

[TC] Police Guide – January 2012 Edition



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1 – Prerequisites

Knowledge

You must have either read and understood the rest of this guide or passed police training - preferably both - to be eligible to be a cop.

2,500 Km

Before policing on [TC], you must have driven a distance of at least 2,500 kilometres in the [TC] Servers. To check your driven distance, use the command **!stats distance** in the server, this will display your driven distance in km's in the chat.

Rules

You must be familiar with [TC]'s rules as these feature lots of standards for cop's that must be followed. **Failure to follow rules can lead to a loss of police rights, a kick or a ban. You have been warned.**

The rules can be found at <http://city-driving.co.uk/rules>

Car Control

You must already be able to control your car to an acceptable standard. Policing is demanding of the driver, and requires good hand-eye coordination. You should practise driving before attempting to take on a Police role. **A lack of car control whilst policing can result in a loss of police rights, you have been warned.**

Suitable Skin

Being Police requires a skin for your police car. Recommended police cars to use are FXO, RB4 and FZ5.

Police skins can be found at <http://city-driving.co.uk/downloads> , however new police skins are regularly made and can typically be found in the [TC] Forum's under the LFS Files Section.

[TC] Have moderately strict regulations on skins. These regulations can be found within the Rules and you should check your skin meets these regulations before you use it in the server.

Strobe Program

You need a strobe program to use whilst policing, this program holds your horn and flashes your lights, making nearby drivers more aware of your presence. It is mandatory during chase to be using your audible siren and lights.

An Example of a Strobe Program is TC Lights by Elmo, or LFS Cops by Nabz. These can also be downloaded at <http://city-driving.co.uk/downloads>

Hotkeys

Below is a chart of commands (in no particular order) that are mandatory to have configured as hotkeys within your LFS. You can configure hotkeys in LFS by going to the options screen, and clicking game. You can then assign keys to F1-F8, and CTRL+ F1-F12 and ALT+ Respectively.

You should make yourself familiar with these commands as they play a crucial part of the police role on the move.

These are **not** the full list of commands, these are simply the bare minimum required to be configured as a cop.

Hotkey	Description
!laser	Measure speed with laser (Mandatory for issuing a speeding fine)
!chase	Initiates chase on the tracked car
!stop	Orders car ahead to stop
!backup	Calls for Backup
!move	Orders car ahead to move
!follow	Follow Sign Toggle (Tells cars behind to follow)
!siren	Visual Siren Toggle (Other users see flashing red/white)
!caution	Caution Sign Toggle (Tells cars around you to take caution)
!hazard	Hazard Sign Toggle (Warns cars directly behind you to slow down)

Cop Tag

You must wear the [COP] Tag whilst playing police in game. By doing so other users know you are playing as police and you toggle the Police InSim features.

[COP] Tags should be upper case, and one colour. They cannot use the colour black.

Good ✓ Username [COP]
Bad ✗ Username [CoP]

2 - On Patrol

Driving Around

Playing the role of police on [TC] is to play as the law, therefore, you must act like it, road laws must be followed at all times when not in chase as police (Refer to the rules and also server specific laws).

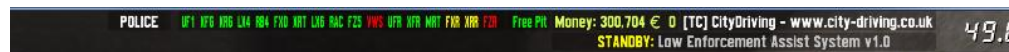
As a Police officer, your primary job is keeping the streets of [TC] safe. You should make use of the caution and hazard signs to warn drivers of obstructions in the road and most importantly drive safely yourself.

Speedtrap

The speedtrap is a useful tool for encouraging drivers to slow down. When deployed it automatically clocks and fines speeders who pass your vehicle – after losing money the first time, they are bound to slow down the second!

To deploy a speedtrap, use the command **!speedtrap** whilst stationary. It will automatically be deactivated after you move your vehicle.

The Law Enforcement Assistance System



The LEAS is shown in the top right of your screen

The LEAS is a vital tool used by police on the server, it has two uses, tracking vehicles and chase information.

Tracking Vehicles

When you are behind a vehicle your LEAS will have text that looks like this.

TRACKING: Username xx kph/mph ●

It displays the username of the tracked person, and their current speed in kph and mph. An indicator to the right (●) tells you the speed state.

State	Meaning
●	Within the Speed limit
●	Above the Speed limit, but within the leeway*
●	Speeding – You may issue a minor speeding fine
●●	Major Speeding – You may issue a major speeding fine

* You may warn a user for being over the limit in the leeway for a prolonged time.

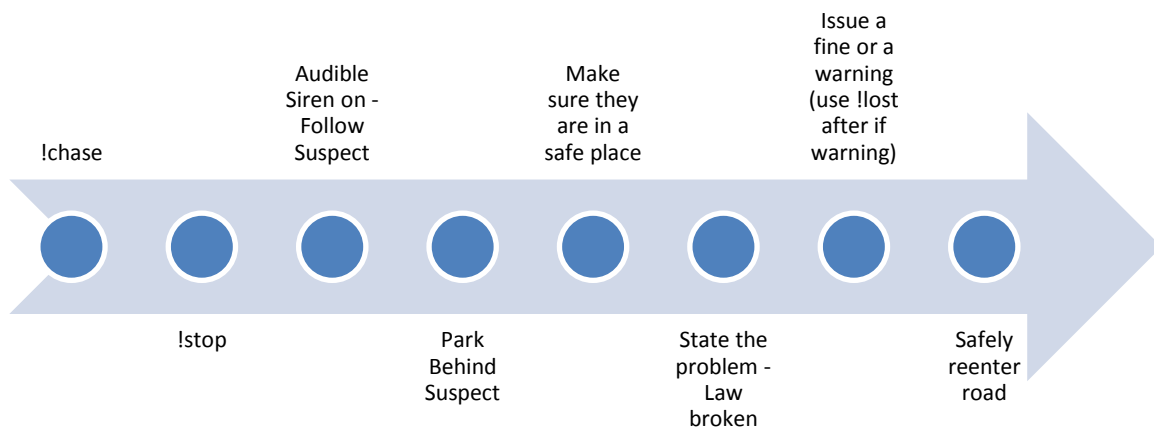
3 – Engaging in pursuit

If the person you are tracking breaks a law, you may engage in pursuit on them and ask them to pull over.

If your suspect is speeding it is mandatory to use **!laser** to save the suspects speed for proof before pulling them over

Routine Stop

Below is a timeline that concludes what happens in a routine stop (assuming the suspect is cooperative)



First of all you engage on the suspect using **!chase** and use **!stop** making the suspect aware that he is chased and that the police wants them to pull over, you should also turn on your audible siren (strobe program).

If they decide to pull over, hopefully they will do so sensibly and pull off the road to the grass, but you cannot assume they will always do this. Some suspects stop in the road and this is dangerous. You should use **!caution** to warn traffic of the car blocking the road, and ask your suspect to move to the grass and pull up behind him. Only use **!Caution** if the suspect is obstructing the road.

You should then proceed to talk to the suspect and tell them the law they have broken. You will be presented with a fine menu where you can issue an appropriate fine, or otherwise use **!lost** if you just wish to issue a warning. For speeders, remember to use **!showlaser** to display the clocked speed.

Once the fine is paid, your suspect is free to go, and you may re-enter the road when it is safe to do so.

4 - Following the suspect and Backup

If the suspect decides not to stop or drives away when you issue a fine, you should proceed to follow them. At this point you are permitted to travel above the speed limit and on the wrong side of the road, should safety permit. You are not however at this point allowed to come into contact with the suspect.

You should note at this point your LEAS, which will be displaying some new information;

CHASE: Username [x cops] – Location – [DST:xxm]

The LEAS is now displaying how many cops are in your chase, the location of your suspect, and how far away your suspect is (DST). Note that if your distance from the suspect becomes excessively high (variable distance dependant on track) you will lose contact with the suspect and will be forced to abort chase.

After a short period of time, a message will be displayed in chat that will read 'Username has **failed to stop**' at this point you are authorised to use force – but you shouldn't just yet.

Calling for Backup

The first step to carry out is to call for backup – It's no good using force on a suspect if the officer can't box them because they do not have a second cop to perform the box!

To call for backup use the **!backup** command, this will for 30 seconds allow 1 cop to join your chase. The message below will be shown in the Heads up Display where your cars are normally displayed.

BACKUP [Username] [Upper Mannor Rd] [11 Secs]

In the case that someone else has called backup, you may join a chase using **!join** – And you will become part of that chase, you may now turn on your audible siren and drive above the limit as long as it is safe to do so. You should note that whilst you are at a distance to the suspect the LEAS will display 'Joining' instead of 'Chase'. Once this text changes to Chase you are subject to distance limitations and will lose contact with the suspect if you are not close enough.

Cop 1 Cop 2

In chase, Cop 1 is the police officer nearest to the suspect. It does not matter if the cop is to the left, right, front or behind the suspect. Cop 1 is the **ONLY** Cop that is permitted to come into contact with the suspects' car. Cop 1 should also use the Police radio to inform units of turns, to use the police radio, hotkey messages like **!c Suspect has Performed a U-Turn!** And for other turns respectively.

Following Cop 1 are other police units in the chase, in order of distance, Cop 2, Cop 3 and Cop 4. A unit may only ever overtake another unit under safe conditions (EG – A long straight with no oncoming traffic) or in situations of emergency (EG – The unit in front spins out). It is mandatory you follow these guidelines.

5 - Contact

In the situation where the suspect is not stopping and there are extra police ready to back you up, you are ready to perform a PIT manoeuvre (and other manoeuvres taught in basic/advanced training!).

The Pursuit Intervention Technique

The PIT is the famous, feared and most effective method of slowing your suspect to a near halt in an instant.

Why is it performed? To slow down the suspect and disorientate them, providing an opportunity to quickly surround and box them with your backup.

It is however **NOT** performed to spin your suspects into oncoming traffic or barriers; this endangers yourself and players around you. Always choose a safe spot to perform a PIT that is clear of obstacles.

To Perform a PIT manoeuvre, line up with the rear tyre arch of your suspects' car, and swipe into it, causing the suspect to spin. Be careful at this point because you are steering towards the suspect and thus not in the direction of the road which can lead to danger.

Once your suspect is spun you can move in with your other units and quickly box the suspect before they can drive away. It is not always successful so keep trying!



A Police Officer Performing the PIT Manoeuvre

A good video demonstrating the PIT Manoeuvre; <http://www.youtube.com/watch?v=ur8OLtX1Afk>

Roadblocks

Roadblocks may be requested via the police chat in game, e.g. by typing **!c Requesting roadblock at Highway 1**

If you respond to a roadblock request you may not speed to the location you wish to roadblock, unless you are in the chase. You can however at the scene of the roadblock turn on your visual siren. You must give police at least 20 Seconds warning of where the roadblock is going to be, and what side of the road it is on – You may block two sides with two cops.

Most importantly of all, roadblocks do not move until the suspect has passed, and if any cops are near, until they have passed too.

6 - The Arrest

The suspect is deemed 'busted' once they have been pinned down for more than 5 seconds by police. Remember If you are stopped in a dangerous place to use your **!caution** signs and to move the suspect safely to the side of the road.

The leading cop will then be given a choice of fines to choose from, and he may choose one depending on what he finds appropriate. Once fined, the suspect and yourself are free to go.

That's all!

This concludes my basic guide to becoming a police officer on the [TC] Servers. I hope you enjoy your experience and wish you the best of luck in catching your suspects! Have fun!