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2018 Dodge Charger – Los Santos Police Department – Unmarked for Grand Theft Auto V

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Version	1.6S
Optimized for	Police4
Lighting equipment	Federal Signal Spectralux ILS and CN SignalMaster
ELS Support	ELS-V 1.05
Multiple Liveries	Supported, but not included

Credits

- Original vehicle model is 2015 Dodge Charger from Forza, edited into the 2018 Dodge Charger Pursuit by Peralta with parts from FH3 and Gamemodels.
- Seats, center mirror, shifter and dashboard edits by Kane104.
- Rear bumper diffuser modeled by Patrol 31, Normals edited by Steinberg.
- Charger badge modeled by iansonwheels, converted to V by Peralta.
- Interior dial textures made by NeonLazer; interior button textures made by Slendis.
- Rims from Gamemodels, center cap modified by Peralta.
- Federal Signal Spectralux ILS, CN SignalMaster and MicroPulse lights modeled and textured by Cj24.
- Motorola radio and antenna by Kane104; Interior dome light by Peralta; Dirt map, LSPD MDCS texture, Console, Screen, Keyboard, FS Smart System siren controller, ES100 siren speaker, ELS setup and configuration files by Cj24.

Terms of use

You may:

- Replace or edit textures for personal use.
- Create and redistribute liveries of your own using the provided template.

You may not:

- Circumvent any protecting measures to edit models.
- Use any of the work included in this archive for your own financial gain.
- Redistribute this archive and its contents on any other website other than modding-forum.com without permission.

Installation

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

Copy the complete folder and its contents into your `GTAV\lml` folder. Open the Mod Manager, select the modification and click the "Copy files to game" button to install the ELS Vehicle Config File.

Manual Installation

If possible, use OpenIV's mods folder instead of replacing original files! For more detailed installation instructions for vehicle mods, review [this guide](#).

Use OpenIV to add all files in the Vehicle Files folder to

`GTAV\update\x64\dlcpacks\patchday13ng\dlc.rpf\x64\levels\gta5\vehicles.rpf`.

Open Config Files\carvariations_meta.txt with any text editor and copy the complete content.

Export

`GTAV\update\x64\dlcpacks\mpchristmas2\dlc.rpf\common\data\carvariations.meta` using OpenIV, open it with any text editor, create a new line between `</item>` and `</variationData>` at the bottom of the file and paste the previously copied content into the new line. Replace the original `carvariations.meta` with the edited one.

Open Config Files\vehicles_meta.txt with any text editor and copy the complete content. Export

`GTAV\update\update.rpf\common\data\levels\gta5\vehicles.meta` using OpenIV, open it with

any text editor, create a new line between `</item>` and `</InitDatas>` and paste the previously copied content. Replace the original `vehicles.meta` with the edited one.

Copy the `Config Files\police4.xml` file and paste it into `GTAV\ELS\pack_default`. If you use a custom pack, add it to its folder.

To install the car in a different slot, change the names of the `.yft`, `.ytd` and `.xml` files, the `<modelName>` value of the `carvariations.meta` settings and the `<modelName>` and `<txdName>` values of the `vehicles.meta` settings respectively.

Optionally, if you don't use any light enhancing mods, replace `GTAV\update\update.rpf\common\data\visualsettings.dat` with `Config Files\visualsettings.dat` using OpenIV.

Notes

This mod requires ELS-V (Emergency Light System) version 1.05 to work properly.

Recommended with [Better License Plates](#) or [Better License Plates - California](#).

Unlocked parts for vehicle developers:

- [2018 Dodge Charger Pursuit](#)
- [Federal Signal Spectralux Interior Lightbar](#)
- [Federal Signal CN SignalMaster Traffic Advisor](#)
- [Federal Signal MicroPulse Light](#)

Optional: [All red and all blue light colors](#).

Changelog

- 1.6S: - Added option to install with LML.
- 1.5S: - Included correct ELS vehicle config without corona wigwag lights.
- Minor collision improvements.
- 1.4S: - Moved one of the red front lightbar coronas to a more proper position for stage 2.
- Fixed interior equipment getting dirty.
- 1.3S: - Changed taillight emissive texture to look more red.
- Improved quality of some normal maps.
- 1.2S: - Fixed position of traffic advisor coronas.
- Updated ELS config to fix position of environment lighting.
- 1.1S: - Improved texture compression.
- Fixed traffic advisor mount.
- Fixed MicroPulse normals.
- Disabled cruise lights in ELS config.

Files included

- `police4.yft`
- `police4.ytd`
- `police4_hi.yft`
- `carvariations.meta.txt`
- `vehicles.meta.txt`
- `police4.xml`
- `visualsettings.dat`
- `Readme`
- `Template`
- `Pictures`