
Better Chases+

Originally by Eddlm, continued by Daimian

OVERVIEW

Better Chases+ is a mod that aims to improve the gameplay of the GTA V wanted level system, as well as add some realism and customization. This mod is based on work by Guadmaz and Eddlm and has been continued by Daimian with permission.

COMPATIBILITY

- **Is compatible** with any mod that modifies models, textures, sounds, behaviors
- **Is not compatible** with scripts that try to control the wanted level, however some options can help with compatibility.

Should be compatible with the entire story mode, however be prepared for additional difficulty and possible minor issues. If you run into an issue, you can simply disable part of or the entire mod in-game via the mod menu - also please report the issue.

ARREST WARRANTS

Arrest Warrants are now a serious part of the gameplay, escaping the police isn't enough anymore - now you must continue to avoid police or risk resuming a chase you thought you escaped. Once wanted the police can identify you and your vehicle if you let them get too close. Once you escape you will have an Arrest Warrant issued for you and/or your vehicle and police will be looking for those descriptions.

Enable Stolen Vehicles

If enabled, driving a vehicle that is flagged as stolen near police will initiate a chase at a 1 star wanted level.

Note: Requires an extra mod to flag vehicles as stolen. <https://www.gta5-mods.com/scripts/stolen>

Remember Last Wanted Level

If enabled, when police recognize you from a previous chase - you will start the chase at the same wanted level at the previous level.

Warrant Length

Controls how long in minutes an arrest warrant is issued for based on the wanted level when escaped. These are stacking values, so if one star length is 5 minutes and two star length is 5 minutes then the warrant length will be 10 minutes.

Display Spotted Meter

If enabled, when an arrest warrant is issued for the character you are playing or the vehicle you are driving and you are within sight of a police officer - a HUD will show with a % of how close they are to spotting you. At 100% the chase you had escaped will resume, if they lose line-of-sight on you the HUD will disappear, if you are out of sight the % will slowly diminish to 0%.

Display Arrest Warrants HUD

If enabled, the warrant indicator in the bottom-right corner will show. The bar will show red while police have identified you or your vehicle and a pursuit is in progress. When your current character has an active arrest warrant it will show an icon, when your current vehicle is similar to an active vehicle warrant it will show an additional icon. If your character and your current vehicle do not match any active warrants, no visual is shown.

Display Notifications

If enabled, will show notifications above the mini-map when arrest warrants have changed or been added.

Display Big Messages

If enabled, will display messages similar to the Online shards when something important happens.

BETTER CHASES

Better Chases makes the police have a much larger range of response based on your actions. A chase begins with a limited police response and depending how you try to evade police will determine the force used against you. Drive recklessly by hitting cars and pedestrians and you will quickly find the chase has become much more serious.

Wanted Level Control

“Full” allows the mod to take complete control over the wanted level, how you initially gain wanted status is unchanged and will actively override any other mod that attempts to control the wanted level. “Partial” is best when you would rather have another mod control the wanted level but still want wanted level increases from Better Chases+. “None” completely disables Better Chases+ from modifying the wanted level.

Cops Manage Traffic

If enabled, cops will try to avoid crashing into vehicles, pedestrians and other cops. This will happen in the world around you, not just when they are chasing you.

Wrecked Cops Give Up Chase

If enabled, cops driving badly damaged vehicles will give up pursuit. This includes the engine, body, and the tires if any are flat. The vehicle will stop being used and cops will attempt to chase on foot or use any other method the game allows them to continue the pursuit.

Cops Won't Commandeer

If enabled, the police will not try to take civilian vehicles when no police vehicles are available. Recommended if “Wrecked Cops Give Up Chase” is enabled.

Cop Vehicle Management

If enabled, allows control of how many police vehicles respond to each wanted level. A value of 0 means no vehicles of that type will respond, a value of -1 will not limit the vehicles and instead uses default gameplay values.

Require PIT Authorization

If enabled, prevents cops from performing PITs/Ramming. PIT Authorization is given under certain pursuit conditions including hitting pedestrians among others. When in populated areas, police will not PIT/Ram you.

Require Lethal-Force Authorization

If enabled, prevents cops from using lethal weapons to kill you and instead use stun guns or batons to subdue and arrest you. If police witness you killing civilians, aiming at police, or you attain a 4 star wanted level, lethal force will be authorized.

Allow Extra Bust Opportunity

If enabled, allows you to surrender to the police above 1 star but below 5 stars. You can press E on the keyboard or Cover on the controller to give yourself up near police and put your hands up. This will temporarily change your wanted level to 1 star so police can arrest you.

Display PIT/Lethal Force HUD

If enabled, the icons for PIT/Lethal force will display in the top-right corner near the wanted stars.

Display Notifications

If enabled, will show notifications above the mini-map when police are reacting to you.

Display Big Messages

If enabled, will display messages similar to the Online shards when something important happens.