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Thread: [Grand Theft Auto : LSPDFR](#)

NoodleBot™ - October 14, 2026, 6:15 pm

I Highly encourage anyone who hasn't played LSPDFR or other single player mods on GTA to give it a shot; theres so much you an do. There's mods for everything on GTA.

Figured I'd share this; written by me with AI help.

? THE ULTIMATE LSPDFR PATROL SETUP ?

High Immersion • Neural AI Voice Dispatch • Zero Crash Optimization

Hey guys,

After putting a ton of hours into stress testing, auditing crash dumps, and fine-tuning configs, I finally dialed in what I consider the sweet spot for a modern LSPDFR patrol. The goal here was simple: deep realism, seamless controller support, and 100% crash-free stability for 2+ hour long sessions.

If you want an elite, bloat-free police setup that runs like butter, here is the full breakdown of everything I'm running and why.

01 // THE CORE ENGINE (BEJOIJO'S HOLY TRINITY)

These three replace vanilla LSPDFR's clunky mechanics with deep, authentic police interaction systems.

Stop The Ped (STP) — The backbone of all ped and vehicle interactions. Includes breathalyzers, field sobriety tests, narcotics field test kits, weapon serial checks, searching suspects/trunks, and smart escorting.

Ultimate Backup (UB) — Replaces the default backup system with intelligent, region-aware law enforcement. Dispatches LSPD inside the city and County Sheriffs out in Sandy Shores/Paleto Bay. Handles K-9 units, felony stops, panic buttons, and specialized services (tow, ambulance, coroner).

CompuLite — An integrated squad car MDT / tablet. Auto-collects driver IDs and vehicle plates from your traffic stops so you can check records, write citations, submit court charges, and receive realistic judicial verdicts later in your shift.

02 // MODERN CALLOUTS & CAD SYSTEM

Instead of stacking 15 old callout packs from 2017 that leak memory, I keep it lean and modern:

686 Callouts — Hands down the most stable and diverse callout pack right now. VIP escorts, high-risk vehicle barricades, large pursuits, distressed aircraft, and career statistics tracking without random thread crashes.

Callout Interface — An essential on-screen MDT HUD. Adds interactive CAD notifications, clean blip markers, and a built-in ALPR (Automated License Plate Reader) with auto-blip capabilities on stolen/wanted plates. Plus, it includes an automatic entity garbage-collector that prevents orphaned peds from crashing the game.

03 // THE GAME CHANGER: NEURAL AI VOICE DISPATCH

Quote:VocalPatrol (On-Device Whisper AI Engine)

This completely transforms the experience. Instead of taking my hands off the wheel to fumble through menus at 100 MPH, I just hold D-Pad Down on my controller and talk into my headset:

- » "Dispatch, show me responding."
- » "Dispatch, run this plate."
- » "Need Code 3 backup on this traffic stop."
- » "Requesting an ambulance and a tow truck."
- » "Show me clear of that call."

Transcribed in real-time by a local neural model with zero cloud delay. It automatically hooks into Ultimate Backup and STP to execute commands hands-free.

04 // VEHICLES & LIGHTING

Emergency Lighting System (ELS V1.05) — Industry standard for realistic strobe patterns, environmental wall/ground reflections, multi-stage siren controls, and scene takedowns.

05 // CUSTOM QUALITY-OF-LIFE & TRAFFIC SCRIPTS

Vanilla GTA V AI loves to pile up and freeze behind your squad car during a stop. These lightweight custom C# SHVDN scripts fix that completely:

SmartTraffic.cs — Overrides NPC driving tasks so vehicles indicate, change lanes, and smoothly overtake stopped police cruisers instead of honking in a permanent gridlock.

AutoStopTraffic.cs — Dynamically brakes and halts cross-traffic during shootouts and panic button calls for officer safety.

DisablePhone.cs — Blocks the cell phone from opening when pressing D-Pad Up, freeing the controller up for context menus without interference.

CustomDisableReplay.cs — Prevents accidental Rockstar Editor recording popups mid-chase.

06 // SECRET SAUCE: MUST-HAVE STABILITY & FPS TWEAKS

If you take nothing else away from this thread, make these configuration changes. They completely cured random crashes and frame stutters for me:

Code // 1. Prevent False-Positive Crash Kills (RagePluginHook.ini)

PluginTimeoutThreshold=60000 <-- Raises threshold from 10s to 60s so heavy loads don't kill plugins

// 2. Kill Telemetry Micro-Stutters (lspdf/lspdf.ini)

Networking.DisableServerCommunication = true <-- Stops background HTTP pings to lspdf.com

// 3. Stop Long-Session Memory Leaks (plugins/LSPDFR/StopThePed.ini)

EnableDeadPedPersistence=no <-- Lets the game naturally despawn dead bodies

EnableEmptyVehiclePersistence=no <-- Lets the game clean up empty cars over long patrols

// 4. ELS CPU Optimization (ELS.ini)

MaxActiveVehs = 16 <-- Drops active AI light calculations from 40 down to 16

ElsTrafCtrlOn = false <-- Disables buggy 2016 ELS traffic AI from fighting your scripts

07 // CONTROLLER BINDINGS (XBOX / GAMEPAD)

D-Pad Down (Hold): Transmit on Police Radio (VocalPatrol)

D-Pad Down + Y: Panic Button (All-Units Immediate Assistance)

D-Pad Right (Double Tap): Stop Ped

D-Pad Right + X: Open In-Car MDT (CompuLite)

D-Pad Up + A: Interaction Menu (Frisk, Breathalyzer, Sobriety, Question)

D-Pad Left + B: Quick Grab Suspect

Right Stick Click: Ultimate Backup Wheel Menu

Feel free to drop any questions or ask for specific INI settings below.

Stay safe out there on patrol! ?