] LoadingScreenMsg: Initializing core  
[9/10/2024 3:53:51 PM.239] Initializing hook  
[9/10/2024 3:53:56 PM.252] LoadingScreenMsg: Completing interoperability  
[9/10/2024 3:53:56 PM.503] Completing interoperability  
[9/10/2024 3:53:56 PM.503] Initialization code 1.  
[9/10/2024 3:53:56 PM.503] Initialization code 2.  
[9/10/2024 3:53:56 PM.503] Initialization code 3.  
[9/10/2024 3:53:56 PM.509] 1 Address: 0x00007FF7DE9C16A4  
[9/10/2024 3:53:56 PM.509] Calling func 1  
[9/10/2024 3:53:56 PM.523] 2 Address: 0x00007FF7DF5B228A  
[9/10/2024 3:53:56 PM.523] 3 Address: 0x00007FF7DDF76026  
[9/10/2024 3:53:56 PM.545] Address: 0x00007FF7DF5B2234  
[9/10/2024 3:53:56 PM.545] Unknown var: 0x00007FF7E0616A80  
[9/10/2024 3:53:56 PM.545] Initialization code 4.  
[9/10/2024 3:53:56 PM.545] Initialization code 5.  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 1  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 2  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 3  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 4  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 5  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 6  
[9/10/2024 3:53:56 PM.545] Completing interoperability, phase 7  
[9/10/2024 3:53:56 PM.545] LoadingScreenMsg:  
[9/10/2024 3:53:56 PM.796] LoadingScreenMsg: Loading Story Mode  
[9/10/2024 3:53:57 PM.049] LoadingScreenMsg: Loading and Populating Game World  
[9/10/2024 3:53:57 PM.301] LoadingScreenMsg:  
[9/10/2024 3:54:04 PM.682] Initializing console variable "IsDeveloperModeEnabled".  
[9/10/2024 3:54:04 PM.682] Type: System.Boolean, Reading section: "Miscellaneous", key: IsDeveloperModeEnabled  
[9/10/2024 3:54:04 PM.683] Read value: <null>  
[9/10/2024 3:54:04 PM.683] Initializing console variable "TimeScale".  
[9/10/2024 3:54:04 PM.683] Type: System.Single, Reading section: "Miscellaneous", key: TimeScale  
[9/10/2024 3:54:04 PM.683] Read value: <null>  
[9/10/2024 3:54:04 PM.693] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\CopHolster.dll".  
[9/10/2024 3:54:07 PM.321] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:07 PM.322] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:07 PM.323] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:07 PM.389] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\DamageTrackingFramework.dll".  
[9/10/2024 3:54:10 PM.216] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:10 PM.217] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:10 PM.218] <UNLOADED PLUGIN>: Initializing forms manager

[9/10/2024 3:54:10 PM.230] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\EUPMenu.dll".  
[9/10/2024 3:54:12 PM.900] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:12 PM.901] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:12 PM.902] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:12 PM.986] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\Immersive Effects.dll".  
[9/10/2024 3:54:15 PM.646] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:15 PM.647] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:15 PM.648] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:15 PM.662] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\KTFFD.dll".  
[9/10/2024 3:54:18 PM.497] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:18 PM.498] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:18 PM.499] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:18 PM.512] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\LSPD First Response.dll".  
[9/10/2024 3:54:21 PM.468] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:21 PM.468] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:21 PM.469] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:21 PM.558] Loading plugin "C:\Program Files\Epic Games\GTAV\Plugins\Seatbelt.dll".  
[9/10/2024 3:54:24 PM.285] <UNLOADED PLUGIN>: Initializing input system  
[9/10/2024 3:54:24 PM.286] <UNLOADED PLUGIN>: Initializing game console  
[9/10/2024 3:54:24 PM.287] <UNLOADED PLUGIN>: Initializing forms manager  
[9/10/2024 3:54:24 PM.697] DamageTrackingFramework: GameFiber started!  
[9/10/2024 3:54:25 PM.453] DamageTrackingFramework: DamageTrackerFramework loaded. Local DamageTrackerFramework Version: 1.0.2 | Local DamageTrackerLib Version: 1.0.2  
[9/10/2024 3:54:25 PM.539] Immersive Effects: Loaded settings  
[9/10/2024 3:54:26 PM.241] Immersive Effects: Version state: Latest  
[9/10/2024 3:54:26 PM.825] Immersive Effects: Initialized UI  
[9/10/2024 3:54:26 PM.989] LSPD First Response: [TRACE] Started loading LSPDFR  
[9/10/2024 3:54:26 PM.990] LSPD First Response: [INFO] Running LSPD First Response 0.4.9 (0.4.8943.27879)  
[9/10/2024 3:54:26 PM.990] LSPD First Response: [INFO] Compiled on 26 Jun 2024 19:29:18 UTC  
[9/10/2024 3:54:26 PM.990] LSPD First Response: [INFO] Copyright © 2015-2020, G17 Media, www.lspdf.com  
[9/10/2024 3:54:27 PM.630] Seatbelt: Volume set to 100% (1f)  
[9/10/2024 3:54:27 PM.632] Seatbelt: ===== SETTING VALUES =====  
[9/10/2024 3:54:27 PM.632] Seatbelt: SeatbeltKey: LControlKey  
[9/10/2024 3:54:27 PM.632] Seatbelt: SeatbeltControllerKey: DPadUp  
[9/10/2024 3:54:27 PM.632] Seatbelt: AllowController: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: SeatbeltInteractionAnimation: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: LeaveDoorOpenOnQuickExit: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: Volume: 100  
[9/10/2024 3:54:27 PM.632] Seatbelt: DisableChime: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: ChimeSound: CHIME\_CHEVROLET  
[9/10/2024 3:54:27 PM.632] Seatbelt: FastenSound: SEATBELT\_FASTEN  
[9/10/2024 3:54:27 PM.632] Seatbelt: UnfastenSound: SEATBELT\_UNFASTEN  
[9/10/2024 3:54:27 PM.632] Seatbelt: SeatbeltIndicator: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: IndicatorScale: 1  
[9/10/2024 3:54:27 PM.632] Seatbelt: IndicatorXOffset: 1500  
[9/10/2024 3:54:27 PM.632] Seatbelt: IndicatorYOffset: 750  
[9/10/2024 3:54:27 PM.632] Seatbelt: VehicleSwerve: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: FailHighSpeedInteraction: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: ControllerVibration: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: FailedExitNotification: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: TooFastNotification: True  
[9/10/2024 3:54:27 PM.632] Seatbelt: SeatbeltInteractionNotification: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: DisableAutomaticErrorReporting: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: EarlyAccess: False  
[9/10/2024 3:54:27 PM.632] Seatbelt: EarlyAccessVersion:  
[9/10/2024 3:54:27 PM.632] Seatbelt: =====  
[9/10/2024 3:54:27 PM.632] Seatbelt: Initialized settings  
[9/10/2024 3:54:28 PM.409] Seatbelt: Version state: Latest | Local: v1.8.0 | Online: v1.8.0  
[9/10/2024 3:54:33 PM.194] LSPD First Response: [TRACE] Thread CopManager #1 initialized  
[9/10/2024 3:54:46 PM.138] LSPD First Response: [TRACE] Game has stopped loading  
[9/10/2024 3:54:48 PM.982] LSPD First Response: [WARN] Path without extension: lspdf\data/custom  
[9/10/2024 3:54:48 PM.985] LSPD First Response: [WARN] Path without extension: lspdf\data/custom  
[9/10/2024 3:54:48 PM.987] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf\data/outfits.xml  
[9/10/2024 3:54:49 PM.049] LSPD First Response: [WARN] No name for outfit variation at line 23  
[9/10/2024 3:54:49 PM.049] LSPD First Response: [WARN] No name for outfit variation at line 31  
[9/10/2024 3:54:49 PM.049] LSPD First Response: [WARN] No name for outfit variation at line 39  
[9/10/2024 3:54:49 PM.049] LSPD First Response: [WARN] No name for outfit variation at line 64  
[9/10/2024 3:54:49 PM.049] LSPD First Response: [WARN] No name for outfit variation at line 72  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 80  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 111  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 138  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 174  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 207  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 220  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 259  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 273  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 309  
[9/10/2024 3:54:49 PM.050] LSPD First Response: [WARN] No name for outfit variation at line 323  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 363  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 391  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 425  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 453  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 484  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 502  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 529  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 547  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 581  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 615  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 650  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 677  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 711  
[9/10/2024 3:54:49 PM.051] LSPD First Response: [WARN] No name for outfit variation at line 741  
[9/10/2024 3:54:49 PM.052] LSPD First Response: [WARN] Path without extension: lspdf\data/custom  
[9/10/2024 3:54:49 PM.052] LSPD First Response: [WARN] Path without extension: lspdf\data/custom  
[9/10/2024 3:54:49 PM.052] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf\data/cop\_presets\_outfits.xml  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 11, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 25  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 25, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 32  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 32, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 39  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 39, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 47  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 47, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 56  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 56, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 71, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 85  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer III at line 85, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 92  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 92, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 100  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III at line 100, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 115, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 129  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 129, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 136  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 136, defaulting to male  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No name for outfit variation at line 143  
[9/10/2024 3:54:49 PM.053] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 143, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 151  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 151, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 160  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 160, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 175, defaulting to male



[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 189  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer III at line 189, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 196  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 196, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 204  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III at line 204, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 219, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 233  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 233, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 240  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 240, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 247  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 247, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 255  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 255, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 264  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 264, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 279, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 293  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer III at line 293, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 300  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 300, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 308  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III at line 308, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 403, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 418, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Commander at line 426, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Motor Patrol at line 440, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Motor Patrol at line 461, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 481, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 494  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 494, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 507, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No name for outfit variation at line 520  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 520, defaulting to male  
[9/10/2024 3:54:49 PM.054] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 533, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 546  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 546, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 559, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 572  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 572, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 585, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 598  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 598, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Deputy at line 611, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 624  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No gender specified for outfit variation Armored Deputy at line 624, defaulting to male  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 732  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 764  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 796  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 828  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 951  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 976  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1002  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1028  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1054  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1133  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1160  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1187  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1214  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1241  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1268  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1297  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1330  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1363  
[9/10/2024 3:54:49 PM.055] LSPD First Response: [WARN] No name for outfit variation at line 1396  
[9/10/2024 3:54:49 PM.056] LSPD First Response: [TRACE] Loaded 10 freemode outfits and 55 preset outfits  
[9/10/2024 3:54:49 PM.458] LSPD First Response: [TRACE] Adding Ben J. as character  
[9/10/2024 3:54:49 PM.544] LSPD First Response: [TRACE] Adding Michelle Meto as character  
[9/10/2024 3:54:49 PM.545] LSPD First Response: [WARN] Path without extension: lspdf/chars  
[9/10/2024 3:54:49 PM.545] LSPD First Response: [WARN] Path without extension: lspdf/chars  
[9/10/2024 3:54:49 PM.737] LSPD First Response: [TRACE] Adding Pascal Diaz as character  
[9/10/2024 3:54:49 PM.740] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.740] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.741] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/regions.xml  
[9/10/2024 3:54:49 PM.743] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.743] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.743] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/backup.xml  
[9/10/2024 3:54:49 PM.746] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.746] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.746] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/agency.xml  
[9/10/2024 3:54:49 PM.774] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.774] LSPD First Response: [WARN] Path without extension: lspdf/data/custom  
[9/10/2024 3:54:49 PM.774] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/inventory.xml  
[9/10/2024 3:54:49 PM.781] LSPD First Response: [TRACE] Failed to parse as chance  
[9/10/2024 3:54:49 PM.784] LSPD First Response: [TRACE] Player was in vehicle: False  
[9/10/2024 3:54:49 PM.784] LSPD First Response: [TRACE] Last selected character was Pascal Diaz, should spawn as last character True  
[9/10/2024 3:54:49 PM.784] LSPD First Response: [TRACE] Loading last selected character Pascal Diaz  
[9/10/2024 3:54:49 PM.786] LSPD First Response: [INFO] Changing current player character to Pascal Diaz  
[9/10/2024 3:54:49 PM.801] LSPD First Response: [TRACE] Thread PedHistoryManager #1 initialized  
[9/10/2024 3:54:49 PM.801] LSPD First Response: [TRACE] Thread PlayerCharacterStatsManager #1 initialized  
[9/10/2024 3:54:49 PM.802] LSPD First Response: [TRACE] Thread GamePlayer #1 initialized  
[9/10/2024 3:54:50 PM.040] LSPD First Response: [TRACE] Cached 1511 decorators for index 3  
[9/10/2024 3:54:50 PM.045] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_cop\_01\_white\_full\_01  
[9/10/2024 3:54:50 PM.046] LSPD First Response: [TRACE] CharacterSelected: 7  
[9/10/2024 3:54:50 PM.046] LSPD First Response: [TRACE] Character changed, creating new stats object  
[9/10/2024 3:54:50 PM.239] LSPD First Response: [TRACE] Initialized telemetry service  
[9/10/2024 3:54:50 PM.280] LSPD First Response: We have 4 apartments registered  
[9/10/2024 3:54:50 PM.283] LSPD First Response: [TRACE] Finding Interior ID for 4 Integrity Way at: X:-15.76 Y:-606.24 Z:100.23  
[9/10/2024 3:54:50 PM.287] LSPD First Response: [TRACE] Initialised Apartment: 4 Integrity Way, Interior is 147969  
[9/10/2024 3:54:50 PM.288] LSPD First Response: [TRACE] Finding Interior ID for 1893 Grapeseed Ave at: X:264.853 Y:-1000.169 Z:-99.058  
[9/10/2024 3:54:50 PM.288] LSPD First Response: [TRACE] Initialised Apartment: 1893 Grapeseed Ave, Interior is 149761  
[9/10/2024 3:54:50 PM.289] LSPD First Response: [TRACE] Finding Interior ID for 0605 Spanish Ave at: X:347.1727 Y:-1001.406 Z:-99.1962  
[9/10/2024 3:54:50 PM.289] LSPD First Response: [TRACE] Initialised Apartment: 0605 Spanish Ave, Interior is 148225  
[9/10/2024 3:54:50 PM.291] LSPD First Response: [TRACE] Finding Interior ID for 2874 Hillcrest at: X:-859.5645 Y:688.7182 Z:152.8571  
[9/10/2024 3:54:50 PM.291] LSPD First Response: [TRACE] Initialised Apartment: 2874 Hillcrest, Interior is 207361  
[9/10/2024 3:54:50 PM.291] LSPD First Response: ApartmentManager initialized  
[9/10/2024 3:54:50 PM.293] LSPD First Response: [TRACE] Started new menu thread MenuBase #1  
[9/10/2024 3:54:50 PM.293] LSPD First Response: [TRACE] Started new menu thread MenuBase #2  
[9/10/2024 3:54:50 PM.295] LSPD First Response: [TRACE] Started new menu thread MenuBase #3  
[9/10/2024 3:54:50 PM.345] LSPD First Response: [TRACE] Thread DiscordRichPresence #1 initialized  
[9/10/2024 3:54:50 PM.437] LSPD First Response: [TRACE] Thread CheckpointManager #1 initialized  
[9/10/2024 3:54:50 PM.438] LSPD First Response: [TRACE] Thread ApartmentManager #1 initialized  
[9/10/2024 3:54:50 PM.438] LSPD First Response: [TRACE] Saved apt:  
[9/10/2024 3:54:50 PM.445] LSPD First Response: [TRACE] Thread IntegrityWay435 #1 initialized  
[9/10/2024 3:54:50 PM.449] LSPD First Response: [TRACE] Thread Marker #1 initialized  
[9/10/2024 3:54:50 PM.482] LSPD First Response: [TRACE] Thread Marker #2 initialized  
[9/10/2024 3:54:50 PM.483] LSPD First Response: [TRACE] Thread SpanishAve0605 #1 initialized  
[9/10/2024 3:54:50 PM.483] LSPD First Response: [TRACE] Thread Marker #3 initialized  
[9/10/2024 3:54:50 PM.483] LSPD First Response: [TRACE] Thread Hillcrest2874 #1 initialized  
[9/10/2024 3:54:50 PM.483] LSPD First Response: [TRACE] Thread Marker #4 initialized  
[9/10/2024 3:54:50 PM.483] LSPD First Response: [TRACE] Thread MenuManager #1 initialized  
[9/10/2024 3:54:50 PM.584] LSPD First Response: [TRACE] Thread GrapeseedAve1893 #1 initialized  
[9/10/2024 3:54:50 PM.632] LSPD First Response: [TRACE] Started new menu thread MenuBase #4

[9/10/2024 3:54:50 PM.640] LSPD First Response: [TRACE] Started new menu thread MenuBase #5  
[9/10/2024 3:54:50 PM.644] LSPD First Response: [TRACE] Set title to Pascal Diaz for Interaction Menu  
[9/10/2024 3:54:50 PM.645] LSPD First Response: [TRACE] Started new menu thread MenuBase #6  
[9/10/2024 3:54:50 PM.647] LSPD First Response: [TRACE] Set title to Pascal Diaz for Police Radio  
[9/10/2024 3:54:50 PM.652] LSPD First Response: [TRACE] Started new menu thread MenuBase #7  
[9/10/2024 3:54:50 PM.655] LSPD First Response: [TRACE] Set title to Pascal Diaz for Vehicle Options  
[9/10/2024 3:54:50 PM.658] LSPD First Response: [TRACE] Started new menu thread MenuBase #8  
[9/10/2024 3:54:50 PM.659] LSPD First Response: [TRACE] Set title to Pascal Diaz for Inventory  
[9/10/2024 3:54:50 PM.660] LSPD First Response: [TRACE] Started new menu thread MenuBase #9  
[9/10/2024 3:54:50 PM.662] LSPD First Response: [TRACE] Set title to Pascal Diaz for Settings  
[9/10/2024 3:54:50 PM.664] LSPD First Response: [TRACE] Saved apt:  
[9/10/2024 3:54:50 PM.718] LSPD First Response: [TRACE] Requested Audio  
[9/10/2024 3:54:50 PM.737] LSPD First Response: [TRACE] Thread CharacterCreation #1 initialized  
[9/10/2024 3:54:51 PM.143] LSPD First Response: [INFO] Connecting to LSPDFR Sync  
[9/10/2024 3:54:51 PM.227] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom  
[9/10/2024 3:54:51 PM.227] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom  
[9/10/2024 3:54:51 PM.227] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/stations.xml  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Vinewood Police Station  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Added new police station: Vinewood Police Station (LSPD) at X:638.5 Y:1.75 Z:82.8  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] La Mesa Police Station  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Added new police station: La Mesa Police Station (LSPD) at X:826.8 Y:-1290 Z:28.24  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Rockford Hills Police Station  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Added new police station: Rockford Hills Police Station (LSPD) at X:-561.65 Y:-131.65 Z:38.21  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Vespucci Police Station  
[9/10/2024 3:54:51 PM.241] LSPD First Response: [INFO] Added new police station: Vespucci Police Station (LSPD) at X:-1108.18 Y:-845.18 Z:19.32  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Downtown Police Station  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Downtown Police Station (LSPD) at X:450.0654 Y:-993.0596 Z:30  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Davis Sheriff Station  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Davis Sheriff Station (LSSD) at X:360.97 Y:-1584.7 Z:29.29  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Sandy Shores Sheriff Station  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Sandy Shores Sheriff Station (LSSD) at X:1848.73 Y:3689.98 Z:34.27  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Paleto Bay Sheriff Station  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Paleto Bay Sheriff Station (LSSD) at X:-448.22 Y:6008.23 Z:31.72  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Beaver Bush Ranger Station  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Beaver Bush Ranger Station (SAPR) at X:379.31 Y:792.06 Z:190.41  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Los Santos Intl. Airport Field Office  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Los Santos Intl. Airport Field Office (NOOSE) at X:-864.61 Y:-2408.92 Z:14.03  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Bolingbroke Penitentiary  
[9/10/2024 3:54:51 PM.242] LSPD First Response: [INFO] Added new police station: Bolingbroke Penitentiary (SASPA) at X:1846.49 Y:2585.95 Z:45.67  
[9/10/2024 3:54:51 PM.249] LSPD First Response: [TRACE] Auto started component Debug #1  
[9/10/2024 3:54:51 PM.249] LSPD First Response: [TRACE] Auto started component AmbientBlips #1  
[9/10/2024 3:54:51 PM.249] LSPD First Response: [TRACE] Auto started component AmbientChases #1  
[9/10/2024 3:54:51 PM.250] LSPD First Response: [TRACE] Auto started component AmbientCombatControl #1  
[9/10/2024 3:54:51 PM.250] LSPD First Response: [TRACE] Auto started component AmbientGameStats #1  
[9/10/2024 3:54:51 PM.250] LSPD First Response: [TRACE] Auto started component AmbientOffDuty #1  
[9/10/2024 3:54:51 PM.251] LSPD First Response: [TRACE] Auto started component AmbientPhotoCamera #1  
[9/10/2024 3:54:51 PM.251] LSPD First Response: [TRACE] Auto started component AmbientGameScripts #1  
[9/10/2024 3:54:51 PM.251] LSPD First Response: [TRACE] Auto started component AmbientSitAnywhere #1  
[9/10/2024 3:54:51 PM.252] LSPD First Response: [TRACE] Auto started component AmbientSpawn #1  
[9/10/2024 3:54:51 PM.252] LSPD First Response: [TRACE] Auto started component AmbientSpawnScenarios #1  
[9/10/2024 3:54:51 PM.253] LSPD First Response: [TRACE] Auto started component GameStatsManager #1  
[9/10/2024 3:54:51 PM.253] LSPD First Response: [TRACE] Auto started component EvidenceMarkerManager #1  
[9/10/2024 3:54:51 PM.254] LSPD First Response: [TRACE] Auto started component GameEventManager #1  
[9/10/2024 3:54:51 PM.299] LSPD First Response: [TRACE] Preloading node data  
[9/10/2024 3:54:51 PM.564] LSPD First Response: [INFO] No cached credentials, no user login attempt will be made to LSPDFR Sync.  
[9/10/2024 3:54:51 PM.565] LSPD First Response: [TRACE] Checking for updates...  
[9/10/2024 3:54:51 PM.571] LSPD First Response: [TRACE] Terminal server version: 0.2  
[9/10/2024 3:54:51 PM.571] LSPD First Response: [INFO] Connected to LSPDFR Sync via session c0df2d7e-e43f-4e32-ba2c-1e9184a6c650. Enhanced features available.  
[9/10/2024 3:54:51 PM.590] LSPD First Response: [TRACE] Server has requested that we enable feature BaselineTelemetry  
[9/10/2024 3:54:51 PM.591] LSPD First Response: [TRACE] Server has requested that we enable feature LSPDFRSyncOnboarding  
[9/10/2024 3:54:51 PM.591] LSPD First Response: [TRACE] Server has requested that we enable feature PatreonPauseMenuItem  
[9/10/2024 3:54:51 PM.751] LSPD First Response: [TRACE] This version seems up to date.  
[9/10/2024 3:54:51 PM.751] LSPD First Response: [TRACE] This version: 0.4.8943.27879, Version available on server: 0.4.8943.27879  
[9/10/2024 3:54:52 PM.467] LSPD First Response: [TRACE] Building pathfinding data. Island: False  
[9/10/2024 3:54:54 PM.111] LSPD First Response: [TRACE] Done preloading node data  
[9/10/2024 3:54:54 PM.111] LSPD First Response: [TRACE] Preloading node data  
[9/10/2024 3:54:54 PM.111] LSPD First Response: [TRACE] Done preloading node data  
[9/10/2024 3:54:54 PM.112] LSPD First Response: [TRACE] SwitchToCharacter: Pascal Diaz  
[9/10/2024 3:54:54 PM.112] LSPD First Response: [TRACE] Switch mode is random  
[9/10/2024 3:54:54 PM.114] LSPD First Response: [TRACE] GamePlayer::ChangeCharacter: Same character  
[9/10/2024 3:54:54 PM.114] LSPD First Response: [TRACE] Saved apt:  
[9/10/2024 3:54:54 PM.116] LSPD First Response: [TRACE] Entered apartment 4 Integrity Way  
[9/10/2024 3:54:54 PM.801] LSPD First Response: [TRACE] Thread AmbientBlips #1 initialized  
[9/10/2024 3:54:54 PM.807] LSPD First Response: [TRACE] Thread AmbientChases #1 initialized  
[9/10/2024 3:54:54 PM.807] LSPD First Response: [TRACE] Disabling ambient game police chases  
[9/10/2024 3:54:54 PM.813] LSPD First Response: [TRACE] Disabled ambient game police chases  
[9/10/2024 3:54:54 PM.814] LSPD First Response: [TRACE] Thread AmbientGameStats #1 initialized  
[9/10/2024 3:54:54 PM.817] LSPD First Response: [TRACE] Thread AmbientOffDuty #1 initialized  
[9/10/2024 3:54:54 PM.819] LSPD First Response: [TRACE] Thread AmbientPhotoCamera #1 initialized  
[9/10/2024 3:54:54 PM.819] LSPD First Response: [TRACE] Thread AmbientGameScripts #1 initialized  
[9/10/2024 3:54:54 PM.852] LSPD First Response: [TRACE] Thread AmbientSpawnScenarios #1 initialized  
[9/10/2024 3:54:54 PM.852] LSPD First Response: [TRACE] Thread GameStatsManager #1 initialized  
[9/10/2024 3:54:54 PM.992] LSPD First Response: [TRACE] Thread PauseMenu #1 initialized  
[9/10/2024 3:54:54 PM.993] LSPD First Response: [TRACE] Thread SamTesting #1 initialized  
[9/10/2024 3:54:54 PM.993] LSPD First Response: [TRACE] Thread CrimeEventManager #1 initialized  
[9/10/2024 3:54:54 PM.993] LSPD First Response: [TRACE] Thread Crime Manager #1 initialized  
[9/10/2024 3:54:54 PM.993] LSPD First Response: [TRACE] Thread ChaseMe #1 initialized  
[9/10/2024 3:54:54 PM.993] LSPD First Response: [TRACE] Thread TrafficStopManager #1 initialized  
[9/10/2024 3:54:54 PM.996] LSPD First Response: [TRACE] Thread PlayerChaseManager #1 initialized  
[9/10/2024 3:54:55 PM.000] LSPD First Response: [TRACE] Thread ScenarioManager #1 initialized  
[9/10/2024 3:54:55 PM.001] LSPD First Response: [TRACE] Thread PlayerDutyController #1 initialized  
[9/10/2024 3:54:55 PM.001] LSPD First Response: [TRACE] Thread PlayerDutyBehaviorController #1 initialized  
[9/10/2024 3:54:55 PM.002] LSPD First Response: [TRACE] Thread PoliceStationManager #1 initialized  
[9/10/2024 3:54:55 PM.005] LSPD First Response: [TRACE] Thread PoliceStationInterior #1 initialized  
[9/10/2024 3:54:55 PM.008] LSPD First Response: [TRACE] Thread Marker #5 initialized  
[9/10/2024 3:54:55 PM.008] LSPD First Response: [TRACE] Thread Debug #1 initialized  
[9/10/2024 3:54:55 PM.010] LSPD First Response: [TRACE] Thread AmbientCombatControl #1 initialized  
[9/10/2024 3:54:55 PM.011] LSPD First Response: [TRACE] Thread AmbientSitAnywhere #1 initialized  
[9/10/2024 3:54:55 PM.021] LSPD First Response: [TRACE] Thread AmbientSpawn #1 initialized  
[9/10/2024 3:54:55 PM.025] LSPD First Response: [TRACE] Thread EvidenceMarkerManager #1 initialized  
[9/10/2024 3:54:55 PM.028] LSPD First Response: [TRACE] Thread GameEventManager #1 initialized  
[9/10/2024 3:54:55 PM.954] LSPD First Response: [TRACE] Loaded Apartment: 4 Integrity Way, Interior is 147969  
[9/10/2024 3:54:56 PM.976] LSPD First Response: [TRACE] Shower: Prop Constructor Started  
[9/10/2024 3:54:56 PM.976] LSPD First Response: [TRACE] Shower: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.982] LSPD First Response: [TRACE] Bed: Prop Constructor Started  
[9/10/2024 3:54:56 PM.982] LSPD First Response: [TRACE] Bed: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.983] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Started  
[9/10/2024 3:54:56 PM.983] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.985] LSPD First Response: [TRACE] Chair: Prop Constructor Started  
[9/10/2024 3:54:56 PM.985] LSPD First Response: [TRACE] Chair: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.987] LSPD First Response: [TRACE] Radio: Prop Constructor Started  
[9/10/2024 3:54:56 PM.987] LSPD First Response: [TRACE] Radio: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.987] LSPD First Response: [TRACE] Radio: Prop Constructor Started  
[9/10/2024 3:54:56 PM.987] LSPD First Response: [TRACE] Radio: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.988] LSPD First Response: [TRACE] Radio: Prop Constructor Started  
[9/10/2024 3:54:56 PM.988] LSPD First Response: [TRACE] Radio: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Green Juice: Prop Constructor Started  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Green Juice: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Wine: Prop Constructor Started  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Wine: Prop Constructor Finished  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Whisky: Prop Constructor Started  
[9/10/2024 3:54:56 PM.989] LSPD First Response: [TRACE] Whisky: Prop Constructor Finished  
[9/10/2024 3:54:57 PM.012] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.017] LSPD First Response: [TRACE] Updating scaleform



[9/10/2024 3:54:57 PM.017] LSPD First Response: [LSPD] Updating scaleform  
[9/10/2024 3:54:57 PM.018] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.018] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.018] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.018] LSPD First Response: [TRACE] Successfully loaded interior for: 4 Integrity Way  
[9/10/2024 3:54:57 PM.042] LSPD First Response: [TRACE] Thread ApartmentProp #1 initialized  
[9/10/2024 3:54:57 PM.043] LSPD First Response: [TRACE] Thread ApartmentProp #2 initialized  
[9/10/2024 3:54:57 PM.044] LSPD First Response: [TRACE] Thread ApartmentProp #3 initialized  
[9/10/2024 3:54:57 PM.046] LSPD First Response: [TRACE] Started new menu thread MenuBase #10  
[9/10/2024 3:54:57 PM.058] LSPD First Response: [TRACE] Thread ApartmentTV #1 initialized  
[9/10/2024 3:54:57 PM.063] LSPD First Response: [TRACE] Thread ApartmentProp #5 initialized  
[9/10/2024 3:54:57 PM.063] LSPD First Response: [TRACE] Set scenepoint for radio based on prop\_mp3\_dock  
[9/10/2024 3:54:57 PM.063] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.064] LSPD First Response: [TRACE] Thread ApartmentProp #6 initialized  
[9/10/2024 3:54:57 PM.065] LSPD First Response: [TRACE] Set scenepoint for radio based on v\_res\_mm\_audio  
[9/10/2024 3:54:57 PM.065] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.065] LSPD First Response: [TRACE] Thread ApartmentProp #7 initialized  
[9/10/2024 3:54:57 PM.065] LSPD First Response: [TRACE] Set scenepoint for radio based on prop\_mp3\_dock  
[9/10/2024 3:54:57 PM.065] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.071] LSPD First Response: [TRACE] Thread ApartmentProp #8 initialized  
[9/10/2024 3:54:57 PM.079] LSPD First Response: [TRACE] Thread ApartmentProp #9 initialized  
[9/10/2024 3:54:57 PM.088] LSPD First Response: [TRACE] Thread ApartmentProp #10 initialized  
[9/10/2024 3:54:57 PM.168] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.172] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.173] LSPD First Response: [TRACE] Updating scaleform  
[9/10/2024 3:54:57 PM.608] LSPD First Response: [TRACE] Thread ApartmentProp #4 initialized  
[9/10/2024 3:54:58 PM.025] LSPD First Response: [TRACE] Starting player switch  
[9/10/2024 3:54:59 PM.941] LSPD First Response: [TRACE] Player switch done  
[9/10/2024 3:55:07 PM.956] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom  
[9/10/2024 3:55:07 PM.956] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom  
[9/10/2024 3:55:07 PM.957] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/duty\_selection.xml  
[9/10/2024 3:55:07 PM.978] LSPD First Response: [TRACE] Setting player to lspd from last agency  
[9/10/2024 3:55:07 PM.997] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_cop  
[9/10/2024 3:55:08 PM.004] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_cop\_01\_white\_full\_01  
[9/10/2024 3:55:08 PM.005] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_cop  
[9/10/2024 3:55:08 PM.014] LSPD First Response: [TRACE] Setting player skin from last skin  
[9/10/2024 3:55:08 PM.022] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_cop\_01\_white\_full\_01  
[9/10/2024 3:55:08 PM.051] LSPD First Response: [TRACE] Thread AgencySelector #1 initialized  
[9/10/2024 3:55:08 PM.367] LSPD First Response: [TRACE] Player went on duty.  
[9/10/2024 3:55:08 PM.377] LSPD First Response: Folder is C:\Program Files\Epic Games\GTAV\plugins\lspdfr  
[9/10/2024 3:55:08 PM.718] LSPD First Response: 686Callouts, Version=2.0.0.1, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.732] LSPD First Response: ALPRLite, Version=1.5.4.2, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.743] LSPD First Response: CompuLite, Version=1.5.2.6, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.753] LSPD First Response: DeadlyWeapons, Version=3.4.6.1, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.754] LSPD First Response: GrammarPolice, Version=1.7.2.0, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.756] LSPD First Response: KucheraCallouts, Version=2.0.2.1, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.769] LSPD First Response: RobberyCallouts, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.779] LSPD First Response: StopThePed, Version=4.9.5.2, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.783] LSPD First Response: SuperCallouts, Version=3.9.7.2, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.784] LSPD First Response: UltimateBackup, Version=1.8.7.0, Culture=neutral, PublicKeyToken=null  
[9/10/2024 3:55:08 PM.787] LSPD First Response: Creating plugin: \_686\_Callouts.Main  
[9/10/2024 3:55:08 PM.830] LSPD First Response: Creating plugin:  
[9/10/2024 3:55:08 PM.858] LSPD First Response: Creating plugin:  
[9/10/2024 3:55:08 PM.963] LSPD First Response: Creating plugin: DeadlyWeapons.Main  
[9/10/2024 3:55:08 PM.963] LSPD First Response: Creating plugin: GrammarPolice.Main  
[9/10/2024 3:55:08 PM.963] LSPD First Response: Creating plugin: KucheraCallouts.Main  
[9/10/2024 3:55:08 PM.963] LSPD First Response: Creating plugin: LSPDFRCallout.Main  
[9/10/2024 3:55:08 PM.963] LSPD First Response: Creating plugin:  
[9/10/2024 3:55:09 PM.011] LSPD First Response: Creating plugin: SuperCallouts.Main  
[9/10/2024 3:55:09 PM.011] LSPD First Response: Creating plugin:  
[9/10/2024 3:55:09 PM.055] LSPD First Response: [686 Callouts] Version 2.0.0.1 by Charlie686 has been initialised.  
[9/10/2024 3:55:09 PM.055] LSPD First Response: [686 Callouts] 686 Callouts will be loaded when on duty.  
[9/10/2024 3:55:09 PM.060] LSPD First Response: [686 Callouts] Supported [ENGLISH] language chosen. Selected appropriate translation files.  
[9/10/2024 3:55:09 PM.065] LSPD First Response: Plugin ALPRLite v1.5.4.2 has been initialized.  
[9/10/2024 3:55:09 PM.066] LSPD First Response: Go on duty to fully load ALPRLite  
[9/10/2024 3:55:09 PM.066] LSPD First Response: Plugin CompuLite v1.5.2.6 has been initialized.  
[9/10/2024 3:55:09 PM.066] LSPD First Response: Go on duty to fully load CompuLite  
[9/10/2024 3:55:09 PM.071] DeadlyWeapons: Loading config.  
[9/10/2024 3:55:09 PM.072] DeadlyWeapons: Config loaded.  
[9/10/2024 3:55:09 PM.073] LSPD First Response: Plugin Kuchera Callouts 2.0.2.1 by againstallodds has been initialised.  
[9/10/2024 3:55:09 PM.590] [LOG]: You are on the most updated build of Kuchera Callouts and do not need to update.  
[9/10/2024 3:55:09 PM.599] LSPD First Response: [RobberyCallouts] Callout pack successfully initialized (1.0.0.0)  
[9/10/2024 3:55:09 PM.599] LSPD First Response: Plugin StopThePed v4.9.5.2 has been initialized.  
[9/10/2024 3:55:09 PM.600] LSPD First Response: Go on duty to fully load StopThePed  
[9/10/2024 3:55:09 PM.602] SuperCallouts: Loading config.  
[9/10/2024 3:55:09 PM.605] SuperCallouts: Config loaded.  
[9/10/2024 3:55:09 PM.607] LSPD First Response: Plugin UltimateBackup v1.8.7.0 has been initialized.  
[9/10/2024 3:55:09 PM.607] LSPD First Response: Go on duty to fully load UltimateBackup  
[9/10/2024 3:55:09 PM.607] LSPD First Response: We have 3 callouts registered  
[9/10/2024 3:55:09 PM.607] LSPD First Response: CalloutManager initialized  
[9/10/2024 3:55:09 PM.608] LSPD First Response: [TRACE] WorldEventManager: Allowing up to 1 events  
[9/10/2024 3:55:09 PM.616] LSPD First Response: [TRACE] Created new evidence: CrimeEvidenceInPedPossession  
[9/10/2024 3:55:09 PM.617] LSPD First Response: [TRACE] Created new evidence: CrimeEvidenceInPedPossession  
[9/10/2024 3:55:09 PM.622] LSPD First Response: [INFO] Model preloading enabled  
[9/10/2024 3:55:09 PM.622] LSPD First Response: [TRACE] Preloading POLICE  
[9/10/2024 3:55:09 PM.622] LSPD First Response: [TRACE] Preloading POLICE2  
[9/10/2024 3:55:09 PM.622] LSPD First Response: [TRACE] Preloading POLICE3  
[9/10/2024 3:55:09 PM.622] LSPD First Response: [TRACE] Preloading POLICET  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading SHERIFF2  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading SHERIFF  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading POLICE4  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading POLICEB  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading FBI2  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading POLICEOLD1  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading POLICEOLD2  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading BUZZARD  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading POLMAV  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading FROGGER2  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading AMBULANCE  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading FIRETRUK  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 1B06D571  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 1D073A89  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 60EC506  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 678B81B1  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 3656C8C1  
[9/10/2024 3:55:09 PM.623] LSPD First Response: [TRACE] Preloading asset 83BF0278  
[9/10/2024 3:55:09 PM.628] LSPD First Response: [TRACE] Auto started component PersonaSearch #1  
[9/10/2024 3:55:09 PM.629] LSPD First Response: [TRACE] Auto started component StudyStatistics #1  
[9/10/2024 3:55:09 PM.630] LSPD First Response: [TRACE] Auto started component AmbientCharacterManager #1  
[9/10/2024 3:55:09 PM.631] LSPD First Response: [TRACE] Auto started component AmbientEvidenceManager #1  
[9/10/2024 3:55:09 PM.641] LSPD First Response: [TRACE] LifeCycleStage HomeOutside Start: 07:30:00 End: 00:00:00 does not have an end time defined, set to 08:00:00  
[9/10/2024 3:55:09 PM.641] LSPD First Response: [TRACE] LifeCycleStage GoingToWork Start: 08:00:00 End: 00:00:00 does not have an end time defined, set to 09:00:00  
[9/10/2024 3:55:09 PM.641] LSPD First Response: [TRACE] LifeCycleStage GoingHome Start: 13:00:00 End: 00:00:00 does not have an end time defined, set to 14:00:00  
[9/10/2024 3:55:09 PM.641] LSPD First Response: [TRACE] LifeCycleStage HomeInside Start: 14:00:00 End: 00:00:00 does not have an end time defined, set to 07:30:00  
[9/10/2024 3:55:09 PM.645] LSPD First Response: [TRACE] Auto started component PersistentCharacterManager #1  
[9/10/2024 3:55:09 PM.646] LSPD First Response: [TRACE] Auto started component PlayerInvestigationManager #1  
[9/10/2024 3:55:09 PM.646] LSPD First Response: [TRACE] Auto started component WorldPropManager #1  
[9/10/2024 3:55:09 PM.648] LSPD First Response: [TRACE] Auto started component AmbientBehaviorPedOnStreet #1  
[9/10/2024 3:55:09 PM.649] LSPD First Response: [TRACE] Auto started component AmbientBehaviorShotsFired #1  
[9/10/2024 3:55:09 PM.649] LSPD First Response: [TRACE] Auto started component AmbientTrafficStop #1  
[9/10/2024 3:55:09 PM.651] LSPD First Response: [686 Callouts] Acquiring document for selected language: en  
[9/10/2024 3:55:09 PM.663] LSPD First Response: [686 Callouts] Loading your 686 Callouts!  
[9/10/2024 3:55:10 PM.071] LSPD First Response: [686 Callouts] User is on the latest build.  
[9/10/2024 3:55:10 PM.073] LSPD First Response: [686 Callouts] Running Plugin Handler.

[9/10/2024 3:55:10 PM.074] LSPD First Response: [686 Callouts] Is Stop The Ped Running? True.  
[9/10/2024 3:55:10 PM.074] LSPD First Response: [686 Callouts] Is Callout Interface [1.2] Running? False.  
[9/10/2024 3:55:10 PM.074] LSPD First Response: [686 Callouts] Is ExternalPoliceComputer [1.4.0] Running? False.  
[9/10/2024 3:55:10 PM.079] LSPD First Response: Registering callout \_686\_Callouts.Callouts.VehicleOnSidewalk  
[9/10/2024 3:55:10 PM.079] LSPD First Response: Registering callout \_686\_Callouts.Callouts.DisorientatedIndividual  
[9/10/2024 3:55:10 PM.079] LSPD First Response: Registering callout \_686\_Callouts.Callouts.LargeVehiclePursuit  
[9/10/2024 3:55:10 PM.079] LSPD First Response: Registering callout \_686\_Callouts.Callouts.OffensiveWeapon  
[9/10/2024 3:55:10 PM.079] LSPD First Response: Registering callout \_686\_Callouts.Callouts.Photography  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.StolenBike  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.StolenItem  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.SuspectedStalker  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.FareDodger  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.VehicleFire  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.Kidnapping  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.Solicitation  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.SubwayDisturbance  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.CarBomb  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.Protest  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.AircraftInDistress  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.AllwayRobbery  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.HighRiskEscort  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.TerroristAttack  
[9/10/2024 3:55:10 PM.080] LSPD First Response: Registering callout \_686\_Callouts.Callouts.AttemptedBreakIn  
[9/10/2024 3:55:10 PM.081] LSPD First Response: [686 Callouts] Locating stats: plugins/LSPDFR/686Callouts/stats.xml.  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Charlie686 is a little nosy and would like to see your statistics...  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Arrests: 0  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Calls: 0  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Suspect Deaths: 0  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Fights: 0  
[9/10/2024 3:55:10 PM.105] LSPD First Response: [686 Callouts] Pursuits: 0  
[9/10/2024 3:55:10 PM.108] LSPD First Response: [686 Callouts] Initialising 686 Callouts logging file.  
[9/10/2024 3:55:10 PM.170] LSPD First Response: [686 Callouts] All done, have a fantastic patrol!  
[9/10/2024 3:55:10 PM.344] LSPD First Response: CompuLite Localization Code Page: 1252  
[9/10/2024 3:55:10 PM.344] LSPD First Response: CompuLite Localization Encoding Name: Western European (Windows)  
[9/10/2024 3:55:10 PM.350] DeadlyWeapons: DeadlyWeapons by SuperPyroManiac loaded successfully!  
[9/10/2024 3:55:10 PM.350] DeadlyWeapons: =====  
[9/10/2024 3:55:10 PM.350] DeadlyWeapons: Dependencies Found:  
[9/10/2024 3:55:10 PM.350] DeadlyWeapons: PyroCommon, Version: 1.6.0.0  
[9/10/2024 3:55:10 PM.351] DeadlyWeapons: RageNativeUI, Version: 1.9.2.0  
[9/10/2024 3:55:10 PM.351] DeadlyWeapons: DamageTrackerLib, Version: 1.0.2  
[9/10/2024 3:55:10 PM.351] DeadlyWeapons: Using Ultimate Backup: True  
[9/10/2024 3:55:10 PM.351] DeadlyWeapons: Using StopThePed: True  
[9/10/2024 3:55:10 PM.351] DeadlyWeapons: =====  
[9/10/2024 3:55:10 PM.353] LSPD First Response: DamageTrackerService Started  
[9/10/2024 3:55:10 PM.365] LSPD First Response: GrammarPolice dependency CalloutInterfaceAPI.dll is available (1.0.3.0).  
[9/10/2024 3:55:10 PM.366] LSPD First Response: GrammarPolice dependency IPT.Common.dll is available (1.4.4.0).  
[9/10/2024 3:55:10 PM.367] LSPD First Response: GrammarPolice dependency RAGENativeUI.dll is available (1.9.2.0).  
[9/10/2024 3:55:10 PM.367] LSPD First Response: GrammarPolice: [GrammarPolice] starting...  
[9/10/2024 3:55:10 PM.368] LSPD First Response: GrammarPolice: [ExternalPluginHandler] starting...  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] external plugin status  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] -----  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] LSPDFR Updated: True  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] ArrestManager: False  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] HeliAssistance: False  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] Traffic Policer: False  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] StopThePed: True  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] UltimateBackup: True  
[9/10/2024 3:55:10 PM.369] LSPD First Response: GrammarPolice: [ExternalPluginHandler] -----  
[9/10/2024 3:55:10 PM.377] LSPD First Response: GrammarPolice: [ConfigHandler] initializing...  
[9/10/2024 3:55:10 PM.379] LSPD First Response: GrammarPolice: [ConfigHandler] loading default settings...  
[9/10/2024 3:55:10 PM.390] LSPD First Response: GrammarPolice: [ConfigHandler] loading custom settings...  
[9/10/2024 3:55:10 PM.390] LSPD First Response: GrammarPolice: [ConfigHandler] cannot find file for custom settings, skipping  
[9/10/2024 3:55:10 PM.392] LSPD First Response: GrammarPolice: [ConfigHandler] loading callsign...  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] =====  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] GrammarPolice Settings  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] =====  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] Callsign = 1-LINCOLN-18  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] Language = de-DE  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] AgencyCodes = GENERIC  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] EnableSpeechRecognition = True  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] DispatchKey = RMenu  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] InterfaceKey = F3  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] InterfaceModifierKey = LControlKey  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] SettingsKey = F2  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] SettingsModifierKey = LControlKey  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] RadioKey = C  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] RadioModifierKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] HotkeysModifierKey = LControlKey  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] BusyKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] ClearKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] NoKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] PanicKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] SceneKey = None  
[9/10/2024 3:55:10 PM.394] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlClearKey = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlSlowKey = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlStopKey = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficStopKey = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] YesKey = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] DispatchPrimaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] DispatchSecondaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] InterfacePrimaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] InterfaceSecondaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioPrimaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioSecondaryButton = None  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] ShowNotifications = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] ShowPlayerStatus = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] ShowTargetPlate = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] StatusTextPosX = 388  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] StatusTextPosY = 1025  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] StatusTextScale = 0.45  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioPosX = 1400  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioPosY = 495  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioScale = 70  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] RadioAutoClose = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] HoldToTalk = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] HoldToTalkDelay = 250  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PTTPushSound = 1  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PTTReleaseSound = 1  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PrefaceResponse = 1  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] ShowInCarAnimation = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] AttemptToInitiatePursuit = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] EnableJailWaypoint = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] EnablePriorityTone = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] EnableAutoPriorityTone = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] EnableTrafficStop = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] HandleAvailability = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] HandleDeath = True  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfficerCheckInterval = 0  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PriorityToneInterval = 30  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] UseGenericResponse = False  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PanicResponse = 5  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlRadius = 60  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlSpeed = 5  
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupAir = False

```
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupInvestigating = False
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupOnScene = False
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupTaser = False
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] OfferTransportSuspectCustody = False
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PitSurrenderRate = 75
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PitPedDistance = 20
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PitMaxPeds = 1
[9/10/2024 3:55:10 PM.395] LSPD First Response: GrammarPolice: [ConfigHandler] PitVehicleDistance = 20
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PitMaxVehicles = 1
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityEnabled = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityPedDistance = 50
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityMaxPeds = 5
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityVehicleDistance = 50
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityMaxVehicles = 5
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PursuitCheckInInterval = 0
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeAir = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeCode2 = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeCode3 = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeEMS = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativePanic = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativePedCheck = True
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativePlateCheck = True
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeSWAT = False
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] DisableMenuMouse = True
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] BabbleTimeout = 2000
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] InitialSilenceTimeout = 2000
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] EndSilenceTimeout = 1500
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] LoggingLevel = 0
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] PluginPath = C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] AudioPath = C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/audio
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] TexturePath = C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/textures
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] CallsignGrammarPartsList = [[1], [lincoln], [18]]
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] CallsignAudioParts = [GP_DIVISION_1, GP_UT_LINCOLN, GP_BEAT_18]
[9/10/2024 3:55:10 PM.396] LSPD First Response: GrammarPolice: [ConfigHandler] =====
[9/10/2024 3:55:10 PM.435] LSPD First Response: GrammarPolice: [TextureHandler] loaded 52 textures
[9/10/2024 3:55:10 PM.436] LSPD First Response: GrammarPolice: [AnimationHandler] initializing...
[9/10/2024 3:55:10 PM.449] LSPD First Response: [TRACE] Thread AmbientTrafficStop #1 initialized
[9/10/2024 3:55:10 PM.449] LSPD First Response: [TRACE] Thread AmbientBehaviorShotsFired #1 initialized
[9/10/2024 3:55:10 PM.449] LSPD First Response: [TRACE] Thread AmbientBehaviorPedOnStreet #1 initialized
[9/10/2024 3:55:10 PM.449] LSPD First Response: [TRACE] Thread PersonaSearch #1 initialized
[9/10/2024 3:55:10 PM.459] LSPD First Response: [TRACE] Thread Ambient #1 initialized
[9/10/2024 3:55:10 PM.472] LSPD First Response: [TRACE] Thread ArrestManager #1 initialized
[9/10/2024 3:55:10 PM.473] LSPD First Response: [TRACE] Thread SuspectTransportManager #1 initialized
[9/10/2024 3:55:10 PM.481] LSPD First Response: [TRACE] Has taken study survey: False
[9/10/2024 3:55:10 PM.483] LSPD First Response: [TRACE] Thread WorldEventManager #1 initialized
[9/10/2024 3:55:10 PM.489] LSPD First Response: [TRACE] Thread BoundlessInformant #1 initialized
[9/10/2024 3:55:10 PM.490] LSPD First Response: [TRACE] Thread PlayerSuspectTransportManager #1 initialized
[9/10/2024 3:55:10 PM.499] LSPD First Response: [TRACE] Thread StudyStatistics #1 initialized
[9/10/2024 3:55:10 PM.499] LSPD First Response: [TRACE] Thread AmbientCharacterManager #1 initialized
[9/10/2024 3:55:10 PM.500] LSPD First Response: [TRACE] Thread AmbientEvidenceManager #1 initialized
[9/10/2024 3:55:10 PM.501] LSPD First Response: [TRACE] Thread PersistentCharacterManager #1 initialized
[9/10/2024 3:55:10 PM.502] LSPD First Response: [TRACE] Thread PlayerInvestigationManager #1 initialized
[9/10/2024 3:55:10 PM.504] LSPD First Response: [TRACE] Thread WorldPropManager #1 initialized
[9/10/2024 3:55:10 PM.512] LSPD First Response: GrammarPolice: [AnimationHandler] created DashRadio and HandRadio objects
[9/10/2024 3:55:11 PM.821] LSPD First Response: GrammarPolice: [ActionHandler] loading actions and commands from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE
[9/10/2024 3:55:11 PM.828] LSPD First Response: GrammarPolice: [Action] loaded action: name=accept target=GrammarPolice.Actions.Callout.Accept from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/accept.xml
[9/10/2024 3:55:12 PM.035] LSPD First Response: GrammarPolice: [Action] loaded action: name=advise target=GrammarPolice.Actions.Status.Advise from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/advise.xml
[9/10/2024 3:55:12 PM.036] LSPD First Response: GrammarPolice: [Action] loaded action: name=air target=GrammarPolice.Actions.Backup.Air from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/air.xml
[9/10/2024 3:55:12 PM.037] LSPD First Response: GrammarPolice: [Action] loaded action: name=animal target=GrammarPolice.Actions.Backup.Animal from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/animal.xml
[9/10/2024 3:55:12 PM.037] LSPD First Response: GrammarPolice: [Action] loaded action: name=available target=GrammarPolice.Actions.Status.Available from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/available.xml
[9/10/2024 3:55:12 PM.037] LSPD First Response: GrammarPolice: [Action] loaded action: name=busy target=GrammarPolice.Actions.Status.Busy from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/busy.xml
[9/10/2024 3:55:12 PM.038] LSPD First Response: GrammarPolice: [Action] loaded action: name=cancel_checks target=GrammarPolice.Actions.Interactions.Cancel_Checks from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/cancel_checks.xml
[9/10/2024 3:55:12 PM.038] LSPD First Response: GrammarPolice: [Action] loaded action: name=clear target=GrammarPolice.Actions.Status.Code4 from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/clear.xml
[9/10/2024 3:55:12 PM.038] LSPD First Response: GrammarPolice: [Action] loaded action: name=code2 target=GrammarPolice.Actions.Backup.Code2 from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/code2.xml
[9/10/2024 3:55:12 PM.038] LSPD First Response: GrammarPolice: [Action] loaded action: name=code3 target=GrammarPolice.Actions.Backup.Code3 from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/code3.xml
[9/10/2024 3:55:12 PM.039] LSPD First Response: GrammarPolice: [Action] loaded action: name=code4 target=GrammarPolice.Actions.Status.Code4 from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/code4.xml
[9/10/2024 3:55:12 PM.039] LSPD First Response: GrammarPolice: [Action] loaded action: name=copy target=GrammarPolice.Actions.Interactions.Copy from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/copy.xml
[9/10/2024 3:55:12 PM.039] LSPD First Response: GrammarPolice: [Action] loaded action: name=coroner target=GrammarPolice.Actions.Backup.Coroner from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/coroner.xml
[9/10/2024 3:55:12 PM.039] LSPD First Response: GrammarPolice: [Action] loaded action: name=ems target=GrammarPolice.Actions.Backup.EMS from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/ems.xml
[9/10/2024 3:55:12 PM.040] LSPD First Response: GrammarPolice: [Action] loaded action: name=felonystopbackup target=GrammarPolice.Actions.Backup.FelonyStopBackup from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/felonystopbackup.xml
[9/10/2024 3:55:12 PM.040] LSPD First Response: GrammarPolice: [Action] loaded action: name=female target=GrammarPolice.Actions.Backup.Female from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/female.xml
[9/10/2024 3:55:12 PM.040] LSPD First Response: GrammarPolice: [Action] loaded action: name=fight target=GrammarPolice.Actions.Advisory.Fight from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/fight.xml
[9/10/2024 3:55:12 PM.040] LSPD First Response: GrammarPolice: [Action] loaded action: name=fire target=GrammarPolice.Actions.Backup.Fire from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/fire.xml
[9/10/2024 3:55:12 PM.041] LSPD First Response: GrammarPolice: [Action] loaded action: name=investigating target=GrammarPolice.Actions.Status.Investigating from C:\Program Files\Epic Games\GTAIV/plugins/LSPDFR/GrammarPolice/grammar/de-DE/default/actions/investigating
```



[9/10/2024 3:55:12 PM.060] LSPD First Response: GrammarPolice: [Command] loaded command: name=no  
[9/10/2024 3:55:12 PM.060] LSPD First Response: GrammarPolice: [Command] loaded command: name=normal  
[9/10/2024 3:55:12 PM.061] LSPD First Response: GrammarPolice: [Command] loaded command: name=occupied  
[9/10/2024 3:55:12 PM.061] LSPD First Response: GrammarPolice: [Command] loaded command: name=officerdown  
[9/10/2024 3:55:12 PM.061] LSPD First Response: GrammarPolice: [Command] loaded command: name=panic  
[9/10/2024 3:55:12 PM.061] LSPD First Response: GrammarPolice: [Command] loaded command: name=preface  
[9/10/2024 3:55:12 PM.061] LSPD First Response: GrammarPolice: [Command] loaded command: name=request  
[9/10/2024 3:55:12 PM.062] LSPD First Response: GrammarPolice: [Command] loaded command: name=status  
[9/10/2024 3:55:12 PM.062] LSPD First Response: GrammarPolice: [Command] loaded command: name=taser  
[9/10/2024 3:55:12 PM.062] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_clear  
[9/10/2024 3:55:12 PM.062] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_slow  
[9/10/2024 3:55:12 PM.062] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_stop  
[9/10/2024 3:55:12 PM.063] LSPD First Response: GrammarPolice: [Command] loaded command: name=yes  
[9/10/2024 3:55:12 PM.063] LSPD First Response: GrammarPolice: [ActionHandler] no custom commands folder, skipping  
[9/10/2024 3:55:12 PM.063] LSPD First Response: GrammarPolice: [ActionHandler] loaded 19 commands and 60 actions  
[9/10/2024 3:55:12 PM.068] LSPD First Response: GrammarPolice: [ActionHandler] building grammars using Culture: de-DE  
[9/10/2024 3:55:12 PM.068] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: accept  
[9/10/2024 3:55:12 PM.071] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advise  
[9/10/2024 3:55:12 PM.071] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advisory  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: cancel\_checks  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: clear  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: copy  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: no  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: normal  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: occupied  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: officerdown  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: panic  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: request  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: status  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: taser  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: traffic\_control\_clear  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: traffic\_control\_slow  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: traffic\_control\_stop  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: yes  
[9/10/2024 3:55:12 PM.072] LSPD First Response: GrammarPolice: [ActionHandler] building Prefaces  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: 1  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: lincoln  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: 1 lincoln  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: 18  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: lincoln 18  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: 1 lincoln 18  
[9/10/2024 3:55:12 PM.073] LSPD First Response: GrammarPolice: [ActionHandler] creating prefaceActionBuilder  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] creating mainBuilder  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] appending prefaces  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] creating allBuilders  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] appending to mainBuilder  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] creating finalBuilder  
[9/10/2024 3:55:12 PM.074] LSPD First Response: GrammarPolice: [ActionHandler] returning new Grammar  
[9/10/2024 3:55:12 PM.146] LSPD First Response: GrammarPolice: [PlayerHandler] starting...  
[9/10/2024 3:55:12 PM.147] LSPD First Response: GrammarPolice: [ControlHandler] starting...  
[9/10/2024 3:55:12 PM.151] LSPD First Response: GrammarPolice: [DispatchHandler] Starting...  
[9/10/2024 3:55:12 PM.152] LSPD First Response: GrammarPolice: [GrammarHandler] Starting...  
[9/10/2024 3:55:12 PM.152] LSPD First Response: GrammarPolice: [GrammarHandler] initializing speech engine  
[9/10/2024 3:55:12 PM.153] LSPD First Response: GrammarPolice: [GrammarHandler] instantiating engine  
[9/10/2024 3:55:12 PM.211] LSPD First Response: GrammarPolice: [GrammarHandler] loading grammar  
[9/10/2024 3:55:12 PM.239] LSPD First Response: GrammarPolice: [GrammarHandler] setting input to default device  
[9/10/2024 3:55:12 PM.269] LSPD First Response: GrammarPolice: [GrammarHandler] adding speech events  
[9/10/2024 3:55:12 PM.270] LSPD First Response: GrammarPolice: [GrammarHandler] speech engine initialization successful  
[9/10/2024 3:55:12 PM.273] LSPD First Response: GrammarPolice: [Radio] custom XML file missing or invalid  
[9/10/2024 3:55:12 PM.276] LSPD First Response: GrammarPolice: [UIHandler] starting...  
[9/10/2024 3:55:12 PM.282] LSPD First Response: GrammarPolice: [InterfaceMenuUI] custom XML file missing or invalid  
[9/10/2024 3:55:12 PM.335] LSPD First Response: GrammarPolice: [UIHandler] starting...  
[9/10/2024 3:55:12 PM.339] LSPD First Response: Registering callout KucheraCallouts.Callouts.HighSpeedChase  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.DisorderlyConduct  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficAccident  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.SuspectWarrant  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.SuspiciousVehicle  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.UnknownTrouble  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.SilentAlarm  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TransitAssistance  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Solicitation  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.PoliceImpersonator  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.SecurityAssistance  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Shoplifting  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Shoplifting2  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.BarFight  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.BackupRequired  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrailerChase  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Roadkill  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.StolenBike  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.VehicleBOLO  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.DisabledVehicle  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.ObjectInRoad  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.AnimalInRoadWay  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficStopBackup  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.ActiveShooter  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficBreak  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.FireAssist  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.AbandonedVehicle  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.VehicleOnTrainTracks  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.VehicleInDitch  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrailerChaseSmall  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Footchase  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.PersonWithWeapon  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.AirAssist  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.StreetFight  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.OfficerDown  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.PedestrianHit  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.MutualAidChase  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Domestic  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.StolenMoneyTruck  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.GunStoreRobbery  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.RoadRage  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.RoadRage2  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.PetTrapped  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.PCPOverdose  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.ShootingChase  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.DepartmentOperation  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.EscapedFugitives  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Escort  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.Escort2  
[9/10/2024 3:55:12 PM.340] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficControl  
[9/10/2024 3:55:12 PM.340] LSPD First Response: [RobberyCallouts] Loading callout pack...  
[9/10/2024 3:55:12 PM.340] LSPD First Response: [RobberyCallouts] Loading keybinds...  
[9/10/2024 3:55:12 PM.347] LSPD First Response: [RobberyCallouts] Loading keybinds complete  
[9/10/2024 3:55:12 PM.347] LSPD First Response: [RobberyCallouts] Registering callouts...  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.RegularPursuit  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.ArmedPursuit  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.ArmedRobbersOnTheRun  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.HoldUp  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.MoneyVan  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.ClimateActivists  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.MoneyEscort  
[9/10/2024 3:55:12 PM.347] LSPD First Response: Registering callout LSPDFRCallout.callouts.HeliChase



[9/10/2024 3:55:12 PM.347] LSPD First Response: [RobberyCallouts] Registering callouts complete  
[9/10/2024 3:55:12 PM.347] LSPD First Response: [RobberyCallouts] Loading callout pack complete (1.0.0.0)  
[9/10/2024 3:55:12 PM.427] LSPD First Response: StopThePed Localization Code Page: 1252  
[9/10/2024 3:55:12 PM.427] LSPD First Response: StopThePed Localization Encoding Name: Western European (Windows)  
[9/10/2024 3:55:12 PM.597] SuperCallouts: SuperCallouts by SuperPyroManiac loaded successfully!  
[9/10/2024 3:55:12 PM.597] SuperCallouts: =====  
[9/10/2024 3:55:12 PM.597] SuperCallouts: Dependencies Found:  
[9/10/2024 3:55:12 PM.597] SuperCallouts: PyroCommon, Version: 1.6.0.0  
[9/10/2024 3:55:12 PM.598] SuperCallouts: RageNativeUI, Version: 1.9.2.0  
[9/10/2024 3:55:12 PM.598] SuperCallouts: Using Ultimate Backup: True  
[9/10/2024 3:55:12 PM.598] SuperCallouts: Using StopThePed: True  
[9/10/2024 3:55:12 PM.598] SuperCallouts: =====  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.HotPursuit  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Robbery  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.CarAccident  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.CarAccident2  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.CarAccident3  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.AngryAnimal  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Kidnapping  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.TruckCrash  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.PrisonTransport  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.HitRun  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.StolenCopVehicle  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.StolenDumptruck  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.AmbulanceEscort  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.Aliens  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.OpenCarry  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.Fire  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.OfficerShootout  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.WeirdCar  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Manhunt  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Impersonator  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.ToiletPaperBandit  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.BlockingTraffic  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.IllegalParking  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.KnifeAttack  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.DeadBody  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.FakeCall  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Trespassing  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Vandalizing  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.InjuredCop  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.IndecentExposure  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.RemasteredCallouts.Fight  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.PrisonBreak  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Mafial  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Mafia2  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Mafia3  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Mafia4  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.LostGang  
[9/10/2024 3:55:12 PM.599] LSPD First Response: Registering callout SuperCallouts.Callouts.Lsgt  
[9/10/2024 3:55:12 PM.648] LSPD First Response: UB: DEFAULT REGIONS FILE IS SUCCESSFULLY LOADED  
[9/10/2024 3:55:12 PM.650] LSPD First Response: UB: CUSTOM REGIONS FILE IS SUCCESSFULLY LOADED  
[9/10/2024 3:55:12 PM.654] LSPD First Response: UB: SPECIAL UNITS FILE IS SUCCESSFULLY LOADED  
[9/10/2024 3:55:13 PM.602] PyroCommon: Current  
[9/10/2024 3:55:13 PM.602] PyroCommon: Plugins are up to date!