



Better Chases + Arrest Warrant

Better Chases + Arrest Warrant consists on the revival of the original [Arrest Warrant](#) script by Guadmaz, plus a couple of scripts aimed to improve the police behavior when chasing the player. All of this, coded and bundled together by Eddlm, with the help of The Realism Team.

Compatiblity

This script is **compatible with any mods** that modify the Police, be it cop/vehicle models, cop loadouts, etc.

Example: Realism Dispatch Enhanced, The Sixth Star.

This script is **NOT COMPATIBLE** with scripts that take control over the Wanted Level.

Example: Police Killer.

This script is also **NOT COMPATIBLE** with scripts that alter the cops' behavior while you are Wanted.

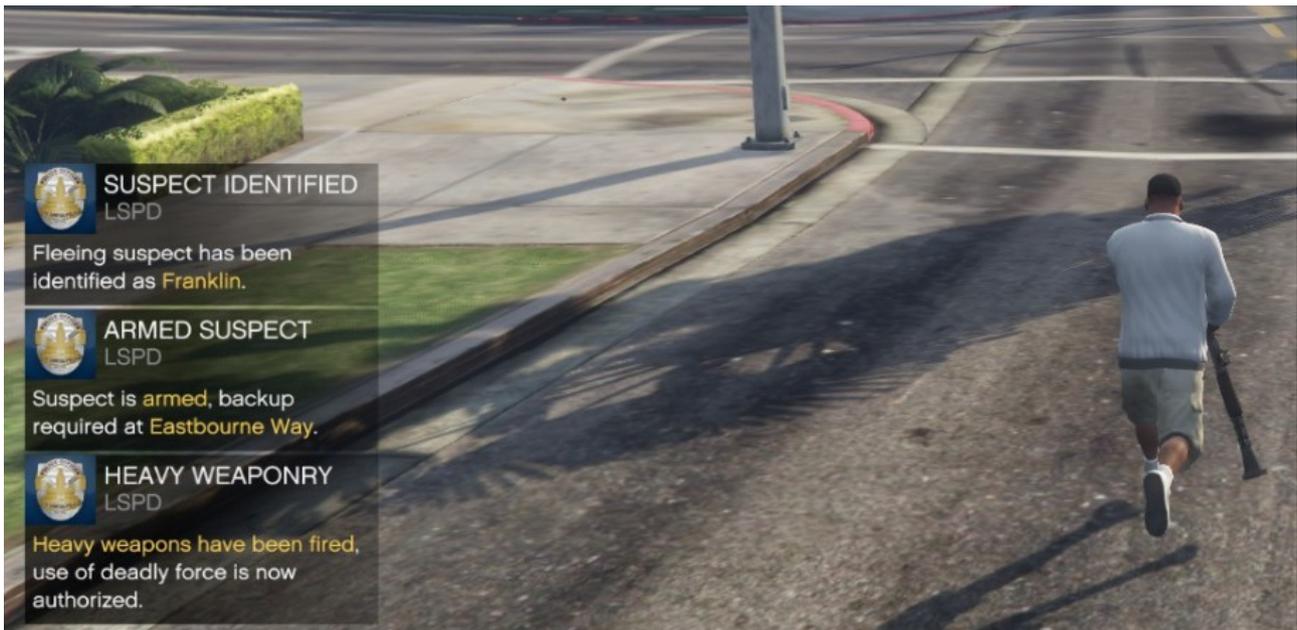
LSPD:FR Compatiblity

This script shouldn't interfere with LSPD:FR users, but you should make sure you haven't any Warrant put on you before start playing LSPD:FR, or cop hilarity will ensue.

Better Chases

The police is now more professional about their job, and won't play Terminator to get you anymore. They require Dispatch's explicit authorization to chase you aggressively or gun you down, and are more aware of situation, changing their behavior on the fly to suit the context.

Dynamic Wanted Level



To help the police react more according to the current situation, the Better Chases can sometimes take control over the Wanted Level, raising it to provoke a more aggressive response from the police.

Because of this, your actions now prompt a more fitting police reaction. For example, if you are in possession on any gun, the Wanted Level will be automatically raised to 2 Stars, if it wasn't at that level before. Threatening any officer with a gun, firing your weapon or simply being in company of armed individuals (Gang Activity) will get you a 3 Star Wanted Level. Firing any heavy weapon (RPG, for example) or driving a Tank will get the NOoSE called, that is, 4 Stars. If you are in a tank and shoot it's cannon, you will get 5 Stars.

Please note that this logic only applies while you are already Wanted. For now, Better Chases does not affect how you become Wanted, only what happens while you are.

PIT Authorization



By default, now, the police is NOT authorized to perform PITs on your vehicle or ram it with theirs, and therefore will be much less aggressive at first.

For them to be able to do it, Tactical Vehicle Interventions have to be authorized by the Dispatch.

This authorization can be obtained if you are involved in a Hit & Run or crash into too many things, and, should you manage to get them that authorization, they will resume their standard aggressive behavior and try to stop your vehicle with theirs. While they will take care not to hit you if there are civilians nearby (trying to avoid collateral damage), this careful behavior is only valid until you reach 4 Stars and the NOOSE is called.

Lethal Force authorization



Same rules apply to Lethal Force: the police is not allowed to kill you, and won't try to shoot you down until explicit authorization is given. They will, instead, use Stun Guns to taze you and try to arrest you.

However, should you ever threaten them with a gun or kill an officer, the use of Lethal Force will be authorized on you. Cops will switch back to their guns and shoot you down, like they always did before you installed this script.

Note: PIT Authorization is automatically given after Lethal Force is authorized.

Offroad Chases



Chasing officers are now able to detect if you are going out of the road to try and lose them, and will switch to a special pathing system that will let them try to follow you without any road to guide them, effectively enabling them to chase you on any terrain.

This affects the gameplay more than you would think, because now, the police doesn't simply chase you across the hills, cops ahead of you are also much better able to cut you from ahead!

There is no limit for this behavior, all land vehicles are affected, from the highway cruisers to the the SWAT vans, so don't think only Sheriffs benefit of this feature.

All units chasing you will switch back if you get back on the road again.

Arrest Opportunities



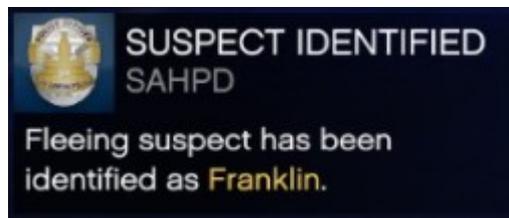
The police is more interested on arresting you than killing you; remember that they are cops, not mercenaries. Because of this, no matter the crimes you have committed, you will be given an opportunity to surrender every time you are stunned or ragdoll, and a police officer happens to be nearby. All cops will stop shooting and one of them will approach to proceed with the arrest. You can also surrender yourself by pressing E while standing still.

Of course, resisting arrest will have the cops resume shooting/tazing you again.

Arrest Warrant

The pursuing officers are now able to transmit your Character's description to the LSPD as well as their vehicle's, and should you lose the cops, they will use that information to try and find you afterwards.

Character Identification



The Player Character can now be identified by any officer that can actually see his/her face.

This seems simple, but actually there is a lot more into it. For example, wearing a helmet or a mask will prevent them from identifying you. Being inside a vehicle will also make it harder for the cops to get a glimpse of your face, and Tinted windows are identification-proof. Last but not least, they have to be at the correct angle; that is, ahead of you. You can't identify someone by their butt's shape.

The LSPD will remember the Character's clothes (hats, glasses, upper body, lower body, shoes) and hairstyle.

Vehicle Identification



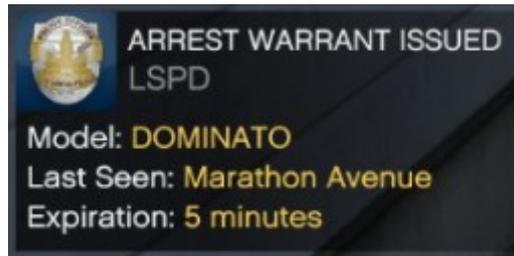
Should you try to leave the scene in a vehicle, it can become part of your Arrest Warrant. All it takes is an officer to see it.

A vehicle is much easier to describe than a person, so vehicles are really easy to be identified by the police, and their description saved to the LSPD database. Don't get your favourite ride to commit crime: you'll have to get rid of it sooner or later.

If you aren't too attached to it, you can actually ditch it and try to get a new one, out of the cops' sight of course. This will invalidate the warrant put on the last vehicle, as you aren't driving it anymore. However, aware that they will update the Warrant's information if they catch you driving the recently acquired vehicle.

The LSPD will remember the vehicle's model, color and license plate number.

Arrest Warrants



If you manage to escape the police, but they got any kind of information about you, an Arrest Warrant will be issued on you, and/or the last vehicle they saw you in. All officers are informed, and from now on, every policeman you encounter will be able to recognise you.

If a cop manages to fully recognise you, you will gain the N° of Stars you got last time, and the chase will resume.

Right after you escape, a notification will show you what the cops are looking for, and for how long. If you manage to stay hidden for that long, the warrant will eventually be revoked and the LSPD will forget about you.

This doesn't mean you will be spotted the moment a cop sees you, in fact, for any Officer to be able to recognise you he has to be at a reasonable distance, have direct LOS, and not be busy (see: in combat). Relative speed is also important: cops passing by too fast (driving) won't have time to recognise you.

However, cops will start investigating if they become suspicious: A cop on foot can start walking towards you, or, if he's driving, he can stop to take a better look. If you see any cop start running in your direction or approach you with their vehicle, they are close to fully recognise you: get out of here as fast as you can.

Keep in mind that mods that change the popcycles can affect how easy/hard it is to lay low for the required amount of time, so if you have a mod that increases the police presence, keep an eye out for random police vehicles in their daily patrol.

Character Recognition

If you have an Arrest Warrant put on you, you should stay away from the cops. Maybe take a vacation on Trevor's trailer, or the Mount Chilliad wilderness.

As the LSPD has your character clothes, and hairstyle, you can simply change them. This will prevent cops from recognicing you. You have to make sure you change everything, though, or they may be able to make connections.

Take into account that wearing a helmet prevents the cops from recognicing your hat, hairstyle and glasses. However, you can simply change your character altogether, either by Switching to another character or simply changing the character's model via trainer.

Another method of avoiding being recognised is being inside a vehicle, as the police won't be going looking inside each car of San Andreas looking for you, you understand.

Be sure you aren't driving a vehicle that is Wanted, though.

Vehicle Recognition

If the LSPD has your vehicle's information and you happen to be driving that same model, you are susceptible to be recognised.

A possible solution to this is to modify the vehicle's Color and License Plate, so cops can't recognise the vehicle. Or, you can simply stay away of that vehicle, to avoid being associated with it.

If you decide to not to modify or ditch it, make sure to not to be close to your precious ride, or, again, the cops could make a connection between the Wanted vehicle and *the person standing next to it*.

Things you really should take into account

- The script features an ingame menu to allow you to customize your experience. By default, the key to open it is Add (+).
- If your character doesn't match the Arrest Warrant, the Warrant HUD won't show up and the cops won't bother you.
- If your current car model doesn't match the Arrest Warrant, the Wanted Vehicle icon will disappear.
- Riding a bicycle, motorbike or a non-roofed vehicle will allow cops to recognise/identify you inside it.
- Having armed bodyguards counts as Gang Activity, and will grant you 3 stars, plus Lethal Force authorization.
- Tinted windows, helmets and masks prevent your character from being recognised.
- If a cop is watching you, the HUD will change to red, reflecting that you are susceptible to be spotted.

Troubleshooting

- If you find any bug, post it in the script's page, but **make sure to describe it in detail**, so we can figure out what's causing it.
- If the script stops working altogether, you should upload the latest ScriptHookVDotNet.log file you will find in the main GTA V folder to www.pastebin.com and share the link in the script's page. That log contains information about what caused the script to crash.