

[25/05/2024 00:38:07.165] Started new log on 25/05/2024 00:38:07.165 [25/05/2024 00:38:07.165]

===== [25/05/2024 00:38:07.129] Log path: D:\Grand Theft Auto V\RagePluginHook.log [25/05/2024 00:38:07.165] Log verbosity: Trivial [25/05/2024 00:38:07.167] Initializing input system [25/05/2024 00:38:07.168] Initializing game console [25/05/2024 00:38:07.173] Console key has been set to F4 (key code: 115) [25/05/2024 00:38:07.213] Initializing console variable "ConsoleScrollAmount". [25/05/2024 00:38:07.213] Type: System.Int32, Reading section: "Miscellaneous", key: ConsoleScrollAmount [25/05/2024 00:38:07.214] Read value: <null> [25/05/2024 00:38:07.215] Initializing console variable "ConsoleKey". [25/05/2024 00:38:07.215] Type: System.Windows.Forms.Keys, Reading section: "Miscellaneous", key: ConsoleKey [25/05/2024 00:38:07.216] Read value: F4 [25/05/2024 00:38:07.216] Setting value of console variable "ConsoleKey" to stored value. [25/05/2024 00:38:07.216] Console key has been set to F4 (key code: 115) [25/05/2024 00:38:07.216] Initializing console variable "PluginTimeoutThreshold". [25/05/2024 00:38:07.216] Type: System.Int32, Reading section: "Miscellaneous", key: PluginTimeoutThreshold [25/05/2024 00:38:07.217] Read value: 60000 [25/05/2024 00:38:07.217] Setting value of console variable "PluginTimeoutThreshold" to stored value. [25/05/2024 00:38:07.217] Initializing console variable "AlwaysShowConsoleOutput". [25/05/2024 00:38:07.217] Type: System.Boolean, Reading section: "Miscellaneous", key: AlwaysShowConsoleOutput [25/05/2024 00:38:07.218] Read value: <null> [25/05/2024 00:38:07.218] Initializing console variable "ShowConsoleCommandInfoOnPluginLoad". [25/05/2024 00:38:07.218] Type: System.Boolean, Reading section: "Miscellaneous", key: ShowConsoleCommandInfoOnPluginLoad [25/05/2024 00:38:07.218] Read value: False [25/05/2024 00:38:07.218] Setting value of console variable "ShowConsoleCommandInfoOnPluginLoad" to stored value. [25/05/2024 00:38:07.218] Initializing console variable "ShowOnScreenWarnings". [25/05/2024 00:38:07.218] Type: System.Boolean, Reading section: "Miscellaneous", key: ShowOnScreenWarnings [25/05/2024 00:38:07.218] Read value: <null> [25/05/2024 00:38:07.218] Console initialized [25/05/2024 00:38:07.218] Initializing forms manager [25/05/2024 00:38:07.219] Cleaning temp folder [25/05/2024 00:38:07.221] Version: RAGE Plugin Hook v1.109.1337.16564 for Grand Theft Auto V [25/05/2024 00:38:07.225] ===== RAGE Plugin Hook ===== [5/25/2024 12:38:07 AM.227] Command line option "disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07 AM.229] Detected Windows 7 Professional (64-bit) (6.1.7600.0)! [5/25/2024 12:38:07 AM.229] Checking game support [5/25/2024 12:38:07 AM.301] Product name: Grand Theft Auto V [5/25/2024 12:38:07 AM.301] Product version: 1.0.3179.0 [5/25/2024 12:38:07 AM.301] Is steam version: True [5/25/2024 12:38:07 AM.302] Initializing DirectX [5/25/2024 12:38:07 AM.303] Initializing Direct3D [5/25/2024 12:38:07 AM.303] Getting game swap chain [5/25/2024 12:38:07 AM.319] Swap Chain created: 0x7FF74E925470 [5/25/2024 12:38:07 AM.319] Swap Chain VTable: 0x251943B8CE0 [5/25/2024 12:38:07 AM.319]

0x74894810245C8948;0x8D48564157552024;0x170EC814890246C [5/25/2024 12:38:07 AM.319] D3D11Present: 0x7FF8C94C18A0 [5/25/2024 12:38:07 AM.319] D3D11ResizeBuffers: 0x7FF8C94E27F0 [5/25/2024 12:38:07 AM.319] D3D11ResizeTarget: 0x7FF8C952A7B0 [5/25/2024 12:38:07 AM.319] D3D11SetFullscreenState: 0x7FF8C94E1F10 [5/25/2024 12:38:07 AM.319] Direct3D initialized [5/25/2024 12:38:07 AM.319] Initialized DirectX [5/25/2024 12:38:07 AM.319] Direct3D watcher thread spawned [5/25/2024 12:38:09 AM.523] Getting device [5/25/2024 12:38:09 AM.523] Retrieved device [5/25/2024 12:38:09 AM.523] Creating wrapper [5/25/2024 12:38:09 AM.570] Wrapper created [5/25/2024 12:38:09 AM.575] Effect created [5/25/2024 12:38:09 AM.575] Creating buffer [5/25/2024 12:38:09 AM.575] Created buffer [5/25/2024 12:38:09 AM.575] Creating blend state [5/25/2024 12:38:09 AM.575] Created blend state [5/25/2024 12:38:09 AM.575] Done with creation [5/25/2024 12:38:09 AM.607] Initializing texture system. [5/25/2024 12:38:09 AM.607] Initializing texture system; phase 1 [5/25/2024 12:38:09 AM.607] Initializing texture system; phase 2 [5/25/2024 12:38:09 AM.613] Initializing texture system; phase 3 [5/25/2024 12:38:09 AM.613] Initializing texture system; phase 4 [5/25/2024 12:38:09 AM.619] Initializing texture system; phase 5 [5/25/2024 12:38:09 AM.620] Initializing texture system; phase 6 [5/25/2024 12:38:09 AM.621] Initializing texture system; phase 7 [5/25/2024 12:38:09 AM.625] Initializing texture system; phase 8 [5/25/2024 12:38:09 AM.625] Initializing texture system; phase 9 [5/25/2024 12:38:09 AM.626] Initializing texture system; phase 10 [5/25/2024 12:38:09 AM.629] Initializing texture system; phase 11 [5/25/2024 12:38:09 AM.629] Initializing texture system; phase 12 [5/25/2024 12:38:09 AM.630] Initializing texture system; phase 13 [5/25/2024 12:38:09 AM.630] Initializing texture system; phase 14 [5/25/2024 12:38:12 AM.320] Direct3D watcher thread ended [5/25/2024 12:38:56 AM.045] LoadingScreenMsg: Initializing game support [5/25/2024 12:38:56 AM.296] Initializing game support [5/25/2024 12:39:01 AM.674] LoadingScreenMsg: Velocity limit removed [5/25/2024 12:39:01 AM.965] Compatibility level: 0 [5/25/2024 12:39:01 AM.966] Supported version detected [5/25/2024 12:39:01 AM.966] ===== [5/25/2024 12:39:01 AM.966] LoadingScreenMsg: Patching code [5/25/2024 12:39:02 AM.216] LoadingScreenMsg: Waiting for game initialization [5/25/2024 12:39:02 AM.466] Waiting for game initialization [5/25/2024 12:39:02 AM.567] LoadingScreenMsg: Initializing core [5/25/2024 12:39:02 AM.817] Initializing hook [5/25/2024 12:39:07 AM.826] LoadingScreenMsg: Completing interoperability [5/25/2024 12:39:08 AM.076] Completing interoperability [5/25/2024 12:39:08 AM.076] Initialization code 1. [5/25/2024 12:39:08 AM.076] Initialization code 2. [5/25/2024 12:39:08 AM.076] Initialization code 3. [5/25/2024 12:39:08 AM.082] 1 Address: 0x00007FF74C66D750 [5/25/2024 12:39:08 AM.082] Calling func 1 [5/25/2024 12:39:08 AM.094] 2 Address: 0x00007FF74D25062A [5/25/2024 12:39:08 AM.094] 3 Address: 0x00007FF74BC25F6A [5/25/2024 12:39:08 AM.111] Address: 0x00007FF74D2505D4 [5/25/2024 12:39:08 AM.111] Unknown var: 0x00007FF74E2AC6A0 [5/25/2024 12:39:08 AM.111] Initialization code 4. [5/25/2024 12:39:08 AM.111] Initialization code 5. [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 1 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 2 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 3 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 4 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 5 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 6 [5/25/2024 12:39:08 AM.112] Completing interoperability, phase 7 [5/25/2024 12:39:08 AM.112] LoadingScreenMsg: [5/25/2024 12:39:08 AM.362] LoadingScreenMsg: Loading Story Mode [5/25/2024 12:39:08 AM.612] LoadingScreenMsg: Loading and Populating Game World [5/25/2024 12:39:08 AM.863] LoadingScreenMsg: [5/25/2024 12:39:21 AM.872] Initializing console variable "IsDeveloperModeEnabled". [5/25/2024 12:39:21 AM.872] Type: System.Boolean, Reading section: "Miscellaneous", key: IsDeveloperModeEnabled [5/25/2024 12:39:21 AM.872] Read value: <null> [5/25/2024 12:39:21 AM.872] Initializing console variable "TimeScale". [5/25/2024 12:39:21 AM.872] Type: System.Single, Reading section: "Miscellaneous", key: TimeScale [5/25/2024 12:39:21 AM.872] Read value: <null> [5/25/2024 12:39:21 AM.880] Loading plugin

from path: D:\Grand Theft Auto V\Plugins\AxonSignal.dll [5/25/2024 12:39:21 AM.882] Loading plugin "D:\Grand Theft Auto V\Plugins\AxonSignal.dll". [5/25/2024 12:39:23 AM.788] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:23 AM.789] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:23 AM.790] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:23 AM.860] Plugin "Axon Signal" was loaded from "AxonSignal.dll". [5/25/2024 12:39:23 AM.861] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BackWeapon.dll [5/25/2024 12:39:23 AM.861] Loading plugin "D:\Grand Theft Auto V\Plugins\BackWeapon.dll". [5/25/2024 12:39:25 AM.799] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:25 AM.800] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:25 AM.801] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:25 AM.819] Plugin "BackWeapon" was loaded from "BackWeapon.dll". [5/25/2024 12:39:25 AM.819] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BasicAnimations.dll [5/25/2024 12:39:25 AM.819] Loading plugin "D:\Grand Theft Auto V\Plugins\BasicAnimations.dll". [5/25/2024 12:39:27 AM.867] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:27 AM.868] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:27 AM.869] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:27 AM.887] Plugin "Basic Animations" was loaded from "BasicAnimations.dll". [5/25/2024 12:39:27 AM.888] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BetterHitReactions.dll [5/25/2024 12:39:27 AM.888] Loading plugin "D:\Grand Theft Auto V\Plugins\BetterHitReactions.dll". [5/25/2024 12:39:29 AM.754] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:29 AM.756] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:29 AM.757] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:29 AM.774] Plugin "Better Hit Reactions" was loaded from "BetterHitReactions.dll". [5/25/2024 12:39:29 AM.775] Loading plugin from path: D:\Grand Theft Auto V\Plugins\ClearTheWayV.dll [5/25/2024 12:39:29 AM.775] Loading plugin "D:\Grand Theft Auto V\Plugins\ClearTheWayV.dll". [5/25/2024 12:39:31 AM.784] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:31 AM.784] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:31 AM.786] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:32 AM.052] Plugin "ClearTheWayV" was loaded from "ClearTheWayV.dll". [5/25/2024 12:39:32 AM.053] Loading plugin from path: D:\Grand Theft Auto V\Plugins\CopHolster.dll [5/25/2024 12:39:32 AM.053] Loading plugin "D:\Grand Theft Auto V\Plugins\CopHolster.dll". [5/25/2024 12:39:33 AM.991] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:33 AM.992] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:33 AM.993] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:34 AM.038] Plugin "Cop Holster" was loaded from "CopHolster.dll". [5/25/2024 12:39:34 AM.039] Loading plugin from path: D:\Grand Theft Auto V\Plugins\EnhancedWeaponControl.dll [5/25/2024 12:39:34 AM.039] Loading plugin "D:\Grand Theft Auto V\Plugins\EnhancedWeaponControl.dll". [5/25/2024 12:39:35 AM.938] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:35 AM.939] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:35 AM.940] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:35 AM.958] Plugin "EnhancedWeaponControl" was loaded from "EnhancedWeaponControl.dll". [5/25/2024 12:39:35 AM.958] Loading plugin from path: D:\Grand Theft Auto V\Plugins\EUPMenu.dll [5/25/2024 12:39:35 AM.958] Loading plugin "D:\Grand Theft Auto V\Plugins\EUPMenu.dll". [5/25/2024 12:39:37 AM.825] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:37 AM.826] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:37 AM.827] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:37 AM.962] Plugin "EUP Menu" was loaded from "EUPMenu.dll". [5/25/2024 12:39:37 AM.963] Loading plugin from path: D:\Grand Theft Auto V\Plugins\GateFix.dll [5/25/2024 12:39:37 AM.963] Loading plugin "D:\Grand Theft Auto V\Plugins\GateFix.dll". [5/25/2024 12:39:39 AM.916] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:39 AM.916] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:39 AM.918] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:39 AM.935]

Plugin "GateFix" was loaded from "GateFix.dll". [5/25/2024 12:39:39 AM.935] Loading plugin from path: D:\Grand Theft Auto V\Plugins\KTFDO.dll [5/25/2024 12:39:39 AM.935] Loading plugin "D:\Grand Theft Auto V\Plugins\KTFDO.dll". [5/25/2024 12:39:41 AM.841] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:41 AM.842] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:41 AM.843] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:41 AM.860] Plugin "KTFDO" was loaded from "KTFDO.dll". [5/25/2024 12:39:41 AM.861] Loading plugin from path: D:\Grand Theft Auto V\Plugins\LSPD First Response.dll [5/25/2024 12:39:41 AM.861] Loading plugin "D:\Grand Theft Auto V\Plugins\LSPD First Response.dll". [5/25/2024 12:39:44 AM.074] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:44 AM.075] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:44 AM.076] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:44 AM.226] Plugin "LSPD First Response" was loaded from "LSPD First Response.dll". [5/25/2024 12:39:44 AM.226] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Restrain The Deceased.dll [5/25/2024 12:39:44 AM.226] Loading plugin "D:\Grand Theft Auto V\Plugins\Restrain The Deceased.dll". [5/25/2024 12:39:46 AM.445] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:46 AM.446] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:46 AM.447] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:46 AM.465] Plugin "Restrain The Deceased" was loaded from "Restrain The Deceased.dll". [5/25/2024 12:39:46 AM.465] Loading plugin from path: D:\Grand Theft Auto V\Plugins\RPH\_Delete\_Vehicle.dll [5/25/2024 12:39:46 AM.465] Loading plugin "D:\Grand Theft Auto V\Plugins\RPH\_Delete\_Vehicle.dll". [5/25/2024 12:39:48 AM.307] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:48 AM.308] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:48 AM.309] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:48 AM.327] Plugin "RPH Delete Vehicle" was loaded from "RPH\_Delete\_Vehicle.dll". [5/25/2024 12:39:48 AM.327] Loading plugin from path: D:\Grand Theft Auto V\Plugins\SceneManager.dll [5/25/2024 12:39:48 AM.327] Loading plugin "D:\Grand Theft Auto V\Plugins\SceneManager.dll". [5/25/2024 12:39:50 AM.185] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:50 AM.186] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:50 AM.187] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:50 AM.250] Plugin "Scene Manager" was loaded from "SceneManager.dll". [5/25/2024 12:39:50 AM.250] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Seatbelt.dll [5/25/2024 12:39:50 AM.250] Loading plugin "D:\Grand Theft Auto V\Plugins\Seatbelt.dll". [5/25/2024 12:39:52 AM.299] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:52 AM.300] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:52 AM.301] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:52 AM.368] Plugin "Seatbelt" was loaded from "Seatbelt.dll". [5/25/2024 12:39:52 AM.369] Loading plugin from path: D:\Grand Theft Auto V\Plugins\SimpleCTRL.dll [5/25/2024 12:39:52 AM.369] Loading plugin "D:\Grand Theft Auto V\Plugins\SimpleCTRL.dll". [5/25/2024 12:39:54 AM.272] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:54 AM.273] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:54 AM.274] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:54 AM.335] Plugin "SimpleCTRL" was loaded from "SimpleCTRL.dll". [5/25/2024 12:39:54 AM.335] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Spike Strips V.dll [5/25/2024 12:39:54 AM.336] Loading plugin "D:\Grand Theft Auto V\Plugins\Spike Strips V.dll". [5/25/2024 12:39:56 AM.202] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:56 AM.203] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:56 AM.204] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:56 AM.222] Plugin "Spike Strips V" was loaded from "Spike Strips V.dll". [5/25/2024 12:39:56 AM.223] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Spotlight.dll [5/25/2024 12:39:56 AM.223] Loading plugin "D:\Grand Theft Auto V\Plugins\Spotlight.dll". [5/25/2024 12:39:58 AM.181] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:58 AM.182] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:58 AM.183] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024

12:39:58 AM.208] Plugin "Spotlight" was loaded from "Spotlight.dll". [5/25/2024 12:39:58 AM.208] Loading plugin from path: D:\Grand Theft Auto V\Plugins\TurnOffThatEngine.dll [5/25/2024 12:39:58 AM.208] Loading plugin "D:\Grand Theft Auto V\Plugins\TurnOffThatEngine.dll". [5/25/2024 12:40:00 AM.179] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:40:00 AM.179] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:40:00 AM.180] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:40:00 AM.197] Plugin "TurnOffThatEngine" was loaded from "TurnOffThatEngine.dll". [5/25/2024 12:40:00 AM.307] Axon Signal: Checking if desired font exists on system... [5/25/2024 12:40:00 AM.310] Axon Signal: [WARNING] Desired font not installed on system. Falling back to default system font. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam Key is set to D0. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam system is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam overlay is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam on foot is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam effect is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam is set to display local time. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam letterbox is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Interior cam letterbox is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Hide minimap while in dashcam view is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam overlay is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam overlay first person only is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam is set to display local time. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal Sidearm is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal Vehicle is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Speed threshold is set to 15 MPH. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Trigger delay is set to 2 seconds. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal notifications are set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Interval is set to 120 seconds. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Rockstar Editor integration is set to False. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body camera button sounds is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body camera interaction animations is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Help messages is set to True. [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_pistol with a hash of 453432689 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_combatpistol with a hash of 1593441988 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_heavypistol with a hash of 3523564046 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_stungun with a hash of 911657153 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_pumpshotgun with a hash of 487013001 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_carbinerifle with a hash of 2210333304 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. Offset specified appears to be a valid offset set to: -0700. [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. Negative offset applied. [5/25/2024 12:40:00 AM.645] Basic Animations: Basic Animations: Version Loaded: 2.1.0.0 [5/25/2024 12:40:00 AM.647] Basic Animations: Basic Animations: Deserializing XML File: plugins\BasicAnimations\CustomAnimations.xml [5/25/2024 12:40:01 AM.053] Better Hit Reactions: Chance = 70 [5/25/2024 12:40:01 AM.053] Better Hit Reactions: DoesPedDropWeapon = True [5/25/2024 12:40:01 AM.280] Better Hit Reactions: DamageTrackerService Started [5/25/2024 12:40:01 AM.354] ===== ClearTheWayV ===== [5/25/2024 12:40:01 AM.354] Created by: KeyedInSoftware/timnboys [5/25/2024 12:40:01 AM.354] Version: 1.0.0.43 [5/25/2024 12:40:01 AM.355] [5/25/2024 12:40:01 AM.355] To get Support For ClearTheWayV please go to where you downloaded the plugin from either lcpdfr.com or mods.keyedinsoftware.org [5/25/2024 12:40:01 AM.355] We will only provide support For

ClearTheWayV on at lcpdfr.com and at <https://mods.keyedinsoftware.org> only! [5/25/2024 12:40:01 AM.355] Enjoy! [5/25/2024 12:40:01 AM.355]

===== ClearTheWayV  
===== [5/25/2024 12:40:01 AM.520]

EnhancedWeaponControl: Enhanced Weapon Control Loaded [5/25/2024 12:40:01 AM.818]  
GateFix: Fixed Michaels gate. [5/25/2024 12:40:01 AM.820] GateFix: Fixed prison gates  
[5/25/2024 12:40:01 AM.821] GateFix: Fixed prison barrier gate [5/25/2024 12:40:01 AM.822]  
GateFix: Fixed annoying gates at airport [5/25/2024 12:40:01 AM.824] GateFix: Fixed side  
entrance gates of LS airport behind LS customs [5/25/2024 12:40:01 AM.827] GateFix: Fixed  
movie studio gates [5/25/2024 12:40:01 AM.830] GateFix: Fixed gates at the docks [5/25/2024  
12:40:01 AM.991] LSPD First Response: [TRACE] Started loading LSPDFR [5/25/2024 12:40:01  
AM.992] LSPD First Response: [INFO] Running LSPD First Response 0.4.9 (0.4.8757.33971)  
[5/25/2024 12:40:01 AM.992] LSPD First Response: [INFO] Compiled on 23 Dec 2023 23:52:22  
UTC [5/25/2024 12:40:01 AM.992] LSPD First Response: [INFO] Copyright © 2015-2020, G17  
Media, www.lspdfr.com [5/25/2024 12:40:02 AM.676] Restrain The Deceased: Loaded settings  
[5/25/2024 12:40:03 AM.446] Restrain The Deceased: Version state: Latest [5/25/2024 12:40:03  
AM.480] RPH Delete Vehicle: Loading settings... [5/25/2024 12:40:03 AM.485] RPH Delete  
Vehicle: Settings initialisation complete. [5/25/2024 12:40:03 AM.485] RPH Delete Vehicle: 1.1.2.0  
has been initialised. [5/25/2024 12:40:03 AM.565] Scene Manager: User's RNUI version: 1.9.2.0  
[5/25/2024 12:40:03 AM.650] Seatbelt: Initialized settings [5/25/2024 12:40:04 AM.289] Seatbelt:  
There is an update available [5/25/2024 12:40:04 AM.337] SimpleCTRL: SimpleCTRL dependency  
Venosity.Common.dll is available (1.0.0.0). [5/25/2024 12:40:04 AM.338] SimpleCTRL:  
SimpleCTRL dependency NAudio.dll is available (1.10.0.0). [5/25/2024 12:40:04 AM.338]  
SimpleCTRL: SimpleCTRL dependency Newtonsoft.Json.dll is available (13.0.0.0). [5/25/2024  
12:40:04 AM.339] SimpleCTRL: SimpleCTRL dependency RAGENativeUI.dll does not meet  
minimum requirements (1.9.2.0 < 1.9.3.0). [5/25/2024 12:40:04 AM.427] TurnOffThatEngine:  
Loading TurnOffThatEngine config. [5/25/2024 12:40:04 AM.429] TurnOffThatEngine:  
TurnOffThatEngine: Config loaded. [5/25/2024 12:40:04 AM.429] TurnOffThatEngine:  
TurnOffThatEngine 1.0.0.4 by SuperPyroManiac has been initialised. [5/25/2024 12:40:05 AM.011]  
Better Hit Reactions: Initialized euphoria... [5/25/2024 12:40:08 AM.563] LSPD First Response:  
[TRACE] Thread CopManager #1 initialized [5/25/2024 12:40:08 AM.615] SimpleCTRL:  
[SimpleCTRL] stopping SimpleCTRL [5/25/2024 12:40:16 AM.933] BackWeapon: Enabling  
Player Loop... [5/25/2024 12:40:16 AM.933] BackWeapon: Enabling AI Loop... [5/25/2024  
12:40:16 AM.934] BackWeapon: Initializing menu... [5/25/2024 12:40:16 AM.934] BackWeapon:  
Stow That Weapon (BackWeapon.dll) by willpv23 has been loaded! [5/25/2024 12:40:21 AM.155]  
LSPD First Response: [TRACE] Game has stopped loading [5/25/2024 12:40:21 AM.158] Scene  
Manager: Loading SceneManager.ini settings [5/25/2024 12:40:21 AM.215] Scene Manager: Scene  
Manager V2.3.3.0 is ready. [5/25/2024 12:40:21 AM.544] Scene Manager: 2 path(s) available to  
import. [5/25/2024 12:40:21 AM.544] Scene Manager: File: autosave [5/25/2024 12:40:21 AM.544]  
Scene Manager: File: DevTestPath [5/25/2024 12:40:21 AM.544] Scene Manager: Successfully  
populated menu with 2 file(s). [5/25/2024 12:40:21 AM.581]

===== Spike Strips V  
===== [5/25/2024 12:40:21 AM.581]

Created by: alexguirre [5/25/2024 12:40:21 AM.586] Version: 1.2.0.37676 [5/25/2024 12:40:21  
AM.586] RPH Version: 1.109.1337.16563 [5/25/2024 12:40:21 AM.586] [5/25/2024 12:40:21  
AM.586] Report any issues you have in the comments section and include the RagePluginHook.log  
[5/25/2024 12:40:21 AM.586] Enjoy! [5/25/2024 12:40:21 AM.586]

===== Spike Strips V  
===== [5/25/2024 12:40:21 AM.587]

Spotlight: Reading settings... [5/25/2024 12:40:22 AM.059] Spotlight: Initialized [5/25/2024  
12:40:22 AM.130] BackWeapon: Loading Configuration... [5/25/2024 12:40:22 AM.135]  
BackWeapon: Loaded configuration: AcceptedWeapons:

System.Collections.Generic.List`1[System.UInt32]; AcceptedWeaponStrings: System.String[];  
OffsetPosition: X:-0.02999998 Y:0.01000001 Z:-0.2; Rotation: Pitch:-78 Roll:147 Yaw:0;  
HideWhileInVehicle: True; DisableFlashlight: False; DeleteWeaponKey: Decimal; EnableAI: True;  
CopsOnly: True; AIAcceptedWeapons: System.Collections.Generic.List`1[System.UInt32];  
AIAcceptedWeaponStrings: System.String[]; AIOffsetPosition: X:0 Y:-0.19 Z:-0.02; AIRotation:  
Pitch:0 Roll:165 Yaw:0; AIHideWhileInVehicle: True; EnableBestWeapon: True; MenuKey: F5;  
AddonComponents: System.Collections.Generic.List`1[System.UInt32]; AddonComponentStrings:  
System.String[]; [5/25/2024 12:40:22 AM.468] BackWeapon: Menus Loading... [5/25/2024  
12:40:22 AM.794] BackWeapon: Menus ready to use. [5/25/2024 12:40:25 AM.059] LSPD First  
Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:40:25 AM.063]  
LSPD First Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:40:25  
AM.069] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from  
file:lspdfdr/data/outfits.xml [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name  
for outfit variation at line 23 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No  
name for outfit variation at line 31 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN]  
No name for outfit variation at line 39 [5/25/2024 12:40:25 AM.128] LSPD First Response:  
[WARN] No name for outfit variation at line 64 [5/25/2024 12:40:25 AM.128] LSPD First  
Response: [WARN] No name for outfit variation at line 72 [5/25/2024 12:40:25 AM.128] LSPD  
First Response: [WARN] No name for outfit variation at line 80 [5/25/2024 12:40:25 AM.128]  
LSPD First Response: [WARN] No name for outfit variation at line 111 [5/25/2024 12:40:25  
AM.128] LSPD First Response: [WARN] No name for outfit variation at line 138 [5/25/2024  
12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at line 174  
[5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at line  
207 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at  
line 220 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation  
at line 259 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit  
variation at line 273 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for  
outfit variation at line 309 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN] No name  
for outfit variation at line 323 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN] No  
name for outfit variation at line 363 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN]  
No name for outfit variation at line 391 [5/25/2024 12:40:25 AM.129] LSPD First Response:  
[WARN] No name for outfit variation at line 425 [5/25/2024 12:40:25 AM.129] LSPD First  
Response: [WARN] No name for outfit variation at line 453 [5/25/2024 12:40:25 AM.129] LSPD  
First Response: [WARN] No name for outfit variation at line 484 [5/25/2024 12:40:25 AM.129]  
LSPD First Response: [WARN] No name for outfit variation at line 502 [5/25/2024 12:40:25  
AM.129] LSPD First Response: [WARN] No name for outfit variation at line 529 [5/25/2024  
12:40:25 AM.129] LSPD First Response: [WARN] No name for outfit variation at line 547  
[5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN] No name for outfit variation at line  
581 [5/25/2024 12:40:25 AM.131] LSPD First Response: [WARN] No name for outfit variation at  
line 615 [5/25/2024 12:40:25 AM.131] LSPD First Response: [WARN] No name for outfit variation  
at line 650 [5/25/2024 12:40:25 AM.131] LSPD First Response: [WARN] No name for outfit  
variation at line 677 [5/25/2024 12:40:25 AM.131] LSPD First Response: [WARN] No name for  
outfit variation at line 711 [5/25/2024 12:40:25 AM.131] LSPD First Response: [WARN] No name  
for outfit variation at line 741 [5/25/2024 12:40:25 AM.131] LSPD First Response: [TRACE]  
ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto  
V/lspdfdr/data/custom/outfits\_army\_eup.xml [5/25/2024 12:40:25 AM.132] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto  
V/lspdfdr/data/custom/outfits\_bcso\_eup.xml [5/25/2024 12:40:25 AM.136] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto  
V/lspdfdr/data/custom/outfits\_bobcat\_eup.xml [5/25/2024 12:40:25 AM.137] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto  
V/lspdfdr/data/custom/outfits\_chuff\_eup.xml [5/25/2024 12:40:25 AM.137] LSPD First Response:

[illegible]



[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_saspa\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response: [WARN] No name for outfit variation at line 300 [5/25/2024 12:40:25 AM.160] LSPD First Response: [WARN] No name for outfit variation at line 338 [5/25/2024 12:40:25 AM.160] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_sasp\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_securos\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_usms\_eup.xml [5/25/2024 12:40:25 AM.161] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:40:25 AM.161] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:40:25 AM.161] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/cop\_presets\_outfits.xml [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 11, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 25 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 25, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 32 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 32, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 39 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 39, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 47 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 47, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 56 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 56, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 71, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 85 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer III at line 85, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 92 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 92, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 100 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III at line 100, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 115, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 129 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 129, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 136 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 136, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 143 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 143, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 151 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 151, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 160 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 160, defaulting to male [5/25/2024

[illegible]

[illegible]

[illegible]

LSPD First Response: [TRACE] Invalid base variation f\_raincoat for f\_base [5/25/2024 12:40:25 AM.622] LSPD First Response: [TRACE] Adding Ben J. as character [5/25/2024 12:40:25 AM.808] LSPD First Response: [TRACE] Adding Michelle Meto as character [5/25/2024 12:40:25 AM.809] LSPD First Response: [WARN] Path without extension: lspdfr/chars [5/25/2024 12:40:25 AM.809] LSPD First Response: [WARN] Path without extension: lspdfr/chars [5/25/2024 12:40:26 AM.409] LSPD First Response: [TRACE] Adding Jake Godard as character [5/25/2024 12:40:26 AM.461] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.461] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.462] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/regions.xml [5/25/2024 12:40:26 AM.464] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.464] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.464] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/backup.xml [5/25/2024 12:40:26 AM.466] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.466] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.466] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/agency.xml [5/25/2024 12:40:26 AM.490] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdfr/data/custom/agency\_eup.xml [5/25/2024 12:40:26 AM.501] LSPD First Response: [WARN] Invalid vehicle model bcambulance [5/25/2024 12:40:26 AM.501] LSPD First Response: [WARN] Invalid vehicle model firetruck [5/25/2024 12:40:26 AM.503] LSPD First Response: [WARN] Invalid vehicle model firetruck [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip2 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip3 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip6 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip7 [5/25/2024 12:40:26 AM.522] LSPD First Response: [WARN] Invalid vehicle model dppolice2 [5/25/2024 12:40:26 AM.522] LSPD First Response: [WARN] Invalid vehicle model dppolice3 [5/25/2024 12:40:26 AM.524] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.524] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.524] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/inventory.xml [5/25/2024 12:40:26 AM.530] LSPD First Response: [TRACE] Failed to parse as chance [5/25/2024 12:40:26 AM.531] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdfr/data/custom/inventory\_eup.xml [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Player was in vehicle: False [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Last selected character was Jake Godard, should spawn as last character True [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Loading last selected character Jake Godard [5/25/2024 12:40:26 AM.535] LSPD First Response: [INFO] Changing current player character to Jake Godard [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread PedHistoryManager #1 initialized [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread PlayerCharacterStatsManager #1 initialized [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread GamePlayer #1 initialized [5/25/2024 12:40:26 AM.757] LSPD First Response: [TRACE] Cached 1511 decorators for index 3 [5/25/2024 12:40:26 AM.762] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_hwaycop\_01\_white\_full\_01 [5/25/2024 12:40:26 AM.763] LSPD First Response: [TRACE] CharacterSelected: 339 [5/25/2024 12:40:26 AM.763] LSPD First Response: [TRACE] Character changed, creating new stats object [5/25/2024 12:40:27 AM.012] LSPD First Response: [TRACE] Initialized telemetry service [5/25/2024 12:40:27 AM.040] LSPD First Response: We have 4 apartments registered [5/25/2024 12:40:27 AM.042] LSPD First Response: [TRACE] Finding Interior ID for 4 Integrity Way at: X:-15.76 Y:-606.24 Z:100.23 [5/25/2024 12:40:27 AM.046] LSPD First Response: [TRACE] Initialised

Apartment: 4 Integrity Way, Interior is 147969 [5/25/2024 12:40:27 AM.047] LSPD First Response: [TRACE] Finding Interior ID for 1893 Grapeseed Ave at: X:264.853 Y:-1000.169 Z:-99.058 [5/25/2024 12:40:27 AM.047] LSPD First Response: [TRACE] Initialised Apartment: 1893 Grapeseed Ave, Interior is 149761 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Finding Interior ID for 0605 Spanish Ave at: X:347.1727 Y:-1001.406 Z:-99.1962 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Initialised Apartment: 0605 Spanish Ave, Interior is 148225 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Finding Interior ID for 2874 Hillcrest at: X:-859.5645 Y:688.7182 Z:152.8571 [5/25/2024 12:40:27 AM.049] LSPD First Response: [TRACE] Initialised Apartment: 2874 Hillcrest, Interior is 207361 [5/25/2024 12:40:27 AM.049] LSPD First Response: ApartmentManager initialized [5/25/2024 12:40:27 AM.051] LSPD First Response: [TRACE] Started new menu thread MenuBase #1 [5/25/2024 12:40:27 AM.052] LSPD First Response: [TRACE] Started new menu thread MenuBase #2 [5/25/2024 12:40:27 AM.053] LSPD First Response: [TRACE] Started new menu thread MenuBase #3 [5/25/2024 12:40:27 AM.097] LSPD First Response: [TRACE] Thread DiscordRichPresence #1 initialized [5/25/2024 12:40:27 AM.227] LSPD First Response: [TRACE] Thread CheckpointManager #1 initialized [5/25/2024 12:40:27 AM.227] LSPD First Response: [TRACE] Thread ApartmentManager #1 initialized [5/25/2024 12:40:27 AM.228] LSPD First Response: [TRACE] Saved apt: [5/25/2024 12:40:27 AM.233] LSPD First Response: [TRACE] Thread IntegrityWay435 #1 initialized [5/25/2024 12:40:27 AM.236] LSPD First Response: [TRACE] Thread Marker #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #2 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread SpanishAve0605 #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #3 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Hillcrest2874 #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #4 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread MenuManager #1 initialized [5/25/2024 12:40:27 AM.343] LSPD First Response: [TRACE] Thread GrapeseedAve1893 #1 initialized [5/25/2024 12:40:27 AM.412] LSPD First Response: [TRACE] Started new menu thread MenuBase #4 [5/25/2024 12:40:27 AM.420] LSPD First Response: [TRACE] Started new menu thread MenuBase #5 [5/25/2024 12:40:27 AM.423] LSPD First Response: [TRACE] Set title to Jake Godard for Interaction Menu [5/25/2024 12:40:27 AM.424] LSPD First Response: [TRACE] Started new menu thread MenuBase #6 [5/25/2024 12:40:27 AM.425] LSPD First Response: [TRACE] Set title to Jake Godard for Police Radio [5/25/2024 12:40:27 AM.430] LSPD First Response: [TRACE] Started new menu thread MenuBase #7 [5/25/2024 12:40:27 AM.432] LSPD First Response: [TRACE] Set title to Jake Godard for Vehicle Options [5/25/2024 12:40:27 AM.434] LSPD First Response: [TRACE] Started new menu thread MenuBase #8 [5/25/2024 12:40:27 AM.435] LSPD First Response: [TRACE] Set title to Jake Godard for Inventory [5/25/2024 12:40:27 AM.435] LSPD First Response: [TRACE] Started new menu thread MenuBase #9 [5/25/2024 12:40:27 AM.437] LSPD First Response: [TRACE] Set title to Jake Godard for Settings [5/25/2024 12:40:27 AM.439] LSPD First Response: [TRACE] Saved apt: [5/25/2024 12:40:27 AM.484] LSPD First Response: [TRACE] Requested Audio [5/25/2024 12:40:27 AM.501] LSPD First Response: [TRACE] Thread CharacterCreation #1 initialized [5/25/2024 12:40:27 AM.838] LSPD First Response: [INFO] Connecting to LSPDFR Sync [5/25/2024 12:40:27 AM.938] LSPD First Response: [TRACE] Loaded user Marco38 from file [5/25/2024 12:40:27 AM.961] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:27 AM.961] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:27 AM.961] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/stations.xml [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Vinewood Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Vinewood Police Station (LSPD) at X:638.5 Y:1.75 Z:82.8 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] La Mesa Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: La Mesa Police Station (LSPD) at X:826.8 Y:-1290 Z:28.24 [5/25/2024 12:40:27

AM.973] LSPD First Response: [INFO] Rockford Hills Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Rockford Hills Police Station (LSPD) at X:-561.65 Y:-131.65 Z:38.21 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Vespucci Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Vespucci Police Station (LSPD) at X:-1108.18 Y:-845.18 Z:19.32 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Downtown Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Downtown Police Station (LSPD) at X:450.0654 Y:-993.0596 Z:30 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Davis Sheriff Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Davis Sheriff Station (LSSD) at X:360.97 Y:-1584.7 Z:29.29 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Sandy Shores Sheriff Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Sandy Shores Sheriff Station (LSSD) at X:1848.73 Y:3689.98 Z:34.27 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Paletto Bay Sheriff Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Paletto Bay Sheriff Station (LSSD) at X:-448.22 Y:6008.23 Z:31.72 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Beaver Bush Ranger Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Beaver Bush Ranger Station (SAPR) at X:379.31 Y:792.06 Z:190.41 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Los Santos Intl. Airport Field Office [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Los Santos Intl. Airport Field Office (NOOSE) at X:-864.61 Y:-2408.92 Z:14.03 [5/25/2024 12:40:27 AM.974] LSPD First Response: [INFO] Bolingbroke Penitentiary [5/25/2024 12:40:27 AM.974] LSPD First Response: [INFO] Added new police station: Bolingbroke Penitentiary (SASPA) at X:1846.49 Y:2585.95 Z:45.67 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started component Debug #1 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started component AmbientBlips #1 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started component AmbientChases #1 [5/25/2024 12:40:27 AM.979] LSPD First Response: [TRACE] Auto started component AmbientCombatControl #1 [5/25/2024 12:40:27 AM.979] LSPD First Response: [TRACE] Auto started component AmbientGameStats #1 [5/25/2024 12:40:27 AM.979] LSPD First Response: [TRACE] Auto started component AmbientOffDuty #1 [5/25/2024 12:40:27 AM.979] LSPD First Response: [TRACE] Auto started component AmbientPhotoCamera #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientGameScripts #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientSitAnywhere #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientSpawn #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component AmbientSpawnScenarios #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component GameStatsManager #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component EvidenceMarkerManager #1 [5/25/2024 12:40:27 AM.982] LSPD First Response: [TRACE] Auto started component GameEventManager #1 [5/25/2024 12:40:28 AM.020] LSPD First Response: [TRACE] Preloading node data [5/25/2024 12:40:28 AM.268] LSPD First Response: [INFO] Logging in with cached credentials [5/25/2024 12:40:28 AM.271] LSPD First Response: [TRACE] Checking for updates... [5/25/2024 12:40:28 AM.271] LSPD First Response: [TRACE] Terminal server version: 0.2 [5/25/2024 12:40:28 AM.271] LSPD First Response: [INFO] Connected to LSPDFR Sync via session 03b7c000-929c-4ae8-a1e0-37396e93006c. Enhanced features available. [5/25/2024 12:40:28 AM.287] LSPD First Response: [TRACE] Server has requested that we enable feature BaselineTelemetry [5/25/2024 12:40:28 AM.288] LSPD First Response: [TRACE] Server has requested that we enable feature LSPDFRSyncOnboarding [5/25/2024 12:40:28 AM.288] LSPD First Response: [TRACE] Server has requested that we enable feature PatreonPauseMenuItem [5/25/2024 12:40:28 AM.419] LSPD First Response: [TRACE] This version seems up to date. [5/25/2024 12:40:28 AM.419] LSPD First Response: [TRACE] This version: 0.4.8757.33971, Version available on server: 0.4.8757.33971 [5/25/2024 12:40:28



AM.925] LSPD First Response: [INFO] Login success [5/25/2024 12:40:28 AM.957] LSPD First Response: [TRACE] Server has requested that we enable feature LSPDFRSync [5/25/2024 12:40:28 AM.957] LSPD First Response: [INFO] Connected and authenticated with LSPDFR Online Services. Server-enabled Sync. [5/25/2024 12:40:28 AM.957] LSPD First Response: [TRACE] Connected and authenticated with LSPDFR Online Services. Awaiting LSPDFRSync feature from server. [5/25/2024 12:40:29 AM.107] LSPD First Response: [TRACE] Building pathfinding data. Island: False [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Done preloading node data [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Preloading node data [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Done preloading node data [5/25/2024 12:40:31 AM.173] LSPD First Response: [TRACE] SwitchToCharacter: Jake Godard [5/25/2024 12:40:31 AM.173] LSPD First Response: [TRACE] Switch mode is random [5/25/2024 12:40:31 AM.175] LSPD First Response: [TRACE] GamePlayer::ChangeCharacter: Same character [5/25/2024 12:40:31 AM.175] LSPD First Response: [TRACE] Saved apt: [5/25/2024 12:40:31 AM.176] LSPD First Response: [TRACE] Entered apartment 4 Integrity Way [5/25/2024 12:40:31 AM.941] LSPD First Response: [TRACE] Thread AmbientBlips #1 initialized [5/25/2024 12:40:31 AM.946] LSPD First Response: [TRACE] Thread AmbientChases #1 initialized [5/25/2024 12:40:31 AM.946] LSPD First Response: [TRACE] Disabling ambient game police chases [5/25/2024 12:40:31 AM.951] LSPD First Response: [TRACE] Disabled ambient game police chases [5/25/2024 12:40:31 AM.952] LSPD First Response: [TRACE] Thread AmbientGameStats #1 initialized [5/25/2024 12:40:31 AM.954] LSPD First Response: [TRACE] Thread AmbientOffDuty #1 initialized [5/25/2024 12:40:31 AM.956] LSPD First Response: [TRACE] Thread AmbientPhotoCamera #1 initialized [5/25/2024 12:40:31 AM.956] LSPD First Response: [TRACE] Thread AmbientGameScripts #1 initialized [5/25/2024 12:40:33 AM.829] LSPD First Response: [TRACE] Thread AmbientSpawnScenarios #1 initialized [5/25/2024 12:40:33 AM.829] LSPD First Response: [TRACE] Thread GameStatsManager #1 initialized [5/25/2024 12:40:33 AM.840] LSPD First Response: [TRACE] during character sync, 1 characters were outdated on the server [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread PauseMenu #1 initialized [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread SamTesting #1 initialized [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread CrimeEventManager #1 initialized [5/25/2024 12:40:34 AM.016] LSPD First Response: [TRACE] Thread Crime Manager #1 initialized [5/25/2024 12:40:34 AM.016] LSPD First Response: [TRACE] Thread ChaseMe #1 initialized [5/25/2024 12:40:34 AM.016] LSPD First Response: [TRACE] Thread TrafficStopManager #1 initialized [5/25/2024 12:40:34 AM.019] LSPD First Response: [TRACE] Thread PlayerChaseManager #1 initialized [5/25/2024 12:40:34 AM.022] LSPD First Response: [TRACE] Thread ScenarioManager #1 initialized [5/25/2024 12:40:34 AM.022] LSPD First Response: [TRACE] Thread PlayerDutyController #1 initialized [5/25/2024 12:40:34 AM.023] LSPD First Response: [TRACE] Thread PlayerDutyBehaviorController #1 initialized [5/25/2024 12:40:34 AM.023] LSPD First Response: [TRACE] Thread PoliceStationManager #1 initialized [5/25/2024 12:40:34 AM.037] LSPD First Response: [TRACE] Thread PoliceStationInterior #1 initialized [5/25/2024 12:40:34 AM.040] LSPD First Response: [TRACE] Thread Marker #5 initialized [5/25/2024 12:40:34 AM.040] LSPD First Response: [TRACE] Thread Debug #1 initialized [5/25/2024 12:40:34 AM.042] LSPD First Response: [TRACE] Thread AmbientCombatControl #1 initialized [5/25/2024 12:40:34 AM.042] LSPD First Response: [TRACE] Thread AmbientSitAnywhere #1 initialized [5/25/2024 12:40:34 AM.051] LSPD First Response: [TRACE] Thread AmbientSpawn #1 initialized [5/25/2024 12:40:34 AM.053] LSPD First Response: [TRACE] Thread EvidenceMarkerManager #1 initialized [5/25/2024 12:40:34 AM.056] LSPD First Response: [TRACE] Thread GameEventManager #1 initialized [5/25/2024 12:40:34 AM.240] LSPD First Response: [TRACE] Loaded Apartment: 4 Integrity Way, Interior is 147969 [5/25/2024 12:40:35 AM.248] LSPD First Response: [TRACE] Shower: Prop Constructor Started [5/25/2024 12:40:35 AM.248] LSPD First Response: [TRACE] Shower: Prop Constructor Finished [5/25/2024 12:40:35 AM.252] LSPD First Response: [TRACE] Bed: Prop Constructor Started [5/25/2024 12:40:35



AM.252] LSPD First Response: [TRACE] Bed: Prop Constructor Finished [5/25/2024 12:40:35  
AM.253] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Started [5/25/2024 12:40:35  
AM.253] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Finished [5/25/2024  
12:40:35 AM.254] LSPD First Response: [TRACE] Chair: Prop Constructor Started [5/25/2024  
12:40:35 AM.254] LSPD First Response: [TRACE] Chair: Prop Constructor Finished [5/25/2024  
12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024  
12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024  
12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024  
12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024  
12:40:35 AM.256] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024  
12:40:35 AM.256] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024  
12:40:35 AM.256] LSPD First Response: [TRACE] Green Juice: Prop Constructor Started  
[5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Green Juice: Prop Constructor  
Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Wine: Prop Constructor  
Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Wine: Prop Constructor  
Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Whisky: Prop Constructor  
Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Whisky: Prop Constructor  
Finished [5/25/2024 12:40:35 AM.269] LSPD First Response: [TRACE] Updating scaleform  
[5/25/2024 12:40:35 AM.273] LSPD First Response: [TRACE] Updating scaleform [5/25/2024  
12:40:35 AM.274] LSPD First Response: [TRACE] Successfully loaded interior for: 4 Integrity  
Way [5/25/2024 12:40:35 AM.298] LSPD First Response: [TRACE] Thread ApartmentProp #1  
initialized [5/25/2024 12:40:35 AM.300] LSPD First Response: [TRACE] Thread ApartmentProp  
#2 initialized [5/25/2024 12:40:35 AM.300] LSPD First Response: [TRACE] Thread  
ApartmentProp #3 initialized [5/25/2024 12:40:35 AM.301] LSPD First Response: [TRACE]  
Started new menu thread MenuBase #10 [5/25/2024 12:40:35 AM.309] LSPD First Response:  
[TRACE] Thread ApartmentTV #1 initialized [5/25/2024 12:40:35 AM.313] LSPD First Response:  
[TRACE] Thread ApartmentProp #5 initialized [5/25/2024 12:40:35 AM.314] LSPD First  
Response: [TRACE] Set scenepoint for radio based on prop\_mp3\_dock [5/25/2024 12:40:35  
AM.314] LSPD First Response: [TRACE] Updating scaleform [5/25/2024 12:40:35 AM.314]  
LSPD First Response: [TRACE] Thread ApartmentProp #6 initialized [5/25/2024 12:40:35  
AM.314] LSPD First Response: [TRACE] Set scenepoint for radio based on v\_res\_mm\_audio  
[5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Updating scaleform [5/25/2024  
12:40:35 AM.314] LSPD First Response: [TRACE] Thread ApartmentProp #7 initialized  
[5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Set scenepoint for radio based on  
prop\_mp3\_dock [5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Updating  
scaleform [5/25/2024 12:40:35 AM.319] LSPD First Response: [TRACE] Thread ApartmentProp  
#8 initialized [5/25/2024 12:40:35 AM.327] LSPD First Response: [TRACE] Thread  
ApartmentProp #10 initialized [5/25/2024 12:40:35 AM.456] LSPD First Response: [TRACE]  
Updating scaleform [5/25/2024 12:40:35 AM.460] LSPD First Response: [TRACE] Updating  
scaleform [5/25/2024 12:40:35 AM.460] LSPD First Response: [TRACE] Updating scaleform  
[5/25/2024 12:40:35 AM.511] LSPD First Response: [TRACE] Thread ApartmentProp #9  
initialized [5/25/2024 12:40:35 AM.914] LSPD First Response: [TRACE] Thread ApartmentProp  
#4 initialized [5/25/2024 12:40:36 AM.277] LSPD First Response: [TRACE] Starting player switch  
[5/25/2024 12:40:38 AM.321] LSPD First Response: [TRACE] Player switch done [5/25/2024  
12:40:39 AM.939] Axon Signal: Player is loaded in, proceeding to load plugin. [5/25/2024  
12:40:39 AM.943] Axon Signal: Valid logo.png in 'Plugins/AxonSignalSound'. Continuing to load plugin...  
[5/25/2024 12:40:39 AM.957] Axon Signal: Grand Theft Auto V detected with version 1.0.2802.0  
or greater (Installed: 1.0.3179.0) [5/25/2024 12:40:39 AM.958] Axon Signal: RAGEPluginHook  
detected with version 1.93 or greater (Installed: 1.109.1337.16563) [5/25/2024 12:40:39 AM.958]  
Axon Signal: RAGENativeUI.dll detected with version 1.9.2 or greater (Installed: 1.9.2.0),  
initializing menus and console commands... [5/25/2024 12:40:40 AM.017] Axon Signal: Checking  
LCPDFR.com servers if newer version is available... [5/25/2024 12:40:41 AM.032] Axon Signal:

Latest version of Axon Signal installed. [5/25/2024 12:40:41 AM.034] Axon Signal: Axon Signal v1.2.437.10095 by Sergeant Nighthawk has been loaded. Compiled on 2024-04-11 21:56:42Z. [5/25/2024 12:40:43 AM.577] LSPD First Response: [TRACE] PlayerCharacterStatsManager: Acknowledged [5/25/2024 12:40:59 AM.925] LSPD First Response: [TRACE] Hiding help for: Chair [5/25/2024 12:41:00 AM.114] LSPD First Response: [TRACE] Unloading Apartment Interior: 4 Integrity Way [5/25/2024 12:41:00 AM.118] LSPD First Response: [TRACE] Asked thread ApartmentTV #1 to abort: No reason specified [5/25/2024 12:41:00 AM.121] LSPD First Response: [TRACE] Released 0 entities from ApartmentTV #1 Content Manager [5/25/2024 12:41:00 AM.121] LSPD First Response: [TRACE] Instance cleaned (ApartmentTV #1) [5/25/2024 12:41:00 AM.129] LSPD First Response: [TRACE] Asked thread ApartmentProp #1 to abort: No reason specified [5/25/2024 12:41:00 AM.137] LSPD First Response: [TRACE] Reset shower positions [5/25/2024 12:41:00 AM.137] LSPD First Response: [TRACE] Reset shower positions [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Ended Shower [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #1 Content Manager [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #1) [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Asked thread ApartmentProp #3 to abort: No reason specified [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #3 Content Manager [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #3) [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Asked thread ApartmentProp #2 to abort: No reason specified [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #2 Content Manager [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #2) [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Asked thread ApartmentProp #8 to abort: No reason specified [5/25/2024 12:41:00 AM.146] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #8 Content Manager [5/25/2024 12:41:00 AM.146] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #8) [5/25/2024 12:41:00 AM.146] LSPD First Response: [TRACE] Asked thread ApartmentProp #9 to abort: No reason specified [5/25/2024 12:41:00 AM.150] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #9 Content Manager [5/25/2024 12:41:00 AM.150] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #9) [5/25/2024 12:41:00 AM.150] LSPD First Response: [TRACE] Asked thread ApartmentProp #10 to abort: No reason specified [5/25/2024 12:41:00 AM.154] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #10 Content Manager [5/25/2024 12:41:00 AM.154] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #10) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #4 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Chair [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #4 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #4) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #5 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #5 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #5) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #6 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #6 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #6) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #7 to abort: No reason specified [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #7 Content Manager [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #7) [5/25/2024 12:41:00 AM.156] LSPD First

Response: [TRACE] Successfully unloaded: 4 Integrity Way [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #1 has been shut down [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #2 has been shut down [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #3 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentTV #1 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #4 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #5 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #6 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #7 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #8 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #9 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #10 has been shut down [5/25/2024 12:41:00 AM.257] LSPD First Response: [TRACE] Preloading POLICE5 [5/25/2024 12:41:00 AM.258] LSPD First Response: [TRACE] Created police5 at X:446.3985 Y:-1026.087 Z:28.92508 [5/25/2024 12:41:00 AM.258] LSPD First Response: [TRACE] Forced Livery: 0 [5/25/2024 12:41:00 AM.259] LSPD First Response: [TRACE] AmbientStationSpawn: Added POLICE5 at Downtown Police Station [5/25/2024 12:41:00 AM.584] LSPD First Response: [TRACE] Preloading POLICE5 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] Created police5 at X:407.7591 Y:-1005.385 Z:28.26613 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] Forced Livery: 0 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] AmbientStationSpawn: Added POLICE5 at Downtown Police Station [5/25/2024 12:41:00 AM.809] LSPD First Response: [TRACE] Thread Marker #6 initialized [5/25/2024 12:41:00 AM.818] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (Ambient) [5/25/2024 12:41:00 AM.820] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.004] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (Ambient) [5/25/2024 12:41:01 AM.005] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.005] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.126] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.269] LSPD First Response: [TRACE] Populated PD [5/25/2024 12:41:01 AM.493] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.497] LSPD First Response: [TRACE] Ling Xu (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] Micheal Huth (S\_M\_M\_CIASEC\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] Alice West (S\_F\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] George Kingsford (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Cooper Harris (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Brad Cullens (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Carl Manson (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.500] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.500] LSPD First Response: [TRACE] Jacky Coolers (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:09 AM.276] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:41:09 AM.276] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:41:09 AM.276]

AM.276] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfdr/data/duty\_selection.xml [5/25/2024 12:41:09 AM.276] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdfdr/data/custom/duty\_selection\_eup.xml [5/25/2024 12:41:09 AM.291] LSPD First Response: [TRACE] Setting player to lspd from last agency [5/25/2024 12:41:09 AM.308] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_a [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_utility [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_beach\_detail [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_jacket [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_coat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_raincoat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_bicycle [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_dirtbike [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_gang [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_pilot [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_swat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_formal [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_riot [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_windbreaker [5/25/2024 12:41:09 AM.311] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_hwaycop\_01\_white\_full\_01 [5/25/2024 12:41:09 AM.312] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [TRACE] Setting player outfit to m\_base from last outfit [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_c [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_c [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_utility [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_beach\_detail [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_jacket [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_coat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_raincoat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_bicycle [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_c

[5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_dirtbike [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_gang [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_pilot [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_swat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_formal [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_riot [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_windbreaker [5/25/2024 12:41:09 AM.345] LSPD First Response: [TRACE] Thread AgencySelector #1 initialized [5/25/2024 12:41:09 AM.447] LSPD First Response: [TRACE] Player went on duty. [5/25/2024 12:41:09 AM.454] LSPD First Response: Folder is D:\Grand Theft Auto V\plugins\lspdfr [5/25/2024 12:41:09 AM.524] LSPD First Response: AIRespond, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.535] LSPD First Response: AutomaticSirenCutout, Version=3.1.5.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.542] LSPD First Response: CombatEnhanced, Version=1.0.4.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.554] LSPD First Response: CompuLite, Version=1.5.2.7, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.569] LSPD First Response: Custom Pullover, Version=1.1.0.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.575] LSPD First Response: FireExtinguisher, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.575] LSPD First Response: GrammarPolice, Version=1.7.2.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.579] LSPD First Response: HollywoodRollover, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.599] LSPD First Response: Unable to load one or more of the requested types. Retrieve the LoaderExceptions property for more information. at System.Reflection.RuntimeModule.GetTypes(RuntimeModule module) [5/25/2024 12:41:09 AM.599] at System.Reflection.RuntimeModule.GetTypes() [5/25/2024 12:41:09 AM.599] at System.Reflection.Assembly.GetTypes() [5/25/2024 12:41:09 AM.599] at tjpWIEUbSEJqtDzMWwFyHQzRs.FfvtnVQPMaLwtsQanqfDIHgXRVME() in D:\GTA V\LSPD First Response\LSPD First Response\Mod\Callouts\CalloutManager.cs:line 738 [5/25/2024 12:41:09 AM.599] LSPD First Response: Impossible de charger le fichier ou l'assembly 'ScriptHookVDotNet2, Version=2.10.13.0, Culture=neutral, PublicKeyToken=null' ou une de ses dépendances. Le fichier spécifié est introuvable. [5/25/2024 12:41:09 AM.606] LSPD First Response: HolsterSounds, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.612] LSPD First Response: HWYCallouts, Version=1.19.40.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.620] LSPD First Response: ImmersiveAmbientEvents, Version=1.3.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.631] LSPD First Response: ImmersiveCallouts, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.632] LSPD First Response: KucheraCallouts, Version=2.0.2.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.639] LSPD First Response: ProwlerRadar, Version=1.2.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.640] LSPD First Response: RAGENativeUI, Version=1.9.2.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.649] LSPD First Response: RansomAmbience, Version=1.6.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.654] LSPD First Response: RawCanvasUI, Version=0.4.3.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.656] LSPD First Response: RiskierTrafficStops, Version=3.0.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.664] LSPD First Response: Section136Callouts, Version=1.12.1910.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.683] LSPD First Response: StopThePed, Version=4.9.5.2, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.691] LSPD First Response: TAGsCallouts, Version=1.3.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.692] LSPD First Response: UltimateBackup, Version=1.8.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.699] LSPD First Response: UnsafeCallouts, Version=1.4.1.0, Culture=neutral, PublicKeyToken=null [5/25/2024

12:41:09 AM.706] LSPD First Response: UrbanCallouts, Version=1.3.0.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.714] LSPD First Response: YobbinCallouts, Version=1.7.1.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.717] LSPD First Response: Creating plugin: AIRespond.AIRespondMain [5/25/2024 12:41:09 AM.726] LSPD First Response: Creating plugin: AutomaticSirenCutout.Main [5/25/2024 12:41:09 AM.770] LSPD First Response: Creating plugin: CombatEnhanced.Main [5/25/2024 12:41:09 AM.786] LSPD First Response: Creating plugin: :esnopseR tsriF DPSL ]578.MA 90:14:21 4202/52/5[ tsriF DPSL ]578.MA 90:14:21 4202/52/5[ niaM.revolluP\_motsuC :nigulp gnitaerC tsriF DPSL ]678.MA 90:14:21 4202/52/5[ .niaM.revolluP motsuC gnitaerC :esnopseR tsriF DPSL ]678.MA 90:14:21 4202/52/5[ .niaM.revolluP motsuC htiw enoD :esnopseR 90:14:21 4202/52/5[ niaMrehsiugnitiXEeriF.rehsiugnitiXEeriF :nigulp gnitaerC :esnopseR 4202/52/5[ niaM.eciloPrammarG :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA 5[ niaM.sdnuoSretsloH :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA 90:14:21/52/ 4202 5[ niaM.stuollaCYWH :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA 90:14:21/52/ 4202 5[ niaM :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA 90:14:21/52/ 90:14:21 4202 4202/52/5[ niaM.stuollaCevisremml :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA niaM.stuollaCarehcuK :nigulp gnitaerC :esnopseR tsriF DPSL ]678.MA 90:14:21 :nigulp gnitaerC :esnopseR tsriF DPSL ]778.MA 90:14:21 4202/52/5[ gnitaerC :esnopseR tsriF DPSL ]398.MA 90:14:21 4202/52/5[ radaRrelworP.radaRrelworP :esnopseR tsriF DPSL ]398.MA 90:14:21 4202/52/5[ niaM.ecneibmAmosnaR :nigulp tsriF DPSL ]398.MA 90:14:21 4202/52/5[ niaM.spotSciffarTreiksiR :nigulp gnitaerC :nigulp gnitaerC :esnopseR :esnopseR tsriF DPSL ]359.MA 90:14:21 4202/52/5[ :Creating plugin :tsriF DPSL ]089.MA 90:14:21 4202/52/5[ tsriF DPSL ]089.MA 90:14:21 4202/52/5[ niaM.stuollaCsGAT :nigulp gnitaerC :esnopseR :nigulp gnitaerC :esnopseR ]5/25/2024 12:41:10 AM.010] LSPD First Response: Creating plugin: UnsafeCallouts.Main [5/25/2024 12:41:10 AM.011] LSPD First Response: Creating plugin: UrbanCallouts.UrbanCalloutsMain [5/25/2024 12:41:10 AM.011] LSPD First Response: Creating plugin: YobbinCallouts.Main [5/25/2024 12:41:10 AM.011] LSPD First Response: Ultimate Backup: True [5/25/2024 12:41:10 AM.014] LSPD First Response: [AIRespond] Using language: EN.ini [5/25/2024 12:41:10 AM.670] LSPD First Response: [AI:Respond] AI:Respond is currently downloading data... <https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=44660&textOnly=1> [5/25/2024 12:41:10 AM.671] LSPD First Response: Loading & AutomaticSirenCutout.ini settings [5/25/2024 12:41:10 AM.677] LSPD First Response: Plugin Combat Enhanced 1.0.4 has been initialised. [5/25/2024 12:41:10 AM.677] LSPD First Response: Go on duty to fully load Combat Enhanced. [5/25/2024 12:41:10 AM.678] LSPD First Response: Initializing Config for CombatEnhanced [5/25/2024 12:41:10 AM.701] LSPD First Response: Plugin CompuLite v1.5.2.7 has been initialized. LSPD First Response: Go on duty to fully load CompuLite ]AM.701 12:41:10 2024/25/5[ LSPD First Response: Custom Pullover 1.1.0.1 has been ]AM.701 12:41:10 2024/25/5[ initialised. [5/25/2024 12:41:10 AM.849] LSPD First Response: BLK HWYCallouts: Error validating XML Configuration file: The global element 'HighwayPoliceVehicles' has already been declared. [5/25/2024 12:41:10 AM.855] LSPD First Response: BLK HWYCallouts: Custom police vehicles loaded: 3 [5/25/2024 12:41:10 AM.856] LSPD First Response: Immersive Ambient Events: Version 1.3.0.0 has been initialised. [5/25/2024 12:41:10 AM.856] LSPD First Response: ImmersiveCallouts by Cugli has been initialized. LSPD First Response: Plugin Kuchera Callouts 2.0.2.1 by ]AM.856 12:41:10 2024/25/5[ againstallodds has been initialised. [5/25/2024 12:41:11 AM.014] [LOG]: You are on the most updated build of Kuchera Callouts and do not need to update. [5/25/2024 12:41:11 AM.023] LSPD First Response: [Ransom Ambience] Initialized: 1.6.7. [5/25/2024 12:41:11 AM.023] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Loading plugins/LSPDFR/RansomAmbience.ini'. [5/25/2024 12:41:11 AM.026] LSPD First '

Response: [Ransom Ambience] RansomAmbienceConfig: Verifying. [5/25/2024 12:41:11 AM.026] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Verified.  
LSPD First Response: [Ransom Ambience] JAM.026 12:41:11 2024/25/5]  
RansomAmbienceConfig: Loaded. [5/25/2024 12:41:11 AM.027] LSPD First Response:  
[Ransom Ambience] Loading 'plugins/LSPDFR/RansomAmbience/TrafficStopConfig.ini'.  
LSPD First Response: [Ransom Ambience] JAM.030 12:41:11 2024/25/5]  
TrafficStopConfig: Verifying. [5/25/2024 12:41:11 AM.031] LSPD First Response: [Ransom  
Ambience] TrafficStopConfig: Verified. [5/25/2024 12:41:11 AM.031] LSPD First  
Response: [Ransom Ambience] TrafficStopConfig: Loaded. [5/25/2024 12:41:11 AM.035]  
LSPD First Response: [Ransom Ambience] EventLogic: Loading  
plugins/LSPDFR/RansomAmbience/EventWeights.json. [5/25/2024 12:41:11 AM.114]  
LSPD First Response: [Ransom Ambience] EventLogic: Found 10 event weights.  
LSPD First Response: [Ransom Ambience] EventLogic: JAM.114 12:41:11 2024/25/5]  
Loading plugins/LSPDFR/RansomAmbience/EventZoneMappings.json. [5/25/2024  
AM.118] LSPD First Response: [Ransom Ambience] EventLogic: Found 44 zone 12:41:11  
mappings. [5/25/2024 12:41:11 AM.119] LSPD First Response: [Ransom Ambience]  
EventLogic: Starting verification process. [5/25/2024 12:41:11 AM.122] LSPD First  
Response: [Ransom Ambience] Invalid Events: 0; Invalid Zones: 0; Invalid Event Zones: 0  
LSPD First Response: [Ransom Ambience] EventLogic: JAM.122 12:41:11 2024/25/5]  
Finished verification process. [5/25/2024 12:41:11 AM.123] LSPD First Response:  
----- [Ransom Ambience] ----- Ransom Ambience (V1.6.7)  
LSPD First Response: [Ransom Ambience] JAM.123 12:41:11 2024/25/5] -----  
MinIntervallnMs = 150000 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom  
Ambience] MaxIntervallnMs = 180000 [5/25/2024 12:41:11 AM.123] LSPD First Response:  
[Ransom Ambience] MaxEventRuntimeInMs = 420000 [5/25/2024 12:41:11 AM.123] LSPD  
First Response: [Ransom Ambience] BlipEvents = True [5/25/2024 12:41:11 AM.123]  
LSPD First Response: [Ransom Ambience] AlwaysAllowEvents = False [5/25/2024  
AM.123] LSPD First Response: [Ransom Ambience] CheckIfOnFootOrInVehicle 12:41:11  
True [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] =  
CutoffDistance = 500 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom  
Ambience] AllowNsfw = False [5/25/2024 12:41:11 AM.124] LSPD First Response:  
[Ransom Ambience] MenuKey = F9 [5/25/2024 12:41:11 AM.124] LSPD First Response:  
[Ransom Ambience] MenuModifierKey = None [5/25/2024 12:41:11 AM.124] LSPD First  
Response: [Ransom Ambience] InteractionKey = X [5/25/2024 12:41:11 AM.124] LSPD  
First Response: [Ransom Ambience] InteractionButton = B [5/25/2024 12:41:11 AM.124]  
LSPD First Response: [Ransom Ambience] Events = Ambush, BrandishingWeapon,  
Burglary, Carjacking, Fight, IndecentExposure, InjuredPerson, PublicDisturbance,  
AnimalAccident, BrokenEquipment, CarFire, DriveByShooting, DUI, MVA, Pursuit,  
RecklessDriver, StreetRace, UseOfPhone [5/25/2024 12:41:11 AM.124] LSPD First  
----- Response: [Ransom Ambience] ----- TrafficStopConfig  
LSPD First Response: [Ransom Ambience] JAM.124 12:41:11 2024/25/5] -----  
Chance = 12 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience]  
Enabled = True [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience]  
TSCarjacking = 0.25 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom  
Ambience] TSCollision = 0.35 [5/25/2024 12:41:11 AM.124] LSPD First Response:  
[Ransom Ambience] TSDisturbance = 0.4 [5/25/2024 12:41:11 AM.125] LSPD First  
Response: [NORMAL] RiskierTrafficStops: Plugin initialized, go on duty to fully load  
plugin. [5/25/2024 12:41:11 AM.127] LSPD First Response: [Section136Callouts]  
Section136Callouts | written by Max Playle [5/25/2024 12:41:11 AM.128] LSPD First  
Response: [Section136Callouts] © Max Playle 2020-2024 All rights reserved [5/25/2024  
AM.129] LSPD First Response: [Section136Callouts] Lazy-loading Dependency 12:41:11  
Manager... [5/25/2024 12:41:11 AM.131] LSPD First Response: [Section136Callouts]

Installed version of dependency Newtonsoft.Json.dll is not expected. Expected version: Actual version: 13.0.1.25517. The pack will most likely run fine, but do expect the odd bug and/or issue with using unexpected versions. [5/25/2024 12:41:11 AM.132] LSPD First Response: [Section136Callouts] Installed version of dependency XSerializer.dll is not expected. Expected version: 0.4.4.0. Actual version: 0.4.4. The pack will most likely run fine, but do expect the odd bug and/or issue with using unexpected versions. [5/25/2024 12:41:11 AM.149] LSPD First Response: [Section136Callouts] Deserializing MainConfigFile from mainconfig.json [5/25/2024 12:41:11 AM.267] LSPD First Response: [Section136Callouts] Configuration output

```
GENERAL":{"Division":1,"UnitType":"ADAM","Beat":12,"LocalEmergencyNumber":999,"NameForControl":"Control","NameForBombSquad":"RLC Bomb Disposal","CallEndedString":"State 2","NameForTpac":"TPAC Manoeuvre","UseBritishTerminology":true,"CivillianCarModels":["DUKES","BALLER","BALLER2","BISON","BISON2","BJXL","CAVALCADE","CHEETAH","COGCABRIO","ASEA","ADDER","FELON","FELON2","ZENTORNO","WARRENER","RAPIDGT","INTRUDER","FELTZER2","FQ2","RANCHERXL","REBEL","SCHWARZER","COQUETTE","CARBONIZZARE","EMPEROR","SULTAN","EXEMPLAR","MASSACRO","DOMINATOR","ASTEROPE","PRAIRIE","NINEF","WASHINGTON","CHINO","CASCO","INFERNUS","ZTYPE","DILETTANTE","VIRGO","F620","PRIMO","SULTAN","EXEMPLAR","F620","FELON2","FELON","SENTINEL","WINDSOR","DOMINATOR","DUKES","GAUNTLET","VIRGO","ADDER","BUFFALO","ZENTORNO","MASSACRO","BATI","BATI2","AKUMA","BAGGER","DOUBLE","NEMESIS","HEXER"],"CityPoliceCarModels":["POLICE","POLICE2","POLICE3","FBI","FBI2"],"CountyPoliceCarModels":["SHERIFF","SHERIFF2","PRANGER"],"AllowUltimateBackupIntegration":true,"PlayRadioAnimation":true,"PlayMobilePhoneAnimation":true,"AgencyName":"Police","PriorityStrings":{"GradeOneCalls":"EMERGENCY","GradeTwoCalls":"URGENT","GradeThreeCalls":"NON-EMERGENCY"},"PluginMechanicTaskTimeout":2500},"MODELS":{"DrugDealerPedModels_u_m_y_burgerdrug_01","csb_roccopelosi","csb_tonya","g_m_importexport_01","g_m_y":"ballaeast_01","g_m_y_ballaorig_01","g_m_y_lost_01","g_m_y_lost_02","g_m_y_lost_03_g_m_y_mexgang_01","g_m_y_mexgoon_01","g_m_y_mexgoon_02","g_m_y_mexgoon_g_m_y_pologoon_01","g_m_y_pologoon_02","g_m_y_salvaboss_01","g_m_y_salvag","03oon_02","s_m_m_lifeinvad_01","s_m_y_xmech_02","ig_car3guy1","ig_cletus","ig_ortega","ig_oneil"},"DrugDealerVanModels":["bison","bison2","bison3","bobcatxl","burrito","burrito2","burrito3","burrito4","camper","gburrito","journey","speedo","speedo4","surfer","surfer2","yoga","youga2","youga3"]},"OPTIONAL_DEPENDENCY":{"UseStopThePedIntegration":true,"UseUltimateBackupIntegration":true,"UseCalloutInterfaceIntegration":true,"UseBetterEmsIntegration":true},"UPDATES":{"CheckOnStartup":true},"NETWORK":{"NETWORK_BUG_REPORTING":{"EnableNetworkBugReporting":true},"ProhibitNetworkTransmission":false,"PerformStartupEacAuthentication":true},"ENABLE_FEATURES":{"LIVE_ACTIVITY":{"EnableLiveActivity":false,"IncludePlayerNameInLiveActivity":false},"ENABLE_CALLOUTS":{"IgnoreCalloutEnabledStatus":false,"StolenVehicle":false,"StolenEmergencyVehicle":true,"PersonWithKnife":true,"TrafficStopAssistanceShout":true,"MopedPhoneTheft":true,"DetaineeTransportRequired":true,"SelfIsolationViolation":false,"MentalHealthPatientEscaped":true,"ArmedSuspect":true,"Shoplifting":true,"SuicidalSubject":true,"AttemptedRape":true,"RacingVehicles":true,"InteriorBurglary":true,"OfficerPanicButton":true,"AreaSearchSuspect":true,"PrisonerTransfer":true,"MetroStationAssistanceRequired":true,"Protest":true,"AirportSecurityThreat":true,"CommercialVehicleTheft":true,"ConcernForWelfare":true},"WAYPOINTS":{"WaypointToGeneralSearchArea":true,"WaypointToMissionSubject":true},"ELS_SETTINGS":{"DoNotUseEisLights":true},"AI_SETTINGS":{"BACKUP_UNITS":{"WeaponAssets":["WEAPON_STUNGUN","WEAPON_NIGHTSTICK"]},"AiOfficersUseLethalForce":true,"SuspectsHaveLethalWeapons":true},"MISC_CONFIG":{"PlayRadioAnimation":true},"AUDIO":{"ProhibitVolumeEditing":true},"PURSUIT":{"UpdateBlipWhenSuspectVisualChanges":true,"Maximu
```



mOccupiedVehiclesForTpac":7},"TEN\_NINE":{"MinResponse\_LocalUnit":1,"MaxResponse\_LocalUnit":3,"MinResponse\_ARV":2,"MaxResponse\_ARV":3,"UseUltimateBackupFunctions":false,"UseShortcutKey":true,"SingleKeyActivationHoldDuration":1500},"COVID\_REFERENCES":{"AllowCovidReferences":true},"KEYS":{"Talk":89,"MainMenu":88,"CalloutSpecificMenu":121,"EndCall":112,"ForceServiceUnitUnconventionalSpawn":117,"TenNine\_Modifier":0,"TenNine\_ShortcutKey":79},"DEBUG":{"DebugMode":false,"DebugLogEnabled":true,"LogRefreshInterval":2000,"DebugFlags":[]},"SCENARIO":{"ScenarioStepWaitCount":10000,"SERVICE\_UNITS":{"GENERAL":{"RecruitFromNearby":true,"AllowWarpingIfStuck":true},"ENABLE":{"EnableCoroner":true,"EnableVehicleRecovery":true,"EnableInsurancePickup":true},"CORONER":{"VanVehicleModel":"SPEEDO","PedModel":"S\_M\_M\_DOCTOR\_01","BodyBagModel":"xm\_prop\_body\_bag"},"VEHICLE\_RECOVERY":{"TowTruckModel":"TOWTRUCK","FlatbedModel":"FLATBED","AlwaysUseFlatbed":false,"AutoPickupRecoveredVehicles":true},"INSURANCE\_PICKUP":{"PedModel":"A\_M\_Y\_BUSINESS\_02"},"AMBULANCE":{"AmbulanceModel":"AMBULANCE","ParamedicModel":"S\_M\_M\_PARAMEDIC\_01"}},"CALLOUT\_SETTINGS":{"AllowLongDrivesToCalloutScenarios":false,"OFFICER\_PANIC\_BUTTON":{"PossiblePoliceModels":["S\_M\_Y\_COP\_01","S\_F\_Y\_COP\_01","S\_M\_Y\_SHERIFF\_01","S\_F\_Y\_SHERIFF\_01"]},"ROBBERY":{"PedClearanceExemptModels":[]},"PROTEST":{"MinProtestPedSpawns":12,"MaxProtestPedSpawns":19,"RiotSquadResponseTimeoutSeconds":35,"RiotSquadReturnToPatrolTimeoutSeconds":35,"AllowDecreasedMemBudgetsWhilstRunning":true,"NonWaterCannonPoliceRiotSpawnModel":"RIOT","RiotSquadPedModels":["S\_M\_Y\_SWAT\_01"]},"AIRPORT\_SECURITY\_THREAT":{"BombSquadVehicleModel":"RIOT2","b\_ShouldFollowBombVanWithCamera":true},"PATIENT\_ESCAPED":{"PoliceHelicopterModels":["POLMAV"]},"CONCERN\_FOR\_WELFARE":{"FleeStopRequestWorkingChance":70,"EnableDeathByCopDuringTail":true,"PLAYER\_TAIL":{"DISTANCE\_THRESHOLD":40.0,"TICKER\_INTERVAL":0,"MAX\_SUSPICION\_TICK\_COUNT":40}},"WELFARE\_CALLOUT\_GROUP":{"DoctorPedModels":["S\_M\_M\_DOCTOR\_01"]},"EXPLICIT\_CONTENT":{"AllowExplicitLanguage":true},"ConfigPluginVersion":"1.12.1910.0"} [5/25/2024

AM.275] LSPD First Response: [Section136Callouts] [FileCheck ReportFindings 12:41:11 for□□□□□□□□ ===== [

KCEHC YTIRGETNI ELIF STUOLLAC631NOITCES

DPSL ]572.MA 11:14:21 4202/52/5] =====

rof sgnidniFtropheR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR tsriF□□□□□□□□ elif A [ :redlof/elif rof detseuqer neeb sah kcehc ytirgetni

4202/52/5[ lmx.noitarugifnoc\epardetpmetta\stuollac\stuollac631noitces\rfdpsl\snigulp

sgnidniFtropheR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]572.MA 11:14:21

rof□□□□□□□□ tsriF DPSL ]572.MA 11:14:21 4202/52/5[ eurT ?elif sa stsixE :TLUSER [

rof sgnidniFtropheR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR□□□□□□□□ :tluseR [

:esnopseR tsriF DPSL ]572.MA 11:14:21 4202/52/5[ eslaF ?yrotcerid sa stsixE

rof sgnidniFtropheR kcehCeliF[ ]stuollaC631noitceS[□□□□□□□□ [

=====

11:14:21 4202/52/5] =====

wen gnissecorp dna gnisilaitinl ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]572.MA

tsriF DPSL ]492.MA 11:14:21 4202/52/5[ ...noitarugifnoc epaR detpmettA eht fo ecnatsni

11:14:21 4202/52/5[ .gnidragerid ;atad LMX tnevelerrl ]stuollaC631noitceS[ :esnopseR

.gnidragerid ;atad LMX tnevelerrl ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]492.MA

gnissecorP ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]492.MA 11:14:21 4202/52/5]

:esnopseR tsriF DPSL ]592.MA 11:14:21 4202/52/5[ ...sledom retcarahc

tsriF DPSL ]592.MA 11:14:21 4202/52/5[ .dilav epyt retcarahC ]stuollaC631noitceS[

.ledom dilav a si 10\_rekoooh\_y\_f\_s si ledom retcarahC ]stuollaC631noitceS[ :esnopseR

ledom gnidneS ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]592.MA 11:14:21 4202/52/5]

DPSL ]592.MA 11:14:21 4202/52/5[ ]mitciv[ epyt sa yrtsiger ledom ot ]10\_rekoooh\_y\_f\_s[

eman htiw yrtnel ledom gnissecorp dehsiniF ]stuollaC631noitceS[ :esnopseR tsriF

:esnopseR tsriF DPSL ]592.MA 11:14:21 4202/52/5[ !]mitciv[ epyt dna ]10\_rekoooh\_y\_f\_s[  
tsriF DPSL ]592.MA 11:14:21 4202/52/5[ .dilav epyt retcarahC ]stuollaC631noitceS[  
.ledom dilav a si 20\_rekoooh\_y\_f\_s si ledom retcarahC ]stuollaC631noitceS[ :esnopseR  
ledom gnidneS ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]592.MA 11:14:21 4202/52/5[  
DPSL ]692.MA 11:14:21 4202/52/5[ ]mitciv[ epyt sa yrtsiger ledom ot ]20\_rekoooh\_y\_f\_s[  
First Response: [Section136Callouts] Finished processing model entry with name  
[s\_f\_y\_hooker\_02] and type [victim]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character model is s\_f\_y\_hooker\_03 is a valid model.  
LSPD First Response: [Section136Callouts] Sending model ]AM.296 12:41:11 2024/25/5[  
[s\_f\_y\_hooker\_03] to model registry as type [victim] [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Finished processing model entry with name  
[s\_f\_y\_hooker\_03] and type [victim]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character model is ig\_old\_man1a is a valid model.  
LSPD First Response: [Section136Callouts] Sending model ]AM.296 12:41:11 2024/25/5[  
[ig\_old\_man1a] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Finished processing model entry with name  
[ig\_old\_man1a] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character model is cs\_old\_man1a is a valid model.  
LSPD First Response: [Section136Callouts] Sending model ]AM.296 12:41:11 2024/25/5[  
[cs\_old\_man1a] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Finished processing model entry with name  
[cs\_old\_man1a] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character model is ig\_oneil is a valid model. [5/25/2024  
AM.296] LSPD First Response: [Section136Callouts] Sending model [ig\_oneil] to 12:41:11  
model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [ig\_oneil] and type  
[suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts]  
Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character model is ig\_old\_man2 is a valid model. [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Sending model [ig\_old\_man2] to  
model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [ig\_old\_man2] and type  
[suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts]  
Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character model is u\_m\_y\_party\_01 is a valid model. [5/25/2024  
AM.296] LSPD First Response: [Section136Callouts] Sending model 12:41:11  
[u\_m\_y\_party\_01] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Finished processing model entry with name  
[u\_m\_y\_party\_01] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Character model is a\_m\_y\_polynesian\_01 is a valid  
model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending  
model [a\_m\_y\_polynesian\_01] to model registry as type [suspect] [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry  
with name [a\_m\_y\_polynesian\_01] and type [suspect]! [5/25/2024 12:41:11 AM.296]  
LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Character model is ig\_priest is a  
valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts]

Sending model [ig\_priest] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296]  
LSPD First Response: [Section136Callouts] Finished processing model entry with name  
[ig\_priest] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Character model is u\_m\_y\_proldriver\_01 is a valid  
model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending  
model [u\_m\_y\_proldriver\_01] to model registry as type [suspect] [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry  
with name [u\_m\_y\_proldriver\_01] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296]  
LSPD First Response: [Section136Callouts] Character model is csb\_prologuedriver is a  
valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts]  
Sending model [csb\_prologuedriver] to model registry as type [suspect] [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry  
with name [csb\_prologuedriver] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Processing vehicle models... [5/25/2024 12:41:11  
AM.296] LSPD First Response: [Section136Callouts] Adding STANIER to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Adding BLISTA to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding DILETTANTE to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding ISSI2 to AttemptedRape.PermittedVehicleModels  
LSPD First Response: [Section136Callouts] Adding PANTO ]AM.297 12:41:11 2024/25/5]  
to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding RHAPSODY to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding SENTINEL to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding ZION to AttemptedRape.PermittedVehicleModels  
LSPD First Response: [Section136Callouts] Adding BMX to ]AM.297 12:41:11 2024/25/5]  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding PCJ to AttemptedRape.PermittedVehicleModels  
LSPD First Response: [Section136Callouts] Adding ]AM.297 12:41:11 2024/25/5]  
SANCHEZ to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297]  
LSPD First Response: [Section136Callouts] Adding BLADE to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding BUCCANEER to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding FACTION to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] !! WARNING !! POHENIX is not a valid vehicle model. It  
will be skipped. [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts]  
Adding TAMPA to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297]  
LSPD First Response: [Section136Callouts] Adding VIRGO to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Adding BALLER to  
AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First  
Response: [Section136Callouts] Trying to set Ambulance Response timeout... [5/25/2024  
AM.302] LSPD First Response: [Section136Callouts] [FileCheck ReportFindings 12:41:11  
for□□□□□□□□ ===== [  
KCEHC YTIRGETNI ELIF STUOLLAC631NOITCES

DPSL ]203.MA 11:14:21 4202/52/5] =====  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR tsriF[] [] [] [] [] [] elif A [  
:redlof/elif rof detseuqer neeb sah kcehc ytirgetni  
4202/52/5[ lmx.noitarugifnoc\yralgrubroiretni\stuollac\stuollac631noitces\rfdpsl\snigulp  
AM.302] LSPD First Response: [Section136Callouts] [FileCheck ReportFindings 12:41:11  
for[] [] [] [] [] [] tsriF DPSL ]203.MA 11:14:21 4202/52/5[ eurT ?elif sa stsixE :TLUSER [  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR[] [] [] [] [] [] :tluseR [  
:esnopseR tsriF DPSL ]203.MA 11:14:21 4202/52/5[ eslaF ?yrotcerid sa stsixE  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[[] [] [] [] [] [] [  
=====

11:14:21 4202/52/5] =====  
htiw yrtn e ledom gnissecorp dehsiniF ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]203.MA  
:esnopseR tsriF DPSL ]203.MA 11:14:21 4202/52/5[ !]mitciv[ epyt dna ]liagiba\_bsc[ eman  
[Section136Callouts] Finished processing model entry with name [csb\_anita] and type [victim]!  
LSPD First Response: [Section136Callouts] Finished ]AM.302 12:41:11 2024/25/5]  
processing model entry with name [csb\_money] and type [victim]! [5/25/2024 12:41:11  
AM.302] LSPD First Response: [Section136Callouts] Finished processing model entry  
with name [cs\_bankman] and type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[s\_f\_y\_bartender\_01] and type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[a\_m\_y\_beach\_01] and type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [a\_f\_y\_bevhills\_04] and  
type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response: [Section136Callouts]  
Finished processing model entry with name [a\_f\_y\_bevhills\_03] and type [victim]!  
LSPD First Response: [Section136Callouts] Finished ]AM.302 12:41:11 2024/25/5]  
processing model entry with name [a\_m\_y\_bevhills\_02] and type [victim]! [5/25/2024  
AM.303] LSPD First Response: [Section136Callouts] Finished processing model 12:41:11  
entry with name [a\_m\_y\_busicas\_01] and type [victim]! [5/25/2024 12:41:11 AM.303]  
LSPD First Response: [Section136Callouts] Finished processing model entry with name  
[a\_m\_m\_business\_01] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[a\_m\_y\_business\_02] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[a\_f\_y\_business\_02] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[a\_f\_m\_business\_02] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[ig\_old\_man1a] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [cs\_old\_man1a] and  
type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts]  
Finished processing model entry with name [ig\_oneil] and type [suspect]! [5/25/2024  
AM.303] LSPD First Response: [Section136Callouts] Finished processing model 12:41:11  
entry with name [ig\_old\_man2] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD  
First Response: [Section136Callouts] Finished processing model entry with name  
[u\_m\_y\_party\_01] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name  
[a\_m\_y\_polynesian\_01] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First  
Response: [Section136Callouts] Finished processing model entry with name [ig\_priest]  
and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [u\_m\_y\_proldriver\_01]  
and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:

[Section136Callouts] Finished processing model entry with name [csb\_prologuedriver] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:

[Section136Callouts] Finished processing model entry with name [s\_m\_o\_busker\_01] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Processing vehicle models... [5/25/2024 12:41:11 AM.303] LSPD First Response:

[Section136Callouts] Adding BLISTA to AttemptedRape.PermittedVehicleModels LSPD First Response: [Section136Callouts] Adding PANTO [AM.303 12:41:11 2024/25/5] to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding EXEMPLAR to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding F620 to AttemptedRape.PermittedVehicleModels LSPD First Response: [Section136Callouts] Adding FELON [AM.303 12:41:11 2024/25/5] to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding SPEEDO to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.307] LSPD First Response: [Section136Callouts] Subscribing to Duty Status Changed notifications. LSPD First Response: Plugin StopThePed v4.9.5.2 has [AM.307 12:41:11 2024/25/5] been initialized. [5/25/2024 12:41:11 AM.308] LSPD First Response: Go on duty to fully load StopThePed [5/25/2024 12:41:11 AM.308] LSPD First Response: [LOG]: Loading config file from TAGsCallouts. [5/25/2024 12:41:11 AM.311] [LOG]: Loading Stats file from DynamicCallouts [5/25/2024 12:41:11 AM.312] LSPD First Response: Plugin UltimateBackup v1.8.7.0 has been initialized. [5/25/2024 12:41:11 AM.312] LSPD First Response: Go on duty to fully load UltimateBackup [5/25/2024 12:41:11 AM.313] LSPD First Response: Plugin UnsafeCallouts 1.4.1.0, developed by L33dy, has been initialized. LSPD First Response: YOBBINCALLOUTS: YobbinCallouts [AM.313 12:41:11 2024/25/5] by YobB1n has been loaded. [5/25/2024 12:41:11 AM.313] LSPD First Response: 1.7.1 We have 3 callouts registered [5/25/2024 12:41:11 AM.313] LSPD First Response: CalloutManager initialized [5/25/2024 12:41:11 AM.314] LSPD First Response: [TRACE] WorldEventManager: Allowing up to 1 events [5/25/2024 12:41:11 AM.319] LSPD First Response: [TRACE] Created new evidence: CrimeEvidenceInPedPossession [5/25/2024 AM.320] LSPD First Response: [TRACE] Created new evidence: 12:41:11 CrimeEvidenceInPedPossession [5/25/2024 12:41:11 AM.328] LSPD First Response: [TRACE] Auto started component PersonaSearch #1 [5/25/2024 12:41:11 AM.328] LSPD First Response: [TRACE] Auto started component StudyStatistics #1 [5/25/2024 12:41:11 AM.329] LSPD First Response: [TRACE] Auto started component AmbientCharacterManager #1 [5/25/2024 12:41:11 AM.330] LSPD First Response: [TRACE] Auto started component AmbientEvidenceManager #1 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage HomeOutside Start: 07:30:00 End: 00:00:00 does not have an end time defined, set to 08:00:00 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage GoingToWork Start: 08:00:00 End: 00:00:00 does not have an end time defined, set to 09:00:00 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage GoingHome Start: 13:00:00 End: 00:00:00 does not have an end time defined, set to 14:00:00 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage HomeInside Start: 14:00:00 End: 00:00:00 does not have an end time defined, set to 07:30:00 [5/25/2024 12:41:11 AM.343] LSPD First Response: [TRACE] Auto started component PersistentCharacterManager #1 [5/25/2024 12:41:11 AM.344] LSPD First Response: [TRACE] Auto started component PlayerInvestigationManager #1 [5/25/2024 12:41:11 AM.344] LSPD First Response: [TRACE] Auto started component WorldPropManager #1 LSPD First Response: [TRACE] Auto started component [AM.346 12:41:11 2024/25/5] AmbientBehaviorPedOnStreet #1 [5/25/2024 12:41:11 AM.346] LSPD First Response: [TRACE] Auto started component AmbientBehaviorShotsFired #1 [5/25/2024 12:41:11

AM.346] LSPD First Response: [TRACE] Auto started component AmbientTrafficStop #1  
LSPD First Response: Custom Pullover event handler: True ]AM.347 12:41:11 2024/25/5]  
LSPD First Response: EventHandler Starting [5/25/2024 ]AM.348 12:41:11 2024/25/5]  
AM.350] LSPD First Response: [AutomaticSirenCutout]: Automatic Siren Cutout 12:41:11  
V3.1.5.0 is ready. [5/25/2024 12:41:11 AM.351] LSPD First Response:  
[AutomaticSirenCutout]: AutomaticSirenCutout is enabled. [5/25/2024 12:41:11 AM.351]  
LSPD First Response: [AutomaticSirenCutout]: TrafficLightControl is disabled. [5/25/2024  
AM.351] LSPD First Response: [AutomaticSirenCutout]: FriendlyHonk is 12:41:11  
disabled. [5/25/2024 12:41:11 AM.351] LSPD First Response: [AutomaticSirenCutout]:  
Yielding is disabled. [5/25/2024 12:41:11 AM.380] LSPD First Response: Deserialized Ben  
Jackson [5/25/2024 12:41:11 AM.380] LSPD First Response: Deserialized Kayla  
Lausanne [5/25/2024 12:41:11 AM.381] LSPD First Response: Deserialized Drake  
Williams [5/25/2024 12:41:11 AM.407] LSPD First Response: Deserialized Amy Parker  
LSPD First Response: Deserialized John Mason [5/25/2024 ]AM.408 12:41:11 2024/25/5]  
AM.408] LSPD First Response: Deserialized Jordan Roberts [5/25/2024 12:41:11 12:41:11  
AM.409] LSPD First Response: Deserialized Nicole Reynolds [5/25/2024 12:41:11  
AM.822] LSPD First Response: CompuLite Localization Code Page: 1252 [5/25/2024  
AM.822] LSPD First Response: CompuLite Localization Encoding Name: 12:41:11  
Western European (Windows) [5/25/2024 12:41:11 AM.826] LSPD First Response:  
GrammarPolice dependency CalloutInterfaceAPI.dll is available (1.0.3.0). [5/25/2024  
AM.826] LSPD First Response: GrammarPolice dependency IPT.Common.dll is 12:41:11  
available (1.4.4.0). [5/25/2024 12:41:11 AM.827] LSPD First Response: GrammarPolice  
dependency RAGENativeUI.dll is available (1.9.2.0). [5/25/2024 12:41:11 AM.827] LSPD  
First Response: GrammarPolice: [GrammarPolice] starting... [5/25/2024 12:41:11 AM.828]  
LSPD First Response: GrammarPolice: [ExternalPluginHandler] starting... [5/25/2024  
AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] external 12:41:11  
plugin status [5/25/2024 12:41:11 AM.829] LSPD First Response: GrammarPolice:  
----- [ExternalPluginHandler]  
LSPD First Response: GrammarPolice: ]AM.829 12:41:11 2024/25/5] ---  
[ExternalPluginHandler] LSPDFR Updated: True [5/25/2024 12:41:11 AM.829] LSPD  
First Response: GrammarPolice: [ExternalPluginHandler] ArrestManager: False  
LSPD First Response: GrammarPolice: ]AM.829 12:41:11 2024/25/5]  
[ExternalPluginHandler] HeliAssistance: False [5/25/2024 12:41:11 AM.829] LSPD First  
Response: GrammarPolice: [ExternalPluginHandler] Traffic Policer: False [5/25/2024  
AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] 12:41:11  
StopThePed: True [5/25/2024 12:41:11 AM.829] LSPD First Response: GrammarPolice:  
[ExternalPluginHandler] UltimateBackup: True [5/25/2024 12:41:11 AM.829] LSPD First  
----- Response: GrammarPolice: [ExternalPluginHandler]  
LSPD First Response: ]AM.834 12:41:11 2024/25/5] -----  
GrammarPolice: [ConfigHandler] initializing... [5/25/2024 12:41:11 AM.836] LSPD First  
Response: GrammarPolice: [ConfigHandler] loading default settings... [5/25/2024  
AM.846] LSPD First Response: GrammarPolice: [ConfigHandler] loading custom 12:41:11  
settings... [5/25/2024 12:41:11 AM.855] LSPD First Response: GrammarPolice:  
[ConfigHandler] loading callsign... [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler]  
=====

LSPD First Response: GrammarPolice: ]AM.857 12:41:11 2024/25/5] =====  
[ConfigHandler] GrammarPolice Settings [5/25/2024 12:41:11 AM.857]  
LSPD First Response: GrammarPolice: [ConfigHandler]  
=====

LSPD First Response: GrammarPolice: ]AM.857 12:41:11 2024/25/5] =====  
[ConfigHandler] Callsign = ADAM-12 [5/25/2024 12:41:11 AM.857] LSPD

First Response: GrammarPolice: [ConfigHandler] Language = en-US  
LSPD First Response: GrammarPolice: [ConfigHandler] JAM.857 12:41:11 2024/25/5]  
AgencyCodes = GENERIC [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] EnableSpeechRecognition = True  
LSPD First Response: GrammarPolice: [ConfigHandler] JAM.857 12:41:11 2024/25/5]  
DispatchKey = RMenu [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] InterfaceKey = F12 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
InterfaceModifierKey = LControlKey [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] SettingsKey = F2 [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
SettingsModifierKey = LControlKey [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] RadioKey = Tab [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
RadioModifierKey = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] HotkeysModifierKey = LControlKey [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
BusyKey = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] ClearKey = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] NoKey =  
None [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice:  
[ConfigHandler] PanicKey = None [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] SceneKey = None [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
TrafficControlClearKey = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] TrafficControlSlowKey = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
TrafficControlStopKey = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] TrafficStopKey = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] YesKey =  
None [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice:  
[ConfigHandler] DispatchPrimaryButton = None [5/25/2024 12:41:11 AM.857] LSPD  
First Response: GrammarPolice: [ConfigHandler] DispatchSecondaryButton = None  
LSPD First Response: GrammarPolice: [ConfigHandler] JAM.857 12:41:11 2024/25/5]  
InterfacePrimaryButton = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] InterfaceSecondaryButton = None [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
RadioPrimaryButton = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] RadioSecondaryButton = None [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
ShowNotifications = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] ShowPlayerStatus = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
ShowTargetPlate = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] StatusTextPosX = 420 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
StatusTextPosY = 964 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] StatusTextScale = 0.35 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] RadioPosX  
LSPD First Response: GrammarPolice: JAM.857 12:41:11 2024/25/5] 1440 =  
[ConfigHandler] RadioPosY = 578 [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] RadioScale = 62 [5/25/2024

AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
RadioAutoClose = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] HoldToTalk = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
HoldToTalkDelay = 0 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PTTPushSound = 2 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PTTReleaseSound = 2 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PrefaceResponse = 1 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
ShowInCarAnimation = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] AttemptToInitiatePursuit = False [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
EnableJailWaypoint = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] EnablePriorityTone = False [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
EnableAutoPriorityTone = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] EnableTrafficStop = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
HandleAvailability = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] HandleDeath = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
OfficerCheckInterval = 2 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PriorityToneInterval = 30 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
UseGenericResponse = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PanicResponse = 5 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
TrafficControlRadius = 60 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] TrafficControlSpeed = 5 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
OfferBackupAir = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] OfferBackupInvestigating = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
OfferBackupOnScene = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] OfferBackupTaser = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
OfferTransportSuspectCustody = True [5/25/2024 12:41:11 AM.857] LSPD First  
Response: GrammarPolice: [ConfigHandler] PitSurrenderRate = 75 [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
PitPedDistance = 20 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PitMaxPeds = 1 [5/25/2024 12:41:11 AM.857]  
LSPD First Response: GrammarPolice: [ConfigHandler] PitVehicleDistance = 20  
LSPD First Response: GrammarPolice: [ConfigHandler] ]AM.857 12:41:11 2024/25/5]  
PitMaxVehicles = 1 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PursuitAuthorityEnabled = False [5/25/2024  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] 12:41:11  
PursuitAuthorityPedDistance = 50 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PursuitAuthorityMaxPeds = 5 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PursuitAuthorityVehicleDistance = 50 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PursuitAuthorityMaxVehicles = 5 [5/25/2024 12:41:11



AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PursuitCheckInInterval = 2 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] UseNativeAir = False [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
UseNativeCode2 = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] UseNativeCode3 = False [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
UseNativeEMS = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] UseNativePanic = False [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
UseNativePedCheck = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] UseNativePlateCheck = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
UseNativeSWAT = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] DisableMenuMouse = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
BabbleTimeout = 2000 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] InitialSilenceTimeout = 2000 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
EndSilenceTimeout = 1500 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] LoggingLevel = 0 [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] PluginPath  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice [5/25/2024 12:41:11 AM.857] =  
LSPD First Response: GrammarPolice: [ConfigHandler] AudioPath =  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\audio [5/25/2024 12:41:11  
AM.858] LSPD First Response: GrammarPolice: [ConfigHandler] TexturePath  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\textures [5/25/2024 12:41:11 =  
AM.858] LSPD First Response: GrammarPolice: [ConfigHandler]  
CallsignGrammarPartsList = [[adam], [12]] [5/25/2024 12:41:11 AM.858] LSPD First  
Response: GrammarPolice: [ConfigHandler] CallsignAudioParts =  
[GP\_UT\_ADAM, GP\_BEAT\_12] [5/25/2024 12:41:11 AM.858] LSPD First Response:  
GrammarPolice: [ConfigHandler]

=====

LSPD First Response: GrammarPolice: ]AM.894 12:41:11 2024/25/5] =====  
[TextureHandler] loaded 52 textures [5/25/2024 12:41:11 AM.895] LSPD First Response:  
GrammarPolice: [AnimationHandler] initializing... [5/25/2024 12:41:11 AM.905] LSPD First  
Response: [TRACE] Thread AmbientTrafficStop #1 initialized [5/25/2024 12:41:11  
AM.905] LSPD First Response: [TRACE] Thread AmbientBehaviorShotsFired #1  
initialized [5/25/2024 12:41:11 AM.905] LSPD First Response: [TRACE] Thread  
AmbientBehaviorPedOnStreet #1 initialized [5/25/2024 12:41:11 AM.905] LSPD First  
Response: [TRACE] Thread PersonaSearch #1 initialized [5/25/2024 12:41:11 AM.910]  
LSPD First Response: [TRACE] Thread Ambient #1 initialized [5/25/2024 12:41:11  
AM.921] LSPD First Response: [TRACE] Thread ArrestManager #1 initialized [5/25/2024  
AM.922] LSPD First Response: [TRACE] Thread SuspectTransportManager #1 12:41:11  
initialized [5/25/2024 12:41:11 AM.927] LSPD First Response: [TRACE] Has taken study  
survey: False [5/25/2024 12:41:11 AM.928] LSPD First Response: [TRACE] Thread  
WorldEventManager #1 initialized [5/25/2024 12:41:11 AM.934] LSPD First Response:  
[TRACE] Thread BoundlessInformant #1 initialized [5/25/2024 12:41:11 AM.935] LSPD  
First Response: [TRACE] Thread PlayerSuspectTransportManager #1 initialized  
LSPD First Response: [TRACE] Thread StudyStatistics #1 ]AM.942 12:41:11 2024/25/5]  
initialized [5/25/2024 12:41:11 AM.942] LSPD First Response: [TRACE] Thread  
AmbientCharacterManager #1 initialized [5/25/2024 12:41:11 AM.942] LSPD First

Response: [TRACE] Thread AmbientEvidenceManager #1 initialized [5/25/2024 12:41:11 AM.944] LSPD First Response: [TRACE] Thread PersistentCharacterManager #1 initialized [5/25/2024 12:41:11 AM.944] LSPD First Response: [TRACE] Thread PlayerInvestigationManager #1 initialized [5/25/2024 12:41:11 AM.945] LSPD First Response: [TRACE] Thread WorldPropManager #1 initialized [5/25/2024 12:41:11 AM.946] LSPD First Response: Custom Pullover has been loaded successfully! [CustomPulloverHandler.cs-201] [5/25/2024 12:41:11 AM.993] LSPD First Response: [TRACE] Thread CrimesMenu #1 initialized [5/25/2024 12:41:12 AM.017] LSPD First Response: GrammarPolice: [AnimationHandler] created DashRadio and HandRadio objects [5/25/2024 12:41:12 AM.023] LSPD First Response: GrammarPolice: [ActionHandler] loading actions and commands from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC [5/25/2024 12:41:12 AM.202] LSPD First Response: GrammarPolice: [Action] loaded action: name=accept target=GrammarPolice.Actions.Callout.Accept from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\accept.xml [5/25/2024 12:41:12 AM.203] LSPD First Response: GrammarPolice: [Action] loaded action: name=advise target=GrammarPolice.Actions.Status.Advise from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\advise.xml [5/25/2024 12:41:12 AM.203] LSPD First Response: GrammarPolice: [Action] loaded action: name=air target=GrammarPolice.Actions.Backup.Air from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\air.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=animal target=GrammarPolice.Actions.Backup.Animal from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\animal.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=available target=GrammarPolice.Actions.Status.Available from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\available.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=busy target=GrammarPolice.Actions.Status.Busy from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\busy.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=cancel\_checks target=GrammarPolice.Actions.Interactions.Cancel\_Checks from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\cancel\_checks.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=clear target=GrammarPolice.Actions.Status.Code4 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\clear.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=code2 target=GrammarPolice.Actions.Backup.Code2 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\code2.xml [5/25/2024 12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action: name=code2state target=GrammarPolice.Actions.Backup.Code2State from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\code2state.xml [5/25/2024 12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action: name=code3 target=GrammarPolice.Actions.Backup.Code3 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar\en-GENERIC/default/actions\code3.xml [5/25/2024 12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action: name=code3state target=GrammarPolice.Actions.Backup.Code3State from D:\Grand Theft Auto

V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\code3state.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.205 12:41:12 2024/25/5]  
action: name=code4 target=GrammarPolice.Actions.Status.Code4 from D:\Grand Theft  
Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\code4.xml [5/25/2024 12:41:12 AM.205] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=copy  
target=GrammarPolice.Actions.Interactions.Copy from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\copy.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.205 12:41:12 2024/25/5]  
action: name=coroner target=GrammarPolice.Actions.Backup.Coroner from D:\Grand  
Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\coroner.xml [5/25/2024 12:41:12 AM.206] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=ems  
target=GrammarPolice.Actions.Backup.EMS from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\ems.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.206 12:41:12 2024/25/5]  
action: name=felonystopbackup  
target=GrammarPolice.Actions.Backup.FelonyStopBackup from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\felonystopbackup.xml [5/25/2024 12:41:12 AM.206] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=female  
target=GrammarPolice.Actions.Backup.Female from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\female.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.206 12:41:12 2024/25/5]  
action: name=fight target=GrammarPolice.Actions.Advisory.Fight from D:\Grand Theft  
Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\fight.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.206 12:41:12 2024/25/5]  
action: name=fire target=GrammarPolice.Actions.Backup.Fire from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\fire.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.206 12:41:12 2024/25/5]  
action: name=insurance target=GrammarPolice.Actions.Backup.Insurance from D:\Grand  
Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\insurance.xml [5/25/2024 12:41:12 AM.207] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=investigating  
target=GrammarPolice.Actions.Status.Investigating from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\investigating.xml [5/25/2024 12:41:12 AM.207] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=k9  
target=GrammarPolice.Actions.Backup.K9 from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\k9.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.207 12:41:12 2024/25/5]  
action: name=mealbreak target=GrammarPolice.Actions.Status.MealBreak from D:\Grand  
Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\mealbreak.xml [5/25/2024 12:41:12 AM.207] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=no  
target=GrammarPolice.Actions.Interactions.No from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\no.xml  
LSPD First Response: GrammarPolice: [Action] loaded JAM.207 12:41:12 2024/25/5]  
action: name=noose target=GrammarPolice.Actions.Backup.Noose from D:\Grand Theft  
Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\noose.xml [5/25/2024 12:41:12 AM.207] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=normal

target=GrammarPolice.Actions.Interactions.Normal from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\normal.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.209 12:41:12 2024/25/5]  
action: name=occupied\_1 target=GrammarPolice.Actions.Status.TrafficStop from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\occupied\_1.xml [5/25/2024 12:41:12 AM.210] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=occupied\_2  
target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\occupied\_2.xml [5/25/2024 12:41:12 AM.210] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=occupied\_3  
target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\occupied\_3.xml [5/25/2024 12:41:12 AM.210] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=officerdown  
target=GrammarPolice.Actions.Backup.OfficerDown from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\officerdown.xml [5/25/2024 12:41:12 AM.210] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=onpatrol  
target=GrammarPolice.Actions.Status.OnPatrol from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\onpatrol.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.211 12:41:12 2024/25/5]  
action: name=outofservice target=GrammarPolice.Actions.Status.OutOfService from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\outofservice.xml [5/25/2024 12:41:12 AM.211] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=panic  
target=GrammarPolice.Actions.Backup.Panic from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\panic.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.211 12:41:12 2024/25/5]  
action: name=pedcheck target=GrammarPolice.Actions.Computer.Pedcheck from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\pedcheck.xml [5/25/2024 12:41:12 AM.211] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=person\_deceased  
target=GrammarPolice.Actions.Advisory.PersonDeceased from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\person\_deceased.xml [5/25/2024 12:41:12 AM.211] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=person\_injured  
target=GrammarPolice.Actions.Advisory.PersonInjured from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\person\_injured.xml [5/25/2024 12:41:12 AM.211] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=pit  
target=GrammarPolice.Actions.Backup.Pit from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\pit.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.212 12:41:12 2024/25/5]  
action: name=platecheck target=GrammarPolice.Actions.Computer.Platecheck from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/default/actions\platecheck.xml [5/25/2024 12:41:12 AM.212] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=preface  
target=GrammarPolice.Actions.Status.Preface from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/default/actions\preface.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.212 12:41:12 2024/25/5]  
action: name=priority\_tone target=GrammarPolice.Actions.Advisory.PriorityTone from

D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\priority\_tone.xml [5/25/2024 12:41:12 AM.212] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=pursuit  
target=GrammarPolice.Actions.Status.InPursuit from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\pursuit.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.212 12:41:12 2024/25/5]  
action: name=radiocheck target=GrammarPolice.Actions.Status.RadioCheck from  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\radiocheck.xml [5/25/2024 12:41:12 AM.212] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=roadblock  
target=GrammarPolice.Actions.Backup.Roadblock from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\roadblock.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.213 12:41:12 2024/25/5]  
action: name=scene target=GrammarPolice.Actions.Status.Scene from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\scene.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.213 12:41:12 2024/25/5]  
action: name=spikestrips target=GrammarPolice.Actions.Backup.Spikestrips from  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\spikestrips.xml [5/25/2024 12:41:12 AM.213] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=startpatrol  
target=GrammarPolice.Actions.Status.StartPatrol from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\startpatrol.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.213 12:41:12 2024/25/5]  
action: name=station target=GrammarPolice.Actions.Status.ReturnToStation from  
D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\station.xml [5/25/2024 12:41:12 AM.213] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=suspect\_custody  
target=GrammarPolice.Actions.Advisory.SuspectCustody from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\suspect\_custody.xml [5/25/2024 12:41:12 AM.213] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=suspect\_lost  
target=GrammarPolice.Actions.Advisory.SuspectLost from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\suspect\_lost.xml [5/25/2024 12:41:12 AM.214] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=swat  
target=GrammarPolice.Actions.Backup.Swat from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\swat.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.214 12:41:12 2024/25/5]  
action: name=taser target=GrammarPolice.Actions.Interactions.Taser from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\taser.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.214 12:41:12 2024/25/5]  
action: name=ticketnumber target=GrammarPolice.Actions.Interactions.TicketNumber  
from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\ticketnumber.xml [5/25/2024 12:41:12 AM.214] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=tow  
target=GrammarPolice.Actions.Backup.Tow from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\tow.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.214 12:41:12 2024/25/5]  
action: name=traffic target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand  
Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\traffic.xml [5/25/2024 12:41:12 AM.214] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=trafficstopbackup

target=GrammarPolice.Actions.Backup.TrafficStopBackup from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\trafficstopbackup.xml [5/25/2024 12:41:12 AM.215] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control  
target=GrammarPolice.Actions.Traffic.Control from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\traffic\_control.xml [5/25/2024 12:41:12 AM.215] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_clear  
target=GrammarPolice.Actions.Traffic.Clear from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\traffic\_control\_clear.xml [5/25/2024 12:41:12 AM.215] LSPD  
First Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_slow  
target=GrammarPolice.Actions.Traffic.Slow from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\traffic\_control\_slow.xml [5/25/2024 12:41:12 AM.215] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_stop  
target=GrammarPolice.Actions.Traffic.Stop from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\traffic\_control\_stop.xml [5/25/2024 12:41:12 AM.215] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=transport  
target=GrammarPolice.Actions.Backup.Transport from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\transport.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.215 12:41:12 2024/25/5]  
action: name=vehicle target=GrammarPolice.Actions.Backup.Vehicle from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/default/actions\vehicle.xml [5/25/2024 12:41:12 AM.215] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=visual  
target=GrammarPolice.Actions.Advisory.Visual from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\visual.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.216 12:41:12 2024/25/5]  
action: name=yes target=GrammarPolice.Actions.Interactions.Yes from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/default/actions\yes.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.216 12:41:12 2024/25/5]  
action: name=accept target=GrammarPolice.Actions.Callout.Accept from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/custom/actions\accept.xml [5/25/2024 12:41:12 AM.216] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=advise  
target=GrammarPolice.Actions.Status.Advise from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\advise.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.216 12:41:12 2024/25/5]  
action: name=air target=GrammarPolice.Actions.Backup.Air from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\air.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.216 12:41:12 2024/25/5]  
action: name=animal target=GrammarPolice.Actions.Backup.Animal from D:\Grand Theft  
Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-  
GENERIC/custom/actions\animal.xml [5/25/2024 12:41:12 AM.216] LSPD First Response:  
GrammarPolice: [Action] loaded action: name=available  
target=GrammarPolice.Actions.Status.Available from D:\Grand Theft Auto  
V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\available.xml  
LSPD First Response: GrammarPolice: [Action] loading ]AM.217 12:41:12 2024/25/5]  
assembly file D:\Grand Theft Auto V\plugins\LSPDFR\ImmersiveAmbientEvents.dll  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.235 12:41:12 2024/25/5]

action: name=bolo\_check  
target=ImmersiveAmbientEvents.API.BoloEventAPI.CheckForActiveBolos from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\bolo\_check.xml [5/25/2024 12:41:12 AM.235] LSPD First Response: GrammarPolice: [Action] loaded action: name=busy  
target=GrammarPolice.Actions.Status.Busy from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\busy.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.235 12:41:12 2024/25/5]  
action: name=cancel\_checks target=GrammarPolice.Actions.Interactions.Cancel\_Checks from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\cancel\_checks.xml [5/25/2024 12:41:12 AM.235] LSPD First Response: GrammarPolice: [Action] loaded action: name=clear  
target=GrammarPolice.Actions.Status.Code4 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\clear.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.235 12:41:12 2024/25/5]  
action: name=code2 target=GrammarPolice.Actions.Backup.Code2 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\code2.xml [5/25/2024 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action: name=code2state  
target=GrammarPolice.Actions.Backup.Code2State from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\code2state.xml [5/25/2024 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action: name=code3  
target=GrammarPolice.Actions.Backup.Code3 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\code3.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.236 12:41:12 2024/25/5]  
action: name=code3state target=GrammarPolice.Actions.Backup.Code3State from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\code3state.xml [5/25/2024 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action: name=code4  
target=GrammarPolice.Actions.Status.Code4 from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\code4.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.236 12:41:12 2024/25/5]  
action: name=copy target=GrammarPolice.Actions.Interactions.Copy from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\copy.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.236 12:41:12 2024/25/5]  
action: name=coroner target=GrammarPolice.Actions.Backup.Coroner from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\coroner.xml [5/25/2024 12:41:12 AM.237] LSPD First Response: GrammarPolice: [Action] loading assembly file D:\Grand Theft Auto V\plugins\LSPDFR\RichsPoliceEnhancements.dll [5/25/2024 12:41:12 AM.237] LSPD First Response: GrammarPolice: [Action] failed to load action from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\disablepriorityradiotraffic.xml: Could not find file 'D:\Grand Theft Auto V\plugins\LSPDFR\RichsPoliceEnhancements.dll'. [5/25/2024 12:41:12 AM.237] LSPD First Response: GrammarPolice: [Action] loaded action: name=ems  
target=GrammarPolice.Actions.Backup.EMS from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-GENERIC/custom/actions\ems.xml  
LSPD First Response: GrammarPolice: [Action] loading ]AM.237 12:41:12 2024/25/5]  
assembly file D:\Grand Theft Auto V\plugins\LSPDFR\RichsPoliceEnhancements.dll  
LSPD First Response: GrammarPolice: [Action] failed to load ]AM.238 12:41:12 2024/25/5]  
load action from D:\Grand Theft Auto V\plugins\LSPDFR\GrammarPolice\grammar/en-

GENERIC/custom/actions\enablepriorityradiotraffic.xml: Could not find file 'D:\Grand Theft Auto V\plugins\LSPDFR\RichsPoliceEnhancements.dll'. [5/25/2024 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=felonystopbackup target=GrammarPolice.Actions.Backup.FelonyStopBackup from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\felonystopbackup.xml [5/25/2024 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=female target=GrammarPolice.Actions.Backup.Female from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\female.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.238 12:41:12 2024/25/5] action: name=fight target=GrammarPolice.Actions.Advisory.Fight from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\fight.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.238 12:41:12 2024/25/5] action: name=fire target=GrammarPolice.Actions.Backup.Fire from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\fire.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.238 12:41:12 2024/25/5] action: name=insurance target=GrammarPolice.Actions.Backup.Insurance from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\insurance.xml [5/25/2024 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=investigating target=GrammarPolice.Actions.Status.Investigating from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\investigating.xml [5/25/2024 12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action: name=k9 target=GrammarPolice.Actions.Backup.K9 from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\k9.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.239 12:41:12 2024/25/5] action: name=mealbreak target=GrammarPolice.Actions.Status.MealBreak from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\mealbreak.xml [5/25/2024 12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action: name=no target=GrammarPolice.Actions.Interactions.No from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\no.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.239 12:41:12 2024/25/5] action: name=noose target=GrammarPolice.Actions.Backup.Noose from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\noose.xml [5/25/2024 12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action: name=normal target=GrammarPolice.Actions.Interactions.Normal from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\normal.xml LSPD First Response: GrammarPolice: [Action] loaded ]AM.239 12:41:12 2024/25/5] action: name=occupied\_1 target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\occupied\_1.xml [5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action: name=occupied\_2 target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\occupied\_2.xml [5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action: name=occupied\_3 target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto V\plugins\LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\occupied\_3.xml [5/25/2024 12:41:12 AM.240] LSPD First



Response: GrammarPolice: [Action] loaded action: name=officerdown  
target=GrammarPolice.Actions.Backup.OfficerDown from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\officerdown.xml [5/25/2024 12:41:12 AM.240] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=onpatrol  
target=GrammarPolice.Actions.Status.OnPatrol from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\onpatrol.xml  
LSPD First Response: GrammarPolice: [Action] loaded [AM.240 12:41:12 2024/25/5]  
action: name=outofservice target=GrammarPolice.Actions.Status.OutOfService from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\outofservice.xml [5/25/2024 12:41:12 AM.240] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=panic  
target=GrammarPolice.Actions.Backup.Panic from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\panic.xml  
LSPD First Response: GrammarPolice: [Action] loaded [AM.241 12:41:12 2024/25/5]  
action: name=pedcheck target=GrammarPolice.Actions.Computer.Pedcheck from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\pedcheck.xml [5/25/2024 12:41:12 AM.241] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=person\_deceased  
target=GrammarPolice.Actions.Advisory.PersonDeceased from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\person\_deceased.xml [5/25/2024 12:41:12 AM.241] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=person\_injured  
target=GrammarPolice.Actions.Advisory.PersonInjured from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\person\_injured.xml [5/25/2024 12:41:12 AM.241] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=pit  
target=GrammarPolice.Actions.Backup.Pit from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\pit.xml  
LSPD First Response: GrammarPolice: [Action] loaded [AM.241 12:41:12 2024/25/5]  
action: name=platecheck target=GrammarPolice.Actions.Computer.Platecheck from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\platecheck.xml [5/25/2024 12:41:12 AM.241] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=preface  
target=GrammarPolice.Actions.Status.Preface from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\preface.xml  
LSPD First Response: GrammarPolice: [Action] loaded [AM.241 12:41:12 2024/25/5]  
action: name=priority\_tone target=GrammarPolice.Actions.Advisory.PriorityTone from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\priority\_tone.xml [5/25/2024 12:41:12 AM.242] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=pursuit  
target=GrammarPolice.Actions.Status.InPursuit from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\pursuit.xml  
LSPD First Response: GrammarPolice: [Action] loaded [AM.242 12:41:12 2024/25/5]  
action: name=radiocheck target=GrammarPolice.Actions.Status.RadioCheck from  
D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\radiocheck.xml [5/25/2024 12:41:12 AM.242] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=repeat\_bolo\_details  
target=ImmersiveAmbientEvents.API.BoloEventAPI.RepeatVehicleInfo from D:\Grand  
Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\repeat\_bolo\_details.xml [5/25/2024 12:41:12 AM.242] LSPD  
First Response: GrammarPolice: [Action] loaded action: name=repeat\_last\_seen

target=ImmersiveAmbientEvents.API.BoloEventAPI.RepeatLastSeen from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\repeat\_last\_seen.xml [5/25/2024 12:41:12 AM.242] LSPD First Response: GrammarPolice: [Action] loaded action: name=roadblock  
target=GrammarPolice.Actions.Backup.Roadblock from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\roadblock.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.243 12:41:12 2024/25/5]  
action: name=scene target=GrammarPolice.Actions.Status.Scene from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\scene.xml [5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action: name=spikestrips  
target=GrammarPolice.Actions.Backup.Spikestrips from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\spikestrips.xml [5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action: name=startpatrol  
target=GrammarPolice.Actions.Status.StartPatrol from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\startpatrol.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.243 12:41:12 2024/25/5]  
action: name=station target=GrammarPolice.Actions.Status.ReturnToStation from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\station.xml [5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action: name=suspect\_custody  
target=GrammarPolice.Actions.Advisory.SuspectCustody from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\suspect\_custody.xml [5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action: name=suspect\_lost  
target=GrammarPolice.Actions.Advisory.SuspectLost from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\suspect\_lost.xml [5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action: name=swat  
target=GrammarPolice.Actions.Backup.Swat from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\swat.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.244 12:41:12 2024/25/5]  
action: name=taser target=GrammarPolice.Actions.Interactions.Taser from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\taser.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.244 12:41:12 2024/25/5]  
action: name=ticketnumber target=GrammarPolice.Actions.Interactions.TicketNumber from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\ticketnumber.xml [5/25/2024 12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action: name=tow  
target=GrammarPolice.Actions.Backup.Tow from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions\tow.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.244 12:41:12 2024/25/5]  
action: name=traffic target=GrammarPolice.Actions.Status.TrafficStop from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\traffic.xml [5/25/2024 12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action: name=trafficstopbackup  
target=GrammarPolice.Actions.Backup.TrafficStopBackup from D:\Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions\trafficstopbackup.xml [5/25/2024 12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action: name=traffic\_control  
target=GrammarPolice.Actions.Traffic.Control from D:\Grand Theft Auto

V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions/traffic\_control.xml [5/25/2024 12:41:12 AM.244] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_clear  
target=GrammarPolice.Actions.Traffic.Clear from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions/traffic\_control\_clear.xml [5/25/2024 12:41:12 AM.245] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_slow  
target=GrammarPolice.Actions.Traffic.Slow from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions/traffic\_control\_slow.xml [5/25/2024 12:41:12 AM.245] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_stop  
target=GrammarPolice.Actions.Traffic.Stop from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions/traffic\_control\_stop.xml [5/25/2024 12:41:12 AM.245] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=transport  
target=GrammarPolice.Actions.Backup.Transport from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions/transport.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.245 12:41:12 2024/25/5]  
action: name=vehicle target=GrammarPolice.Actions.Backup.Vehicle from D:\Grand Theft  
Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-  
GENERIC/custom/actions/vehicle.xml [5/25/2024 12:41:12 AM.245] LSPD First  
Response: GrammarPolice: [Action] loaded action: name=visual  
target=GrammarPolice.Actions.Advisory.Visual from D:\Grand Theft Auto  
V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions/visual.xml  
LSPD First Response: GrammarPolice: [Action] loaded ]AM.245 12:41:12 2024/25/5]  
action: name=yes target=GrammarPolice.Actions.Interactions.Yes from D:\Grand Theft  
Auto V/plugins/LSPDFR/GrammarPolice/grammar/en-GENERIC/custom/actions/yes.xml  
LSPD First Response: GrammarPolice: [Command] loaded ]AM.251 12:41:12 2024/25/5]  
command: name=accept [5/25/2024 12:41:12 AM.251] LSPD First Response:  
GrammarPolice: [Command] loaded command: name=advise [5/25/2024 12:41:12  
AM.252] LSPD First Response: GrammarPolice: [Command] loaded command:  
name=advisory [5/25/2024 12:41:12 AM.252] LSPD First Response: GrammarPolice:  
[Command] loaded command: name=cancel\_checks [5/25/2024 12:41:12 AM.252] LSPD  
First Response: GrammarPolice: [Command] loaded command: name=clear [5/25/2024  
AM.252] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12  
name=copy [5/25/2024 12:41:12 AM.252] LSPD First Response: GrammarPolice:  
[Command] loaded command: name=no [5/25/2024 12:41:12 AM.252] LSPD First  
Response: GrammarPolice: [Command] loaded command: name=normal [5/25/2024  
AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12  
name=occupied [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice:  
[Command] loaded command: name=officerdown [5/25/2024 12:41:12 AM.253] LSPD  
First Response: GrammarPolice: [Command] loaded command: name=panic [5/25/2024  
AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12  
name=preface [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice:  
[Command] loaded command: name=priority\_tone [5/25/2024 12:41:12 AM.253] LSPD  
First Response: GrammarPolice: [Command] loaded command: name=request [5/25/2024  
AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12  
name=status [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice:  
[Command] loaded command: name=taser [5/25/2024 12:41:12 AM.254] LSPD First  
Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_clear  
LSPD First Response: GrammarPolice: [Command] loaded ]AM.254 12:41:12 2024/25/5]  
command: name=traffic\_control\_slow [5/25/2024 12:41:12 AM.254] LSPD First Response:

GrammarPolice: [Command] loaded command: name=traffic\_control\_stop [5/25/2024 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12 name=yes [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=accept [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=advise [5/25/2024 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12 name=advisory [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=bolo\_check [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=cancelPRT LSPD First Response: GrammarPolice: [Command] loaded ]AM.255 12:41:12 2024/25/5] command: name=cancel\_checks [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=clear [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=copy LSPD First Response: GrammarPolice: [Command] loaded ]AM.256 12:41:12 2024/25/5] command: name=no [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=normal [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=occupied [5/25/2024 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12 name=officerdown [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=panic [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=preface [5/25/2024 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12 name=priority\_tone [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=repeat\_bolo\_details [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=repeat\_last\_seen [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=request [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=status [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=taser [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_clear LSPD First Response: GrammarPolice: [Command] loaded ]AM.257 12:41:12 2024/25/5] command: name=traffic\_control\_slow [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_stop [5/25/2024 AM.258] LSPD First Response: GrammarPolice: [Command] loaded command: 12:41:12 name=yes [5/25/2024 12:41:12 AM.258] LSPD First Response: GrammarPolice: [ActionHandler] loaded 24 commands and 67 actions [5/25/2024 12:41:12 AM.261] LSPD First Response: GrammarPolice: [ActionHandler] building grammars using Culture: en-US LSPD First Response: GrammarPolice: [ActionHandler] ]AM.261 12:41:12 2024/25/5] building GrammarBuilder for Command: accept [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advise [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advisory [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: cancel\_checks [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: clear [5/25/2024 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building 12:41:12 GrammarBuilder for Command: copy [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: no [5/25/2024 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building 12:41:12 GrammarBuilder for Command: normal [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command:

occupied [5/25/2024 12:41:12 AM.266] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: officerdown [5/25/2024 12:41:12  
AM.266] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder  
for Command: panic [5/25/2024 12:41:12 AM.266] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: priority\_tone [5/25/2024 12:41:12  
AM.266] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder  
for Command: request [5/25/2024 12:41:12 AM.268] LSPD First Response:  
GrammarPolice: [ActionHandler] building GrammarBuilder for Command: status  
LSPD First Response: GrammarPolice: [ActionHandler] ]AM.268 12:41:12 2024/25/5]  
building GrammarBuilder for Command: taser [5/25/2024 12:41:12 AM.268] LSPD First  
Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command:  
traffic\_control\_clear [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: traffic\_control\_slow [5/25/2024  
AM.268] LSPD First Response: GrammarPolice: [ActionHandler] building 12:41:12  
GrammarBuilder for Command: traffic\_control\_stop [5/25/2024 12:41:12 AM.268] LSPD  
First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command:  
yes [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice: [ActionHandler]  
building GrammarBuilder for Command: bolo\_check [5/25/2024 12:41:12 AM.268] LSPD  
First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command:  
cancelPRT [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: repeat\_bolo\_details [5/25/2024  
AM.268] LSPD First Response: GrammarPolice: [ActionHandler] building 12:41:12  
GrammarBuilder for Command: repeat\_last\_seen [5/25/2024 12:41:12 AM.268] LSPD  
First Response: GrammarPolice: [ActionHandler] building Prefaces [5/25/2024 12:41:12  
AM.270] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar  
string: adam [5/25/2024 12:41:12 AM.270] LSPD First Response: GrammarPolice:  
[ActionHandler] adding CallsignGrammar string: 12 [5/25/2024 12:41:12 AM.270] LSPD  
First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string: adam 12  
LSPD First Response: GrammarPolice: [ActionHandler] ]AM.270 12:41:12 2024/25/5]  
creating prefaceActionBuilder [5/25/2024 12:41:12 AM.270] LSPD First Response:  
GrammarPolice: [ActionHandler] creating mainBuilder [5/25/2024 12:41:12 AM.270] LSPD  
First Response: GrammarPolice: [ActionHandler] appending prefaces [5/25/2024 12:41:12  
AM.270] LSPD First Response: GrammarPolice: [ActionHandler] creating allBuilders  
LSPD First Response: GrammarPolice: [ActionHandler] ]AM.270 12:41:12 2024/25/5]  
appending to mainBuilder [5/25/2024 12:41:12 AM.271] LSPD First Response:  
GrammarPolice: [ActionHandler] creating finalBuilder [5/25/2024 12:41:12 AM.271] LSPD  
First Response: GrammarPolice: [ActionHandler] returning new Grammar [5/25/2024  
AM.340] LSPD First Response: GrammarPolice: [PlayerHandler] starting... 12:41:12  
LSPD First Response: GrammarPolice: [ControlHandler] ]AM.341 12:41:12 2024/25/5]  
starting... [5/25/2024 12:41:12 AM.344] LSPD First Response: GrammarPolice:  
[DispatchHandler] Starting... [5/25/2024 12:41:12 AM.346] LSPD First Response:  
GrammarPolice: [GrammarHandler] Starting... [5/25/2024 12:41:12 AM.346] LSPD First  
Response: GrammarPolice: [GrammarHandler] initializing speech engine [5/25/2024  
AM.347] LSPD First Response: GrammarPolice: [GrammarHandler] instantiating 12:41:12  
engine [5/25/2024 12:41:12 AM.401] LSPD First Response: GrammarPolice:  
[GrammarHandler] loading grammar [5/25/2024 12:41:12 AM.434] LSPD First Response:  
GrammarPolice: [GrammarHandler] setting input to default device [5/25/2024 12:41:12  
AM.445] LSPD First Response: GrammarPolice: [GrammarHandler] adding speech  
events [5/25/2024 12:41:12 AM.446] LSPD First Response: GrammarPolice:  
[GrammarHandler] speech engine initialization successful [5/25/2024 12:41:12 AM.449]  
LSPD First Response: GrammarPolice: [Radio] custom XML file missing or invalid  
LSPD First Response: GrammarPolice: [UIHandler] ]AM.451 12:41:12 2024/25/5]

starting... [5/25/2024 12:41:12 AM.453] LSPD First Response: GrammarPolice:  
[InterfaceMenuUI] custom XML file missing or invalid [5/25/2024 12:41:12 AM.486] LSPD  
First Response: GrammarPolice: [UIHandler] starting... [5/25/2024 12:41:12 AM.489] LSPD  
First Response: \*\*\*\*\* [BLKThePower Highway Callouts]  
LSPD First Response: Loading ]AM.489 12:41:12 2024/25/5] \*\*\*\*\*  
Custom Configuration\* [5/25/2024 12:41:12 AM.489] LSPD First Response: Checking  
dependencies. [5/25/2024 12:41:12 AM.490] LSPD First Response: BLK HWYCallouts:  
StopThePed dependency passed. [5/25/2024 12:41:12 AM.490] LSPD First Response: BLK  
HWYCallouts: UltimateBackup dependency passed. [5/25/2024 12:41:12 AM.491] LSPD  
First Response: BLK HWYCallouts: RageNativeUI dependency passed. [5/25/2024  
AM.491] LSPD First Response: Registering callouts [5/25/2024 12:41:12 AM.491] 12:41:12  
LSPD First Response: Registering callout x [5/25/2024 12:41:12 AM.491] LSPD First  
Response: Registering callout aa [5/25/2024 12:41:12 AM.491] LSPD First Response:  
Registering callout w [5/25/2024 12:41:12 AM.491] LSPD First Response: Registering  
callout t [5/25/2024 12:41:12 AM.491] LSPD First Response: Registering callout u  
LSPD First Response: Registering callout z [5/25/2024 ]AM.491 12:41:12 2024/25/5]  
AM.491] LSPD First Response: Registering callout v [5/25/2024 12:41:12 12:41:12  
AM.491] LSPD First Response: Registering callout r [5/25/2024 12:41:12 AM.491] LSPD  
First Response: Registering callout y [5/25/2024 12:41:12 AM.491] LSPD First Response:  
Registering callout s [5/25/2024 12:41:12 AM.491] LSPD First Response: Loading settings  
from INI file. [5/25/2024 12:41:12 AM.491] LSPD First Response: TrafficControlTimer  
Value: 5 [5/25/2024 12:41:12 AM.491] LSPD First Response: RoadRepairsTimer Value: 5  
LSPD First Response: MinHaltDuration Value: 10 [5/25/2024 ]AM.491 12:41:12 2024/25/5]  
AM.491] LSPD First Response: MaxHaltDuration Value: 30 [5/25/2024 12:41:12 12:41:12  
AM.491] LSPD First Response: End Key: End [5/25/2024 12:41:12 AM.491] LSPD First  
Response: Function Key: Y [5/25/2024 12:41:12 AM.491] LSPD First Response: Using  
LSPDFR Models: True [5/25/2024 12:41:12 AM.491] LSPD First Response: MVA Traffic  
Control Callout Automatic Cleanup: True [5/25/2024 12:41:12 AM.491] LSPD First  
Response: EnableAdditionalUnits: True [5/25/2024 12:41:12 AM.491] LSPD First  
Response: \*\*\*\*\* [BLKThePower Highway Callouts]  
LSPD First Response: ]AM.560 12:41:12 2024/25/5] \*\*\*\*\*  
BLKThePower HWYCallouts: USING LATEST VERSION AVAILABLE [5/25/2024 12:41:13  
AM.060] LSPD First Response: Immersive Ambient Events: An update is available  
LSPD First Response: Registering callout ]AM.060 12:41:13 2024/25/5]  
ImmersiveCallouts.Callouts.StolenVehiclePursuit [5/25/2024 12:41:13 AM.060] LSPD First  
Response: Registering callout ImmersiveCallouts.Callouts.RobberyHostageSituation  
LSPD First Response: Registering callout ]AM.060 12:41:13 2024/25/5]  
ImmersiveCallouts.Callouts.PersonStealingCar [5/25/2024 12:41:13 AM.060] LSPD First  
Response: Registering callout ImmersiveCallouts.Callouts.DrunkDriver [5/25/2024  
AM.060] LSPD First Response: Registering callout 12:41:13  
ImmersiveCallouts.Callouts.ActiveShooter [5/25/2024 12:41:13 AM.060] LSPD First  
Response: Registering callout ImmersiveCallouts.Callouts.OfficerShootout [5/25/2024  
AM.060] LSPD First Response: Registering callout 12:41:13  
ImmersiveCallouts.Callouts.Shoplifting [5/25/2024 12:41:13 AM.060] LSPD First  
Response: Registering callout ImmersiveCallouts.Callouts.WantedSighting [5/25/2024  
AM.060] LSPD First Response: Registering callout 12:41:13  
ImmersiveCallouts.Callouts.StoreDispute [5/25/2024 12:41:13 AM.060] LSPD First  
Response: Registering callout ImmersiveCallouts.Callouts.MotorVehicleAccident  
LSPD First Response: Registering callout ]AM.060 12:41:13 2024/25/5]  
ImmersiveCallouts.Callouts.BankSilentAlarm [5/25/2024 12:41:13 AM.061] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.HighSpeedChase [5/25/2024  
AM.061] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.DisorderlyConduct [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficAccident [5/25/2024 AM.061] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.SuspectWarrant [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.SuspiciousVehicle [5/25/2024 AM.061] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.UnknownTrouble [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.SilentAlarm [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout

KucheraCallouts.Callouts.TransitAssistance [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.Solicitation [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout

KucheraCallouts.Callouts.PoliceImpersonator [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.SecurityAssistance [5/25/2024 AM.061] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.Shoplifting [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.Shoplifting2 [5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout KucheraCallouts.Callouts.BarFight [5/25/2024 AM.061] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.BackupRequired [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrailerChase [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.Roadkill LSPD First Response: Registering callout JAM.062 12:41:13 2024/25/5]

KucheraCallouts.Callouts.StolenBike [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.VehicleBOLO [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.DisabledVehicle LSPD First Response: Registering callout JAM.062 12:41:13 2024/25/5]

KucheraCallouts.Callouts.ObjectInRoad [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.AnimalInRoadWay [5/25/2024 AM.062] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.TrafficStopBackup [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.ActiveShooter [5/25/2024 AM.062] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.TrafficBreak [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.FireAssist [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout

KucheraCallouts.Callouts.AbandonedVehicle [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.VehicleOnTrainTracks [5/25/2024 AM.062] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.VehicleInDitch [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.TrailerChaseSmall [5/25/2024 AM.062] LSPD First Response: Registering callout 12:41:13

KucheraCallouts.Callouts.Footchase [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.PersonWithWeapon [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.AirAssist LSPD First Response: Registering callout JAM.062 12:41:13 2024/25/5]

KucheraCallouts.Callouts.StreetFight [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.OfficerDown [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.PedestrianHit LSPD First Response: Registering callout JAM.062 12:41:13 2024/25/5]

KucheraCallouts.Callouts.MutualAidChase [5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.Domestic [5/25/2024 12:41:13

AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.StolenMoneyTruck [5/25/2024 12:41:13 AM.062] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.GunStoreRobbery [5/25/2024  
AM.062] LSPD First Response: Registering callout 12:41:13  
KucheraCallouts.Callouts.RoadRage [5/25/2024 12:41:13 AM.062] LSPD First Response:  
Registering callout KucheraCallouts.Callouts.RoadRage2 [5/25/2024 12:41:13 AM.062]  
LSPD First Response: Registering callout KucheraCallouts.Callouts.PetTrapped  
LSPD First Response: Registering callout ]AM.062 12:41:13 2024/25/5]  
KucheraCallouts.Callouts.PCPOverdose [5/25/2024 12:41:13 AM.062] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.ShootingChase [5/25/2024  
AM.062] LSPD First Response: Registering callout 12:41:13  
KucheraCallouts.Callouts.DepartmentOperation [5/25/2024 12:41:13 AM.062] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.EscapedFugitives [5/25/2024  
AM.062] LSPD First Response: Registering callout 12:41:13  
KucheraCallouts.Callouts.Escort [5/25/2024 12:41:13 AM.062] LSPD First Response:  
Registering callout KucheraCallouts.Callouts.Escort2 [5/25/2024 12:41:13 AM.062] LSPD  
First Response: Registering callout KucheraCallouts.Callouts.TrafficControl [5/25/2024  
AM.064] LSPD First Response: ProwlerRadar: [INFO] Starting Prowler Radar... 12:41:13  
LSPD First Response: IPT.Common: [INFO] ]AM.069 12:41:13 2024/25/5]  
=====

LSPD First Response: IPT.Common: [INFO] ]AM.069 12:41:13 2024/25/5]  
ProwlerRadar Configuration [5/25/2024 12:41:13 AM.069] LSPD First Response:  
IPT.Common: [INFO]  
2024/25/5] =====

AM.069] LSPD First Response: IPT.Common: [INFO] 12:41:13  
Power+SettingsKey = M [5/25/2024 12:41:13 AM.069] LSPD First Response:  
IPT.Common: [INFO] Xmit+AntennaKey = NumPad0 [5/25/2024 12:41:13  
AM.069] LSPD First Response: IPT.Common: [INFO] MovSta+SameOppKey =  
NumPad6 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO]  
FastLockKey = NumPad5 [5/25/2024 12:41:13 AM.070] LSPD First  
Response: IPT.Common: [INFO] StrongLockKey = NumPad4 [5/25/2024  
AM.070] LSPD First Response: IPT.Common: [INFO] AutoLockKey = 12:41:13  
NumPad2 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO]  
PosX = 780 [5/25/2024 12:41:13 AM.070] LSPD First Response:  
IPT.Common: [INFO] PosY = 6 [5/25/2024 12:41:13 AM.070] LSPD First  
Response: IPT.Common: [INFO] Scale = 56 [5/25/2024 12:41:13 AM.070]  
LSPD First Response: IPT.Common: [INFO] BlipLock = True [5/25/2024  
AM.070] LSPD First Response: IPT.Common: [INFO] AutoLockLimit = 12:41:13  
LSPD First Response: IPT.Common: [INFO] ]AM.070 12:41:13 2024/25/5] 75  
Range = 250 [5/25/2024 12:41:13 AM.070] LSPD First Response:  
IPT.Common: [INFO] UseMetric = False [5/25/2024 12:41:13 AM.070] LSPD  
First Response: IPT.Common: [INFO] Volume = 3 [5/25/2024 12:41:13  
AM.070] LSPD First Response: IPT.Common: [INFO] Voice = True  
LSPD First Response: IPT.Common: [INFO] ]AM.070 12:41:13 2024/25/5]  
HoldInterval = 500 [5/25/2024 12:41:13 AM.070] LSPD First Response:  
IPT.Common: [INFO] LogLevel = 0 [5/25/2024 12:41:13 AM.070] LSPD First  
Response: IPT.Common: [INFO]  
2024/25/5] =====

AM.097] LSPD First Response: ProwlerRadar: [INFO] Starting Radar Handler... 12:41:13  
LSPD First Response: [Ransom Ambience] DEBUG: STP: ]AM.113 12:41:13 2024/25/5]  
SubscribeToPedEvents: Successful. [5/25/2024 12:41:13 AM.113] LSPD First Response:  
[Ransom Ambience] DEBUG: StopThePed: Assigned event handlers. [5/25/2024 12:41:13



AM.113] LSPD First Response: [Ransom Ambience] Start Thread: MainThread.  
LSPD First Response: [Section136Callouts] Calling ]AM.116 12:41:13 2024/25/5]  
REGISTER\_CALLOUTS... [5/25/2024 12:41:13 AM.119] LSPD First Response:  
[Section136Callouts] Running integration setup methods... [5/25/2024 12:41:13 AM.122]  
LSPD First Response: [Section136Callouts] Running RageNativeUI version compatibility  
check... [5/25/2024 12:41:13 AM.122] LSPD First Response: [Section136Callouts]  
RageNativeUI installed version: 1.9.2.0 [5/25/2024 12:41:13 AM.122] LSPD First  
Response: [Section136Callouts] The user has installed a compatible version of  
RageNativeUI. Thank you for making the life of a support team easier. :) [5/25/2024  
AM.123] LSPD First Response: [Section136Callouts] Now setting up 12:41:13  
Section136Callouts menu... [5/25/2024 12:41:13 AM.123] LSPD First Response:  
[Section136Callouts] Initializing store objects... [5/25/2024 12:41:13 AM.131] LSPD First  
Response: [Section136Callouts] Successfully initialised 26 stores. [5/25/2024 12:41:13  
AM.131] LSPD First Response: [Section136Callouts] Checking dependencies...  
LSPD First Response: [Section136Callouts] Dependency ]AM.132 12:41:13 2024/25/5]  
Checker: Checking file: section136callouts\callouts\armedindividual\weapons.xml  
LSPD First Response: [Section136Callouts] Dependency ]AM.132 12:41:13 2024/25/5]  
Checker: File OK (section136callouts\callouts\armedindividual\weapons.xml) [5/25/2024  
AM.132] LSPD First Response: [Section136Callouts] Dependency Checker: 12:41:13  
Checking file: section136callouts\puma\pedmodelmeta.xml [5/25/2024 12:41:13 AM.132]  
LSPD First Response: [Section136Callouts] Dependency Checker: File OK  
(section136callouts\puma\pedmodelmeta.xml) [5/25/2024 12:41:13 AM.132] LSPD First  
Response: [Section136Callouts] Dependency Checker: Checking file:  
section136callouts\names\commonurnames.txt [5/25/2024 12:41:13 AM.132] LSPD First  
Response: [Section136Callouts] Dependency Checker: File OK  
(section136callouts\names\commonurnames.txt) [5/25/2024 12:41:13 AM.132] LSPD  
First Response: [Section136Callouts] Dependency Checker: Checking file:  
section136callouts\names\femaleforenames.txt [5/25/2024 12:41:13 AM.132] LSPD First  
Response: [Section136Callouts] Dependency Checker: File OK  
(section136callouts\names\femaleforenames.txt) [5/25/2024 12:41:13 AM.132] LSPD First  
Response: [Section136Callouts] Dependency Checker: Checking file:  
section136callouts\names\maleforenames.txt [5/25/2024 12:41:13 AM.132] LSPD First  
Response: [Section136Callouts] Dependency Checker: File OK  
(section136callouts\names\maleforenames.txt) [5/25/2024 12:41:13 AM.133] LSPD First  
Response: [Section136Callouts] Creating new Stats Manager... [5/25/2024 12:41:13  
AM.134] LSPD First Response: [Section136Callouts] Attempting to read statistics file...  
LSPD First Response: [Section136Callouts] Populating ]AM.134 12:41:13 2024/25/5]  
name lists... [5/25/2024 12:41:13 AM.134] LSPD First Response: [Section136Callouts]  
Populating male first names... [5/25/2024 12:41:13 AM.136] LSPD First Response:  
[Section136Callouts] Populating female first names... [5/25/2024 12:41:13 AM.136] LSPD  
First Response: [Section136Callouts] Deserializing StatFile from  
Plugins\LSPDFR\Section136Callouts\temp\stats.tmp [5/25/2024 12:41:13 AM.137] LSPD  
First Response: [Section136Callouts] Starting EAC system... [5/25/2024 12:41:13  
AM.138] LSPD First Response: [Section136Callouts] Registering callouts... [5/25/2024  
AM.139] LSPD First Response: [Section136Callouts] There are 22 public 12:41:13  
callouts in this build of Section136Callouts. Of which, 20 are enabled. [5/25/2024 12:41:13  
AM.140] LSPD First Response: [Section136Callouts] The Early Access Club UCM  
instance will process with the username: x\_BL4CK\_H4WK\_x [5/25/2024 12:41:13  
AM.140] LSPD First Response: Registering callout□□□□□□□□ 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA□□□□ [041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR tsriF DPSL□□□□ tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR□□□□□□ tsriF DPSL [041.MA 31:14:21 4202/52/5]

Response: Registering callout[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
Response: Registering callout[] :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
Registering callout[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
Response: Registering callout [] :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5] tuollac gniretsigeR  
tuollac[] tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[ []  
[] tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5] []  
[] tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5] []  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5][][] 4202/52/5]  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21[] 31:14:21 4202/52/5]  
AM.140] LSPD First Response: Registering callout [][] [] [041.MA 31:14:21 4202/52/5]  
tuollac gniretsigeR :esnopseR tsriF DPSL[] tsriF DPSL ]041.MA 31:14:21 4202/52/5]  
Response: [Section136Callouts] Checking EAC user status... [5/25/2024 12:41:13  
AM.142] LSPD First Response: [Section136Callouts] Populating common last names...  
LSPD First Response: [Section136Callouts] Successfully ]AM.143 12:41:13 2024/25/5]  
registered 20 public callouts: Stolen Vehicle, Person With Knife, Traffic Stop Backup  
Required, Theft From Person, Stolen Emergency Vehicle, Detainee Transport Required,  
Self Isolation Violation, Racing Vehicles, Mental Health Ward - Patient Escaped, Armed  
Suspect, Shoplifting, Suicial Subject, Attempted Sexual Assault, Interior Burglary, Officer  
Panic Button, Area Search - Lost Suspect, Prisoner Transfer Required, Public Transport  
Staff Assistance Request, Protest, Airport Security Threat, Commercial Vehicle Theft,  
Concern for Welfare [5/25/2024 12:41:13 AM.151] LSPD First Response:  
[Section136Callouts] [WARN] Beta EAC Authentication in use! [5/25/2024 12:41:13  
AM.152] LSPD First Response: [Section136Callouts] We've already plugged the Discord  
in this installation! Cancelling the thread! [5/25/2024 12:41:13 AM.156] LSPD First  
Response: [Section136Callouts] [WARN] beta update checking is in use! [5/25/2024  
AM.156] LSPD First Response: [Section136Callouts] Done populating names. 12:41:13  
LSPD First Response: [Section136Callouts] F\_FIRST: 4275, ]AM.156 12:41:13 2024/25/5]  
M\_FIRST: 1219, C\_LAST: 4508 [5/25/2024 12:41:13 AM.158] LSPD First Response:  
[Section136Callouts] Section136Callouts has initialised successfully. Initialisation took 39.5327  
milliseconds. [5/25/2024 12:41:13 AM.158] LSPD First Response: [Section136Callouts]  
Starting Panic Button thread... [5/25/2024 12:41:13 AM.159] LSPD First Response:  
[Section136Callouts] PanicButton: ===== SECTION136CALLOUTS PANIC  
BUTTON ===== [5/25/2024 12:41:13 AM.159] LSPD First Response:  
[Section136Callouts] PanicButton: Shortcut key enabled? True [5/25/2024 12:41:13  
AM.159] LSPD First Response: [Section136Callouts] PanicButton: Activation stroke type?  
HoldSingleKey [5/25/2024 12:41:13 AM.160] LSPD First Response: [Section136Callouts]  
PanicButton: Activation key: O [5/25/2024 12:41:13 AM.161] LSPD First Response:  
[Section136Callouts] PanicButton: Modifier key: None [5/25/2024 12:41:13 AM.161] LSPD  
:First Response: [Section136Callouts] PanicButton  
=====

LSPD First Response: [Section136Callouts] PanicButton: ]AM.161 12:41:13 2024/25/5]  
Checking settings to see if we need to start the GameFiber [5/25/2024 12:41:13 AM.161]  
LSPD First Response: [Section136Callouts] PanicButton: Panic button shortcut key  
enabled - starting PanicButton GameFiber loop... [5/25/2024 12:41:13 AM.228] LSPD First  
Response: StopThePed Localization Code Page: 1252 [5/25/2024 12:41:13 AM.228]  
LSPD First Response: StopThePed Localization Encoding Name: Western European  
(Windows) [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient  
Events [SETTINGS]: TimeBetweenEvents - 150 [5/25/2024 12:41:13 AM.289] LSPD First

Response: Immersive Ambient Events [SETTINGS]: TimeBetweenBOLOEvents - 90  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: EventBlips - True [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: EventNotifications - True [5/25/2024 12:41:13  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: TimeFormat - en-  
US [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events  
[SETTINGS]: PlateFormat - 46EEK572 [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: CustomizedVehicleSystemEnabled - True  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: MenuKey - O [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: MenuModifierKey - LShiftKey [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
WeatherEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: 24HTime - False [5/25/2024 12:41:13 AM.289]  
LSPD First Response: Immersive Ambient Events [SETTINGS]: HoursItLasts - 3 [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
MinutesItLasts - 0 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: EASaudio - True [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: ChanceOfOutage - 20 [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
TimeOutageLasts - 200 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: BOLOEventEnabled - True [5/25/2024 12:41:13 AM.289]  
LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOEventAreaBlips -  
True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events  
[SETTINGS]: AreaBlipColor - Yellow [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: AreaBlipOpacity - 0.4 [5/25/2024 12:41:13  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]:  
BOLOChanceOfPursuit - 5 [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: BOLOMaxDistanceForPursuit - 1000 [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
BOLOMaxDistanceForUpdates - 1000 [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: MinTimeForBOLOUpdate - 20  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: MaxTimeForBOLOUpdate - 50 [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: DaysBeforeBOLOExpires - 7  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: VehicleTroubleEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD  
First Response: Immersive Ambient Events [SETTINGS]: HotboxingEventEnabled - True  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: DrugDealEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: StreetRacingEventEnabled - True  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: StreetRacingNitroChance - 70 [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: StreetRacingBlackoutChance - 20  
LSPD First Response: Immersive Ambient Events ]AM.289 12:41:13 2024/25/5]  
[SETTINGS]: StreetRacingCustomPlatesEnabled - True [5/25/2024 12:41:13 AM.289]  
LSPD First Response: Immersive Ambient Events [SETTINGS]:  
StreetRacingRealisticSpeeds - False [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: StreetRacingAlwaysFlee - False [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
AggressiveDriverEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: DrunkDriverEventEnabled - True [5/25/2024

AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
GasLeakEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: RevAtLightEventEnabled - True [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
SpeedingEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response:  
Immersive Ambient Events [SETTINGS]: DriverOnPhoneEventEnabled - True [5/25/2024  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: 12:41:13  
LOADED SETTINGS [5/25/2024 12:41:13 AM.301] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: Starting settings check... [5/25/2024 12:41:13 AM.301]  
LSPD First Response: Immersive Ambient Events [SETTINGS]: Completed settings check  
LSPD First Response: Immersive Ambient Events: ]AM.304 12:41:13 2024/25/5]  
Populated event tuple [5/25/2024 12:41:13 AM.306] LSPD First Response: Immersive  
Ambient Events: 'core' PTFX asset requested [5/25/2024 12:41:13 AM.308] LSPD First  
Response: Immersive Ambient Events: 'core' PTFX asset loaded [5/25/2024 12:41:13  
AM.309] LSPD First Response: Immersive Ambient Events: 'cut\_sec' PTFX asset  
requested [5/25/2024 12:41:13 AM.311] LSPD First Response: [Ransom Ambience] Start  
Thread: UIThread. [5/25/2024 12:41:13 AM.316] LSPD First Response: [Ransom  
Ambience] DEBUG: Initialized 'EventManager'. [5/25/2024 12:41:13 AM.316] LSPD First  
Response: [Ransom Ambience] DEBUG: Initialized 'InteractionMenu'. [5/25/2024 12:41:13  
AM.319] LSPD First Response: [Ransom Ambience] DEBUG: Initialized  
GeneralConfigSubmenu'. [5/25/2024 12:41:13 AM.323] LSPD First Response: [Ransom ' ']  
Ambience] DEBUG: Initialized 'TrafficStopEventsConfigSubmenu'. [5/25/2024 12:41:13  
AM.324] LSPD First Response: [Ransom Ambience] DEBUG: Initialized  
EventWeightsConfigSubmenu'. [5/25/2024 12:41:13 AM.325] LSPD First Response: '  
[Ransom Ambience] DEBUG: Initialized 'EventZonesConfigSubmenu'. [5/25/2024  
AM.325] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 12:41:13  
ConfigMenu'. [5/25/2024 12:41:13 AM.606] LSPD First Response: [Section136Callouts] '  
EAC service did not report successful status code. EAC user cannot be authenticated.  
LSPD First Response: [Section136Callouts] This user does ]AM.615 12:41:13 2024/25/5]  
not have EAC access. [5/25/2024 12:41:13 AM.615] LSPD First Response:  
[Section136Callouts] Is user EAC? False [5/25/2024 12:41:13 AM.650] LSPD First  
:Response: [Section136Callouts] Update service response  
method": "cache", "updates": { "public": { "title": "Test " }  
Update", "build": "1.11.1704.3", "description": "Hello world!", "released": "2023-09-  
section136.maxplayledev.org"}, "earlyaccess": { "title": "//16T12:14:26.288+01:00", "url": "https:  
EAC fixes", "build": "1.12.1882.2", "description": "1882 eac fixes", "released": "2024-02-  
2024 12:41:13 /25/discord" } } } [5/maxplayledev.org//09T20:06:47+0000", "url": "https:  
AM.650] LSPD First Response: [Section136Callouts] Section136Callouts update checking  
info: Installed version: 1.12.1910.0, Newest public: 1.11.1704.3, Newest EAC: 1.12.1882.2  
LSPD First Response: [Section136Callouts] ]AM.650 12:41:13 2024/25/5]  
Section136Callouts is up to date! If you find a bug, report it, else I can't fix it. [5/25/2024  
AM.688] LSPD First Response: [Ransom Ambience] New interval has been set 12:41:13  
to: 157373ms. [5/25/2024 12:41:13 AM.689] LSPD First Response: [NORMAL]  
RiskierTrafficStops: RAGENativeUI.dll is available (1.9.2.0). [5/25/2024 12:41:13 AM.689]  
LSPD First Response: [NORMAL] RiskierTrafficStops: Setting up INI File... [5/25/2024  
AM.693] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding enabled 12:41:13  
outcomes to enabledOutcomes [5/25/2024 12:41:13 AM.696] LSPD First Response:  
[NORMAL] RiskierTrafficStops: ----Enabled Outcomes---- [5/25/2024 12:41:13 AM.696]  
LSPD First Response: [NORMAL] RiskierTrafficStops: GetOutAndShoot [5/25/2024  
AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Ramming 12:41:13  
LSPD First Response: [NORMAL] RiskierTrafficStops: Flee ]AM.696 12:41:13 2024/25/5]  
LSPD First Response: [NORMAL] RiskierTrafficStops: ]AM.696 12:41:13 2024/25/5]

Revving [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL]  
RiskierTrafficStops: Yelling [5/25/2024 12:41:13 AM.696] LSPD First Response:  
[NORMAL] RiskierTrafficStops: YellInCar [5/25/2024 12:41:13 AM.696] LSPD First  
Response: [NORMAL] RiskierTrafficStops: ShootAndFlee [5/25/2024 12:41:13 AM.696]  
LSPD First Response: [NORMAL] RiskierTrafficStops: Spitting [5/25/2024 12:41:13  
AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: HostageTaking [5/25/2024  
AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: ----Enabled 12:41:13  
Outcomes---- [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL]  
RiskierTrafficStops: Creating config menu menu... [5/25/2024 12:41:13 AM.697] LSPD  
First Response: [NORMAL] RiskierTrafficStops: Creating Menu... [5/25/2024 12:41:13  
AM.697] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding Items to Menu  
LSPD First Response: [NORMAL] RiskierTrafficStops: ]AM.698 12:41:13 2024/25/5]  
Assigning Menu values to their respective INI Values... [5/25/2024 12:41:13 AM.698]  
LSPD First Response: [NORMAL] RiskierTrafficStops: Assigned Values [5/25/2024  
AM.698] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding console 12:41:13  
commands... [5/25/2024 12:41:13 AM.699] LSPD First Response: [NORMAL]  
RiskierTrafficStops: Starting process to handle API lists... [5/25/2024 12:41:13 AM.699]  
LSPD First Response: [NORMAL] RiskierTrafficStops: Checking for updates... [5/25/2024  
AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: 12:41:13  
OnPulloverOfficerApproachDriver [5/25/2024 12:41:13 AM.703] LSPD First Response:  
[NORMAL] RiskierTrafficStops: Subscribing to: OnPulloverDriverStopped [5/25/2024  
AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: 12:41:13  
OnPulloverStarted [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL]  
RiskierTrafficStops: Subscribing to: OnPulloverEnded [5/25/2024 12:41:13 AM.703] LSPD  
First Response: [NORMAL] RiskierTrafficStops: Loaded successfully [5/25/2024 12:41:13  
AM.705] LSPD First Response: [Section136Callouts] Setting up all the menus... [5/25/2024  
AM.712] LSPD First Response: [Section136Callouts] Getting enabled property 12:41:13  
for: 6StolenVehicle [5/25/2024 12:41:13 AM.712] LSPD First Response:  
[Section136Callouts] Getting enabled property for: 6PersonWithKnife [5/25/2024 12:41:13  
AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for:  
2024 12:41:13 AM.712] LSPD First Response: /25/6TrafficStopBackupRequired [5  
[Section136Callouts] [WARN] Cannot get existing enabled status for callout:  
S136TrafficStopBackupRequired [5/25/2024 12:41:13 AM.712] LSPD First Response:  
[Section136Callouts] Getting enabled property for: 6TheftFromPerson [5/25/2024  
AM.712] LSPD First Response: [Section136Callouts] [WARN] Cannot get 12:41:13  
existing enabled status for callout: S136TheftFromPerson [5/25/2024 12:41:13 AM.712]  
LSPD First Response: [Section136Callouts] Getting enabled property for:  
2024 12:41:13 AM.712] LSPD First Response: /25/6StolenEmergencyVehicle [5  
[Section136Callouts] Getting enabled property for: 6DetaineeTransportRequired [5/25/2024  
AM.712] LSPD First Response: [Section136Callouts] Getting enabled property 12:41:13  
for: 6SelfIsolationViolation [5/25/2024 12:41:13 AM.712] LSPD First Response:  
[Section136Callouts] Getting enabled property for: 6RacingVehicles [5/25/2024 12:41:13  
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for:  
2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] /25/6MHPE [5  
[WARN] Cannot get existing enabled status for callout: S136MHPE [5/25/2024 12:41:13  
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for:  
2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] /25/6ArmedSuspect [5  
Getting enabled property for: 6Shoplifting [5/25/2024 12:41:13 AM.713] LSPD First  
Response: [Section136Callouts] Getting enabled property for: 6SuicidalSubject  
LSPD First Response: [Section136Callouts] Getting enabled ]AM.713 12:41:13 2024/25/5]  
property for: 6AttemptedRape [5/25/2024 12:41:13 AM.713] LSPD First Response:  
[Section136Callouts] Getting enabled property for: 6InteriorBurglary [5/25/2024 12:41:13

```
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for:
2024 12:41:13 AM.713] LSPD First Response: /25/6OfficerPanicButton2 [5
[Section136Callouts] [WARN] Cannot get existing enabled status for callout:
S136OfficerPanicButton2 [5/25/2024 12:41:13 AM.713] LSPD First Response:
[Section136Callouts] Getting enabled property for: 6AreaSearchSuspect [5/25/2024
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property 12:41:13
for: 6PrisonerTransfer [5/25/2024 12:41:13 AM.713] LSPD First Response:
[Section136Callouts] Getting enabled property for: 6TubeStationAgressive [5/25/2024
AM.713] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing 12:41:13
enabled status for callout: S136TubeStationAgressive [5/25/2024 12:41:13 AM.713] LSPD
First Response: [Section136Callouts] Getting enabled property for: 6Protest [5/25/2024
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property 12:41:13
for: 6AirportSecurityThreat [5/25/2024 12:41:13 AM.713] LSPD First Response:
[Section136Callouts] Getting enabled property for: 6CommercialVehicleTheft [5/25/2024
AM.713] LSPD First Response: [Section136Callouts] Getting enabled property 12:41:13
for: 6ConcernForWelfare [5/25/2024 12:41:13 AM.713] LSPD First Response:
[Section136Callouts] Items length: 17 [5/25/2024 12:41:13 AM.725] LSPD First Response:
[Section136Callouts] Menu init finished [5/25/2024 12:41:13 AM.728] LSPD First
Response: [Section136Callouts] FileMgr:PluginStart: DeleteUnnecessaryFiles finished
successfully. [5/25/2024 12:41:13 AM.728] LSPD First Response: [Section136Callouts]
Waited 0ms for MenuManager to become available for new items. [5/25/2024 12:41:13
AM.729] LSPD First Response: [Section136Callouts] Paused thread for 0 ms to add
Bound Menu Item to main menu. [5/25/2024 12:41:13 AM.730] LSPD First Response:
[Section136Callouts] [Integrations.CalloutInterface] Section136Callouts will wait 60
seconds before checking whether Callout Interface is installed. This is to give LSPDFR
time to load all the plugins in - as it may not yet be loaded. In the meantime,
Section136Callouts won't attempt to load any Callout Interface requiring code. [5/25/2024
AM.730] LSPD First Response: [Section136Callouts] 12:41:13
[Integrations.CalloutInterface] Don't worry - if and when Section136Callouts detects
Callout Interface is installed, we'll start using it. [5/25/2024 12:41:13 AM.841] LSPD First
Response: [Ransom Ambience] Start Thread: MenuPoolThread. [5/25/2024 12:41:13
AM.841] LSPD First Response: [Ransom Ambience] Start Thread: KeybindsThread.
LSPD First Response: [NORMAL] RiskierTrafficStops: ]AM.841 12:41:13 2024/25/5]
Initializing MenuPoolProcess [5/25/2024 12:41:13 AM.861] LSPD First Response:
[Section136Callouts] Creating new instance of Section136Callouts Stats View...
LSPD First Response: [Section136Callouts] Automatic bug ]AM.865 12:41:13 2024/25/5]
reporting has been forcefully disabled pending an internal rewrite following server-side
----- overhauls. [5/25/2024 12:41:13 AM.865] LSPD First Response: [Section136Callouts]
S136 CALLOUTS EXCEPTION WARNING -----
LSPD First Response: [Section136Callouts] A handled ]AM.865 12:41:13 2024/25/5]
exception occured; printing here for debugging, error reporting and logging purposes.
LSPD First Response: [Section136Callouts] Exception ]AM.865 12:41:13 2024/25/5]
Name: NullReferenceException [5/25/2024 12:41:13 AM.865] LSPD First Response:
[Section136Callouts] Exception Stack: at[] ni ()
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.865] at[] ni )(rotc..
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C
ta ]568.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc[]
[] ni ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.865] at [] ni ()
```

neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]568.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]668.MA 31:14:21 4202/52/5[ .tcejbo  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]668.MA 31:14:21 4202/52/5[  
t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]668.MA 31:14:21  
ot elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a esuac  
ti gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsID ym ni slennahc troppus eht  
31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em ot  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]668.MA  
:esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[ -----  
4202/52/5[ ...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[  
gnitroper gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21  
.sluahrevo edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[  
4202/52/5[ ----- GNINRAW NOITPECXE STUOLLAC 631S ---  
noitpecxe deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21  
4202/52/5[ .sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco  
:emaN noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21  
:esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRllun  
ta :kcatS noitpecxE ]stuollaC631noitceS[ ] ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.875] at ] ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]578.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc ] ni ()  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.875] at ] ni ()  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[ .tcejbo  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21 4202/52/5[  
t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21  
elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a esuac  
gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsID ym ni slennahc troppus eht ot  
31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em ot ti  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]578.MA  
:esnopseR tsriF DPSL ]998.MA 31:14:21 4202/52/5[ -----  
DPSL ]309.MA 31:14:21 4202/52/5[ dedaol tessa XFTP 'ces\_tuc' :stnevE tneibmA evisremml  
tessa XFTP 'sdom\_elcihev\_sx\_hev' :stnevE tneibmA evisremml :esnopseR tsriF  
]stuollaC631noitceS[ :esnopseR tsriF DPSL ]409.MA 31:14:21 4202/52/5[ detseuqer  
]509.MA 31:14:21 4202/52/5[ ...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC  
yllufecrof neeb sah gnitroper gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
31:14:21 4202/52/5[ .sluahrevo edis-revres gniwolof etirwer lanretni na gnidnep delbasid  
631S ----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA  
31:14:21 4202/52/5[ ----- GNINRAW NOITPECXE STUOLLAC  
;derucco noitpecxe deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA  
31:14:21 4202/52/5[ .sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp  
:emaN noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA  
:esnopseR tsriF DPSL ]509.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRllun

ta :kcatS noitpecxE ]stuollaC631noitceS[  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.905] at  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
ta ]509.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.905] at  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
:esnopseR tsriF DPSL ]509.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA 31:14:21 4202/52/5[ .tcejbo  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA 31:14:21 4202/52/5[  
noitpecxE siht hguohtLA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA 31:14:21  
eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a esuac t'ndid  
yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsid ym ni slennahc troppus eht ot elif gol  
4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em ot ti gnidnes  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA 31:14:21  
tsriF DPSL ]819.MA 31:14:21 4202/52/5[ -----  
...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[ :esnopseR  
gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[  
edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah gnitroper  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[ .sluahrevo  
----- GNINRAW NOITPECXE STUOLLAC 631S -----  
deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[  
.sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco noitpecxe  
noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[  
:esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[ noitpecxEecnereferlluN :emaN  
ta :kcatS noitpecxE ]stuollaC631noitceS[  
citsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
s\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.918] at  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
ta ]819.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc  
ni  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.918] at  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
:esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21 4202/52/5[ .tcejbo  
5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21/52/ ]819.MA 31:14:21 4202  
,hsarc a esuac t'ndid noitpecxE siht hguohtLA ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
troppus eht ot elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti  
aiv em ot ti gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsid ym ni slennahc  
DPSL ]819.MA 31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame  
----- ]stuollaC631noitceS[ :esnopseR tsriF  
:esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[ -----  
...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[  
gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[  
edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah gnitroper



----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[ .sluahrevo  
----- GNINRAW NOITPECXE STUOLLAC 631S -----  
deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[  
.sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco noitpecxe  
noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[  
:esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRlluN :emaN  
ta :kcatS noitpecxE ]stuollaC631noitceS[[]] ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.932] at[]] ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]239.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc[]] ni ()  
[]] ni ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.932] at []].[]].[]] ni ()  
[]] ni ()  
uneMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\s  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[ .tcejbo  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21 4202/52/5[  
t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA 31:14:21  
elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a esuac  
gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsID ym ni slennahc troppus eht ot  
31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em ot ti  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]239.MA  
:esnopseR tsriF DPSL ]349.MA 31:14:21 4202/52/5[ -----  
4202/52/5[ ...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[  
gnitroper gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21  
.sluahrevo edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21 4202/52/5[  
4202/52/5[ ----- GNINRAW NOITPECXE STUOLLAC 631S ---  
noitpecxe deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21  
4202/52/5[ .sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco  
:emaN noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21  
:esnopseR tsriF DPSL ]349.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRlluN  
ta :kcatS noitpecxE ]stuollaC631noitceS[[]] ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.943] at[]] ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]349.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc[]] ni ()  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.943] at []].[]].[]] ni ()  
[]] ni ()  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]349.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\s  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21 4202/52/5[ .tcejbo  
5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]349.MA 31:14:21/52/ ]449.MA 31:14:21 4202  
,hsarc a esuac t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
troppus eht ot elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti  
aiv em ot ti gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsID ym ni slennahc

DPSL ]449.MA 31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame  
----- ]stuollaC631noitceS[ :esnopseR tsriF  
]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA 31:14:21 4202/52/5[ -----  
DPSL ]659.MA 31:14:21 4202/52/5[ ...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC  
yllufecrof neeb sah gnitroper gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF  
31:14:21 4202/52/5[ .sluahrevo edis-revres gniwolof etirwer lanretni na gnidnep delbasid  
631S ----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA  
]659.MA 31:14:21 4202/52/5[ ----- GNINRAW NOITPECXE STUOLLAC  
rof ereh gnitnirp ;derucco noitpecxe deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
DPSL ]659.MA 31:14:21 4202/52/5[ .sesoprup gniggol dna gnitroper rorre ,gniggubed  
noitpecxEecnerefeRlluN :emaN noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA 31:14:21 4202/52/5[  
□□□□□.□□□□□□□□□□□□□□□□ ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.956] at □□□□□□ ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]659.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc□□□□□□.□□□□□□□□□□  
□□□□□ ni ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.956] at □□□□□.□□□□□□.□□□□□□□□□□  
□ ni ()  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]659.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA 31:14:21 4202/52/5[ .tcejbo  
31:14:21 4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA 31:14:21 4202/52/5[  
esuac t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]659.MA  
eht ot elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a  
ot ti gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsid ym ni slennahc troppus  
]659.MA 31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
:esnopseR tsriF DPSL ]479.MA 31:14:21 4202/52/5[ -----  
4202/52/5[ ...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[  
gnitroper gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]479.MA 31:14:21  
.sluahrevo edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]479.MA 31:14:21 4202/52/5[  
4202/52/5[ ----- GNINRAW NOITPECXE STUOLLAC 631S ----  
noitpecxe deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]479.MA 31:14:21  
4202/52/5[ .sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco  
:emaN noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]479.MA 31:14:21  
:esnopseR tsriF DPSL ]479.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRlluN  
ta :kcatS noitpecxE ]stuollaC631noitceS[□□□□□□.□□□□□□□□□□□□□□□□ ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.974] at □□□□□□ ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]479.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc□□□□□□.□□□□□□□□□□□□□□□□ ()  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line 19 [5/25/2024 12:41:13 AM.974] at □□□□□.□□□□□□.□□□□□□□□□□  
□ ni ()  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]479.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su

na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]579.MA 31:14:21 4202/52/5[ .tcejbo  
4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]579.MA 31:14:21 4202/52/5[  
noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]579.MA 31:14:21  
eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a esuac t'ndid  
yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsid ym ni slennahc troppus eht ot elif gol  
4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em ot ti gnidnes  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]579.MA 31:14:21  
tsriF DPSL ]989.MA 31:14:21 4202/52/5[ -----  
...weiV statS stuollaC631noitceS fo ecnatsni wen gnitaerC ]stuollaC631noitceS[ :esnopseR  
gub citamotuA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[  
edis-revres gniwolof etirwer lanretni na gnidnep delbasid yllufecrof neeb sah gnitroper  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[ .sluahrevo  
----- GNINRAW NOITPECXE STUOLLAC 631S -----  
deldnah A ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[  
.sesoprup gniggol dna gnitroper rorre ,gniggubed rof ereh gnitnirp ;derucco noitpecxe  
noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[  
:esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[ noitpecxEecnerefeRlluN :emaN  
ta :kcatS noitpecxE ]stuollaC631noitceS[ ] ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.989] at ] ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]989.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc ]  
 ] ni ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatisti  
cs\StatisticsMenu.cs:line  
19 [5/25/2024 12:41:13 AM.989] at ] ni ()  
neMIUNR\IU\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
:esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[ 803 enil:sc.reganaMuneM\su  
na fo ecnatsni na ot tes ton ecnerefer tcejbo :egasseM noitpecxE ]stuollaC631noitceS[  
~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[ .tcejbo  
31:14:21 4202/52/5[ ~ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA 31:14:21 4202/52/5[  
esuac t'ndid noitpecxE siht hguohtlA ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]989.MA  
eht ot elif gol eht gnittimbus yb siht od nac uoY .syawyna em ot ti dnes ot tseb s'ti ,hsarc a  
ot ti gnidnes yb ro - Yp88qb3/gg.drocsid//:sptth :revreS drocsid ym ni slennahc troppus  
]989.MA 31:14:21 4202/52/5[ !em rof skrow rehtiE . gro.vedelyalpxam@sgub liame aiv em  
----- ]stuollaC631noitceS[ :esnopseR tsriF DPSL  
TLUAFED :BU :esnopseR tsriF DPSL ]161.MA 41:14:21 4202/52/5[ -----  
tsriF DPSL ]692.MA 41:14:21 4202/52/5[ DEDAOL YLLUFSSECCUS SI ELIF SNOIGER  
4202/52/5[ DEDAOL YLLUFSSECCUS SI ELIF SNOIGER MOTSUC :BU :esnopseR  
YLLUFSSECCUS SI ELIF STINU LAICEPS :BU :esnopseR tsriF DPSL ]535.MA 41:14:21  
depoled ,stuollaC efasnU :esnopseR tsriF DPSL ]855.MA 41:14:21 4202/52/5[ DEDAOL  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ .yllufseccus dedaol neeb sah ,yd33L yb  
efasnU ===== :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ :esnopseR  
gniretsigeR :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ ===== stuollaC  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ tiusruPdemrA.stuollaC.stuollaCefasnU tuollac  
4202/52/5[ raCrelaeDgurD\_RPNA.stuollaC.stuollaCefasnU tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]165.MA 41:14:21  
:esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ edicimoH.stuollaC.stuollaCefasnU  
]165.MA 41:14:21 4202/52/5[ tnameergasiD.stuollaC.stuollaCefasnU tuollac gniretsigeR  
tuollac gniretsigeR :esnopseR tsriF DPSL  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ nopaeWgniyrraCnosreP.stuollaC.stuollaCefasnU

redrOevitcetorPfOnoitaloiV.stuollaC.stuollaCefasnU tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5]  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ noitnevretnlitiusruP.stuollaC.stuollaCefasnU  
tuollac gniretsigeR :esnopseR  
41:14:21 4202/52/5[ mraeriFAhtiWreciffOnAgninetaerhTnosreP.stuollaC.stuollaCefasnU  
dedaol erew ini.stuollaClamroN ni delbane stuollac IIA :]GOL[ :esnopseR tsriF DPSL ]165.MA  
stuollaC efasnU ===== :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ .ylufseccus  
41:14:21 4202/52/5[ :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5] =====  
:esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ :esnopseR tsriF DPSL ]165.MA  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ ===== stuollaC efasnU =====  
DPSL ]165.MA 41:14:21 4202/52/5[ ...nigulp dePehTpotS rof gnihcraeS :]GOL[ :esnopseR  
!dnuof ,ojiojeB yb depoleved ,nigulp dePehTpotS :SSECCUS ]GOL[ :esnopseR tsriF  
pukcaBetamitlU rof gnihcraeS :]GOL[ :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5]  
:SSECCUS ]GOL[ :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ ...nigulp  
tsriF DPSL ]165.MA 41:14:21 4202/52/5[ !dnuof ,ojiojeB yb depoleved ,nigulp pukcaBetamitlU  
]165.MA 41:14:21 4202/52/5[ ...nigulp snopaeWyldaeD rof gnihcraeS :]GOL[ :esnopseR  
41:14:21 4202/52/5[ !dnuof ton snopaeWyldaeD :RORRE :]GOL[ :esnopseR tsriF DPSL  
4202/52/5[ ...nigulp ecafretnlituollaC rof gnihcraeS :]GOL[ :esnopseR tsriF DPSL ]165.MA  
!dnuof ton ecafretnlituollaC :RORRE :]GOL[ :esnopseR tsriF DPSL ]165.MA 41:14:21  
4202/52/5[ 0.1.4.1 :]NOISREV[ :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5]  
dedaol erew sgnittes dna stuollaC :]GOL[ :esnopseR tsriF DPSL ]165.MA 41:14:21  
efasnU ===== :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ .ylufseccus  
4202/52/5[ :esnopseR tsriF DPSL ]165.MA 41:14:21 4202/52/5[ ===== stuollaC  
tnecer tsoM :SSECCUS ]stuollaC efasnU[ :esnopseR tsriF DPSL ]926.MA 41:14:21  
tniopdne morf deveirter( 1.4.1 si noisrev  
&setadpUroFkcehc=od?php.ipa/ecafretni/gnsdaolnwod/snoitacilppa/moc.rfdpcl.www//:sptth  
nabrU[ :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ .)1=ylnOtxet&15083=dlelif  
nabrU[ :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ eurT :radaR hsaIF ]stuollaC  
]stuollaC nabrU[ :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ eurT :spilB etaerC ]stuollaC  
]stuollaC nabrU[ :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ 4 :tiaW muminiM  
tuollac gniretsigeR :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ 01 :tiaW mumixaM  
tsriF DPSL ]836.MA 41:14:21 4202/52/5[ tsieHonisaCdnomaID.stuollaC.stuollaCnabrU  
4202/52/5[ ograCsuoicipsuS.stuollaC.stuollaCnabrU tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]836.MA 41:14:21  
:esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5[ tnediccAlooP.stuollaC.stuollaCnabrU  
]836.MA 41:14:21 4202/52/5[ ecneffOgnikraP.stuollaC.stuollaCnabrU tuollac gniretsigeR  
gnidnaLycnegremEenalP.stuollaC.stuollaCnabrU tuollac gniretsigeR :esnopseR tsriF DPSL  
tuollac gniretsigeR :esnopseR tsriF DPSL ]836.MA 41:14:21 4202/52/5]  
tsriF DPSL ]836.MA 41:14:21 4202/52/5[ gnissapserT.stuollaC.stuollaCyrandidRO  
4202/52/5[ elahWdednartS.stuollaC.stuollaCnabrU tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]836.MA 41:14:21  
tsriF DPSL ]836.MA 41:14:21 4202/52/5[ retoohSevitcA.stuollaC.stuollaCnabrU  
51:14:21 4202/52/5[ eriFnOgnidliuB.stuollaC.stuollaCnabrU tuollac gniretsigeR :esnopseR  
gnidaolnwod yltnerruc si stuollaC nabrU ]stuollaC nabrU[ :esnopseR tsriF DPSL ]552.MA  
...atad  
setadpUroFkcehc=od?php.ipa/ecafretni/gnsdaolnwod/snoitacilppa/moc.rfdpcl.www//:sptth)  
:esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .)1=ylnOtxet&72553=dlelif&  
51:14:21 4202/52/5[ =====NOITAMROFNI STUOLLACNIBBOY=====  
]162.MA 51:14:21 4202/52/5[ n1BboY yb stuollaCnibboY :esnopseR tsriF DPSL ]162.MA  
:esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ 1.7.1 noisreV :esnopseR tsriF DPSL  
yM nioJ esaelP :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ moc.sdomnibboy//:sptth  
!yojnE .Tm5aq225jW/gg.drocsid//:sptth :stnemevorpml/sguB tropeR ot revreS drocsiD

yb dellatsnl si gifnoC stuollaCnibboY :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[  
yb dellatsnl si dePehTpotS :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .resU  
yb dellatsnl si pukcaBetamitlU :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .resU  
TON si ecafretnltuollaC :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .resU  
gniretsigeR detratS :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .resU yb dellatsnl  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .stuollaC  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ elciheVnwoDnekorB.stuollaC.stuollaCnibboY  
51:14:21 4202/52/5[ suBnOtluassA.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
kaerBciffarT.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[  
]162.MA 51:14:21 4202/52/5[ ytreporePavirPfOyhpargotohP.stuollaC.stuollaCnibboY  
kcehCytreporeP.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR tsriF DPSL  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ erawdraHeciloPnelotS.stuollaC.stuollaCnibboY  
51:14:21 4202/52/5[ nosrA.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
thgiFraB.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[  
:esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ raCtiaB.stuollaC.stuollaCnibboY  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ egaRdaoR.stuollaC.stuollaCnibboY tuollac gniretsigeR  
4202/52/5[ enohPilleCnelotS.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ nezitiCngierevoS.stuollaC.stuollaCnibboY  
51:14:21 4202/52/5[ retoohSevitcA.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ gnkciffarTnamuH.stuollaC.stuollaCnibboY  
4202/52/5[ dnuoFnopaeW.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ ycnegremElatipsoH.stuollaC.stuollaCnibboY  
4202/52/5[ etupsiDtnaneTdroidnaL.stuollaC.stuollaCnibboY tuollac gniretsigeR :esnopseR  
5[ .stuollaC gniretsigeR dehsiniF :esnopseR tsriF DPSL ]162.MA 51:14:21/52/ 4202  
5[ .stuollaC ateB gniretsigeR detratS :esnopseR tsriF DPSL ]162.MA 51:14:21/52/ 4202  
tuollac gniretsigeR :esnopseR tsriF DPSL ]162.MA 51:14:21  
:esnopseR tsriF DPSL ]162.MA 51:14:21 4202/52/5[ tserrAnezitiC.stuollaC.stuollaCnibboY  
51:14:21 4202/52/5[ elciheVyBtiHnairsedeP.stuollaC.stuollaCnibboY tuollac gniretsigeR  
51:14:21 4202/52/5[ .stuollaC ateB gniretsigeR dehsiniF :esnopseR tsriF DPSL ]162.MA  
]162.MA 51:14:21 4202/52/5[ .snoitagitsevnl gniretsigeR detratS :esnopseR tsriF DPSL ]162.MA  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ Inoos emoc ot eroM :esnopseR tsriF DPSL  
tsriF DPSL ]162.MA 51:14:21 4202/52/5[ .snoitagitsevnl gniretsigeR dehsiniF :esnopseR  
4202/52/5[ =====NOITAMROFNI STUOLLACNIBBOY===== :esnopseR  
fo ecnatsni wen gnitaerC ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]762.MA 51:14:21  
:esnopseR tsriF DPSL ]762.MA 51:14:21 4202/52/5[ ...weiV statS stuollaC631noitceS  
na gnidnep delbasid yllufecrof neeb sah gnitroper gub citamotuA ]stuollaC631noitceS[  
tsriF DPSL ]762.MA 51:14:21 4202/52/5[ .sluahrevo edis-revres gniwolof etirwer lanretni  
NOITPECXE STUOLLAC 631S ----- ]stuollaC631noitceS[ :esnopseR  
:esnopseR tsriF DPSL ]762.MA 51:14:21 4202/52/5[ ----- GNINRAW  
rorre ,gniggubed rof ereh gnitnirp ;derucco noitpecxe deldnah A ]stuollaC631noitceS[  
:esnopseR tsriF DPSL ]762.MA 51:14:21 4202/52/5[ .sesoprup gniggol dna gnitroper  
51:14:21 4202/52/5[ noitpecxEecnerefeRlluN :emaN noitpecxE ]stuollaC631noitceS[  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]862.MA□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.268] at □□□□□□□□□□ ni )(rotc..

```
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]862.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.268] at . ni )
enuM\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.268] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15
:15 AM.268] LSPD First AM.268] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.268] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
the support channels in my Discord Server: anyways. You can do this by submitting the log file to
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:15 AM.268] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:15 -----
AM.287] LSPD First Response: Immersive Ambient Events: 'veh_xs_vehicle_mods' PTFX asset
ted loaded [5/25/2024 12:41:15 AM.289] LSPD First Response: Immersive Ambient Events: Star
deserializing Json file [5/25/2024 12:41:15 AM.300] LSPD First Response: Immersive Ambient
Events: Finished deserializing Json file [5/25/2024 12:41:15 AM.300] LSPD First Response:
:41:15 AM.300] Immersive Ambient Events: Started RemoveExpiredBOLO Check [5/25/2024 12
LSPD First Response: Immersive Ambient Events: Started deserializing Json file [5/25/2024
12:41:15 AM.316] LSPD First Response: Immersive Ambient Events: Finished deserializing Json
sive Ambient Events: Finished file [5/25/2024 12:41:15 AM.316] LSPD First Response: Immer
RemoveExpiredBOLO Check [5/25/2024 12:41:15 AM.316] LSPD First Response: Immersive
Ambient Events: Previous BOLO exists, starting event [5/25/2024 12:41:15 AM.317] LSPD First
e of Section136Callouts Stats View... Response: [Section136Callouts] Creating new instanc
[5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] Automatic bug
side overhauls. -reporting has been forcefully disabled pending an internal rewrite following server
-----irst Response: [Section136Callouts] [5/25/2024 12:41:15 AM.318] LSPD F
[5/25/2024 12:41:15 -----S136 CALLOUTS EXCEPTION WARNING ---
AM.318] LSPD First Response: [Section136Callouts] A handled exception occured; printing here
ging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.318] LSPD First for debug
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15
ta :kcatS noitpecxE ]stuollaC63InoitceS[ :esnopseR tsriF DPSL ]813.MA.
 in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.318] at . ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]813.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.318] at . ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts]
n instance of an object. [5/25/2024 12:41:15 Exception Message: Object reference not set to a
AM.318] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.318] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.318] LSPD First Response:
Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although this
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----for me! [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] works
[5/25/2024 12:41:15 -----
```

===== TAGsCallouts by Eli180sx ===== [5/25/2024 12:41:15 AM.321]  
[5/25/2024 12:41:15 AM.321] LSPD First Response: Registering callout  
D First Response: Registering TAGsCallouts.Callouts.Mugging [5/25/2024 12:41:15 AM.321] LSPD  
callout TAGsCallouts.Callouts.PersonWithAGun [5/25/2024 12:41:15 AM.321] LSPD First  
Response: Registering callout TAGsCallouts.Callouts.StolenVehicle [5/25/2024 12:41:15 AM.321]  
louts.Callouts.ConveiniceStoreRobbery LSPD First Response: Registering callout TAGsCal  
[5/25/2024 12:41:15 AM.321] LSPD First Response: Registering callout  
TAGsCallouts.Callouts.DomesticViolence [5/25/2024 12:41:15 AM.321] LSPD First Response:  
[5/25/2024 12:41:15 AM.321] Registering callout TAGsCallouts.Callouts.PublicIntoxication  
LSPD First Response: Registering callout TAGsCallouts.Callouts.WelfareCheck [5/25/2024  
12:41:15 AM.321] LSPD First Response: Registering callout  
se: TAGsCallouts.Callouts.DangerousAnimal [5/25/2024 12:41:15 AM.321] LSPD First Respon  
Registering callout TAGsCallouts.Callouts.VehicleOnFire [5/25/2024 12:41:15 AM.321] LSPD  
First Response: Registering callout TAGsCallouts.Callouts.DeadBodyFound [5/25/2024 12:41:15  
SuspiciousPerson AM.321] LSPD First Response: Registering callout TAGsCallouts.Callouts.  
[5/25/2024 12:41:15 AM.321] LSPD First Response: Registering callout  
TAGsCallouts.Callouts.PossibleSolicitation [5/25/2024 12:41:15 AM.321] LSPD First Response:  
321] LSPD Registering callout TAGsCallouts.Callouts.Prank911Call [5/25/2024 12:41:15 AM.  
First Response: Registering callout TAGsCallouts.Callouts.PublicDisturbance [5/25/2024 12:41:15  
AM.321] LSPD First Response: Registering callout TAGsCallouts.Callouts.TrafficStopBackup  
callout [5/25/2024 12:41:15 AM.321] LSPD First Response: Registering  
TAGsCallouts.Callouts.AttemptedBurglary [5/25/2024 12:41:15 AM.321] LSPD First Response:  
Registering callout TAGsCallouts.Callouts.VehicleStuckOnTrainTracks [5/25/2024 12:41:15  
fully. [5/25/2024 AM.321] [LOG]: All callouts of the TAGsCallouts.ini were loaded success  
12:41:15 AM.321] [5/25/2024 12:41:15 AM.321]

```
===== TAGsCallouts by Eli180sx
===== [5/25/2024 12:41:15 AM.321]
[5/25/2024 12:41:15 AM.321] [LOG]: Callouts and Settings were loaded successfully [5/25/2024
12:41:15 AM.321] [LOG]: The config file was loaded successfully. [5/25/2024 12:41:15 AM.321]
[VERSION]: Detected Version: 1.3.0.0 [5/25/2024 12:41:15 AM.321] [LOG]: Checking for a new
AM.321] TAGsCallouts version... [5/25/2024 12:41:15 AM.321] [5/25/2024 12:41:15
```

===== TAGsCallouts by Eli180sx  
===== [5/25/2024 12:41:15 AM.321]  
[5/25/2024 12:41:15 AM.639] LSPD First Response: [Urban Callouts] AmbientEvents are now  
/25/2024 12:41:15 AM.639] LSPD First Response: [Urban Callouts] Next event in: 7 enabled [5  
minutes. [5/25/2024 12:41:15 AM.640] LSPD First Response: YOBBINCALLOUTS: Player Went  
on Duty. Checking for Updates. [5/25/2024 12:41:15 AM.651] LSPD First Response:  
36Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 [Section1  
12:41:15 AM.651] LSPD First Response: [Section136Callouts] Automatic bug reporting has been  
/25/2024 side overhauls. [5-forcefully disabled pending an internal rewrite following server  
S136 -----12:41:15 AM.651] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 AM.651] -----CALLOUTS EXCEPTION WARNING  
occured; printing here for LSPD First Response: [Section136Callouts] A handled exception  
debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.651] LSPD First  
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]156.MA□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.651] at [] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]156.MA 51:14:21 4202/52/5[ 24 enil.sc.uneMsc[]..in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.651] at [].  
. ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.651] LSPD First Response: [Section136Callouts]  
e: Object reference not set to an instance of an object. [5/25/2024 12:41:15 Exception Messag  
AM.651] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.651] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.651] LSPD First Response:  
tion136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Sec  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
maxplayledev.org . Either or by sending it to me via email bugs@ -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.651] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
Immersive Ambient Events: Creating main menu... [5/25/2024 AM.656] LSPD First Response:  
12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Menu created [5/25/2024  
12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Creating settings menu...  
5 AM.657] LSPD First Response: Immersive Ambient Events: Settings menu [5/25/2024 12:41:1  
created [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Creating  
general settings menu... [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient  
vents: General settings menu created [5/25/2024 12:41:15 AM.658] LSPD First Response: E  
Immersive Ambient Events: Creating storm event settings menu... [5/25/2024 12:41:15 AM.658]  
ed [5/25/2024 LSPD First Response: Immersive Ambient Events: Storm event settings menu creat  
12:41:15 AM.658] LSPD First Response: Immersive Ambient Events: Creating BOLO event  
settings menu... [5/25/2024 12:41:15 AM.660] LSPD First Response: Immersive Ambient Events:  
First Response: BOLO event settings menu created [5/25/2024 12:41:15 AM.661] LSPD  
Immersive Ambient Events: Creating street racing settings menu... [5/25/2024 12:41:15 AM.661]  
LSPD First Response: Immersive Ambient Events: Street racing event settings menu created  
e Ambient Events: Creating severe [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersiv  
weather menu... [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersive Ambient Events:  
Severe weather menu created [5/25/2024 12:41:15 AM.662] LSPD First Response: Immersive  
2024 12:41:15 AM.662] LSPD First Response: Ambient Events: Creating BOLO menu... [5/25/  
Immersive Ambient Events: BOLO menu created [5/25/2024 12:41:15 AM.662] LSPD First  
Response: Immersive Ambient Events: Creating Interaction menu... [5/25/2024 12:41:15 AM.662]  
t Events: Interaction menu created [5/25/2024 12:41:15 LSPD First Response: Immersive Ambien  
AM.663] LSPD First Response: Immersive Ambient Events: Creating force event menu...  
[5/25/2024 12:41:15 AM.663] LSPD First Response: Immersive Ambient Events: Force event  
15 AM.664] LSPD First Response: Immersive Ambient Events: menu created [5/25/2024 12:41:  
Initializing MenuProcess... [5/25/2024 12:41:15 AM.671] LSPD First Response: Immersive  
Ambient Events: Creating BOLO from previous existing BOLO [5/25/2024 12:41:15 AM.671]  
3 [5/25/2024 12:41:15 -rsive Ambient Events: SuspectCount LSPD First Response: Imme  
PossiblyArmed -AM.671] LSPD First Response: Immersive Ambient Events: ArmedStatus  
[5/25/2024 12:41:15 AM.681] LSPD First Response: [Section136Callouts] Creating new instance  
Stats View... [5/25/2024 12:41:15 AM.682] LSPD First Response: of Section136Callouts  
[Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal  
side overhauls. [5/25/2024 12:41:15 AM.682] LSPD First Response: -rewrite following server  
----S136 CALLOUTS EXCEPTION WARNING -----36Callouts] [Section1  
[5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] -----  
d logging purposes. A handled exception occured; printing here for debugging, error reporting an



[5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 AM.682] LSPD First Response: ta :kcatS noitpecxE ]stuollaC63lnoitceS[ in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.682] at ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]286.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.682] at ni )( Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: Manager.cs:line 308 [5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 Exception Message: Object reference not set to an instance of an object. AM.682] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.682] LSPD First Response: crash, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----:15 AM.682] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41 [5/25/2024 12:41:15 ----- /2024 AM.683] LSPD First Response: Immersive Ambient Events: Starting event timer... [5/25 12:41:15 AM.692] LSPD First Response: Immersive Ambient Events: Starting BOLO event timer... [5/25/2024 12:41:15 AM.692] LSPD First Response: Immersive Ambient Events: mmmersive initializing MenuPoolProcess... [5/25/2024 12:41:15 AM.693] LSPD First Response: I Ambient Events: Started ColorPreviewProcess [5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... atic bug [5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] Autom side overhauls. -reporting has been forcefully disabled pending an internal rewrite following server -----[5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 -----S136 CALLOUTS EXCEPTION WARNING --- AM.702] LSPD First Response: [Section136Callouts] A handled exception occured; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.702] LSPD First Exception Name: NullReferenceException [5/25/2024 12:41:15 Response: [Section136Callouts] ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]207.MA in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.702] at ni )(rotc.. Statisti\sPlayerStatistic\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]207.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.702] at ni )( Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: Manager.cs:line 308 [5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 1:15 AM.702] LSPD First AM.702] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:4 Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me the support channels in my Discord Server: anyways. You can do this by submitting the log file to or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:15 AM.702] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 -----

AM.714] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
uts] Automatic Stats View... [5/25/2024 12:41:15 AM.714] LSPD First Response: [Section136Callo  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.714] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.714] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.714]  
6Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section13  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]517.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.715] at □□□□□□□□□□ ni )(rotc..  
Statisti\rStatisticsPlaye\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]517.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.715] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.715] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
/2024 12:41:15 AM.715] LSPD First AM.715] LSPD First Response: [Section136Callouts] ~ [5/25  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.715] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
og file to the support channels in my Discord Server: anyways. You can do this by submitting the l  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.715] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.730] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
on136Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.731] LSPD First Response: [Secti  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----WARNING S136 CALLOUTS EXCEPTION -----  
12:41:15 AM.731] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.731]  
[Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]137.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.731] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\gineEn\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]137.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.731] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
] ~ [5/25/2024 12:41:15 AM.731] LSPD First AM.731] LSPD First Response: [Section136Callouts  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.731] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ting the log file to the support channels in my Discord Server: anyways. You can do this by submit  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY

```
-----works for me! [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:15 -----
AM.742] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
se: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.743] LSPD First Respon
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts]
[5/25/2024 -----EXCEPTION WARNING S136 CALLOUTS -----
12:41:15 AM.743] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.743]
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]347.MA 51:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.743] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\alloutsSection136C\section136callouts\repos\source\maxpl\Users\C:
ta ]347.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□( )in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.743] at □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
□□□□□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\6CalloutsSection13\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15
36Callouts] ~ [5/25/2024 12:41:15 AM.743] LSPD First AM.743] LSPD First Response: [Section1
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.743] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
by submitting the log file to the support channels in my Discord Server: anyways. You can do this
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:15 -----
AM.747] LSPD First Response: Immersive Ambient Events: Vehicle created [5/25/2024 12:41:15
eating new instance of Section136Callouts AM.757] LSPD First Response: [Section136Callouts] Cr
Stats View... [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----:15 AM.758] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:15 AM.758] LSPD First Response: [Section136Callouts] A handled exception occurred;
ing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.758] print
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]857.MA 51:14:21□□□□□□□□.
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.758] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]857.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.758] at □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
□□□□□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts]
rence not set to an instance of an object. [5/25/2024 12:41:15 Exception Message: Object refe
AM.758] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.758] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.758] LSPD First Response:
```

s] Although this Exception didn't cause a crash, it's best to send it to me [Section136Callout  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
rg . Either or by sending it to me via email bugs@maxplayledev.o -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
llouts] Creating new instance of Section136Callouts AM.799] LSPD First Response: [Section136Ca  
Stats View... [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts] overhauls. [5/25/  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
red; 12:41:15 AM.799] LSPD First Response: [Section136Callouts] A handled exception occu  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.799]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpexE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]997.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.799] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]997.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.799] at □□□□□□□□□□□□□□□□□□□□□□□□  
□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts]  
bject reference not set to an instance of an object. [5/25/2024 12:41:15 Exception Message: O  
AM.799] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.799] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.799] LSPD First Response:  
136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Section  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
layledev.org . Either or by sending it to me via email bugs@maxp -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
ction136Callouts] Creating new instance of Section136Callouts AM.815] LSPD First Response: [Se  
Stats View... [5/25/2024 12:41:15 AM.815] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----ls. [5/25/2024 12:41:15 AM.815] LSPD First Response: [Section136Callouts] overhau  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ption occurred; 12:41:15 AM.815] LSPD First Response: [Section136Callouts] A handled exce  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.815]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpexE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]618.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.816] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]618.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.816] at □□□□□□□□□□□□□□□□□□□□□□□□  
□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.816] LSPD First Response: [Section136Callouts]  
Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 Exception

AM.816] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.816] LSPD First  
: Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.816] LSPD First Response  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
bugs@maxplayledev.org . Either or by sending it to me via email -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.816] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
ponse: [Section136Callouts] Creating new instance of Section136Callouts AM.837] LSPD First Res  
Stats View... [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts] Automatic  
de si-bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ndled exception occured; 12:41:15 AM.837] LSPD First Response: [Section136Callouts] A ha  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.837]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]738.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.837] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]738.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.837] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.837] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.837] LSPD First  
t Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.837] LSPD First  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
via email bugs@maxplayledev.org . Either or by sending it to me -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.848] LSPD  
Stats View... [5/25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts] Automatic  
side -server bug reporting has been forcefully disabled pending an internal rewrite following  
-----overhauls. [5/25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
uts] A handled exception occured; 12:41:15 AM.848] LSPD First Response: [Section136Callo  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.848]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]848.MA 51:14:21□□□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.848] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]848.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.848] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:

[illegible]

.□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
sponse: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.874] LSPD First Re  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.874] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.874] LSPD First  
024 12:41:15 AM.874] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -q88pY https://discord.gg/3b  
-----works for me! [5/25/2024 12:41:15 AM.874] LSPD First Response: [Section136Callouts]  
/25/2024 12:41:15 [5 -----  
AM.886] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts] Automatic  
side -an internal rewrite following server bug reporting has been forcefully disabled pending  
-----overhauls. [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
rst Response: [Section136Callouts] A handled exception occurred; 12:41:15 AM.886] LSPD Fi  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.886]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]688.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.886] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]688.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.886] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
D First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.886] LSP  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.886] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.886] LSPD First  
~ [5/25/2024 12:41:15 AM.886] LSPD First Response: Response: [Section136Callouts]  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -cord.gg/3bq88pY https://dis  
-----works for me! [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.901] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] Automatic  
side -ed pending an internal rewrite following serverbug reporting has been forcefully disabl  
-----overhauls. [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
1] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:15 AM.90  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.901]  
5/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/2  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]109.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.901] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]109.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
(

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.901] at [REDACTED] ni ()  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\M.901] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.901] LSPD First Response: Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY h -----works for me! [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 AM.904] LSPD First Response: Immersive Ambient Events: Setup custom ped persona [5/25/2024 12:41:15 AM.905] LSPD First Response: Immersive Ambient Events: Suspect at index 0 is not D First Response: Immersive Ambient Events: Suspect armed [5/25/2024 12:41:15 AM.905] LSP created [5/25/2024 12:41:15 AM.915] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.915] LSPD First Response: ] Automatic bug reporting has been forcefully disabled pending an internal [Section136Callouts side overhauls. [5/25/2024 12:41:15 AM.915] LSPD First Response: -rewrite following server -----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts] [5/25/2024 12:41:15 AM.915] LSPD First Response: [Section136Callouts] ----- A handled exception occurred; printing here for debugging, error reporting and logging purposes. llouts] Exception Name: [5/25/2024 12:41:15 AM.915] LSPD First Response: [Section136Ca NullReferenceException [5/25/2024 12:41:15 AM.916] LSPD First Response: ta :kcatS noitpecxE ]stuollaC63lnoitceS[REDACTED]in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.916] at [REDACTED] ni )(rotc.. StatisticsPlayerSt\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\ta ]619.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED] (jin C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.916] at [REDACTED] ni )( Menu\IMenusRNU\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Manager.cs:line 308 [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me file to the support channels in my Discord Server: anyways. You can do this by submitting the log or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 AM.928] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts 36Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.928] LSPD First Response: [Section1 side -bug reporting has been forcefully disabled pending an internal rewrite following server -----overhauls. [5/25/2024 12:41:15 AM.928] LSPD First Response: [Section136Callouts] [5/25/2024 -----NING S136 CALLOUTS EXCEPTION WAR ----- 12:41:15 AM.928] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.928] ction136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Se ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]929.MA 51:14:21[REDACTED].



□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.929] at □□□□□□□□□□ ni )(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]929.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.929] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.929] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
~ [5/25/2024 12:41:15 AM.929] LSPD First AM.929] LSPD First Response: [Section136Callouts]  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.929] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
g the log file to the support channels in my Discord Server: anyways. You can do this by submittin  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.929] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.939] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
[Section136Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.940] LSPD First Response:  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----EPTION WARNING S136 CALLOUTS EXC -----  
12:41:15 AM.940] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.940]  
ponse: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Res  
ta :kcatS noitpexE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]049.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.940] at □□□□□□□□□□ ni )(rotc..  
Statistics\PlayerStatistics\Engine\outsSection136Call\section136callouts\repos\source\maxpl\Users\C:  
ta ]049.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.940] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\loutsSection136Ca\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
allouts] ~ [5/25/2024 12:41:15 AM.940] LSPD First AM.940] LSPD First Response: [Section136C  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.940] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
submitting the log file to the support channels in my Discord Server: anyways. You can do this by  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.952] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.952] LSPD First  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.952] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----LLOUTS EXCEPTION WARNING S136 CA -----  
12:41:15 AM.952] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.952]

First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopser tsriF DPSL ]259.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□) in (  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.952] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\ion136CalloutsSect\section136callouts\repos\source\maxpl\Users\C:  
ta ]259.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.952] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\ction136CalloutsSe\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.952] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
ection136Callouts] ~ [5/25/2024 12:41:15 AM.952] LSPD First AM.952] LSPD First Response: [S  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.952] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
do this by submitting the log file to the support channels in my Discord Server: anyways. You can  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----] works for me! [5/25/2024 12:41:15 AM.953] LSPD First Response: [Section136Callouts  
[5/25/2024 12:41:15 -----  
AM.964] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:15 AM.964]  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.964] LSPD First Response: [Section136Callouts] A handled exception occurred;  
.964] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopser tsriF DPSL ]469.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.964] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\loutssection136cal\repos\source\maxpl\Users\C:  
ta ]469.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□ (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.964] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\alloutssection136c\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
sponse: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.964] LSPD First AM.964] LSPD First Re  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.964] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
. You can do this by submitting the log file to the support channels in my Discord Server: anyways  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----36Callouts] works for me! [5/25/2024 12:41:15 AM.964] LSPD First Response: [Section1  
[5/25/2024 12:41:15 -----  
AM.976] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
5 AM.976] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:1  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----

```

12:41:15 AM.976] LSPD First Response: [Section136Callouts] A handled exception occurred;
2:41:15 AM.976] printing here for debugging, error reporting and logging purposes. [5/25/2024 1
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]679.MA 51:14:21
() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.976] at ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]679.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.976] at . in
() ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15
D First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.976] LSPD First AM.976] LSP
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.976] LSPD First Response:
me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----[Section136Callouts] works for me! [5/25/2024 12:41:15 AM.976] LSPD First Response:
[5/25/2024 12:41:15 -----
AM.977] LSPD First Response: Immersive Ambient Events: Setup custom ped persona [5/25/2024
st Response: Immersive Ambient Events: Suspect at index 1 is not 12:41:15 AM.977] LSPD Fir
armed [5/25/2024 12:41:15 AM.977] LSPD First Response: Immersive Ambient Events: Suspect
created [5/25/2024 12:41:15 AM.988] LSPD First Response: [Section136Callouts] Creating new
Section136Callouts Stats View... [5/25/2024 12:41:15 AM.988] LSPD First Response: instance of
[Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal
Response: side overhauls. [5/25/2024 12:41:15 AM.989] LSPD First-rewrite following server
----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts]
[5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] -----
, error reporting and logging purposes. A handled exception occurred; printing here for debugging
[5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] Exception Name:
NullReferenceException [5/25/2024 12:41:15 AM.989] LSPD First Response:
ta :kcatS noitpecxE ]stuollaC631noitceS[. in
()
in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.989] at ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]989.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.989] at . in
() ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts]
stance of an object. [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.989] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.989] LSPD First Response:
ption didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Exce
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----me! [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] works for

```

[5/25/2024 12:41:16 -----  
instance of Section136Callouts AM.000] LSPD First Response: [Section136Callouts] Creating new i  
Stats View... [5/25/2024 12:41:16 AM.000] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.000]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.000] LSPD First Response: [Section136Callouts] A handled exception occurred;  
debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.000] printing here for  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.001] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.001] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]100.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.001] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.001] LSPD First Response: [Section136Callouts]  
t to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not se  
AM.001] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.001] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.001] LSPD First Response:  
this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.001] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
ting new instance of Section136Callouts AM.012] LSPD First Response: [Section136Callouts] Crea  
Stats View... [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----6 AM.013] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:1  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.013] LSPD First Response: [Section136Callouts] A handled exception occurred;  
g here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.013] printin  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]310.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.013] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]310.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ ()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.013] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts]  
nce not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object refere  
AM.013] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.013] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.013] LSPD First Response:  
Although this Exception didn't cause a crash, it's best to send it to me [Section136Callouts]  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:

. Either or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) -<https://discord.gg/3bq88pY>  
-----works for me! [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
outs] Creating new instance of Section136Callouts AM.025] LSPD First Response: [Section136Callouts] Automatic  
Stats View... [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----24 12:41:16 AM.026] LSPD First Response: [Section136Callouts] overhauls. [5/25/20  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
d; 12:41:16 AM.026] LSPD First Response: [Section136Callouts] A handled exception occur  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.026]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]620.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.026] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]620.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.026] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts]  
ect reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Obj  
AM.026] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.026] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.026] LSPD First Response:  
6Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Section13  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
yledev.org . Either or by sending it to me via email [bugs@maxpla](mailto:bugs@maxpla) -<https://discord.gg/3bq88pY>  
-----works for me! [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
ion136Callouts] Creating new instance of Section136Callouts AM.042] LSPD First Response: [Sect  
Stats View... [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----[5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts] overhauls  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ion occured; 12:41:16 AM.043] LSPD First Response: [Section136Callouts] A handled except  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.043]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]340.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.043] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]340.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.043] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts]  
ssage: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Me  
AM.043] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.043] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.043] LSPD First Response:

[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: ugs@maxplayledev.org . Either or by sending it to me via email b -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----

nse: [Section136Callouts] Creating new instance of Section136Callouts AM.055] LSPD First Respo  
Stats View... [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts] Automatic  
side-bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts]

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
led exception occured; 12:41:16 AM.056] LSPD First Response: [Section136Callouts] A hand  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.056]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]650.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.056] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
ta ]650.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.056] at □□□□.□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts]  
ception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Ex  
AM.056] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.056] LSPD First  
Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.056] LSPD First  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
ia email bugs@maxplayledev.org . Either or by sending it to me v -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----

irst Response: [Section136Callouts] Creating new instance of Section136Callouts AM.066] LSPD F  
Stats View... [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts] Automatic  
side-erverbug reporting has been forcefully disabled pending an internal rewrite following s  
-----overhauls. [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts]

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
s] A handled exception occured; 12:41:16 AM.067] LSPD First Response: [Section136Callout  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.067]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]760.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.067] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
ta ]760.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□(jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.067] at □□□□.□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
louts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Cal  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16

AM.067] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.067] LSPD First  
SPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.067] L  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
it to me via email bugs@maxplayledev.org . Either or by sending -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
68] LSPD First Response: Immersive Ambient Events: Setup custom ped persona [5/25/2024 AM.0  
12:41:16 AM.068] LSPD First Response: Immersive Ambient Events: Suspect at index 2 is not  
: Suspect armed [5/25/2024 12:41:16 AM.068] LSPD First Response: Immersive Ambient Events  
created [5/25/2024 12:41:16 AM.068] LSPD First Response: Immersive Ambient Events: Driving  
behavior is suspicious [5/25/2024 12:41:16 AM.081] LSPD First Response: [Section136Callouts]  
5/2024 12:41:16 AM.082] LSPD Creating new instance of Section136Callouts Stats View... [5/2  
First Response: [Section136Callouts] Automatic bug reporting has been forcefully disabled  
side overhauls. [5/25/2024 12:41:16 AM.084] LSPD -pending an internal rewrite following server  
S136 CALLOUTS EXCEPTION -----First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.084] LSPD First Response: -----WARNING  
[Section136Callouts] A handled exception occurred; printing here for debugging, error reporting  
. [5/25/2024 12:41:16 AM.084] LSPD First Response: [Section136Callouts] and logging purposes  
Exception Name: NullReferenceException [5/25/2024 12:41:16 AM.084] LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.084] at ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\urceso\maxpl\Users\C:  
ta ]480.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc() in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.084] at .() ni )  
.() ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.084] LSPD First Response: [Section136Callouts]  
16 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:  
AM.084] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.084] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.084] LSPD First Response:  
to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----irst Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.084] LSPD F  
[5/25/2024 12:41:16 -----  
AM.086] LSPD First Response: Immersive Ambient Events: Started area blip process and distance  
/25/2024 12:41:16 AM.107] LSPD First Response: [Section136Callouts] Creating new check [5  
instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.108] LSPD First Response:  
an internal [Section136Callouts] Automatic bug reporting has been forcefully disabled pending  
side overhauls. [5/25/2024 12:41:16 AM.108] LSPD First Response: -rewrite following server  
-----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts]  
rst Response: [Section136Callouts] [5/25/2024 12:41:16 AM.108] LSPD Fi -----  
A handled exception occurred; printing here for debugging, error reporting and logging purposes.  
[5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] Exception Name:  
41:16 AM.108] LSPD First Response: NullReferenceException [5/25/2024 12:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[() in  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.108] at ni )(rotc..

```
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\ta ]801.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED] )in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statist csMenu.cs:line 19 [5/25/2024 12:41:16 AM.108] at [REDACTED].[REDACTED] .[REDACTED] ni )( Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: D First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.108] LSP Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.108] LSPD First ~ [5/25/2024 12:41:16 AM.108] LSPD First Response: Response: [Section136Callouts] [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -cord.gg/3bq88pY https://dis -----works for me! [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.110] LSPD First Response: Immersive Ambient Events: EventProcess instance started [5/25/2024 12:41:16 AM.112] LSPD First Response: Immersive Ambient Events: Response: AreaBlipDistanceCheck started [5/25/2024 12:41:16 AM.129] LSPD First [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callouts] Automatic bug reporting has been side overhauls. [5/25/2024 -rforcefully disabled pending an internal rewrite following serve S136 -----12:41:16 AM.130] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 AM.130] -----CALLOUTS EXCEPTION WARNING A handled exception ocured; printing here for LSPD First Response: [Section136Callouts] debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:16 ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]031.MA[REDACTED]. [REDACTED]() in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statist csMenu.cs:line 51 [5/25/2024 12:41:16 AM.130] at [REDACTED] ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]031.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]in )( C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statist csMenu.cs:line 19 [5/25/2024 12:41:16 AM.130] at [REDACTED].[REDACTED] .[REDACTED] ni )( Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: s] Manager.cs:line 308 [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callout Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.130] LSPD First First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.130] LSPD [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: o me via email bugs@maxplayledev.org . Either or by sending it t -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- LSPD First Response: YOBBINCALLOUTS: Finished Checking Yobbin Callouts for AM.130] Updates. [5/25/2024 12:41:16 AM.130] LSPD First Response: YOBBINCALLOUTS: Yobbin Callouts is Up to Date. [5/25/2024 12:41:16 AM.131] LSPD First Response: Immersive Ambient tarted UpdatedInfoTimer instance [5/25/2024 12:41:16 AM.145] LSPD First Response: Events: S [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 as been 12:41:16 AM.147] LSPD First Response: [Section136Callouts] Automatic bug reporting h side overhauls. [5/25/2024 -forcefully disabled pending an internal rewrite following server
```



S136 -----12:41:16 AM.147] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.147] -----CALLOUTS EXCEPTION WARNING  
LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for  
debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.147] LSPD First  
llReferenceException [5/25/2024 12:41:16 Response: [Section136Callouts] Exception Name: Nu  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]741.MA□□□□□□.□  
□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.147] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]741.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.147] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
308 [5/25/2024 12:41:16 AM.147] LSPD First Response: [Section136Callouts] Manager.cs:line  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
rst AM.147] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.147] LSPD Fi  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.147] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
s in my Discord Server: anyways. You can do this by submitting the log file to the support channel  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.147] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.158] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.158] LSPD First Response: [Section136Callouts] Automatic  
side -eporting has been forcefully disabled pending an internal rewrite following serverbug r  
-----overhauls. [5/25/2024 12:41:16 AM.158] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.158] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.158]  
n Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exceptio  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]951.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.159] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]951.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.159] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
r.cs:line 308 [5/25/2024 12:41:16 AM.159] LSPD First Response: [Section136Callouts] Manage  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
9] LSPD First AM.159] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.15  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.159] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
rt channels in my Discord Server: anyways. You can do this by submitting the log file to the suppo  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.159] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.169] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts

atic Stats View... [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts] Autom  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.170] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.170]  
Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts]  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]071.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.170] at □□□□□□□□□□ ni )(rotc..  
Statisti\sPlayerStatistic\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]071.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.170] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
1:16 AM.170] LSPD First AM.170] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:4  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.170] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
the support channels in my Discord Server: anyways. You can do this by submitting the log file to  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.177] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
uts] Automatic Stats View... [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callo  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.178] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.178]  
6Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section13  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]871.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.178] at □□□□□□□□□□ ni )(rotc..  
Statisti\rStatisticsPlaye\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]871.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.178] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
/2024 12:41:16 AM.178] LSPD First AM.178] LSPD First Response: [Section136Callouts] ~ [5/25  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.178] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
og file to the support channels in my Discord Server: anyways. You can do this by submitting the l  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----  
AM.189] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
on136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.189] LSPD First Response: [Secti  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----WARNING S136 CALLOUTS EXCEPTION -----  
12:41:16 AM.189] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.189]  
[Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]981.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.189] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\gineEn\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]981.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.189] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
] ~ [5/25/2024 12:41:16 AM.189] LSPD First AM.189] LSPD First Response: [Section136Callouts  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.189] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ting the log file to the support channels in my Discord Server: anyways. You can do this by submit  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.196] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
se: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.197] LSPD First Respon  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----EXCEPTION WARNING S136 CALLOUTS -----  
12:41:16 AM.197] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.197]  
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]791.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.197] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\alloutsSection136C\section136callouts\repos\source\maxpl\Users\C:  
ta ]791.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.197] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\6CalloutsSection13\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
36Callouts] ~ [5/25/2024 12:41:16 AM.197] LSPD First AM.197] LSPD First Response: [Section1  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.197] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
by submitting the log file to the support channels in my Discord Server: anyways. You can do this

or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----works for me! [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
rst Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.204] LSPD Fi  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.204]  
SPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 L  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]402.MA 61:14:21. .  
 in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.204] at ni)(rotc..  
Statisti\PlayerStatistics\Engine\ection136CalloutsS\section136callouts\repos\source\maxpl\Users\C:  
ta ]402.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.204] at . in  
. ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
[Section136Callouts] ~ [5/25/2024 12:41:16 AM.204] LSPD First AM.204] LSPD First Response:  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.207] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
an do this by submitting the log file to the support channels in my Discord Server: anyways. You c  
or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----uts] works for me! [5/25/2024 12:41:16 AM.207] LSPD First Response: [Section136Callo  
[5/25/2024 12:41:16 AM.216] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
7] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.21  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts] A handled exception occurred;  
AM.217] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]712.MA 61:14:21. .  
 in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.217] at ni)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\calloutssection136\repos\source\maxpl\Users\C:  
ta ]712.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.217] at . in  
. ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\36calloutssection1\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.217] LSPD First AM.217] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.217] LSPD First Response:

```
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ays. You can do this by submitting the log file to the support channels in my Discord Server: anyw  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----on136Callouts] works for me! [5/25/2024 12:41:16 AM.217] LSPD First Response: [Secti  
[5/25/2024 12:41:16 -----  
AM.224] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
1:16 AM.224] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:4  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.224] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.224] LSPD First Response: [Section136Callouts] A handled exception occured;  
4 12:41:16 AM.224] printing here for debugging, error reporting and logging purposes. [5/25/202  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]522.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.225] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]522.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.225] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\srepo\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.225] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.225] LSPD First AM.225]  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.225] LSPD First Response:  
to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----se: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.225] LSPD First Respon  
[5/25/2024 12:41:16 -----  
AM.232] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.232] LSPD First Response: [Section136Callouts] A handled exception occured;  
[5/25/2024 12:41:16 AM.232] printing here for debugging, error reporting and logging purposes.  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]232.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.232] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\rcesou\maxpl\Users\C:  
ta ]232.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.232] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\ources\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts]  
6 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:1
```

AM.232] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.232] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.232] LSPD First Response:  
o send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best t  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----rst Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.232] LSPD Fi  
[5/25/2024 12:41:16 -----  
AM.239] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
w... [5/25/2024 12:41:16 AM.239] LSPD First Response: [Section136Callouts] Automatic Stats Vie  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----s] overhauls. [5/25/2024 12:41:16 AM.239] LSPD First Response: [Section136Callout  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.239] LSPD First Response: [Section136Callouts] A handled exception occurred;  
purposes. [5/25/2024 12:41:16 AM.239] printing here for debugging, error reporting and logging  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]042.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.240] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]042.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□(jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.240] at □□□□.□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\rsUse\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.240] LSPD First Response: [Section136Callouts]  
24 12:41:16 Exception Message: Object reference not set to an instance of an object. [5/25/20  
AM.240] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.240] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.240] LSPD First Response:  
t's best to send it to me [Section136Callouts] Although this Exception didn't cause a crash, i  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----0] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.24  
[5/25/2024 12:41:16 -----  
AM.246] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----136Callouts] overhauls. [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.247] LSPD First Response: [Section136Callouts] A handled exception occurred;  
nd logging purposes. [5/25/2024 12:41:16 AM.247] printing here for debugging, error reporting a  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]742.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.247] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]742.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.247] at □□□□.□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:

```
Manager.cs:line 308 [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an object  
AM.247] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.247] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.247] LSPD First Response:  
a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't cause  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----1:16 AM.247] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:4  
[5/25/2024 12:41:16 -----  
36Callouts AM.254] LSPD First Response: [Section136Callouts] Creating new instance of Section1  
Stats View... [5/25/2024 12:41:16 AM.254] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.254] LSPD First Response  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.254] LSPD First Response: [Section136Callouts] A handled exception occurred;  
eporting and logging purposes. [5/25/2024 12:41:16 AM.254] printing here for debugging, error r  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[:esnopseR tsriF DPSL ]552.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.255] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
ta ]552.MA 61:14:21 4202/52/5[ 24 enil.sc.unescMsc□□□□□□.□□□□□□□□□□□□□□()in  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.255] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□ ni)(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.255] LSPD First Response: [Section136Callouts]  
an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of  
AM.255] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.255] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.255] LSPD First Response:  
n't cause a crash, it's best to send it to me [Section136Callouts] Although this Exception did  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----/2024 12:41:16 AM.255] LSPD First Response: [Section136Callouts] works for me! [5/25/  
[5/25/2024 12:41:16 -----  
f Section136Callouts AM.266] LSPD First Response: [Section136Callouts] Creating new instance o  
Stats View... [5/25/2024 12:41:16 AM.266] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----t Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.267] LSPD Firs  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.267] LSPD First Response: [Section136Callouts] A handled exception occurred;  
g, error reporting and logging purposes. [5/25/2024 12:41:16 AM.267] printing here for debuggin  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.267] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.267] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
ta ]762.MA 61:14:21 4202/52/5[ 24 enil.sc.unescMsc□□□□□□.□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.267] at □□□□.□□□□□□□□□□□□□□□□□□□
```

```
Menu\RNUI\Menu\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.267] LSPD First Response: [Section136Callouts]
instance of an object. [5/25/2024 12:41:16 AM.267] Exception Message: Object reference not set to an i
AM.267] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.267] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.267] LSPD First Response:
eption didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Exc
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----me! [5/25/2024 12:41:16 AM.267] LSPD First Response: [Section136Callouts] works for
[5/25/2024 12:41:16 -----
```

```
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.279] LSPD First Response: [Section136Callouts] A handled exception occurred;
r debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.279] printing here fo
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpexE ]stuollaC631noitceS[:esnopseR tsriF DPSL ]082.MA 61:14:21□□□□□□.
```

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.280] at [] ni )(rotc..

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.280] at □□□□.□□□□□□□□□□□□□□□□□□

Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.280] LSPD First Response: [Section136Callouts]  
et to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not s  
AM.280] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.280] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.280] LSPD First Response:  
h this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Althoug  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.280] LSPD First Response: [Section136Callouts]

```
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.290] LSPD First Response: [Section136Callouts] A handled exception occurred;
ng here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.290] printi
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS :esnopseR tsriF DPSL ]092.MA 61:14:21□□□□□□.
```

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.290] at [] ni )(rotc..

Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]092.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )



```
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.290] at [][].[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
.[] [] [] [] [] [] [] [] [] [] ni )
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.290] LSPD First Response: [Section136Callouts]
ence not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object refer
AM.290] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.290] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.290] LSPD First Response:
] Although this Exception didn't cause a crash, it's best to send it to me [Section136Callouts
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
g . Either or by sending it to me via email bugs@maxplayledev.or -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.290] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
louts] Creating new instance of Section136Callouts AM.303] LSPD First Response: [Section136Cal
Stats View... [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----024 12:41:16 AM.303] LSPD First Response: [Section136Callouts] overhauls. [5/25/2
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
ed; 12:41:16 AM.303] LSPD First Response: [Section136Callouts] A handled exception occur
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.303]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]303.MA 61:14:21[] [] [] [] [].
[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.303] at [] [] [] [] [] [] [] [] [] [] ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]303.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[] [] [] [] [].[] [] [] [] [] [] [] [] [] [] (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.303] at [] [] [] [].[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
.[] [] [] [] [] [] [] [] [] [] ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts]
ject reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Ob
AM.303] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.303] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.303] LSPD First Response:
36Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Section1
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
ayledev.org . Either or by sending it to me via email bugs@maxpl -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
tion136Callouts] Creating new instance of Section136Callouts AM.314] LSPD First Response: [Sec
Stats View... [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----s. [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts] overhaul
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
tion occured; 12:41:16 AM.314] LSPD First Response: [Section136Callouts] A handled excep
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.314]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]413.MA 61:14:21[] [] [] [] [].
[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.314] at [] [] [] [] [] [] [] [] [] [] ni )(rotc..
```

```

Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]413.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.314] at [REDACTED].[REDACTED]
.[REDACTED] ni )
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts]
essage: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exception M
AM.314] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.314] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.314] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
bugs@maxplayledev.org . Either or by sending it to me via email -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
onse: [Section136Callouts] Creating new instance of Section136Callouts AM.327] LSPD First Resp
Stats View... [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts] Automatic
e sid-bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
dled exception occured; 12:41:16 AM.327] LSPD First Response: [Section136Callouts] A han
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.327]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]723.MA 61:14:21[REDACTED].
[REDACTED]in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.327] at [REDACTED] ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]723.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]()in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.327] at [REDACTED].[REDACTED]
.[REDACTED] ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts]
xception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 E
AM.327] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.327] LSPD First
Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.327] LSPD First
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
via email bugs@maxplayledev.org . Either or by sending it to me -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.338] LSPD
Stats View... [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts] Automatic
side -serverbug reporting has been forcefully disabled pending an internal rewrite following
-----overhauls. [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
ts] A handled exception occured; 12:41:16 AM.339] LSPD First Response: [Section136Callou
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.339]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]933.MA 61:14:21[REDACTED].
[REDACTED]() in

```

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.339] at `ni`)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]933.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc.....in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.339] at .....  
.....ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
llouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Ca  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.339] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.339] LSPD First  
LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.339]  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
it to me via email bugs@maxplayledev.org . Either or by sending -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
350] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.  
Stats View... [5/25/2024 12:41:16 AM.350] LSPD First Response: [Section136Callouts] Automatic  
side -following serverbug reporting has been forcefully disabled pending an internal rewrite  
-----overhauls. [5/25/2024 12:41:16 AM.350] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
n136Callouts] A handled exception occurred; 12:41:16 AM.350] LSPD First Response: [Sectio  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.350]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]153.MA 61:14:21.....  
.....in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.351] at `ni`)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]153.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc.....in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.351] at .....  
.....ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ction136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.351] LSPD First Response: [Se  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.351] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.351] LSPD First  
6 AM.351] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:1  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
by sending it to me via email bugs@maxplayledev.org . Either or -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.351] LSPD First Response: [Section136Callouts]  
:41:16 [5/25/2024 12 -----  
AM.363] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] Automatic  
side -I rewrite following serverbug reporting has been forcefully disabled pending an interna  
-----overhauls. [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
e: [Section136Callouts] A handled exception occurred; 12:41:16 AM.363] LSPD First Respons  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.363]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024

ta :kcatS noitpecxE ]stuollaC631noitseS[ :esnopseR tsriF DPSL ]363.MA 61:14:21. in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.363] at ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]363.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.363] at . ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ponse: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.363] LSPD First Res  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.363] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.363] LSPD First  
24 12:41:16 AM.363] LSPD First Response: Response: [Section136Callouts] ~ [5/25/20  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -88pY https://discord.gg/3bq  
-----works for me! [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts]  
25/2024 12:41:16 [5/-----  
AM.374] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] Automatic  
side -an internal rewrite following serverbug reporting has been forcefully disabled pending  
-----overhauls. [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
st Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM.375] LSPD Fir  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.375]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitseS[ :esnopseR tsriF DPSL ]573.MA 61:14:21. in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.375] at ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]573.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.375] at . ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.375] LSPD  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.375] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.375] LSPD First  
~ [5/25/2024 12:41:16 AM.375] LSPD First Response: Response: [Section136Callouts]  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -ord.gg/3bq88pY https://disc  
-----works for me! [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.387] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts] Automatic  
side -d pending an internal rewrite following serverbug reporting has been forcefully disable  
-----overhauls. [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM.388

printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.388]  
/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]883.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.388] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]883.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.388] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
.388] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.388] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.388] LSPD First  
allouts] ~ [5/25/2024 12:41:16 AM.388] LSPD First Response: Response: [Section136C  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -tps://discord.gg/3bq88pY ht  
-----works for me! [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.399] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.399] LSPD First Response: [Section136Callouts] Automatic  
side -ly disabled pending an internal rewrite following serverbug reporting has been forceful  
-----overhauls. [5/25/2024 12:41:16 AM.399] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
:16 AM.399] LSPD First Response: [Section136Callouts] A handled exception occured; 12:41  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.399]  
tion [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceExcep  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]104.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.402] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]204.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.402] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
2:41:16 AM.402] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 1  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.402] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.402] LSPD First  
ection136Callouts] ~ [5/25/2024 12:41:16 AM.402] LSPD First Response: Response: [S  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
Server: anyways. You can do this by submitting the log file to the support channels in my Discord  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.402] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.412] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.412] LSPD First Response: [Section136Callouts] Automatic  
side -n forcefully disabled pending an internal rewrite following serverbug reporting has bee  
-----overhauls. [5/25/2024 12:41:16 AM.412] LSPD First Response: [Section136Callouts]

```
2024 [5/25/-----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.412] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.412]
renceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullRefere
ta :kcatS noitpecxE ]stuollaC63InoitceS[ :esnopseR tsriF DPSL ]314.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.413] at □□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]314.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.413] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
/25/2024 12:41:16 AM.413] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.413] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.413] LSPD First
sponse: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.413] LSPD First Response: Re
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
y Discord Server: anyways. You can do this by submitting the log file to the support channels in m
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.413] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.423] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts] Automatic
side -ng has been forcefully disabled pending an internal rewrite following serverbug reporti
-----overhauls. [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.423] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.423]
: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name
12:41:16 AM.423] LSPD First Response: [Section136Callouts] Exception Stack: at
□□□□□□□□□.□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.423] at □□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]324.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□(in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.423] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ine 308 [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts] Manager.cs:l
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
D First AM.423] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.423] LSP
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.423] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
nnels in my Discord Server: anyways. You can do this by submitting the log file to the support cha
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.436] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts] Automatic
```

side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.436] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.436]  
ption Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exce  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]634.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.436] at □□□□□□□□□□ ni )(rotc..  
istiStat\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]634.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.436] at □□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
nager.cs:line 308 [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts] Ma  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
M.436] LSPD First AM.436] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 A  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.436] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
upport channels in my Discord Server: anyways. You can do this by submitting the log file to the s  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.447] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
utomatic Stats View... [5/25/2024 12:41:16 AM.447] LSPD First Response: [Section136Callouts] A  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.447] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.447] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.447]  
uts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callo  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]844.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.448] at □□□□□□□□□□ ni )(rotc..  
Statisti\sticsPlayerStati\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]844.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.448] at □□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\nusRNUIME\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.448] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
12:41:16 AM.448] LSPD First AM.448] LSPD First Response: [Section136Callouts] ~ [5/25/2024  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.448] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
e to the support channels in my Discord Server: anyways. You can do this by submitting the log fil  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.448] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----

AM.461] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
allouts] Automatic Stats View... [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136C  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----G S136 CALLOUTS EXCEPTION WARNIN -----  
12:41:16 AM.461] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.461]  
on136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Secti  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]164.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.461] at □□□□□□□□□□ ni )(rotc..  
Statisti\layerStatisticsP\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]164.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.461] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
5/25/2024 12:41:16 AM.461] LSPD First AM.461] LSPD First Response: [Section136Callouts] ~ [  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.461] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
he log file to the support channels in my Discord Server: anyways. You can do this by submitting t  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.472] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
ection136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.472] LSPD First Response: [S  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----ION WARNING S136 CALLOUTS EXCEPT -----  
12:41:16 AM.472] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.472]  
se: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Respon  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]274.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.472] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\sSection136Callout\section136callouts\repos\source\maxpl\Users\C:  
ta ]274.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.472] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\utsSection136Callo\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
outs] ~ [5/25/2024 12:41:16 AM.472] LSPD First AM.472] LSPD First Response: [Section136Call  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.472] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
bmitting the log file to the support channels in my Discord Server: anyways. You can do this by su  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY



```
-----works for me! [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.483] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
sponse: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.484] LSPD First Re
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.484] LSPD First Response: [Section136Callouts]
[5/25/2024 -----UTS EXCEPTION WARNING S136 CALLO -----
12:41:16 AM.484] LSPD First Response: [Section136Callouts] A handled exception occured;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.484]
rst Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD Fi
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]484.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□n () i
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.484] at □□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\136CalloutsSection\section136callouts\repos\source\maxpl\Users\C:
ta ]484.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.484] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UI\Engine\on136CalloutsSecti\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.484] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
ion136Callouts] ~ [5/25/2024 12:41:16 AM.484] LSPD First AM.484] LSPD First Response: [Sect
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.484] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
this by submitting the log file to the support channels in my Discord Server: anyways. You can do
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.484] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.496] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
D First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.496] LSP
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.496] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.496] LSPD First Response: [Section136Callouts] A handled exception occured;
6] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.49
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]694.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.496] at □□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\tssection136callou\repos\source\maxpl\Users\C:
ta ]694.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□(jin
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.496] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\outssection136call\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.496] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
nse: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.496] LSPD First AM.496] LSPD First Respo
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.496] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
```

ou can do this by submitting the log file to the support channels in my Discord Server: anyways. Y  
or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----allouts] works for me! [5/25/2024 12:41:16 AM.496] LSPD First Response: [Section136C  
[5/25/2024 12:41:16 -----  
AM.509] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
M.509] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 A  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.509] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.509] LSPD First Response: [Section136Callouts] A handled exception occurred;  
1:16 AM.509] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:4  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]905.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.509] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\n136calloutssectio\repos\source\maxpl\Users\C:  
ta ]905.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.509] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\ion136calloutssect\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.509] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
irst Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.509] LSPD First AM.509] LSPD F  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.509] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----ection136Callouts] works for me! [5/25/2024 12:41:16 AM.509] LSPD First Response: [S  
[5/25/2024 12:41:16 -----  
AM.520] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
12:41:16 AM.520] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.520] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.520] LSPD First Response: [Section136Callouts] A handled exception occurred;  
/2024 12:41:16 AM.520] printing here for debugging, error reporting and logging purposes. [5/25  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]025.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.520] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\posre\source\maxpl\Users\C:  
ta ]025.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.520] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.520] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
20] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.520] LSPD First AM.5

Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.520] LSPD First Response:  
it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----sponse: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.520] LSPD First Re  
[5/25/2024 12:41:16 -----  
AM.533] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts] Automatic Stats View... [  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.533] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ses. [5/25/2024 12:41:16 AM.533] printing here for debugging, error reporting and logging purpo  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]335.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.533] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]335.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.533] at □□□□.□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\plmax\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts]  
41:16 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:  
AM.533] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.533] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.533] LSPD First Response:  
st to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's be  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----D First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.533] LSP  
[5/25/2024 12:41:16 -----  
AM.544] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
View... [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts] Automatic Stats  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----louts] overhauls. [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Cal  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.545] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ging purposes. [5/25/2024 12:41:16 AM.545] printing here for debugging, error reporting and log  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]545.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.545] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\sersU\C:  
ta ]545.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□ ()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.545] at □□□□.□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts]

```
5/2024 12:41:16 Exception Message: Object reference not set to an instance of an object. [5/2
AM.545] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.545] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.545] LSPD First Response:
h, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a cras
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----M.545] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 A
[5/25/2024 12:41:16 -----
outs AM.557] LSPD First Response: [Section136Callouts] Creating new instance of Section136Call
Stats View... [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----tion136Callouts] overhauls. [5/25/2024 12:41:16 AM.558] LSPD First Response: [Sec
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.558] LSPD First Response: [Section136Callouts] A handled exception occurred;
ng and logging purposes. [5/25/2024 12:41:16 AM.558] printing here for debugging, error reporti
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]855.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.558] at □□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]855.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.558] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts]
ject. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an ob
AM.558] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.558] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.558] LSPD First Response:
use a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't ca
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----12:41:16 AM.558] LSPD First Response: [Section136Callouts] works for me! [5/25/2024
[5/25/2024 12:41:16 -----
ion136Callouts AM.569] LSPD First Response: [Section136Callouts] Creating new instance of Sect
Stats View... [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----onse: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.569] LSPD First Resp
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.569] LSPD First Response: [Section136Callouts] A handled exception occurred;
or reporting and logging purposes. [5/25/2024 12:41:16 AM.569] printing here for debugging, err
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
12:41:16 AM.569] LSPD First Response: [Section136Callouts] Exception Stack: at
□□□□□□□□.□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.569] at □□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]965.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□(jin
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.569] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□ ni )(
```

Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts]  
e of an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instan  
AM.569] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.569] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.569] LSPD First Response:  
didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Exception  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts] works for me! [  
[5/25/2024 12:41:16 -----  
ce of Section136Callouts AM.581] LSPD First Response: [Section136Callouts] Creating new instan  
Stats View... [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.582] LSPD  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.582] LSPD First Response: [Section136Callouts] A handled exception occurred;  
gging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.582] printing here for debu  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.582] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.582] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]285.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.582] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts]  
an instance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to  
AM.582] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.582] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.582] LSPD First Response:  
Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although this  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----for me! [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts] works  
[5/25/2024 12:41:16 -----  
new instance of Section136Callouts AM.595] LSPD First Response: [Section136Callouts] Creating  
Stats View... [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----595] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.595] LSPD First Response: [Section136Callouts] A handled exception occurred;  
e for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.595] printing her  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]595.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.595] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]595.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ ()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti

```
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.595] at  ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts]
ot set to an instance of an object. [5/25/2024 12:41:16 AM.595] Exception Message: Object reference n
AM.595] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.595] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.595] LSPD First Response:
hough this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Alt
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
ther or by sending it to me via email bugs@maxplayledev.org . Ei -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
Creating new instance of Section136Callouts AM.606] LSPD First Response: [Section136Callouts]
Stats View... [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----:41:16 AM.607] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.607] LSPD First Response: [Section136Callouts] A handled exception occurred;
inting here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.607] pr
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]706.MA 61:14:21.
. in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.607] at  ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]706.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc. in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.607] at  ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts]
eference not set to an instance of an object. [5/25/2024 12:41:16 AM.607] Exception Message: Object r
AM.607] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.607] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.607] LSPD First Response:
outs] Although this Exception didn't cause a crash, it's best to send it to me [Section136Call
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
v.org . Either or by sending it to me via email bugs@maxplaylede -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
6Callouts] Creating new instance of Section136Callouts AM.619] LSPD First Response: [Section13
Stats View... [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts] overhauls. [5/
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
ccured; 12:41:16 AM.619] LSPD First Response: [Section136Callouts] A handled exception o
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.619]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]916.MA 61:14:21.
. in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.619] at  ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
```

ta ]916.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED] (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.619] at [REDACTED]  
[REDACTED] ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts]  
: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.619] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.619] LSPD First Response:  
ion136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Sect  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
axplayledev.org . Either or by sending it to me via email bugs@m -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
[Section136Callouts] Creating new instance of Section136Callouts AM.630] LSPD First Response:  
Stats View... [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----hauls. [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts] over  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
xception occurred; 12:41:16 AM.630] LSPD First Response: [Section136Callouts] A handled e  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.630]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :senopseR tsriF DPSL ]036.MA 61:14:21[REDACTED].  
[REDACTED]() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.630] at [REDACTED] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]036.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED]in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.630] at [REDACTED]  
[REDACTED] ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts]  
on Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Excepti  
AM.630] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.630] LSPD First  
nse: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.630] LSPD First Respo  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
ail bugs@maxplayledev.org . Either or by sending it to me via em -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
Response: [Section136Callouts] Creating new instance of Section136Callouts AM.644] LSPD First  
Stats View... [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
handled exception occurred; 12:41:16 AM.644] LSPD First Response: [Section136Callouts] A  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.644]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :senopseR tsriF DPSL ]446.MA 61:14:21[REDACTED].  
[REDACTED]in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti

csMenu.cs:line 51 [5/25/2024 12:41:16 AM.644] at `ni`)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]446.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.644] at `ni`)(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
] Manager.cs:line 308 [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.644] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.644] LSPD First  
first Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.644] LSPD F  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
me via email bugs@maxplayledev.org . Either or by sending it to -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
SPD First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.654] L  
Stats View... [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts] Automatic  
side -ing serverbug reporting has been forcefully disabled pending an internal rewrite follow  
-----overhauls. [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
llouts] A handled exception occured; 12:41:16 AM.655] LSPD First Response: [Section136Ca  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.655]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]556.MA 61:14:21.  
() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.655] at `ni`)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]556.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.655] at `ni`)(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
36Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section1  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.655] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.655] LSPD First  
55] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.6  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
ding it to me via email bugs@maxplayledev.org . Either or by sen -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.667] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts] Automatic  
side -ite following serverbug reporting has been forcefully disabled pending an internal rewr  
-----overhauls. [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ction136Callouts] A handled exception occured; 12:41:16 AM.668] LSPD First Response: [Se  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.668]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]866.MA 61:14:21.



```

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.668] at  ( )
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]866.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc ( )in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.668] at  .
. ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
[Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.668] LSPD First Response:
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.668] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.668] LSPD First
41:16 AM.668] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts]
4 12:41:16 [5/25/202
AM.678] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts] Automatic
side -ernal rewrite following serverbug reporting has been forcefully disabled pending an int
-----overhauls. [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
ponse: [Section136Callouts] A handled exception occured; 12:41:16 AM.679] LSPD First Res
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.679]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]976.MA 61:14:21
( ) in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.679] at  ( )in
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]976.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc ( )in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.679] at  .
. ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.679] LSPD First
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.679] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.679] LSPD First
5/2024 12:41:16 AM.679] LSPD First Response: Response: [Section136Callouts] ~ [5/2
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -/3bq88pY https://discord.gg
-----works for me! [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.691] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] Automatic
side -ing an internal rewrite following serverbug reporting has been forcefully disabled pend
-----overhauls. [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
First Response: [Section136Callouts] A handled exception occured; 12:41:16 AM.692] LSPD
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.692]

```

LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:16 AM.692] at :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]296.MA 61:14:21[ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.692] at [rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.692] at [rotc..  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 308 [5/25/2024 12:41:16 AM.692]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.692] LSPD First Response: Response: [Section136Callout  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -discord.gg/3bq88pY https://-----works for me! [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section136Callouts] Automatic side -abled pending an internal rewrite following serverbug reporting has been forcefully dis-----overhauls. [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section136Callouts] S136 CALLOUTS EXCEPTION WARNING ----- .703] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.703] 5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [ ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]407.MA 61:14:21[ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.704] at [rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.704] at [rotc..  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 308 [5/25/2024 12:41:16 AM.704] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.704] LSPD First Response: Response: [Section  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me : anyways. You can do this by submitting the log file to the support channels in my Discord Server or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.704] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts] Automatic side -efully disabled pending an internal rewrite following serverbug reporting has been forc-----overhauls. [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts] S136 CALLOUTS EXCEPTION WARNING -----

```
2:41:16 AM.716] LSPD First Response: [Section136Callouts] A handled exception occurred; I
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.716]
xception [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceE
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]617.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.716] at □□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]617.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□( )in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.716] at □□□□.□□□□□□□□□□□□□□□□□□□□
□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
24 12:41:16 AM.716] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/20
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.716] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.716] LSPD First
: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.716] LSPD First Response: Response
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
ord Server: anyways. You can do this by submitting the log file to the support channels in my Disc
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.728] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.728] LSPD First Response: [Section136Callouts] Automatic
side -been forcefully disabled pending an internal rewrite following server bug reporting has
-----overhauls. [5/25/2024 12:41:16 AM.728] LSPD First Response: [Section136Callouts]
/25/2024 [5 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.728] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.728]
ReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: Null
12:41:16 AM.729] LSPD First Response: [Section136Callouts] Exception Stack: at
□□□□□□□□□□.□□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.729] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]927.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.729] at □□□□.□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
8 [5/25/2024 12:41:16 AM.729] LSPD First Response: [Section136Callouts] Manager.cs:line 30
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
t AM.729] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.729] LSPD Fir
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.729] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
in my Discord Server: anyways. You can do this by submitting the log file to the support channels
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.729] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.740] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts] Automatic
side -orting has been forcefully disabled pending an internal rewrite following serverbug rep
```

-----overhauls. [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.740] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.740]  
Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception  
12:41:16 AM.740] LSPD First Response: [Section136Callouts] Exception Stack: at  
[ ] in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.740] at [ ] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]047.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ] in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.740] at [ ].[ ]  
.[ ] ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
cs:line 308 [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts] Manager.  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
LSPD First AM.740] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.740]  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.740] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
channels in my Discord Server: anyways. You can do this by submitting the log file to the support  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.751] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
ic Stats View... [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts] Automat  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.752] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.752]  
Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts]  
ta :kcatS noitpecxE ]stuollaC63 lnoitceS[ :esnopseR tsriF DPSL ]257.MA 61:14:21[ ]  
[ ] in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.752] at [ ] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]257.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ] in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.752] at [ ].[ ]  
.[ ] ni )(  
nuMe\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
16 AM.752] LSPD First AM.752] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.752] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
he support channels in my Discord Server: anyways. You can do this by submitting the log file to t  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.765] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts

s] Automatic Stats View... [5/25/2024 12:41:16 AM.765] LSPD First Response: [Section136Callout  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.765] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.765] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.765]  
allouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136C  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]567.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.765] at □□□□□□□□□□ ni )(rotc..  
Statisti\tatisticsPlayerS\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]567.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.765] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\UIMenusRN\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.765] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
024 12:41:16 AM.766] LSPD First AM.766] LSPD First Response: [Section136Callouts] ~ [5/25/2  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.766] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
file to the support channels in my Discord Server: anyways. You can do this by submitting the log  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.766] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.776] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.776] LSPD First Response: [Section  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.776] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----RNING S136 CALLOUTS EXCEPTION WA -----  
12:41:16 AM.776] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.776]  
ection136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [S  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]777.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.777] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\neEngi\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]777.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.777] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\gineEn\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.777] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
~ [5/25/2024 12:41:16 AM.777] LSPD First AM.777] LSPD First Response: [Section136Callouts]  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.777] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ng the log file to the support channels in my Discord Server: anyways. You can do this by submitti  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.777] LSPD First Response: [Section136Callouts]

```
[5/25/2024 12:41:16 -----  
AM.805] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.805] LSPD First Response  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.805] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----CEPTION WARNING S136 CALLOUTS EX -----  
12:41:16 AM.805] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.805]  
sponse: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Re  
ta :kcatS noitpecxE ]stuollaC631noitceS[:esnopseR tsriF DPSL ]608.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.806] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\loutsSection136Cal\section136callouts/repos/source/maxpl\Users\C:  
ta ]608.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□( )in  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.806] at □□□□.□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\alloutsSection136C\section136callouts/repos/source/maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.806] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
Callouts] ~ [5/25/2024 12:41:16 AM.806] LSPD First AM.806] LSPD First Response: [Section136  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.806] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
y submitting the log file to the support channels in my Discord Server: anyways. You can do this b  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.806] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.818] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
t Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.818] LSPD Firs  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.818] LSPD First Response: [Section136Callouts]  
ALLOUTSS136 C -----  
EXCEPTION WARNING ----- [5/25/2024 12:41:16 AM.818] LSPD First  
Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error  
reporting and logging purposes. [5/25/2024 12:41:16 AM.818] LSPD First Response:  
[Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:16 AM.818]  
LSPD First Response: [Section136Callouts] Exception Stack: at □□□□□□□□□□.□□□□□□□□  
□□□□□□ ni )(  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.818] at□□□□□ ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
ta ]818.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS/sc□□□□□□.□□□□□□□□  
□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source/repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.818] at □□□□.□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts/repos/source/maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.818] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
[Section136Callouts] ~ [5/25/2024 12:41:16 AM.818] LSPD First AM.818] LSPD First Response:  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.819] LSPD First Response:
```

```
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
n do this by submitting the log file to the support channels in my Discord Server: anyways. You ca  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----ts] works for me! [5/25/2024 12:41:16 AM.819] LSPD First Response: [Section136Callou  
[5/25/2024 12:41:16 -----  
AM.837] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.837  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.837] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.837] LSPD First Response: [Section136Callouts] A handled exception occurred;  
AM.837] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]838.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.838] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\alloutssection136c\repos\source\maxpl\Users\C:  
ta ]838.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□()jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.838] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\6calloutssection13\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.838] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.838] LSPD First AM.838] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.838] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ys. You can do this by submitting the log file to the support channels in my Discord Server: anywa  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----n136Callouts] works for me! [5/25/2024 12:41:16 AM.838] LSPD First Response: [Sectio  
[5/25/2024 12:41:16 -----  
AM.855] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
:16 AM.855] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.855] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.855] LSPD First Response: [Section136Callouts] A handled exception occurred;  
12:41:16 AM.855] printing here for debugging, error reporting and logging purposes. [5/25/2024  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]658.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.856] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\ection136callouts\repos\source\maxpl\Users\C:  
ta ]658.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.856] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.856] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
```

SPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.856] LSPD First AM.856] L  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.856] LSPD First Response:  
o me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it t  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----e: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.856] LSPD First Respons  
[5/25/2024 12:41:16 -----  
AM.878] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
2024 12:41:16 AM.878] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.878] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.878] LSPD First Response: [Section136Callouts] A handled exception occurred;  
[5/25/2024 12:41:16 AM.878] printing here for debugging, error reporting and logging purposes.  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]878.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.878] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\cesour\maxpl\Users\C:  
ta ]878.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□□□ (jin  
C:[25/05/2024 00:38:07.165] Started new log on 25/05/2024 00:38:07.165 [25/05/2024  
00:38:07.165]

=====

===== [25/05/2024 00:38:07.129] Log path: D:\Grand Theft Auto  
Auto V\RagePluginHook.log [25/05/2024 00:38:07.165] Log verbosity: Trivial [25/05/2024  
00:38:07.167] Initializing input system [25/05/2024 00:38:07.168] Initializing game console  
[25/05/2024 00:38:07.173] Console key has been set to F4 (key code: 115) [25/05/2024  
00:38:07.213] Initializing console variable "ConsoleScrollAmount". [25/05/2024 00:38:07.213]  
Type: System.Int32, Reading section: "Miscellaneous", key: ConsoleScrollAmount [25/05/2024  
00:38:07.214] Read value: <null> [25/05/2024 00:38:07.215] Initializing console variable  
"ConsoleKey". [25/05/2024 00:38:07.215] Type: System.Windows.Forms.Keys, Reading section:  
"Miscellaneous", key: ConsoleKey [25/05/2024 00:38:07.216] Read value: F4 [25/05/2024  
00:38:07.216] Setting value of console variable "ConsoleKey" to stored value. [25/05/2024  
00:38:07.216] Console key has been set to F4 (key code: 115) [25/05/2024 00:38:07.216]  
Initializing console variable "PluginTimeoutThreshold". [25/05/2024 00:38:07.216] Type:  
System.Int32, Reading section: "Miscellaneous", key: PluginTimeoutThreshold [25/05/2024  
00:38:07.217] Read value: 60000 [25/05/2024 00:38:07.217] Setting value of console variable  
"PluginTimeoutThreshold" to stored value. [25/05/2024 00:38:07.217] Initializing console variable  
"AlwaysShowConsoleOutput". [25/05/2024 00:38:07.217] Type: System.Boolean, Reading section:  
"Miscellaneous", key: AlwaysShowConsoleOutput [25/05/2024 00:38:07.218] Read value: <null>  
[25/05/2024 00:38:07.218] Initializing console variable  
"ShowConsoleCommandInfoOnPluginLoad". [25/05/2024 00:38:07.218] Type: System.Boolean,  
Reading section: "Miscellaneous", key: ShowConsoleCommandInfoOnPluginLoad [25/05/2024  
00:38:07.218] Read value: False [25/05/2024 00:38:07.218] Setting value of console variable  
"ShowConsoleCommandInfoOnPluginLoad" to stored value. [25/05/2024 00:38:07.218] Initializing  
console variable "ShowOnScreenWarnings". [25/05/2024 00:38:07.218] Type: System.Boolean,  
Reading section: "Miscellaneous", key: ShowOnScreenWarnings [25/05/2024 00:38:07.218] Read  
value: <null> [25/05/2024 00:38:07.218] Console initialized [25/05/2024 00:38:07.218] Initializing  
forms manager [25/05/2024 00:38:07.219] Cleaning temp folder [25/05/2024 00:38:07.221]  
Version: RAGE Plugin Hook v1.109.1337.16564 for Grand Theft Auto V [25/05/2024  
00:38:07.225] ===== RAGE Plugin Hook ===== [5/25/2024



12:38:07 AM.227] Command line option "disableCustomLoadingScreen-  
disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07  
AM.228] Command line option "enableCustomLoadingBackgrounds-  
disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07  
AM.228] Command line option "enableCustomLoadingBackgrounds-  
disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove  
one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-  
disableCustomLoadingScreen" is specified twice. Please remove one. [5/25/2024 12:38:07  
AM.228] Command line option "enableCustomLoadingBackgrounds-  
disableCustomLoadingScreen-disableCustomLoadingScreen" is specified twice. Please remove  
one. [5/25/2024 12:38:07 AM.228] Command line option "enableCustomLoadingBackgrounds-  
disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-  
disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen-  
disableCustomLoadingScreen-disableCustomLoadingScreen-disableCustomLoadingScreen" is  
specified twice. Please remove one. [5/25/2024 12:38:07 AM.229] Detected Windows 7  
Professional (64-bit) (6.1.7600.0)! [5/25/2024 12:38:07 AM.229] Checking game support  
[5/25/2024 12:38:07 AM.301] Product name: Grand Theft Auto V [5/25/2024 12:38:07 AM.301]  
Product version: 1.0.3179.0 [5/25/2024 12:38:07 AM.301] Is steam version: True [5/25/2024  
12:38:07 AM.302] Initializing DirectX [5/25/2024 12:38:07 AM.303] Initializing Direct3D  
[5/25/2024 12:38:07 AM.303] Getting game swap chain [5/25/2024 12:38:07 AM.319] Swap Chain  
created: 0x7FF74E925470 [5/25/2024 12:38:07 AM.319] Swap Chain VTable: 0x251943B8CE0  
[5/25/2024 12:38:07 AM.319]  
0x74894810245C8948;0x8D48564157552024;0x170EC814890246C [5/25/2024 12:38:07  
AM.319] D3D11Present: 0x7FF8C94C18A0 [5/25/2024 12:38:07 AM.319] D3D11ResizeBuffers:  
0x7FF8C94E27F0 [5/25/2024 12:38:07 AM.319] D3D11ResizeTarget: 0x7FF8C952A7B0  
[5/25/2024 12:38:07 AM.319] D3D11SetFullscreenState: 0x7FF8C94E1F10 [5/25/2024 12:38:07  
AM.319] Direct3D initialized [5/25/2024 12:38:07 AM.319] Initialized DirectX [5/25/2024  
12:38:07 AM.319] Direct3D watcher thread spawned [5/25/2024 12:38:09 AM.523] Getting device  
[5/25/2024 12:38:09 AM.523] Retrieved device [5/25/2024 12:38:09 AM.523] Creating wrapper  
[5/25/2024 12:38:09 AM.570] Wrapper created [5/25/2024 12:38:09 AM.575] Effect created  
[5/25/2024 12:38:09 AM.575] Creating buffer [5/25/2024 12:38:09 AM.575] Created buffer  
[5/25/2024 12:38:09 AM.575] Creating blend state [5/25/2024 12:38:09 AM.575] Created blend  
state [5/25/2024 12:38:09 AM.575] Done with creation [5/25/2024 12:38:09 AM.607] Initializing  
texture system. [5/25/2024 12:38:09 AM.607] Initializing texture system; phase 1 [5/25/2024  
12:38:09 AM.607] Initializing texture system; phase 2 [5/25/2024 12:38:09 AM.613] Initializing  
texture system; phase 3 [5/25/2024 12:38:09 AM.613] Initializing texture system; phase 4  
[5/25/2024 12:38:09 AM.619] Initializing texture system; phase 5 [5/25/2024 12:38:09 AM.620]  
Initializing texture system; phase 6 [5/25/2024 12:38:09 AM.621] Initializing texture system; phase  
7 [5/25/2024 12:38:09 AM.625] Initializing texture system; phase 8 [5/25/2024 12:38:09 AM.625]  
Initializing texture system; phase 9 [5/25/2024 12:38:09 AM.626] Initializing texture system; phase  
10 [5/25/2024 12:38:09 AM.629] Initializing texture system; phase 11 [5/25/2024 12:38:09  
AM.629] Initializing texture system; phase 12 [5/25/2024 12:38:09 AM.630] Initializing texture  
system; phase 13 [5/25/2024 12:38:09 AM.630] Initializing texture system; phase 14 [5/25/2024  
12:38:12 AM.320] Direct3D watcher thread ended [5/25/2024 12:38:56 AM.045]  
LoadingScreenMsg: Initializing game support [5/25/2024 12:38:56 AM.296] Initializing game  
support [5/25/2024 12:39:01 AM.674] LoadingScreenMsg: Velocity limit removed [5/25/2024  
12:39:01 AM.965] Compatibility level: 0 [5/25/2024 12:39:01 AM.966] Supported version detected  
[5/25/2024 12:39:01 AM.966]  
===== [5/25/2024 12:39:01  
AM.966] LoadingScreenMsg: Patching code [5/25/2024 12:39:02 AM.216] LoadingScreenMsg:  
Waiting for game initialization [5/25/2024 12:39:02 AM.466] Waiting for game initialization  
[5/25/2024 12:39:02 AM.567] LoadingScreenMsg: Initializing core [5/25/2024 12:39:02 AM.817]

Initializing hook [5/25/2024 12:39:07 AM.826] LoadingScreenMsg: Completing interoperability [5/25/2024 12:39:08 AM.076] Completing interoperability [5/25/2024 12:39:08 AM.076] Initialization code 1. [5/25/2024 12:39:08 AM.076] Initialization code 2. [5/25/2024 12:39:08 AM.076] Initialization code 3. [5/25/2024 12:39:08 AM.082] 1 Address: 0x00007FF74C66D750 [5/25/2024 12:39:08 AM.082] Calling func 1 [5/25/2024 12:39:08 AM.094] 2 Address: 0x00007FF74D25062A [5/25/2024 12:39:08 AM.094] 3 Address: 0x00007FF74BC25F6A [5/25/2024 12:39:08 AM.111] Address: 0x00007FF74D2505D4 [5/25/2024 12:39:08 AM.111] Unknown var: 0x00007FF74E2AC6A0 [5/25/2024 12:39:08 AM.111] Initialization code 4. [5/25/2024 12:39:08 AM.111] Initialization code 5. [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 1 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 2 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 3 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 4 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 5 [5/25/2024 12:39:08 AM.111] Completing interoperability, phase 6 [5/25/2024 12:39:08 AM.112] Completing interoperability, phase 7 [5/25/2024 12:39:08 AM.112] LoadingScreenMsg: [5/25/2024 12:39:08 AM.362] LoadingScreenMsg: Loading Story Mode [5/25/2024 12:39:08 AM.612] LoadingScreenMsg: Loading and Populating Game World [5/25/2024 12:39:08 AM.863] LoadingScreenMsg: [5/25/2024 12:39:21 AM.872] Initializing console variable "IsDeveloperModeEnabled". [5/25/2024 12:39:21 AM.872] Type: System.Boolean, Reading section: "Miscellaneous", key: IsDeveloperModeEnabled [5/25/2024 12:39:21 AM.872] Read value: <null> [5/25/2024 12:39:21 AM.872] Initializing console variable "TimeScale". [5/25/2024 12:39:21 AM.872] Type: System.Single, Reading section: "Miscellaneous", key: TimeScale [5/25/2024 12:39:21 AM.872] Read value: <null> [5/25/2024 12:39:21 AM.880] Loading plugin from path: D:\Grand Theft Auto V\Plugins\AxonSignal.dll [5/25/2024 12:39:21 AM.882] Loading plugin "D:\Grand Theft Auto V\Plugins\AxonSignal.dll". [5/25/2024 12:39:23 AM.788] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:23 AM.789] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:23 AM.790] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:23 AM.860] Plugin "Axon Signal" was loaded from "AxonSignal.dll". [5/25/2024 12:39:23 AM.861] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BackWeapon.dll [5/25/2024 12:39:23 AM.861] Loading plugin "D:\Grand Theft Auto V\Plugins\BackWeapon.dll". [5/25/2024 12:39:25 AM.799] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:25 AM.800] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:25 AM.801] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:25 AM.819] Plugin "BackWeapon" was loaded from "BackWeapon.dll". [5/25/2024 12:39:25 AM.819] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BasicAnimations.dll [5/25/2024 12:39:25 AM.819] Loading plugin "D:\Grand Theft Auto V\Plugins\BasicAnimations.dll". [5/25/2024 12:39:27 AM.867] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:27 AM.868] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:27 AM.869] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:27 AM.887] Plugin "Basic Animations" was loaded from "BasicAnimations.dll". [5/25/2024 12:39:27 AM.888] Loading plugin from path: D:\Grand Theft Auto V\Plugins\BetterHitReactions.dll [5/25/2024 12:39:27 AM.888] Loading plugin "D:\Grand Theft Auto V\Plugins\BetterHitReactions.dll". [5/25/2024 12:39:29 AM.754] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:29 AM.756] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:29 AM.757] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:29 AM.774] Plugin "Better Hit Reactions" was loaded from "BetterHitReactions.dll". [5/25/2024 12:39:29 AM.775] Loading plugin from path: D:\Grand Theft Auto V\Plugins\ClearTheWayV.dll [5/25/2024 12:39:29 AM.775] Loading plugin "D:\Grand Theft Auto V\Plugins\ClearTheWayV.dll". [5/25/2024 12:39:31 AM.784] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:31 AM.784] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:31 AM.786] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:32 AM.052] Plugin "ClearTheWayV" was loaded from "ClearTheWayV.dll". [5/25/2024 12:39:32 AM.053] Loading plugin from path: D:\Grand Theft Auto

V\Plugins\CopHolster.dll [5/25/2024 12:39:32 AM.053] Loading plugin "D:\Grand Theft Auto V\Plugins\CopHolster.dll". [5/25/2024 12:39:33 AM.991] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:33 AM.992] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:33 AM.993] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:34 AM.038] Plugin "Cop Holster" was loaded from "CopHolster.dll". [5/25/2024 12:39:34 AM.039] Loading plugin from path: D:\Grand Theft Auto V\Plugins\EnhancedWeaponControl.dll [5/25/2024 12:39:34 AM.039] Loading plugin "D:\Grand Theft Auto V\Plugins\EnhancedWeaponControl.dll". [5/25/2024 12:39:35 AM.938] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:35 AM.939] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:35 AM.940] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:35 AM.958] Plugin "EnhancedWeaponControl" was loaded from "EnhancedWeaponControl.dll". [5/25/2024 12:39:35 AM.958] Loading plugin from path: D:\Grand Theft Auto V\Plugins\EUPMenu.dll [5/25/2024 12:39:35 AM.958] Loading plugin "D:\Grand Theft Auto V\Plugins\EUPMenu.dll". [5/25/2024 12:39:37 AM.825] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:37 AM.826] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:37 AM.827] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:37 AM.962] Plugin "EUP Menu" was loaded from "EUPMenu.dll". [5/25/2024 12:39:37 AM.963] Loading plugin from path: D:\Grand Theft Auto V\Plugins\GateFix.dll [5/25/2024 12:39:37 AM.963] Loading plugin "D:\Grand Theft Auto V\Plugins\GateFix.dll". [5/25/2024 12:39:39 AM.916] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:39 AM.916] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:39 AM.918] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:39 AM.935] Plugin "GateFix" was loaded from "GateFix.dll". [5/25/2024 12:39:39 AM.935] Loading plugin from path: D:\Grand Theft Auto V\Plugins\KTFDO.dll [5/25/2024 12:39:39 AM.935] Loading plugin "D:\Grand Theft Auto V\Plugins\KTFDO.dll". [5/25/2024 12:39:41 AM.841] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:41 AM.842] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:41 AM.843] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:41 AM.860] Plugin "KTFDO" was loaded from "KTFDO.dll". [5/25/2024 12:39:41 AM.861] Loading plugin from path: D:\Grand Theft Auto V\Plugins\LSPD First Response.dll [5/25/2024 12:39:41 AM.861] Loading plugin "D:\Grand Theft Auto V\Plugins\LSPD First Response.dll". [5/25/2024 12:39:44 AM.074] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:44 AM.075] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:44 AM.076] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:44 AM.226] Plugin "LSPD First Response" was loaded from "LSPD First Response.dll". [5/25/2024 12:39:44 AM.226] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Restrain The Deceased.dll [5/25/2024 12:39:44 AM.226] Loading plugin "D:\Grand Theft Auto V\Plugins\Restrain The Deceased.dll". [5/25/2024 12:39:46 AM.445] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:46 AM.446] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:46 AM.447] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:46 AM.465] Plugin "Restrain The Deceased" was loaded from "Restrain The Deceased.dll". [5/25/2024 12:39:46 AM.465] Loading plugin from path: D:\Grand Theft Auto V\Plugins\RPH\_Delete\_Vehicle.dll [5/25/2024 12:39:46 AM.465] Loading plugin "D:\Grand Theft Auto V\Plugins\RPH\_Delete\_Vehicle.dll". [5/25/2024 12:39:48 AM.307] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:48 AM.308] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:48 AM.309] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:48 AM.327] Plugin "RPH Delete Vehicle" was loaded from "RPH\_Delete\_Vehicle.dll". [5/25/2024 12:39:48 AM.327] Loading plugin from path: D:\Grand Theft Auto V\Plugins\SceneManager.dll [5/25/2024 12:39:48 AM.327] Loading plugin "D:\Grand Theft Auto V\Plugins\SceneManager.dll". [5/25/2024 12:39:50 AM.185] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:50 AM.186] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:50 AM.187] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:50 AM.250] Plugin "Scene Manager" was loaded from

"SceneManager.dll". [5/25/2024 12:39:50 AM.250] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Seatbelt.dll [5/25/2024 12:39:50 AM.250] Loading plugin "D:\Grand Theft Auto V\Plugins\Seatbelt.dll". [5/25/2024 12:39:52 AM.299] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:52 AM.300] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:52 AM.301] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:52 AM.368] Plugin "Seatbelt" was loaded from "Seatbelt.dll". [5/25/2024 12:39:52 AM.369] Loading plugin from path: D:\Grand Theft Auto V\Plugins\SimpleCTRL.dll [5/25/2024 12:39:52 AM.369] Loading plugin "D:\Grand Theft Auto V\Plugins\SimpleCTRL.dll". [5/25/2024 12:39:54 AM.272] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:54 AM.273] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:54 AM.274] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:54 AM.335] Plugin "SimpleCTRL" was loaded from "SimpleCTRL.dll". [5/25/2024 12:39:54 AM.335] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Spike Strips V.dll [5/25/2024 12:39:54 AM.336] Loading plugin "D:\Grand Theft Auto V\Plugins\Spike Strips V.dll". [5/25/2024 12:39:56 AM.202] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:56 AM.203] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:56 AM.204] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:56 AM.222] Plugin "Spike Strips V" was loaded from "Spike Strips V.dll". [5/25/2024 12:39:56 AM.223] Loading plugin from path: D:\Grand Theft Auto V\Plugins\Spotlight.dll [5/25/2024 12:39:56 AM.223] Loading plugin "D:\Grand Theft Auto V\Plugins\Spotlight.dll". [5/25/2024 12:39:58 AM.181] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:39:58 AM.182] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:39:58 AM.183] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:39:58 AM.208] Plugin "Spotlight" was loaded from "Spotlight.dll". [5/25/2024 12:39:58 AM.208] Loading plugin from path: D:\Grand Theft Auto V\Plugins\TurnOffThatEngine.dll [5/25/2024 12:39:58 AM.208] Loading plugin "D:\Grand Theft Auto V\Plugins\TurnOffThatEngine.dll". [5/25/2024 12:40:00 AM.179] <UNLOADED PLUGIN>: Initializing input system [5/25/2024 12:40:00 AM.179] <UNLOADED PLUGIN>: Initializing game console [5/25/2024 12:40:00 AM.180] <UNLOADED PLUGIN>: Initializing forms manager [5/25/2024 12:40:00 AM.197] Plugin "TurnOffThatEngine" was loaded from "TurnOffThatEngine.dll". [5/25/2024 12:40:00 AM.307] Axon Signal: Checking if desired font exists on system... [5/25/2024 12:40:00 AM.310] Axon Signal: [WARNING] Desired font not installed on system. Falling back to default system font. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam Key is set to D0. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam system is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam overlay is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam on foot is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam effect is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam is set to display local time. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Dashcam letterbox is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Interior cam letterbox is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Hide minimap while in dashcam view is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam overlay is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam overlay first person only is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body Cam is set to display local time. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal Sidearm is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal Vehicle is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Speed threshold is set to 15 MPH. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Trigger delay is set to 2 seconds. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Axon Signal notifications are set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Interval is set to 120 seconds. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Rockstar Editor integration is set to False. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body camera button sounds is set to True. [5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Body camera interaction animations is set to True.

[5/25/2024 12:40:00 AM.325] Axon Signal: Reading ini. Help messages is set to True. [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_pistol with a hash of 453432689 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_combatpistol with a hash of 1593441988 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_heavypistol with a hash of 3523564046 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_stungun with a hash of 911657153 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_pumpshotgun with a hash of 487013001 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. This weapon is registered: weapon\_carbinerifle with a hash of 2210333304 [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. Offset specified appears to be a valid offset set to: -0700. [5/25/2024 12:40:00 AM.326] Axon Signal: Reading ini. Negative offset applied. [5/25/2024 12:40:00 AM.645] Basic Animations: Basic Animations: Version Loaded: 2.1.0.0 [5/25/2024 12:40:00 AM.647] Basic Animations: Basic Animations: Deserializing XML File: plugins\BasicAnimations\CustomAnimations.xml [5/25/2024 12:40:01 AM.053] Better Hit Reactions: Chance = 70 [5/25/2024 12:40:01 AM.053] Better Hit Reactions: DoesPedDropWeapon = True [5/25/2024 12:40:01 AM.280] Better Hit Reactions: DamageTrackerService Started [5/25/2024 12:40:01 AM.354] =====  
ClearTheWayV ===== [5/25/2024 12:40:01 AM.354] Created by: KeyedInSoftware/timnboys [5/25/2024 12:40:01 AM.354] Version: 1.0.0.43 [5/25/2024 12:40:01 AM.355] [5/25/2024 12:40:01 AM.355] To get Support For ClearTheWayV please go to where you downloaded the plugin from either lcpdfr.com or mods.keyedinsoftware.org [5/25/2024 12:40:01 AM.355] We will only provide support For ClearTheWayV on at lcpdfr.com and at <https://mods.keyedinsoftware.org> only! [5/25/2024 12:40:01 AM.355] Enjoy! [5/25/2024 12:40:01 AM.355]  
===== ClearTheWayV  
===== [5/25/2024 12:40:01 AM.520]  
EnhancedWeaponControl: Enhanced Weapon Control Loaded [5/25/2024 12:40:01 AM.818]  
GateFix: Fixed Michaels gate. [5/25/2024 12:40:01 AM.820] GateFix: Fixed prison gates [5/25/2024 12:40:01 AM.821] GateFix: Fixed prison barrier gate [5/25/2024 12:40:01 AM.822] GateFix: Fixed annoying gates at airport [5/25/2024 12:40:01 AM.824] GateFix: Fixed side entrance gates of LS airport behind LS customs [5/25/2024 12:40:01 AM.827] GateFix: Fixed movie studio gates [5/25/2024 12:40:01 AM.830] GateFix: Fixed gates at the docks [5/25/2024 12:40:01 AM.991] LSPD First Response: [TRACE] Started loading LSPDFR [5/25/2024 12:40:01 AM.992] LSPD First Response: [INFO] Running LSPD First Response 0.4.9 (0.4.8757.33971) [5/25/2024 12:40:01 AM.992] LSPD First Response: [INFO] Compiled on 23 Dec 2023 23:52:22 UTC [5/25/2024 12:40:01 AM.992] LSPD First Response: [INFO] Copyright © 2015-2020, G17 Media, [www.lspdfr.com](http://www.lspdfr.com) [5/25/2024 12:40:02 AM.676] Restrain The Deceased: Loaded settings [5/25/2024 12:40:03 AM.446] Restrain The Deceased: Version state: Latest [5/25/2024 12:40:03 AM.480] RPH Delete Vehicle: Loading settings... [5/25/2024 12:40:03 AM.485] RPH Delete Vehicle: Settings initialisation complete. [5/25/2024 12:40:03 AM.485] RPH Delete Vehicle: 1.1.2.0 has been initialised. [5/25/2024 12:40:03 AM.565] Scene Manager: User's RNUI version: 1.9.2.0 [5/25/2024 12:40:03 AM.650] Seatbelt: Initialized settings [5/25/2024 12:40:04 AM.289] Seatbelt: There is an update available [5/25/2024 12:40:04 AM.337] SimpleCTRL: SimpleCTRL dependency Venosity.Common.dll is available (1.0.0.0). [5/25/2024 12:40:04 AM.338] SimpleCTRL: SimpleCTRL dependency NAudio.dll is available (1.10.0.0). [5/25/2024 12:40:04 AM.338] SimpleCTRL: SimpleCTRL dependency Newtonsoft.Json.dll is available (13.0.0.0). [5/25/2024 12:40:04 AM.339] SimpleCTRL: SimpleCTRL dependency RAGENativeUI.dll does not meet minimum requirements (1.9.2.0 < 1.9.3.0). [5/25/2024 12:40:04 AM.427] TurnOffThatEngine: Loading TurnOffThatEngine config. [5/25/2024 12:40:04 AM.429] TurnOffThatEngine: TurnOffThatEngine: Config loaded. [5/25/2024 12:40:04 AM.429] TurnOffThatEngine: TurnOffThatEngine 1.0.0.4 by SuperPyroManiac has been initialised. [5/25/2024 12:40:05 AM.011] Better Hit Reactions: Initialized euphoria... [5/25/2024 12:40:08 AM.563] LSPD First Response:

[TRACE] Thread CopManager #1 initialized [5/25/2024 12:40:08 AM.615] SimpleCTRL:  
[SimpleCTRL] stopping SimpleCTRL [5/25/2024 12:40:16 AM.933] BackWeapon: Enabling  
Player Loop... [5/25/2024 12:40:16 AM.933] BackWeapon: Enabling AI Loop... [5/25/2024  
12:40:16 AM.934] BackWeapon: Initializing menu... [5/25/2024 12:40:16 AM.934] BackWeapon:  
Stow That Weapon (BackWeapon.dll) by willpv23 has been loaded! [5/25/2024 12:40:21 AM.155]  
LSPD First Response: [TRACE] Game has stopped loading [5/25/2024 12:40:21 AM.158] Scene  
Manager: Loading SceneManager.ini settings [5/25/2024 12:40:21 AM.215] Scene Manager: Scene  
Manager V2.3.3.0 is ready. [5/25/2024 12:40:21 AM.544] Scene Manager: 2 path(s) available to  
import. [5/25/2024 12:40:21 AM.544] Scene Manager: File: autosave [5/25/2024 12:40:21 AM.544]  
Scene Manager: File: DevTestPath [5/25/2024 12:40:21 AM.544] Scene Manager: Successfully  
populated menu with 2 file(s). [5/25/2024 12:40:21 AM.581]

===== Spike Strips V  
===== [5/25/2024 12:40:21 AM.581]  
Created by: alexguirre [5/25/2024 12:40:21 AM.586] Version: 1.2.0.37676 [5/25/2024 12:40:21  
AM.586] RPH Version: 1.109.1337.16563 [5/25/2024 12:40:21 AM.586] [5/25/2024 12:40:21  
AM.586] Report any issues you have in the comments section and include the RagePluginHook.log  
[5/25/2024 12:40:21 AM.586] Enjoy! [5/25/2024 12:40:21 AM.586]

===== Spike Strips V  
===== [5/25/2024 12:40:21 AM.587]  
Spotlight: Reading settings... [5/25/2024 12:40:22 AM.059] Spotlight: Initialized [5/25/2024  
12:40:22 AM.130] BackWeapon: Loading Configuration... [5/25/2024 12:40:22 AM.135]  
BackWeapon: Loaded configuration: AcceptedWeapons:  
System.Collections.Generic.List`1[System.UInt32]; AcceptedWeaponStrings: System.String[];  
OffsetPosition: X:-0.02999998 Y:0.01000001 Z:-0.2; Rotation: Pitch:-78 Roll:147 Yaw:0;  
HideWhileInVehicle: True; DisableFlashlight: False; DeleteWeaponKey: Decimal; EnableAI: True;  
CopsOnly: True; AIAcceptedWeapons: System.Collections.Generic.List`1[System.UInt32];  
AIAcceptedWeaponStrings: System.String[]; AIOffsetPosition: X:0 Y:-0.19 Z:-0.02; AIRotation:  
Pitch:0 Roll:165 Yaw:0; AIHideWhileInVehicle: True; EnableBestWeapon: True; MenuKey: F5;  
AddonComponents: System.Collections.Generic.List`1[System.UInt32]; AddonComponentStrings:  
System.String[]; [5/25/2024 12:40:22 AM.468] BackWeapon: Menus Loading... [5/25/2024  
12:40:22 AM.794] BackWeapon: Menus ready to use. [5/25/2024 12:40:25 AM.059] LSPD First  
Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:40:25 AM.063]  
LSPD First Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:40:25  
AM.069] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from  
file:lspdfdr/data/outfits.xml [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name  
for outfit variation at line 23 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No  
name for outfit variation at line 31 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN]  
No name for outfit variation at line 39 [5/25/2024 12:40:25 AM.128] LSPD First Response:  
[WARN] No name for outfit variation at line 64 [5/25/2024 12:40:25 AM.128] LSPD First  
Response: [WARN] No name for outfit variation at line 72 [5/25/2024 12:40:25 AM.128] LSPD  
First Response: [WARN] No name for outfit variation at line 80 [5/25/2024 12:40:25 AM.128]  
LSPD First Response: [WARN] No name for outfit variation at line 111 [5/25/2024 12:40:25  
AM.128] LSPD First Response: [WARN] No name for outfit variation at line 138 [5/25/2024  
12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at line 174  
[5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at line  
207 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation at  
line 220 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit variation  
at line 259 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for outfit  
variation at line 273 [5/25/2024 12:40:25 AM.128] LSPD First Response: [WARN] No name for  
outfit variation at line 309 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN] No name  
for outfit variation at line 323 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN] No  
name for outfit variation at line 363 [5/25/2024 12:40:25 AM.129] LSPD First Response: [WARN]

[illegible]

[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_lspp\_eup.xml [5/25/2024 12:40:25 AM.149] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_lssd\_eup.xml [5/25/2024 12:40:25 AM.152] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_medics\_eup.xml [5/25/2024 12:40:25 AM.153] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_merryw\_eup.xml [5/25/2024 12:40:25 AM.153] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_noose\_eup.xml [5/25/2024 12:40:25 AM.154] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_nps\_eup.xml [5/25/2024 12:40:25 AM.154] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_nysp\_eup.xml [5/25/2024 12:40:25 AM.155] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_pen.xml [5/25/2024 12:40:25 AM.155] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_rhpd\_eup.xml [5/25/2024 12:40:25 AM.155] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_sadfw\_eup.xml [5/25/2024 12:40:25 AM.156] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_sahp\_eup.xml [5/25/2024 12:40:25 AM.159] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_saspa\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response:  
[WARN] No name for outfit variation at line 300 [5/25/2024 12:40:25 AM.160] LSPD First Response: [WARN] No name for outfit variation at line 338 [5/25/2024 12:40:25 AM.160] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_sasp\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_securos\_eup.xml [5/25/2024 12:40:25 AM.160] LSPD First Response:  
[TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/outfits\_usms\_eup.xml [5/25/2024 12:40:25 AM.161] LSPD First Response:  
[WARN] Path without extension: lspdf/data/custom [5/25/2024 12:40:25 AM.161] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:40:25 AM.161] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/cop\_presets\_outfits.xml [5/25/2024 12:40:25 AM.162] LSPD First Response:  
[WARN] No gender specified for outfit variation Officer at line 11, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 25 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer III+1 at line 25, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 32 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Detective at line 32, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 39 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer at line 39, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 47 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Officer III+1 at line 47, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No name for outfit variation at line 56 [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Armored Detective at line 56, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No gender specified for outfit variation Officer at line 71, defaulting to male [5/25/2024 12:40:25 AM.162] LSPD First Response: [WARN] No



[illegible]

[illegible]

[illegible]

Response: [TRACE] Invalid base variation m\_base for lsfd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for lsfd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_base for lscofd\_emt\_rain [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for lscofd\_emt\_rain [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_base for lscofd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for lscofd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_base for bcfd\_emt\_rain [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for bcfd\_emt\_rain [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_base for bcfd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for bcfd\_emt\_snow [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_base for m\_emt\_c [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for f\_emt\_a [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for f\_emt\_b [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_base for f\_emt\_c [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_raincoat for m\_base [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_raincoat for m\_base [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation m\_raincoat for m\_base [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_raincoat for f\_base [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_raincoat for f\_base [5/25/2024 12:40:25 AM.167] LSPD First Response: [TRACE] Invalid base variation f\_raincoat for f\_base [5/25/2024 12:40:25 AM.622] LSPD First Response: [TRACE] Adding Ben J. as character [5/25/2024 12:40:25 AM.808] LSPD First Response: [TRACE] Adding Michelle Meto as character [5/25/2024 12:40:25 AM.809] LSPD First Response: [WARN] Path without extension: lspdfr/chars [5/25/2024 12:40:25 AM.809] LSPD First Response: [WARN] Path without extension: lspdfr/chars [5/25/2024 12:40:26 AM.409] LSPD First Response: [TRACE] Adding Jake Godard as character [5/25/2024 12:40:26 AM.461] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.461] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.462] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/regions.xml [5/25/2024 12:40:26 AM.464] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.464] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.464] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/backup.xml [5/25/2024 12:40:26 AM.466] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.466] LSPD First Response: [WARN] Path without extension: lspdfr/data/custom [5/25/2024 12:40:26 AM.466] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfr/data/agency.xml [5/25/2024 12:40:26 AM.490] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdfr/data/custom/agency\_eup.xml [5/25/2024 12:40:26 AM.501] LSPD First Response: [WARN] Invalid vehicle model bcambulance [5/25/2024 12:40:26 AM.501] LSPD First Response: [WARN] Invalid vehicle model firetruck [5/25/2024 12:40:26 AM.503] LSPD First Response: [WARN] Invalid vehicle model firetruck [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip2 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip3 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip6 [5/25/2024 12:40:26 AM.517] LSPD First Response: [WARN] Invalid vehicle model fbip7 [5/25/2024 12:40:26 AM.522] LSPD First Response: [WARN] Invalid vehicle model dppolice2 [5/25/2024 12:40:26 AM.522] LSPD First Response: [WARN] Invalid vehicle model dppolice3 [5/25/2024 12:40:26 AM.524] LSPD First Response: [WARN] Path without extension:

lspdf/data/custom [5/25/2024 12:40:26 AM.524] LSPD First Response: [WARN] Path without extension: lspdf/data/custom [5/25/2024 12:40:26 AM.524] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdf/data/inventory.xml [5/25/2024 12:40:26 AM.530] LSPD First Response: [TRACE] Failed to parse as chance [5/25/2024 12:40:26 AM.531] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdf/data/custom/inventory\_eup.xml [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Player was in vehicle: False [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Last selected character was Jake Godard, should spawn as last character True [5/25/2024 12:40:26 AM.533] LSPD First Response: [TRACE] Loading last selected character Jake Godard [5/25/2024 12:40:26 AM.535] LSPD First Response: [INFO] Changing current player character to Jake Godard [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread PedHistoryManager #1 initialized [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread PlayerCharacterStatsManager #1 initialized [5/25/2024 12:40:26 AM.553] LSPD First Response: [TRACE] Thread GamePlayer #1 initialized [5/25/2024 12:40:26 AM.757] LSPD First Response: [TRACE] Cached 1511 decorators for index 3 [5/25/2024 12:40:26 AM.762] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_hwaycop\_01\_white\_full\_01 [5/25/2024 12:40:26 AM.763] LSPD First Response: [TRACE] CharacterSelected: 339 [5/25/2024 12:40:26 AM.763] LSPD First Response: [TRACE] Character changed, creating new stats object [5/25/2024 12:40:27 AM.012] LSPD First Response: [TRACE] Initialized telemetry service [5/25/2024 12:40:27 AM.040] LSPD First Response: We have 4 appartments registered [5/25/2024 12:40:27 AM.042] LSPD First Response: [TRACE] Finding Interior ID for 4 Integrity Way at: X:-15.76 Y:-606.24 Z:100.23 [5/25/2024 12:40:27 AM.046] LSPD First Response: [TRACE] Initialised Apartment: 4 Integrity Way, Interior is 147969 [5/25/2024 12:40:27 AM.047] LSPD First Response: [TRACE] Finding Interior ID for 1893 Grapeseed Ave at: X:264.853 Y:-1000.169 Z:-99.058 [5/25/2024 12:40:27 AM.047] LSPD First Response: [TRACE] Initialised Apartment: 1893 Grapeseed Ave, Interior is 149761 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Finding Interior ID for 0605 Spanish Ave at: X:347.1727 Y:-1001.406 Z:-99.1962 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Initialised Apartment: 0605 Spanish Ave, Interior is 148225 [5/25/2024 12:40:27 AM.048] LSPD First Response: [TRACE] Finding Interior ID for 2874 Hillcrest at: X:-859.5645 Y:688.7182 Z:152.8571 [5/25/2024 12:40:27 AM.049] LSPD First Response: [TRACE] Initialised Apartment: 2874 Hillcrest, Interior is 207361 [5/25/2024 12:40:27 AM.049] LSPD First Response: ApartmentManager initialized [5/25/2024 12:40:27 AM.051] LSPD First Response: [TRACE] Started new menu thread MenuBase #1 [5/25/2024 12:40:27 AM.052] LSPD First Response: [TRACE] Started new menu thread MenuBase #2 [5/25/2024 12:40:27 AM.053] LSPD First Response: [TRACE] Started new menu thread MenuBase #3 [5/25/2024 12:40:27 AM.097] LSPD First Response: [TRACE] Thread DiscordRichPresence #1 initialized [5/25/2024 12:40:27 AM.227] LSPD First Response: [TRACE] Thread CheckpointManager #1 initialized [5/25/2024 12:40:27 AM.227] LSPD First Response: [TRACE] Thread ApartmentManager #1 initialized [5/25/2024 12:40:27 AM.228] LSPD First Response: [TRACE] Saved apt: [5/25/2024 12:40:27 AM.233] LSPD First Response: [TRACE] Thread IntegrityWay435 #1 initialized [5/25/2024 12:40:27 AM.236] LSPD First Response: [TRACE] Thread Marker #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #2 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread SpanishAve0605 #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #3 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Hillcrest2874 #1 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread Marker #4 initialized [5/25/2024 12:40:27 AM.266] LSPD First Response: [TRACE] Thread MenuManager #1 initialized [5/25/2024 12:40:27 AM.343] LSPD First Response: [TRACE] Thread GrapeseedAve1893 #1 initialized [5/25/2024 12:40:27 AM.412] LSPD First Response: [TRACE] Started new menu thread MenuBase #4 [5/25/2024 12:40:27 AM.420] LSPD First Response: [TRACE] Started new menu thread MenuBase #5 [5/25/2024 12:40:27 AM.423] LSPD First Response: [TRACE] Set title to Jake Godard for Interaction Menu [5/25/2024

12:40:27 AM.424] LSPD First Response: [TRACE] Started new menu thread MenuBase #6  
[5/25/2024 12:40:27 AM.425] LSPD First Response: [TRACE] Set title to Jake Godard for Police  
Radio [5/25/2024 12:40:27 AM.430] LSPD First Response: [TRACE] Started new menu thread  
MenuBase #7 [5/25/2024 12:40:27 AM.432] LSPD First Response: [TRACE] Set title to Jake  
Godard for Vehicle Options [5/25/2024 12:40:27 AM.434] LSPD First Response: [TRACE] Started  
new menu thread MenuBase #8 [5/25/2024 12:40:27 AM.435] LSPD First Response: [TRACE] Set  
title to Jake Godard for Inventory [5/25/2024 12:40:27 AM.435] LSPD First Response: [TRACE]  
Started new menu thread MenuBase #9 [5/25/2024 12:40:27 AM.437] LSPD First Response:  
[TRACE] Set title to Jake Godard for Settings [5/25/2024 12:40:27 AM.439] LSPD First Response:  
[TRACE] Saved apt: [5/25/2024 12:40:27 AM.484] LSPD First Response: [TRACE] Requested  
Audio [5/25/2024 12:40:27 AM.501] LSPD First Response: [TRACE] Thread CharacterCreation #1  
initialized [5/25/2024 12:40:27 AM.838] LSPD First Response: [INFO] Connecting to LSPDFR  
Sync [5/25/2024 12:40:27 AM.938] LSPD First Response: [TRACE] Loaded user Marco38 from  
file [5/25/2024 12:40:27 AM.961] LSPD First Response: [WARN] Path without extension:  
lspdf/data/custom [5/25/2024 12:40:27 AM.961] LSPD First Response: [WARN] Path without  
extension: lspdf/data/custom [5/25/2024 12:40:27 AM.961] LSPD First Response: [TRACE]  
ExpandableFileParser::Parse: Reading content from file:lspdf/data/stations.xml [5/25/2024  
12:40:27 AM.973] LSPD First Response: [INFO] Vinewood Police Station [5/25/2024 12:40:27  
AM.973] LSPD First Response: [INFO] Added new police station: Vinewood Police Station  
(LSPD) at X:638.5 Y:1.75 Z:82.8 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] La  
Mesa Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new  
police station: La Mesa Police Station (LSPD) at X:826.8 Y:-1290 Z:28.24 [5/25/2024 12:40:27  
AM.973] LSPD First Response: [INFO] Rockford Hills Police Station [5/25/2024 12:40:27  
AM.973] LSPD First Response: [INFO] Added new police station: Rockford Hills Police Station  
(LSPD) at X:-561.65 Y:-131.65 Z:38.21 [5/25/2024 12:40:27 AM.973] LSPD First Response:  
[INFO] Vespucci Police Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO]  
Added new police station: Vespucci Police Station (LSPD) at X:-1108.18 Y:-845.18 Z:19.32  
[5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Downtown Police Station [5/25/2024  
12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Downtown Police  
Station (LSPD) at X:450.0654 Y:-993.0596 Z:30 [5/25/2024 12:40:27 AM.973] LSPD First  
Response: [INFO] Davis Sheriff Station [5/25/2024 12:40:27 AM.973] LSPD First Response:  
[INFO] Added new police station: Davis Sheriff Station (LSSD) at X:360.97 Y:-1584.7 Z:29.29  
[5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Sandy Shores Sheriff Station  
[5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police station: Sandy  
Shores Sheriff Station (LSSD) at X:1848.73 Y:3689.98 Z:34.27 [5/25/2024 12:40:27 AM.973]  
LSPD First Response: [INFO] Paleto Bay Sheriff Station [5/25/2024 12:40:27 AM.973] LSPD First  
Response: [INFO] Added new police station: Paleto Bay Sheriff Station (LSSD) at X:-448.22  
Y:6008.23 Z:31.72 [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Beaver Bush  
Ranger Station [5/25/2024 12:40:27 AM.973] LSPD First Response: [INFO] Added new police  
station: Beaver Bush Ranger Station (SAPR) at X:379.31 Y:792.06 Z:190.41 [5/25/2024 12:40:27  
AM.973] LSPD First Response: [INFO] Los Santos Intl. Airport Field Office [5/25/2024 12:40:27  
AM.973] LSPD First Response: [INFO] Added new police station: Los Santos Intl. Airport Field  
Office (NOOSE) at X:-864.61 Y:-2408.92 Z:14.03 [5/25/2024 12:40:27 AM.974] LSPD First  
Response: [INFO] Bolingbroke Penitentiary [5/25/2024 12:40:27 AM.974] LSPD First Response:  
[INFO] Added new police station: Bolingbroke Penitentiary (SASPA) at X:1846.49 Y:2585.95  
Z:45.67 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started component  
Debug #1 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started component  
AmbientBlips #1 [5/25/2024 12:40:27 AM.978] LSPD First Response: [TRACE] Auto started  
component AmbientChases #1 [5/25/2024 12:40:27 AM.979] LSPD First Response: [TRACE] Auto  
started component AmbientCombatControl #1 [5/25/2024 12:40:27 AM.979] LSPD First Response:  
[TRACE] Auto started component AmbientGameStats #1 [5/25/2024 12:40:27 AM.979] LSPD First  
Response: [TRACE] Auto started component AmbientOffDuty #1 [5/25/2024 12:40:27 AM.979]

LSPD First Response: [TRACE] Auto started component AmbientPhotoCamera #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientGameScripts #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientSitAnywhere #1 [5/25/2024 12:40:27 AM.980] LSPD First Response: [TRACE] Auto started component AmbientSpawn #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component AmbientSpawnScenarios #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component GameStatsManager #1 [5/25/2024 12:40:27 AM.981] LSPD First Response: [TRACE] Auto started component EvidenceMarkerManager #1 [5/25/2024 12:40:27 AM.982] LSPD First Response: [TRACE] Auto started component GameEventManager #1 [5/25/2024 12:40:28 AM.020] LSPD First Response: [TRACE] Preloading node data [5/25/2024 12:40:28 AM.268] LSPD First Response: [INFO] Logging in with cached credentials [5/25/2024 12:40:28 AM.271] LSPD First Response: [TRACE] Checking for updates... [5/25/2024 12:40:28 AM.271] LSPD First Response: [TRACE] Terminal server version: 0.2 [5/25/2024 12:40:28 AM.271] LSPD First Response: [INFO] Connected to LSPDFR Sync via session 03b7c000-929c-4ae8-a1e0-37396e93006c. Enhanced features available. [5/25/2024 12:40:28 AM.287] LSPD First Response: [TRACE] Server has requested that we enable feature BaselineTelemetry [5/25/2024 12:40:28 AM.288] LSPD First Response: [TRACE] Server has requested that we enable feature LSPDFRSyncOnboarding [5/25/2024 12:40:28 AM.288] LSPD First Response: [TRACE] Server has requested that we enable feature PatreonPauseMenuItem [5/25/2024 12:40:28 AM.419] LSPD First Response: [TRACE] This version seems up to date. [5/25/2024 12:40:28 AM.419] LSPD First Response: [TRACE] This version: 0.4.8757.33971, Version available on server: 0.4.8757.33971 [5/25/2024 12:40:28 AM.925] LSPD First Response: [INFO] Login success [5/25/2024 12:40:28 AM.957] LSPD First Response: [TRACE] Server has requested that we enable feature LSPDFRSync [5/25/2024 12:40:28 AM.957] LSPD First Response: [INFO] Connected and authenticated with LSPDFR Online Services. Server-enabled Sync. [5/25/2024 12:40:28 AM.957] LSPD First Response: [TRACE] Connected and authenticated with LSPDFR Online Services. Awaiting LSPDFRSync feature from server. [5/25/2024 12:40:29 AM.107] LSPD First Response: [TRACE] Building pathfinding data. Island: False [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Done preloading node data [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Preloading node data [5/25/2024 12:40:31 AM.172] LSPD First Response: [TRACE] Done preloading node data [5/25/2024 12:40:31 AM.173] LSPD First Response: [TRACE] SwitchToCharacter: Jake Godard [5/25/2024 12:40:31 AM.173] LSPD First Response: [TRACE] Switch mode is random [5/25/2024 12:40:31 AM.175] LSPD First Response: [TRACE] GamePlayer::ChangeCharacter: Same character [5/25/2024 12:40:31 AM.175] LSPD First Response: [TRACE] Saved apt: [5/25/2024 12:40:31 AM.176] LSPD First Response: [TRACE] Entered apartment 4 Integrity Way [5/25/2024 12:40:31 AM.941] LSPD First Response: [TRACE] Thread AmbientBlips #1 initialized [5/25/2024 12:40:31 AM.946] LSPD First Response: [TRACE] Thread AmbientChases #1 initialized [5/25/2024 12:40:31 AM.946] LSPD First Response: [TRACE] Disabling ambient game police chases [5/25/2024 12:40:31 AM.951] LSPD First Response: [TRACE] Disabled ambient game police chases [5/25/2024 12:40:31 AM.952] LSPD First Response: [TRACE] Thread AmbientGameStats #1 initialized [5/25/2024 12:40:31 AM.954] LSPD First Response: [TRACE] Thread AmbientOffDuty #1 initialized [5/25/2024 12:40:31 AM.956] LSPD First Response: [TRACE] Thread AmbientPhotoCamera #1 initialized [5/25/2024 12:40:31 AM.956] LSPD First Response: [TRACE] Thread AmbientGameScripts #1 initialized [5/25/2024 12:40:33 AM.829] LSPD First Response: [TRACE] Thread AmbientSpawnScenarios #1 initialized [5/25/2024 12:40:33 AM.829] LSPD First Response: [TRACE] Thread GameStatsManager #1 initialized [5/25/2024 12:40:33 AM.840] LSPD First Response: [TRACE] during character sync, 1 characters were outdated on the server [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread PauseMenu #1 initialized [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread SamTesting #1 initialized [5/25/2024 12:40:34 AM.015] LSPD First Response: [TRACE] Thread CrimeEventManager #1 initialized [5/25/2024 12:40:34



AM.016] LSPD First Response: [TRACE] Thread Crime Manager #1 initialized [5/25/2024 12:40:34 AM.016] LSPD First Response: [TRACE] Thread ChaseMe #1 initialized [5/25/2024 12:40:34 AM.016] LSPD First Response: [TRACE] Thread TrafficStopManager #1 initialized [5/25/2024 12:40:34 AM.019] LSPD First Response: [TRACE] Thread PlayerChaseManager #1 initialized [5/25/2024 12:40:34 AM.022] LSPD First Response: [TRACE] Thread ScenarioManager #1 initialized [5/25/2024 12:40:34 AM.022] LSPD First Response: [TRACE] Thread PlayerDutyController #1 initialized [5/25/2024 12:40:34 AM.023] LSPD First Response: [TRACE] Thread PlayerDutyBehaviorController #1 initialized [5/25/2024 12:40:34 AM.023] LSPD First Response: [TRACE] Thread PoliceStationManager #1 initialized [5/25/2024 12:40:34 AM.037] LSPD First Response: [TRACE] Thread PoliceStationInterior #1 initialized [5/25/2024 12:40:34 AM.040] LSPD First Response: [TRACE] Thread Marker #5 initialized [5/25/2024 12:40:34 AM.040] LSPD First Response: [TRACE] Thread Debug #1 initialized [5/25/2024 12:40:34 AM.042] LSPD First Response: [TRACE] Thread AmbientCombatControl #1 initialized [5/25/2024 12:40:34 AM.042] LSPD First Response: [TRACE] Thread AmbientSitAnywhere #1 initialized [5/25/2024 12:40:34 AM.051] LSPD First Response: [TRACE] Thread AmbientSpawn #1 initialized [5/25/2024 12:40:34 AM.053] LSPD First Response: [TRACE] Thread EvidenceMarkerManager #1 initialized [5/25/2024 12:40:34 AM.056] LSPD First Response: [TRACE] Thread GameEventManager #1 initialized [5/25/2024 12:40:34 AM.240] LSPD First Response: [TRACE] Loaded Apartment: 4 Integrity Way, Interior is 147969 [5/25/2024 12:40:35 AM.248] LSPD First Response: [TRACE] Shower: Prop Constructor Started [5/25/2024 12:40:35 AM.248] LSPD First Response: [TRACE] Shower: Prop Constructor Finished [5/25/2024 12:40:35 AM.252] LSPD First Response: [TRACE] Bed: Prop Constructor Started [5/25/2024 12:40:35 AM.252] LSPD First Response: [TRACE] Bed: Prop Constructor Finished [5/25/2024 12:40:35 AM.253] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Started [5/25/2024 12:40:35 AM.253] LSPD First Response: [TRACE] Wardrobe: Prop Constructor Finished [5/25/2024 12:40:35 AM.254] LSPD First Response: [TRACE] Chair: Prop Constructor Started [5/25/2024 12:40:35 AM.254] LSPD First Response: [TRACE] Chair: Prop Constructor Finished [5/25/2024 12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024 12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024 12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024 12:40:35 AM.255] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Radio: Prop Constructor Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Radio: Prop Constructor Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Green Juice: Prop Constructor Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Green Juice: Prop Constructor Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Wine: Prop Constructor Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Wine: Prop Constructor Finished [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Whisky: Prop Constructor Started [5/25/2024 12:40:35 AM.256] LSPD First Response: [TRACE] Whisky: Prop Constructor Finished [5/25/2024 12:40:35 AM.269] LSPD First Response: [TRACE] Updating scaleform [5/25/2024 12:40:35 AM.273] LSPD First Response: [TRACE] Updating scaleform [5/25/2024 12:40:35 AM.274] LSPD First Response: [TRACE] Successfully loaded interior for: 4 Integrity Way [5/25/2024 12:40:35 AM.298] LSPD First Response: [TRACE] Thread ApartmentProp #1 initialized [5/25/2024 12:40:35 AM.300] LSPD First Response: [TRACE] Thread ApartmentProp #2 initialized [5/25/2024 12:40:35 AM.300] LSPD First Response: [TRACE] Thread ApartmentProp #3 initialized [5/25/2024 12:40:35 AM.301] LSPD First Response: [TRACE] Started new menu thread MenuBase #10 [5/25/2024 12:40:35 AM.309] LSPD First Response: [TRACE] Thread ApartmentTV #1 initialized [5/25/2024 12:40:35 AM.313] LSPD First Response: [TRACE] Thread ApartmentProp #5 initialized [5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Set scenepoint for radio based on prop\_mp3\_dock [5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Updating scaleform [5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Thread ApartmentProp #6 initialized [5/25/2024 12:40:35



AM.314] LSPD First Response: [TRACE] Set scenepoint for radio based on v\_res\_mm\_audio  
[5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Updating scaleform [5/25/2024  
12:40:35 AM.314] LSPD First Response: [TRACE] Thread ApartmentProp #7 initialized  
[5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Set scenepoint for radio based on  
prop\_mp3\_dock [5/25/2024 12:40:35 AM.314] LSPD First Response: [TRACE] Updating  
scaleform [5/25/2024 12:40:35 AM.319] LSPD First Response: [TRACE] Thread ApartmentProp  
#8 initialized [5/25/2024 12:40:35 AM.327] LSPD First Response: [TRACE] Thread  
ApartmentProp #10 initialized [5/25/2024 12:40:35 AM.456] LSPD First Response: [TRACE]  
Updating scaleform [5/25/2024 12:40:35 AM.460] LSPD First Response: [TRACE] Updating  
scaleform [5/25/2024 12:40:35 AM.460] LSPD First Response: [TRACE] Updating scaleform  
[5/25/2024 12:40:35 AM.511] LSPD First Response: [TRACE] Thread ApartmentProp #9  
initialized [5/25/2024 12:40:35 AM.914] LSPD First Response: [TRACE] Thread ApartmentProp  
#4 initialized [5/25/2024 12:40:36 AM.277] LSPD First Response: [TRACE] Starting player switch  
[5/25/2024 12:40:38 AM.321] LSPD First Response: [TRACE] Player switch done [5/25/2024  
12:40:39 AM.939] Axon Signal: Player is loaded in, proceeding to load plugin. [5/25/2024 12:40:39  
AM.943] Axon Signal: Valid logo.png in 'Plugins/AxonSignalSound'. Continuing to load plugin...  
[5/25/2024 12:40:39 AM.957] Axon Signal: Grand Theft Auto V detected with version 1.0.2802.0  
or greater (Installed: 1.0.3179.0) [5/25/2024 12:40:39 AM.958] Axon Signal: RAGEPluginHook  
detected with version 1.93 or greater (Installed: 1.109.1337.16563) [5/25/2024 12:40:39 AM.958]  
Axon Signal: RAGENativeUI.dll detected with version 1.9.2 or greater (Installed: 1.9.2.0),  
initializing menus and console commands... [5/25/2024 12:40:40 AM.017] Axon Signal: Checking  
LCPDFR.com servers if newer version is available... [5/25/2024 12:40:41 AM.032] Axon Signal:  
Latest version of Axon Signal installed. [5/25/2024 12:40:41 AM.034] Axon Signal: Axon Signal  
v1.2.437.10095 by Sergeant Nighthawk has been loaded. Compiled on 2024-04-11 21:56:42Z.  
[5/25/2024 12:40:43 AM.577] LSPD First Response: [TRACE] PlayerCharacterStatsManager:  
Acknowledged [5/25/2024 12:40:59 AM.925] LSPD First Response: [TRACE] Hiding help for:  
Chair [5/25/2024 12:41:00 AM.114] LSPD First Response: [TRACE] Unloading Apartment  
Interior: 4 Integrity Way [5/25/2024 12:41:00 AM.118] LSPD First Response: [TRACE] Asked  
thread ApartmentTV #1 to abort: No reason specified [5/25/2024 12:41:00 AM.121] LSPD First  
Response: [TRACE] Released 0 entities from ApartmentTV #1 Content Manager [5/25/2024  
12:41:00 AM.121] LSPD First Response: [TRACE] Instance cleaned (ApartmentTV #1) [5/25/2024  
12:41:00 AM.129] LSPD First Response: [TRACE] Asked thread ApartmentProp #1 to abort: No  
reason specified [5/25/2024 12:41:00 AM.137] LSPD First Response: [TRACE] Reset shower  
positions [5/25/2024 12:41:00 AM.137] LSPD First Response: [TRACE] Reset shower positions  
[5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Ended Shower [5/25/2024 12:41:00  
AM.139] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #1 Content  
Manager [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Instance cleaned  
(ApartmentProp #1) [5/25/2024 12:41:00 AM.139] LSPD First Response: [TRACE] Asked thread  
ApartmentProp #3 to abort: No reason specified [5/25/2024 12:41:00 AM.142] LSPD First  
Response: [TRACE] Released 0 entities from ApartmentProp #3 Content Manager [5/25/2024  
12:41:00 AM.142] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #3)  
[5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Asked thread ApartmentProp #2 to  
abort: No reason specified [5/25/2024 12:41:00 AM.142] LSPD First Response: [TRACE] Released  
0 entities from ApartmentProp #2 Content Manager [5/25/2024 12:41:00 AM.142] LSPD First  
Response: [TRACE] Instance cleaned (ApartmentProp #2) [5/25/2024 12:41:00 AM.142] LSPD  
First Response: [TRACE] Asked thread ApartmentProp #8 to abort: No reason specified [5/25/2024  
12:41:00 AM.146] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #8  
Content Manager [5/25/2024 12:41:00 AM.146] LSPD First Response: [TRACE] Instance cleaned  
(ApartmentProp #8) [5/25/2024 12:41:00 AM.146] LSPD First Response: [TRACE] Asked thread  
ApartmentProp #9 to abort: No reason specified [5/25/2024 12:41:00 AM.150] LSPD First  
Response: [TRACE] Released 0 entities from ApartmentProp #9 Content Manager [5/25/2024  
12:41:00 AM.150] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #9)

[5/25/2024 12:41:00 AM.150] LSPD First Response: [TRACE] Asked thread ApartmentProp #10 to abort: No reason specified [5/25/2024 12:41:00 AM.154] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #10 Content Manager [5/25/2024 12:41:00 AM.154] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #10) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #4 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Chair [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #4 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #4) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #5 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #5 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #5) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #6 to abort: No reason specified [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #6 Content Manager [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #6) [5/25/2024 12:41:00 AM.155] LSPD First Response: [TRACE] Asked thread ApartmentProp #7 to abort: No reason specified [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Ended Radio [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Released 0 entities from ApartmentProp #7 Content Manager [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Instance cleaned (ApartmentProp #7) [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Successfully unloaded: 4 Integrity Way [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #1 has been shut down [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #2 has been shut down [5/25/2024 12:41:00 AM.156] LSPD First Response: [TRACE] Thread ApartmentProp #3 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentTV #1 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #4 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #5 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #6 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #7 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #8 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #9 has been shut down [5/25/2024 12:41:00 AM.157] LSPD First Response: [TRACE] Thread ApartmentProp #10 has been shut down [5/25/2024 12:41:00 AM.257] LSPD First Response: [TRACE] Preloading POLICE5 [5/25/2024 12:41:00 AM.258] LSPD First Response: [TRACE] Created police5 at X:446.3985 Y:-1026.087 Z:28.92508 [5/25/2024 12:41:00 AM.258] LSPD First Response: [TRACE] Forced Livery: 0 [5/25/2024 12:41:00 AM.259] LSPD First Response: [TRACE] AmbientStationSpawn: Added POLICE5 at Downtown Police Station [5/25/2024 12:41:00 AM.584] LSPD First Response: [TRACE] Preloading POLICE5 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] Created police5 at X:407.7591 Y:-1005.385 Z:28.26613 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] Forced Livery: 0 [5/25/2024 12:41:00 AM.585] LSPD First Response: [TRACE] AmbientStationSpawn: Added POLICE5 at Downtown Police Station [5/25/2024 12:41:00 AM.809] LSPD First Response: [TRACE] Thread Marker #6 initialized [5/25/2024 12:41:00 AM.818] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (Ambient) [5/25/2024 12:41:00 AM.820] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.004] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (Ambient) [5/25/2024 12:41:01 AM.005] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.005] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024

12:41:01 AM.126] LSPD First Response: [TRACE] Assigned ped to PoliceStationInterior #1 (GameplayMandatory) [5/25/2024 12:41:01 AM.269] LSPD First Response: [TRACE] Populated PD [5/25/2024 12:41:01 AM.493] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.497] LSPD First Response: [TRACE] Ling Xu (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] Micheal Huth (S\_M\_M\_CIASEC\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] Alice West (S\_F\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.498] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] George Kingsford (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Cooper Harris (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Brad Cullens (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.499] LSPD First Response: [TRACE] Carl Manson (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:01 AM.500] LSPD First Response: [TRACE] New cop added without cop data! [5/25/2024 12:41:01 AM.500] LSPD First Response: [TRACE] Jacky Coolers (S\_M\_Y\_COP\_01) was set as a cop [5/25/2024 12:41:09 AM.276] LSPD First Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:41:09 AM.276] LSPD First Response: [WARN] Path without extension: lspdfdr/data/custom [5/25/2024 12:41:09 AM.276] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:lspdfdr/data/duty\_selection.xml [5/25/2024 12:41:09 AM.276] LSPD First Response: [TRACE] ExpandableFileParser::Parse: Reading content from file:D:/Grand Theft Auto V/lspdfdr/data/custom/duty\_selection\_eup.xml [5/25/2024 12:41:09 AM.291] LSPD First Response: [TRACE] Setting player to lspd from last agency [5/25/2024 12:41:09 AM.308] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_a [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_utility [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_beach\_detail [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_jacket [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_coat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_raincoat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_bicycle [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_b [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_c [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_dirtbike [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_gang [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_pilot [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_swat [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_formal [5/25/2024 12:41:09 AM.309] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_riot [5/25/2024 12:41:09 AM.309] LSPD First

Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_windbreaker [5/25/2024 12:41:09 AM.311] LSPD First Response: [INFO] Player Persona voice is: s\_m\_y\_hwaycop\_01\_white\_full\_01 [5/25/2024 12:41:09 AM.312] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [TRACE] Setting player outfit to m\_base from last outfit [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_class\_c [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_a [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_motor\_c [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_utility [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_beach\_detail [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_jacket [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_coat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_raincoat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_bicycle [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_b [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_k9\_c [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_dirtbike [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_gang [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_pilot [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_swat [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_formal [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_riot [5/25/2024 12:41:09 AM.319] LSPD First Response: [WARN] GetOutfitVariation: Failed to find outfit lspd\_windbreaker [5/25/2024 12:41:09 AM.345] LSPD First Response: [TRACE] Thread AgencySelector #1 initialized [5/25/2024 12:41:09 AM.447] LSPD First Response: [TRACE] Player went on duty. [5/25/2024 12:41:09 AM.454] LSPD First Response: Folder is D:\Grand Theft Auto V\plugins\lspdf [5/25/2024 12:41:09 AM.524] LSPD First Response: AIRespond, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.535] LSPD First Response: AutomaticSirenCutout, Version=3.1.5.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.542] LSPD First Response: CombatEnhanced, Version=1.0.4.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.554] LSPD First Response: CompuLite, Version=1.5.2.7, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.569] LSPD First Response: Custom Pullover, Version=1.1.0.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.575] LSPD First Response: FireExtinguisher, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.575] LSPD First Response: GrammarPolice, Version=1.7.2.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.579] LSPD First Response: HollywoodRollover, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.599] LSPD First Response: Unable to load one or more of the requested types. Retrieve the LoaderExceptions property for more information. at System.Reflection.RuntimeModule.GetTypes(RuntimeModule module) [5/25/2024 12:41:09 AM.599] at System.Reflection.RuntimeModule.GetTypes() [5/25/2024 12:41:09 AM.599] at System.Reflection.Assembly.GetTypes() [5/25/2024 12:41:09 AM.599] at tjpWIEUbSEJqtDzMWwFyHQzRs.FfvtnVQPMaLwtsQanqfDIHgXRVME() in D:\GTA V\LSPD First Response\LSPD First Response\Mod\Callouts\CalloutManager.cs:line 738 [5/25/2024 12:41:09 AM.599] LSPD First Response: Impossible de charger le fichier ou l'assembly

'ScriptHookVDotNet2, Version=2.10.13.0, Culture=neutral, PublicKeyToken=null' ou une de ses dépendances. Le fichier spécifié est introuvable. [5/25/2024 12:41:09 AM.606] LSPD First Response: HolsterSounds, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.612] LSPD First Response: HWYCallouts, Version=1.19.40.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.620] LSPD First Response: ImmersiveAmbientEvents, Version=1.3.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.631] LSPD First Response: ImmersiveCallouts, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.632] LSPD First Response: KucheraCallouts, Version=2.0.2.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.639] LSPD First Response: ProwlerRadar, Version=1.2.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.640] LSPD First Response: RAGENativeUI, Version=1.9.2.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.649] LSPD First Response: RansomAmbience, Version=1.6.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.654] LSPD First Response: RawCanvasUI, Version=0.4.3.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.656] LSPD First Response: RiskierTrafficStops, Version=3.0.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.664] LSPD First Response: Section136Callouts, Version=1.12.1910.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.683] LSPD First Response: StopThePed, Version=4.9.5.2, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.691] LSPD First Response: TAGsCallouts, Version=1.3.0.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.692] LSPD First Response: UltimateBackup, Version=1.8.7.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.699] LSPD First Response: UnsafeCallouts, Version=1.4.1.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.706] LSPD First Response: UrbanCallouts, Version=1.3.0.1, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.714] LSPD First Response: YobbinCallouts, Version=1.7.1.0, Culture=neutral, PublicKeyToken=null [5/25/2024 12:41:09 AM.717] LSPD First Response: Creating plugin: AIRespond.AIRespondMain [5/25/2024 12:41:09 AM.726] LSPD First Response: Creating plugin: AutomaticSirenCutout.Main [5/25/2024 12:41:09 AM.770] LSPD First Response: Creating plugin: CombatEnhanced.Main [5/25/2024 12:41:09 AM.786] LSPD First Response: Creating plugin: □□□□□ :esnopsR tsriF DPSL ]578.MA 90:14:21 4202/52/5[ Creating plugin: Custom\_Pullover.Main [5/25/2024 12:41:09 AM.875] LSPD First Response: Creating Custom Pullover.Main. [5/25/2024 12:41:09 AM.876] LSPD First Response: Done with [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: Custom Pullover.Main. FireExtinguisher.FireExtinguisherMain [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: GrammarPolice.Main [5/25/2024 12:41:09 AM.876] LSPD First Response: holsterSounds.Main [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: H Creating plugin: HWYCallouts.Main [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: Main [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: Main [5/25/2024 12:41:09 AM.876] LSPD First Response: Creating plugin: ImmersiveCallouts. KucheraCallouts.Main [5/25/2024 12:41:09 AM.877] LSPD First Response: Creating plugin: ProwlerRadar.ProwlerRadar [5/25/2024 12:41:09 AM.893] LSPD First Response: Creating plugin: Ambience.Main [5/25/2024 12:41:09 AM.893] LSPD First Response: Creating plugin: Ransom :nigulp gnitaerC :esnopsR tsriF DPSL ]398.MA 90:14:21 4202/52/5[ niaM.spotSciffarTreiksiR □□□□□□□nse: Creating plugin: ] LSPD First Respo953AM. 12:41:09 5/25/2024[ □□□□□ □□□□□□□□ :nigulp gnitaerC :esnopsR tsriF DPSL ]089.MA 90:14:21 4202/52/5[ :nigulp gnitaerC :esnopsR tsriF DPSL ]089.MA 90:14:21 4202/52/5[ niaM.stuollaCsGAT□ □□□□□ [5/25/2024 12:41:10 AM.010] LSPD First Response: Creating plugin: UnsafeCallouts.Main [5/25/2024 12:41:10 AM.011] LSPD First Response: Creating plugin: UrbanCallouts.UrbanCalloutsMain [5/25/2024 12:41:10 AM.011] LSPD First Response: Creating plugin: YobbinCallouts.Main [5/25/2024 12:41:10 AM.011] LSPD First Response: Ultimate Backup: True [5/25/2024 12:41:10 AM.014] LSPD First Response: [AIRespond] Using language: EN.ini [5/25/2024 12:41:10 AM.670] LSPD First Response: [AI:Respond] AI:Respond is currently downloading data...

(https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=44660&textOnly=1) [5/25/2024 12:41:10 AM.671] LSPD First Response: Loading AutomaticSirenCutout.ini settings [5/25/2024 12:41:10 AM.677] LSPD First Response: Plugin Combat Enhanced 1.0.4 has been initialised. [5/25/2024 12:41:10 AM.677] LSPD First Response: Go on duty to fully load Combat Enhanced. [5/25/2024 12:41:10 AM.678] LSPD First Response: Initializing Config for CombatEnhanced [5/25/2024 12:41:10 AM.701] LSPD First Response: Plugin CompuLite v1.5.2.7 has been initialized. [5/25/2024 12:41:10 AM.701] LSPD First Response: Go on duty to fully load CompuLite [5/25/2024 12:41:10 AM.701] LSPD First Response: Custom Pullover 1.1.0.1 has been initialised. [5/25/2024 12:41:10 AM.849] LSPD First Response: BLK HWYCallouts: Error validating XML Configuration file: The global element 'HighwayPoliceVehicles' has already been declared. [5/25/2024 12:41:10 AM.855] LSPD First Response: BLK HWYCallouts: Custom police vehicles loaded: 3 [5/25/2024 12:41:10 AM.856] LSPD First Response: Immersive Ambient Events: Version 1.3.0.0 has been initialised. [5/25/2024 12:41:10 AM.856] LSPD First Response: ImmersiveCallouts by Cugli has been initialized. [5/25/2024 12:41:10 AM.856] LSPD First Response: Plugin Kuchera Callouts 2.0.2.1 by againstalldds has been initialised. [5/25/2024 12:41:11 AM.014] [LOG]: You are on the most updated build of Kuchera Callouts and do not need to update. [5/25/2024 12:41:11 AM.023] LSPD First Response: [Ransom Ambience] Initialized: 1.6.7. [5/25/2024 12:41:11 AM.023] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Loading 'plugins/LSPDFR/RansomAmbience.ini'. [5/25/2024 12:41:11 AM.026] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Verifying. [5/25/2024 12:41:11 AM.026] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Verified. [5/25/2024 12:41:11 AM.026] LSPD First Response: [Ransom Ambience] RansomAmbienceConfig: Loaded. [5/25/2024 12:41:11 AM.027] LSPD First Response: [Ransom Ambience] Loading 'plugins/LSPDFR/RansomAmbience/TrafficStopConfig.ini'. [5/25/2024 12:41:11 AM.030] LSPD First Response: [Ransom Ambience] TrafficStopConfig: Verifying. [5/25/2024 12:41:11 AM.031] LSPD First Response: [Ransom Ambience] TrafficStopConfig: Verified. [5/25/2024 12:41:11 AM.031] LSPD First Response: [Ransom Ambience] TrafficStopConfig: Loaded. [5/25/2024 12:41:11 AM.035] LSPD First Response: [Ransom Ambience] EventLogic: Loading plugins/LSPDFR/RansomAmbience/EventWeights.json. [5/25/2024 12:41:11 AM.114] LSPD First Response: [Ransom Ambience] EventLogic: Found 10 event weights. [5/25/2024 12:41:11 AM.114] LSPD First Response: [Ransom Ambience] EventLogic: Loading plugins/LSPDFR/RansomAmbience/EventZoneMappings.json. [5/25/2024 12:41:11 AM.118] LSPD First Response: [Ransom Ambience] EventLogic: Found 44 zone mappings. [5/25/2024 12:41:11 AM.119] LSPD First Response: [Ransom Ambience] EventLogic: Starting verification process. [5/25/2024 12:41:11 AM.122] LSPD First Response: [Ransom Ambience] Invalid Events: 0; Invalid Zones: 0; Invalid Event Zones: 0 [5/25/2024 12:41:11 AM.122] LSPD First Response: [Ransom Ambience] EventLogic: Finished verification process. [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] ----- Ransom Ambience (V1.6.7) ----- [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] MinIntervalInMs = 150000 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] MaxIntervalInMs = 180000 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] MaxEventRuntimeInMs = 420000 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] BlipEvents = True [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] AlwaysAllowEvents = False [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] CheckIfOnFootOrInVehicle = True [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] CutoffDistance = 500 [5/25/2024 12:41:11 AM.123] LSPD First Response: [Ransom Ambience] AllowNsfw = False [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] MenuKey = F9 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] MenuModifierKey = None [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] InteractionKey = X [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] InteractionButton = B

[5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] Events = Ambush, BrandishingWeapon, Burglary, Carjacking, Fight, IndecentExposure, InjuredPerson, PublicDisturbance, AnimalAccident, BrokenEquipment, CarFire, DriveByShooting, DUI, MVA, Pursuit, RecklessDriver, StreetRace, UseOfPhone [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] ----- TrafficStopConfig -----  
----- [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] Chance = 12 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] Enabled = True [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] TSCarjacking = 0.25 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] TSCollision = 0.35 [5/25/2024 12:41:11 AM.124] LSPD First Response: [Ransom Ambience] TSDisturbance = 0.4 [5/25/2024 12:41:11 AM.125] LSPD First Response: [NORMAL] RiskierTrafficStops: Plugin initialized, go on duty to fully load plugin. [5/25/2024 12:41:11 AM.127] LSPD First Response: [Section136Callouts] Section136Callouts | written by Max Playle [5/25/2024 12:41:11 AM.128] LSPD First Response: [Section136Callouts] © Max Playle 2020-2024 All rights reserved [5/25/2024 12:41:11 AM.129] LSPD First Response: [Section136Callouts] Lazy-loading Dependency Manager... [5/25/2024 12:41:11 AM.131] LSPD First Response: [Section136Callouts] Installed version of dependency Newtonsoft.Json.dll is not expected. Expected version: 13.0.0.0. Actual version: 13.0.1.25517. The pack will most likely run fine, but do expect the odd bug and/or issue with using unexpected versions. [5/25/2024 12:41:11 AM.132] LSPD First Response: [Section136Callouts] Installed version of dependency XSerializer.dll is not expected. Expected version: 0.4.4.0. Actual version: 0.4.4. The pack will most likely run fine, but do expect the odd bug and/or issue with using unexpected versions. [5/25/2024 12:41:11 AM.149] LSPD First Response: [Section136Callouts] Deserializing MainConfigFile from mainconfig.json [5/25/2024 12:41:11 AM.267] LSPD First Response: [Section136Callouts] Configuration output:  
{ "GENERAL": { "Division": 1, "UnitType": "ADAM", "Beat": 12, "LocalEmergencyNumber": 999, "NameForControl": "Control", "NameForBombsSquad": "RLC Bomb Disposal", "CallEndedString": "State 2", "NameForTpac": "TPAC Manoeuvre", "UseBritishTerminology": true, "CivillianCarModels": [ "DUKES", "BALLER", "BALLE R2", "BISON", "BISON2", "BJXL", "CAVALCADE", "CHEETAH", "COGCABRIO", "ASEA", "ADDER", "FELON", "FELON2", "ZENTORNO", "WARRENER", "RAPIDGT", "INTRUDER", "FELTZER 2", "FQ2", "RANCHERXL", "REBEL", "SCHWARZER", "COQUETTE", "CARBONIZZARE", "EMP EROR", "SULTAN", "EXEMPLAR", "MASSACRO", "DOMINATOR", "ASTEROPE", "PRAIRIE", "NINEF", "WASHINGTON", "CHINO", "CASCO", "INFERNUS", "ZTYPE", "DILETTANTE", "VIRG O", "F620", "PRIMO", "SULTAN", "EXEMPLAR", "F620", "FELON2", "FELON", "SENTINEL", "WI NDSOR", "DOMINATOR", "DUKES", "GAUNTLET", "VIRGO", "ADDER", "BUFFALO", "ZENTO RNO", "MASSACRO", "BATI", "BATI2", "AKUMA", "BAGGER", "DOUBLE", "NEMESIS", "HEXE R"], "CityPoliceCarModels": [ "POLICE", "POLICE2", "POLICE3", "FBI", "FBI2"], "CountyPoliceCar Models": [ "SHERIFF", "SHERIFF2", "PRANGER"], "AllowUltimateBackupIntegration": true, "PlayR adioAnimation": true, "PlayMobilePhoneAnimation": true, "AgencyName": "Police", "PriorityStrings": { "GradeOneCalls": "EMERGENCY", "GradeTwoCalls": "URGENT", "GradeThreeCalls": "NON- EMERGENCY"}, "PluginMechanicTaskTimeout": 2500 }, "MODELS": { "DrugDealerPedModels": [ "u\_m\_y\_burgerdrug\_01", "csb\_roccopelosi", "csb\_tonya", "g\_m\_importexport\_01", "g\_m\_y\_ballaeast \_01", "g\_m\_y\_ballaorig\_01", "g\_m\_y\_lost\_01", "g\_m\_y\_lost\_02", "g\_m\_y\_lost\_03", "g\_m\_y\_mexga ng\_01", "g\_m\_y\_mexgoon\_01", "g\_m\_y\_mexgoon\_02", "g\_m\_y\_mexgoon\_03", "g\_m\_y\_pologoon\_ 01", "g\_m\_y\_pologoon\_02", "g\_m\_y\_salvaboss\_01", "g\_m\_y\_salvagoon\_02", "s\_m\_m\_lifeinvad\_01 ", "s\_m\_y\_xmech\_02", "ig\_car3guy1", "ig\_cletus", "ig\_ortega", "ig\_oneil"], "DrugDealerVanModels": [ "bison", "bison2", "bison3", "bobcatxl", "burrito", "burrito2", "burrito3", "burrito4", "camper", "gburrito ", "journey", "speedo", "speedo4", "surfer", "surfer2", "youga", "youga2", "youga3"] }, "OPTIONAL\_DEP ENDENCY": { "UseStopThePedIntegration": true, "UseUltimateBackupIntegration": true, "UseCallout InterfaceIntegration": true, "UseBetterEmsIntegration": true }, "UPDATES": { "CheckOnStartup": true }, "NETWORK": { "NETWORK\_BUG\_REPORTING": { "EnableNetworkBugReporting": true }, "Prohi bitNetworkTransmission": false, "PerformStartupEacAuthentication": true }, "ENABLE\_FEATURES"

```
:{"LIVE_ACTIVITY":{"EnableLiveActivity":false,"IncludePlayerNameInLiveActivity":false}},{"ENABLE_CALLOUTS":{"IgnoreCalloutEnabledStatus":false,"StolenVehicle":false,"StolenEmergencyVehicle":true,"PersonWithKnife":true,"TrafficStopAssistanceShout":true,"MopedPhoneTheft":true,"DetaineeTransportRequired":true,"SelfIsolationViolation":false,"MentalHealthPatientEscaped":true,"ArmedSuspect":true,"Shoplifting":true,"SuicidalSubject":true,"AttemptedRape":true,"RacingVehicles":true,"InteriorBurglary":true,"OfficerPanicButton":true,"AreaSearchSuspect":true,"PrisonerTransfer":true,"MetroStationAssistanceRequired":true,"Protest":true,"AirportSecurityThreat":true,"CommercialVehicleTheft":true,"ConcernForWelfare":true},"WAYPOINTS":{"WaypointToGeneralSearchArea":true,"WaypointToMissionSubject":true},"ELS_SETTINGS":{"DoNotUseElsLights":true},"AI_SETTINGS":{"BACKUP_UNITS":{"WeaponAssets":["WEAPON_STUNGUN","WEAPON_NIGHTSTICK"]},"AiOfficersUseLethalForce":true,"SuspectsHaveLethalWeapons":true},"MISC_CONFIG":{"PlayRadioAnimation":true},"AUDIO":{"ProhibitVolumeEditing":true},"PURSUIT":{"UpdateBlipWhenSuspectVisualChanges":true,"MaximumOccupiedVehiclesForTpac":7},"TEN_NINE":{"MinResponse_LocalUnit":1,"MaxResponse_LocalUnit":3,"MinResponse_ARV":2,"MaxResponse_ARV":3,"UseUltimateBackupFunctions":false,"UseShortcutKey":true,"SingleKeyActivationHoldDuration":1500},"COVID_REFERENCES":{"AllowCovidReferences":true},"KEYS":{"Talk":89,"MainMenu":88,"CalloutSpecificMenu":121,"EndCall":112,"ForceServiceUnitUnconventionalSpawn":117,"TenNine_Modifier":0,"TenNine_ShortcutKey":79},"DEBUG":{"DebugMode":false,"DebugLogEnabled":true,"LogRefreshInterval":2000,"DebugFlags":[]},"SCENARIO":{"ScenarioStepWaitCount":10000},"SERVICE_UNITS":{"GENERAL":{"RecruitFromNearby":true,"AllowWarpingIfStuck":true},"ENABLE":{"EnableCoroner":true,"EnableVehicleRecovery":true,"EnableInsurancePickup":true},"CORONER":{"VanVehicleModel":"SPEEDO","PedModel":"S_M_M_DOCTOR_01","BodyBagModel":"xm_prop_body_bag"},"VEHICLE_RECOVERY":{"TowTruckModel":"TOWTRUCK","FlatbedModel":"FLATBED","AlwaysUseFlatbed":false,"AutoPickupRecoveredVehicles":true},"INSURANCE_PICKUP":{"PedModel":"A_M_Y_BUSINESS_02"},"AMBULANCE":{"AmbulanceModel":"AMBULANCE","ParamedicModel":"S_M_M_PARAMEDIC_01"}},{"CALLOUT_SETTINGS":{"AllowLongDrivesToCalloutScenarios":false,"OFFICER_PANIC_BUTTON":{"PossiblePoliceModels":["S_M_Y_COP_01","S_F_Y_COP_01","S_M_Y_SHERIFF_01","S_F_Y_SHERIFF_01"]},"ROBBERY":{"PedClearanceExemptModels":[]},"PROTEST":{"MinProtestPedSpawns":12,"MaxProtestPedSpawns":19,"RiotSquadResponseTimeoutSeconds":35,"RiotSquadReturnToPatrolTimeoutSeconds":35,"AllowDecreasedMemBudgetsWhilstRunning":true,"NonWaterCannonPoliceRiotSpawnModel":"RIOT","RiotSquadPedModels":["S_M_Y_SWAT_01"]},"AIRPORT_SECURITY_THREAT":{"BombSquadVehicleModel":"RIOT2","b_ShouldFollowBombVanWithCamera":true},"PATIENT_ESCAPED":{"PoliceHelicopterModels":["POLMAV"]},"CONCERN_FOR_WELFARE":{"FleeStopRequestWorkingChance":70,"EnableDeathByCopDuringTail":true},"PLAYER_TAIL":{"DISTANCE_THRESHOLD":40.0,"TICKER_INTERVAL":0,"MAX_SUSPICION_TICK_COUNT":40},"WELFARE_CALLOUT_GROUP":{"DoctorPedModels":["S_M_M_DOCTOR_01"]},"EXPLICIT_CONTENT":{"AllowExplicitLanguage":true},"ConfigPluginVersion":"1.12.1910.0"} [5/25/2024 12:41:11 AM.275] LSPD First Response: [Section136Callouts] [FileCheck ReportFindings for ██████████ ===== ]
```

#### SECTION136CALLOUTS FILE INTEGRITY CHECK

```
===== [5/25/2024 12:41:11 AM.275] LSPD First  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR██████████ ytirgetni elif A ]  
check has been requested for file/folder:  
configuration.xml [5/25/2024 12:41:11 \attemptedrape\callouts\section136callouts\lspdf\rplugins  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]572.MA██████████  
:esnopseR tsriF DPSL ]572.MA 11:14:21 4202/52/5[ eurT ?elif sa stsixE :TLUSER ]  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC631noitceS[██████████ ?yrotceid sa stsixE :tluseR ]  
rst Response: [Section136Callouts] [FileCheck False [5/25/2024 12:41:11 AM.275] LSPD Fi  
rof sgnidniFtropeR██████████ ]  
=====
```

```
===== [5/25/2024 12:41:11 AM.275]
```



PD First Response: [Section136Callouts] Initialising and processing new instance of the LS  
Attempted Rape configuration... [5/25/2024 12:41:11 AM.294] LSPD First Response:  
D First [Section136Callouts] Irrelevant XML data; disregarding. [5/25/2024 12:41:11 AM.294] LSP  
Response: [Section136Callouts] Irrelevant XML data; disregarding. [5/25/2024 12:41:11 AM.294]  
LSPD First Response: [Section136Callouts] Processing character models... [5/25/2024 12:41:11  
type valid. [5/25/2024 12:41:11 AM.295] LSPD First Response: [Section136Callouts] Character t  
AM.295] LSPD First Response: [Section136Callouts] Character model is s\_f\_y\_hooker\_01 is a  
valid model. [5/25/2024 12:41:11 AM.295] LSPD First Response: [Section136Callouts] Sending  
type [victim] [5/25/2024 12:41:11 AM.295] LSPD model [s\_f\_y\_hooker\_01] to model registry as  
First Response: [Section136Callouts] Finished processing model entry with name  
[s\_f\_y\_hooker\_01] and type [victim]! [5/25/2024 12:41:11 AM.295] LSPD First Response:  
[5/25/2024 12:41:11 AM.295] LSPD First Response: [Section136Callouts] Character type valid.  
[Section136Callouts] Character model is s\_f\_y\_hooker\_02 is a valid model. [5/25/2024 12:41:11  
AM.295] LSPD First Response: [Section136Callouts] Sending model [s\_f\_y\_hooker\_02] to model  
im] [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] registry as type [vict  
Finished processing model entry with name [s\_f\_y\_hooker\_02] and type [victim]! [5/25/2024  
12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024  
12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character model is  
s\_f\_y\_hooker\_03 is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Sending model [s\_f\_y\_hooker\_03] to model registry as type [victim]  
024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Finished processing [5/25/2  
model entry with name [s\_f\_y\_hooker\_03] and type [victim]! [5/25/2024 12:41:11 AM.296] LSPD  
.296] LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM  
First Response: [Section136Callouts] Character model is ig\_old\_man1a is a valid model.  
[5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending model  
296] LSPD First [ig\_old\_man1a] to model registry as type [suspect] [5/25/2024 12:41:11 AM.  
Response: [Section136Callouts] Finished processing model entry with name [ig\_old\_man1a] and  
type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts]  
esponse: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First R  
Character model is cs\_old\_man1a is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First  
Response: [Section136Callouts] Sending model [cs\_old\_man1a] to model registry as type [suspect]  
sponse: [Section136Callouts] Finished processing [5/25/2024 12:41:11 AM.296] LSPD First Re  
model entry with name [cs\_old\_man1a] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD  
First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD  
36Callouts] Character model is ig\_oneil is a valid model. [5/25/2024 First Response: [Section1  
12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending model [ig\_oneil] to model  
registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response:  
s] Finished processing model entry with name [ig\_oneil] and type [suspect]! [Section136Callout  
[5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character type valid.  
[5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character model is  
ig\_old\_man2 is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Sending model [ig\_old\_man2] to model registry as type [suspect] [5/25/2024  
odel entry 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Finished processing m  
with name [ig\_old\_man2] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response:  
[Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response:  
valid model. [5/25/2024 12:41:11 [Section136Callouts] Character model is u\_m\_y\_party\_01 is a  
AM.296] LSPD First Response: [Section136Callouts] Sending model [u\_m\_y\_party\_01] to model  
registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response:  
name [u\_m\_y\_party\_01] and type [Section136Callouts] Finished processing model entry with  
[suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character  
type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character  
odel. [5/25/2024 12:41:11 AM.296] LSPD First model is a\_m\_y\_polynesian\_01 is a valid m

Response: [Section136Callouts] Sending model [a\_m\_y\_polynesian\_01] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry with name [a\_m\_y\_polynesian\_01] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character model is ig\_priest is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending model [ig\_priest] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response: Finished processing model entry with name [ig\_priest] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character model is u\_m\_y\_proldriver\_01 is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending model [u\_m\_y\_proldriver\_01] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry with name [u\_m\_y\_proldriver\_01] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character type valid. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Character model is csb\_prologuedriver is a valid model. [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Sending model [csb\_prologuedriver] to model registry as type [suspect] [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Finished processing model entry with name [csb\_prologuedriver] and type [suspect]! [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Processing vehicle models... [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Adding STANIER to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.296] LSPD First Response: [Section136Callouts] Adding BLISTA to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding DILETTANTE to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding ISSI2 to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding PANTO to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding RHAPSODY to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding SENTINEL to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding ZION to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding BMX to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding PCJ to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding SANCHEZ to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding BLADE to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding BUCCANEER to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding FACTION to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] !! WARNING !! POHENIX is not a valid vehicle model. It will be skipped. [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding TAMPA to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding VIRGO to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Adding BALLER to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.297] LSPD First Response: [Section136Callouts] Trying to set Ambulance Response timeout... [5/25/2024 12:41:11 AM.302]rofsgnidniFtropeR kcehCeliF[ jstuollaC63lnoitceS[ :esnopseR tsriF DPSL[ ] ]

===== SECTION136CALLOUTS FILE INTEGRITY CHECK ===== [5/25/2024 12:41:11 AM.302]

rof sgnidniFtropeR kcehCeliF[ ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL[] [] [] [] [] [] elif A ]  
integrity check has been requested for file/folder:  
configuration.xml [5/25/2024 12:41:11 \interiorburglary\callouts\section136callouts\lspdf\plugins  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]203.MA[] [] [] [] [] []  
:esnopseR tsriF DPSL ]203.MA 11:14:21 4202/52/5[ eurT ?elif sa stsixE :TLUSER ]  
rof sgnidniFtropeR kcehCeliF[ ]stuollaC63lnoitceS[[] [] [] [] [] [] ?yrotcerid sa stsixE :tluseR ]  
False [5/25/2024 12:41:11 AM.302] LSPD First Response: [Section136Callouts] [FileCheck  
rof sgnidniFtropeR[] [] [] [] [] [] ]

===== [5/25/2024 12:41:11 AM.302]  
LSPD First Response: [Section136Callouts] Finished processing model entry with name  
[csb\_abigail] and type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response:  
ion136Callouts] Finished processing model entry with name [csb\_anita] and type [victim]! [Sect  
[5/25/2024 12:41:11 AM.302] LSPD First Response: [Section136Callouts] Finished processing  
02] LSPD First model entry with name [csb\_money] and type [victim]! [5/25/2024 12:41:11 AM.3  
Response: [Section136Callouts] Finished processing model entry with name [cs\_bankman] and  
type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response: [Section136Callouts] Finished  
type [victim]! [5/25/2024 12:41:11 processing model entry with name [s\_f\_y\_bartender\_01] and  
AM.302] LSPD First Response: [Section136Callouts] Finished processing model entry with name  
[a\_m\_y\_beach\_01] and type [victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response:  
del entry with name [a\_f\_y\_bevhills\_04] and type [Section136Callouts] Finished processing mo  
[victim]! [5/25/2024 12:41:11 AM.302] LSPD First Response: [Section136Callouts] Finished  
processing model entry with name [a\_f\_y\_bevhills\_03] and type [victim]! [5/25/2024 12:41:11  
e: [Section136Callouts] Finished processing model entry with name AM.302] LSPD First Respons  
[a\_m\_y\_bevhills\_02] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [a\_m\_y\_busicas\_01] and type  
5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Finished [victim]! [  
processing model entry with name [a\_m\_m\_business\_01] and type [victim]! [5/25/2024 12:41:11  
name AM.303] LSPD First Response: [Section136Callouts] Finished processing model entry with  
[a\_m\_y\_business\_02] and type [victim]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [a\_f\_y\_business\_02] and type  
Callouts] Finished [victim]! [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136  
processing model entry with name [a\_f\_m\_business\_02] and type [victim]! [5/25/2024 12:41:11  
AM.303] LSPD First Response: [Section136Callouts] Finished processing model entry with name  
1 AM.303] LSPD First Response: [ig\_old\_man1a] and type [suspect]! [5/25/2024 12:41:1  
[Section136Callouts] Finished processing model entry with name [cs\_old\_man1a] and type  
[suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Finished  
type [suspect]! [5/25/2024 12:41:11 AM.303] processing model entry with name [ig\_oneil] and  
LSPD First Response: [Section136Callouts] Finished processing model entry with name  
[ig\_old\_man2] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
l entry with name [u\_m\_y\_party\_01] and type [Section136Callouts] Finished processing mode  
[suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Finished  
processing model entry with name [a\_m\_y\_polynesian\_01] and type [suspect]! [5/25/2024 12:41:11  
: [Section136Callouts] Finished processing model entry with name AM.303] LSPD First Response  
[ig\_priest] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Finished processing model entry with name [u\_m\_y\_proldriver\_01] and type  
/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Finished [suspect]! [5/25  
processing model entry with name [csb\_prologuedriver] and type [suspect]! [5/25/2024 12:41:11  
ame AM.303] LSPD First Response: [Section136Callouts] Finished processing model entry with n  
[s\_m\_o\_busker\_01] and type [suspect]! [5/25/2024 12:41:11 AM.303] LSPD First Response:  
[Section136Callouts] Processing vehicle models... [5/25/2024 12:41:11 AM.303] LSPD First  
leModels Response: [Section136Callouts] Adding BLISTA to AttemptedRape.PermittedVehic

[5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding PANTO to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: s [5/25/2024 [Section136Callouts] Adding EXEMPLAR to AttemptedRape.PermittedVehicleModel 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding F620 to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: 4 [Section136Callouts] Adding FELON to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.303] LSPD First Response: [Section136Callouts] Adding SPEEDO to AttemptedRape.PermittedVehicleModels [5/25/2024 12:41:11 AM.307] LSPD First Response: [Section136Callouts] Subscribing to Duty Status Changed notifications. [5/25/2024 12:41:11 M.307] LSPD First Response: Plugin StopThePed v4.9.5.2 has been initialized. [5/25/2024 A 12:41:11 AM.308] LSPD First Response: Go on duty to fully load StopThePed [5/25/2024 12:41:11 [5/25/2024 AM.308] LSPD First Response: [LOG]: Loading config file from TAGsCallouts. 12:41:11 AM.311] [LOG]: Loading Stats file from DynamicCallouts [5/25/2024 12:41:11 AM.312] LSPD First Response: Plugin UltimateBackup v1.8.7.0 has been initialized. [5/25/2024 12:41:11 mateBackup [5/25/2024 12:41:11 AM.312] LSPD First Response: Go on duty to fully load Ulti AM.313] LSPD First Response: Plugin UnsafeCallouts 1.4.1.0, developed by L33dy, has been initialized. [5/25/2024 12:41:11 AM.313] LSPD First Response: YOBBINCALLOUTS: 12:41:11 AM.313] LSPD First YobbinCallouts 1.7.1 by YobB1n has been loaded. [5/25/2024 Response: We have 3 callouts registered [5/25/2024 12:41:11 AM.313] LSPD First Response: CalloutManager initialized [5/25/2024 12:41:11 AM.314] LSPD First Response: [TRACE] 12:41:11 AM.319] LSPD First Response: WorldEventManager: Allowing up to 1 events [5/25/2024 [TRACE] Created new evidence: CrimeEvidenceInPedPossession [5/25/2024 12:41:11 AM.320] LSPD First Response: [TRACE] Created new evidence: CrimeEvidenceInPedPossession RACE] Auto started component [5/25/2024 12:41:11 AM.328] LSPD First Response: [T PersonaSearch #1 [5/25/2024 12:41:11 AM.328] LSPD First Response: [TRACE] Auto started component StudyStatistics #1 [5/25/2024 12:41:11 AM.329] LSPD First Response: [TRACE] Auto 5/2024 12:41:11 AM.330] LSPD First started component AmbientCharacterManager #1 [5/2 Response: [TRACE] Auto started component AmbientEvidenceManager #1 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage HomeOutside Start: 07:30:00 End: o 08:00:00 [5/25/2024 12:41:11 AM.340] LSPD 00:00:00 does not have an end time defined, set t First Response: [TRACE] LifeCycleStage GoingToWork Start: 08:00:00 End: 00:00:00 does not have an end time defined, set to 09:00:00 [5/25/2024 12:41:11 AM.340] LSPD First Response: e Start: 13:00:00 End: 00:00:00 does not have an end time [TRACE] LifeCycleStage GoingHom defined, set to 14:00:00 [5/25/2024 12:41:11 AM.340] LSPD First Response: [TRACE] LifeCycleStage HomeInside Start: 14:00:00 End: 00:00:00 does not have an end time defined, set to 4 12:41:11 AM.343] LSPD First Response: [TRACE] Auto started component 07:30:00 [5/25/2024 PersistentCharacterManager #1 [5/25/2024 12:41:11 AM.344] LSPD First Response: [TRACE] Auto started component PlayerInvestigationManager #1 [5/25/2024 12:41:11 AM.344] LSPD First se: [TRACE] Auto started component WorldPropManager #1 [5/25/2024 12:41:11 AM.346] Respon LSPD First Response: [TRACE] Auto started component AmbientBehaviorPedOnStreet #1 [5/25/2024 12:41:11 AM.346] LSPD First Response: [TRACE] Auto started component viorShotsFired #1 [5/25/2024 12:41:11 AM.346] LSPD First Response: [TRACE] AmbientBeha Auto started component AmbientTrafficStop #1 [5/25/2024 12:41:11 AM.347] LSPD First Response: Custom Pullover event handler: True [5/25/2024 12:41:11 AM.348] LSPD First entHandler Starting [5/25/2024 12:41:11 AM.350] LSPD First Response: Response: Ev [AutomaticSirenCutout]: Automatic Siren Cutout V3.1.5.0 is ready. [5/25/2024 12:41:11 AM.351] LSPD First Response: [AutomaticSirenCutout]: AutomaticSirenCutout is enabled. [5/25/2024 1:11 AM.351] LSPD First Response: [AutomaticSirenCutout]: TrafficLightControl is disabled. 12:4 [5/25/2024 12:41:11 AM.351] LSPD First Response: [AutomaticSirenCutout]: FriendlyHonk is tout]: Yielding is disabled. [5/25/2024 12:41:11 AM.351] LSPD First Response: [AutomaticSirenCu disabled. [5/25/2024 12:41:11 AM.380] LSPD First Response: Deserialized Ben Jackson [5/25/2024 12:41:11 AM.380] LSPD First Response: Deserialized Kayla Lausanne [5/25/2024

[5/25/2024 12:41:11 12:41:11 AM.381] LSPD First Response: Deserialized Drake Williams AM.407] LSPD First Response: Deserialized Amy Parker [5/25/2024 12:41:11 AM.408] LSPD First Response: Deserialized John Mason [5/25/2024 12:41:11 AM.408] LSPD First Response: First Response: Deserialized Deserialized Jordan Roberts [5/25/2024 12:41:11 AM.409] LSPD Nicole Reynolds [5/25/2024 12:41:11 AM.822] LSPD First Response: CompuLite Localization Code Page: 1252 [5/25/2024 12:41:11 AM.822] LSPD First Response: CompuLite Localization 24 12:41:11 AM.826] LSPD First Encoding Name: Western European (Windows) [5/25/20 Response: GrammarPolice dependency CalloutInterfaceAPI.dll is available (1.0.3.0). [5/25/2024 12:41:11 AM.826] LSPD First Response: GrammarPolice dependency IPT.Common.dll is available SPD First Response: GrammarPolice dependency (1.4.4.0). [5/25/2024 12:41:11 AM.827] L RAGENativeUI.dll is available (1.9.2.0). [5/25/2024 12:41:11 AM.827] LSPD First Response: GrammarPolice: [GrammarPolice] starting... [5/25/2024 12:41:11 AM.828] LSPD First Response: nHandler] starting... [5/25/2024 12:41:11 AM.829] LSPD First GrammarPolice: [ExternalPlugi Response: GrammarPolice: [ExternalPluginHandler] external plugin status [5/25/2024 12:41:11 -----AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] [5/25/2024 12:41:11 AM.829] LSPD First ----- Response: GrammarPolice: [ExternalPluginHandler] LSPDFR Updated: True [5/25/2024 ] 12:41:11 AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler ArrestManager: False [5/25/2024 12:41:11 AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] HeliAssistance: False [5/25/2024 12:41:11 AM.829] LSPD First [5/25/2024 12:41:11 Response: GrammarPolice: [ExternalPluginHandler] Traffic Policer: False AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] StopThePed: True [5/25/2024 12:41:11 AM.829] LSPD First Response: GrammarPolice: [ExternalPluginHandler] irst Response: GrammarPolice: UltimateBackup: True [5/25/2024 12:41:11 AM.829] LSPD F -----[ExternalPluginHandler] [5/25/2024 12:41:11 AM.834] LSPD First Response: GrammarPolice: [ConfigHandler] - 41:11 AM.836] LSPD First Response: GrammarPolice: initializing... [5/25/2024 12: [ConfigHandler] loading default settings... [5/25/2024 12:41:11 AM.846] LSPD First Response: GrammarPolice: [ConfigHandler] loading custom settings... [5/25/2024 12:41:11 AM.855] LSPD rPolice: [ConfigHandler] loading callsign... [5/25/2024 12:41:11 AM.857] First Response: Gramma LSPD First Response: GrammarPolice: [ConfigHandler]

---

rammarPolice: ===== [5/25/2024 12:41:11 AM.857] LSPD First Response: G [ConfigHandler] GrammarPolice Settings [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]

---

:41:11 AM.857] LSPD First Response: GrammarPolice: ===== [5/25/2024 12 12 [5/25/2024 12:41:11 AM.857] LSPD First -[ConfigHandler] Callsign = ADAM US [5/25/2024 12:41:11 -Response: GrammarPolice: [ConfigHandler] Language = en SPD First Response: GrammarPolice: [ConfigHandler] AgencyCodes = AM.857] L GENERIC [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] e: EnableSpeechRecognition = True [5/25/2024 12:41:11 AM.857] LSPD First Respons GrammarPolice: [ConfigHandler] DispatchKey = RMenu [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] InterfaceKey = F12 onfigHandler] [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [C InterfaceModifierKey = LControlKey [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] SettingsKey = F2 [5/25/2024 12:41:11 AM.857] ettingsModifierKey = LSPD First Response: GrammarPolice: [ConfigHandler] S LControlKey [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] RadioKey = Tab [5/25/2024 12:41:11 AM.857] LSPD First y = None [5/25/2024 Response: GrammarPolice: [ConfigHandler] RadioModifierKe 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] HotkeysModifierKey

= LControlKey [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice:  
= None [5/25/2024 12:41:11 AM.857] LSPD First [ConfigHandler] BusyKey  
Response: GrammarPolice: [ConfigHandler] ClearKey = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] NoKey = None  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] PanicKey [5/25/2024  
= None [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PD First Response: SceneKey = None [5/25/2024 12:41:11 AM.857] LS  
GrammarPolice: [ConfigHandler] TrafficControlClearKey = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] TrafficControlSlowKey =  
GrammarPolice: [ConfigHandler] None [5/25/2024 12:41:11 AM.857] LSPD First Response: G  
TrafficControlStopKey = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] TrafficStopKey = None [5/25/2024 12:41:11 AM.857]  
gHandler] YesKey = None [5/25/2024 LSPD First Response: GrammarPolice: [Confi  
12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
DispatchPrimaryButton = None [5/25/2024 12:41:11 AM.857] LSPD First Response:  
condaryButton = None [5/25/2024 12:41:11 GrammarPolice: [ConfigHandler] DispatchSe  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] InterfacePrimaryButton =  
None [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
= None [5/25/2024 12:41:11 AM.857] LSPD First Response: InterfaceSecondaryButton  
GrammarPolice: [ConfigHandler] RadioPrimaryButton = None [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] RadioSecondaryButton =  
2:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] None [5/25/2024 1  
ShowNotifications = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] ShowPlayerStatus = True [5/25/2024 12:41:11 AM.857]  
First Response: GrammarPolice: [ConfigHandler] ShowTargetPlate = True LSPD  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
StatusTextPosX = 420 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
marPolice: [ConfigHandler] StatusTextPosY = 964 [5/25/2024 12:41:11 AM.857] Gram  
LSPD First Response: GrammarPolice: [ConfigHandler] StatusTextScale = 0.35  
er] RadioPosX [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHan  
= 1440 [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
RadioPosY = 578 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
= 62 [5/25/2024 12:41:11 AM.857] GrammarPolice: [ConfigHandler] RadioScale  
LSPD First Response: GrammarPolice: [ConfigHandler] RadioAutoClose = True  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
[5/25/2024 12:41:11 AM.857] LSPD First Response: HoldToTalk = True  
GrammarPolice: [ConfigHandler] HoldToTalkDelay = 0 [5/25/2024 12:41:11 AM.857]  
LSPD First Response: GrammarPolice: [ConfigHandler] PTTPushSound = 2 [5/25/2024  
7] LSPD First Response: GrammarPolice: [ConfigHandler] PTTReleaseSound 12:41:11 AM.85  
= 2 [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PrefaceResponse = 1 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
ammarPolice: [ConfigHandler] ShowInCarAnimation = True [5/25/2024 12:41:11 Gr  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] AttemptToInitiatePursuit =  
gHandler] False [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [Confi  
EnableJailWaypoint = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] EnablePriorityTone = False [5/25/2024 12:41:11  
oPriorityTone = AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] EnableAut  
True [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
EnableTrafficStop = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
= True [5/25/2024 12:41:11 AM.857] GrammarPolice: [ConfigHandler] HandleAvailability  
LSPD First Response: GrammarPolice: [ConfigHandler] HandleDeath = True  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]

41:11 AM.857] LSPD First Response: OfficerCheckInterval = 2 [5/25/2024 12:  
GrammarPolice: [ConfigHandler] PriorityToneInterval = 30 [5/25/2024 12:41:11 AM.857]  
LSPD First Response: GrammarPolice: [ConfigHandler] UseGenericResponse = True  
st Response: GrammarPolice: [ConfigHandler] [5/25/2024 12:41:11 AM.857] LSPD Fir  
PanicResponse = 5 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] TrafficControlRadius = 60 [5/25/2024 12:41:11 AM.857]  
e: [ConfigHandler] TrafficControlSpeed = 5 [5/25/2024 LSPD First Response: GrammarPolice  
12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupAir  
= False [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
erBackupInvestigating = True [5/25/2024 12:41:11 AM.857] LSPD First Response: Off  
GrammarPolice: [ConfigHandler] OfferBackupOnScene = True [5/25/2024 12:41:11  
= AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] OfferBackupTaser  
True [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
OfferTransportSuspectCustody = True [5/25/2024 12:41:11 AM.857] LSPD First Response:  
024 12:41:11 AM.857] GrammarPolice: [ConfigHandler] PitSurrenderRate = 75 [5/25/2  
LSPD First Response: GrammarPolice: [ConfigHandler] PitPedDistance = 20 [5/25/2024  
2:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] PitMaxPeds  
First Response: GrammarPolice: [ConfigHandler] = 1 [5/25/2024 12:41:11 AM.857] LSPD  
PitVehicleDistance = 20 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] PitMaxVehicles = 1 [5/25/2024 12:41:11 AM.857]  
olice: [ConfigHandler] PursuitAuthorityEnabled = False LSPD First Response: GrammarP  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
PursuitAuthorityPedDistance = 50 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
] PursuitAuthorityMaxPeds = 5 [5/25/2024 12:41:11 AM.857] GrammarPolice: [ConfigHandler  
LSPD First Response: GrammarPolice: [ConfigHandler] PursuitAuthorityVehicleDistance = 50  
[5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
icles = 5 [5/25/2024 12:41:11 AM.857] LSPD First Response: PursuitAuthorityMaxVeh  
GrammarPolice: [ConfigHandler] PursuitCheckInInterval = 2 [5/25/2024 12:41:11 AM.857]  
LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeAir = False  
4 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] [5/25/202  
UseNativeCode2 = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] UseNativeCode3 = False [5/25/2024 12:41:11  
LSPD First Response: GrammarPolice: [ConfigHandler] UseNativeEMS = AM.857]  
False [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
se: UseNativePanic = False [5/25/2024 12:41:11 AM.857] LSPD First Respon  
GrammarPolice: [ConfigHandler] UseNativePedCheck = True [5/25/2024 12:41:11  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] UseNativePlateCheck =  
ConfigHandler] True [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [  
UseNativeSWAT = False [5/25/2024 12:41:11 AM.857] LSPD First Response:  
GrammarPolice: [ConfigHandler] DisableMenuMouse = True [5/25/2024 12:41:11  
leTimeout = AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] Babb  
2000 [5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler]  
InitialSilenceTimeout = 2000 [5/25/2024 12:41:11 AM.857] LSPD First Response:  
= 1500 [5/25/2024 12:41:11 GrammarPolice: [ConfigHandler] EndSilenceTimeout  
AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] LoggingLevel = 0  
5/25/2024 12:41:11 AM.857] LSPD First Response: GrammarPolice: [ConfigHandler] PluginPath  
Auto V/plugins/LSPDFR/GrammarPolice [5/25/2024 12:41:11 AM.857] LSPD Grand Theft\= D:  
Grand Theft Auto \First Response: GrammarPolice: [ConfigHandler] AudioPath = D:  
V/plugins/LSPDFR/GrammarPolice/audio [5/25/2024 12:41:11 AM.858] LSPD First Response:  
Grand Theft Auto \GrammarPolice: [ConfigHandler] TexturePath = D:  
V/plugins/LSPDFR/GrammarPolice/textures [5/25/2024 12:41:11 AM.858] LSPD First Response:  
5/2024 GrammarPolice: [ConfigHandler] CallsignGrammarPartsList = [[adam], [12]] [5/2

12:41:11 AM.858] LSPD First Response: GrammarPolice: [ConfigHandler] CallsignAudioParts  
= [GP\_UT\_ADAM, GP\_BEAT\_12] [5/25/2024 12:41:11 AM.858] LSPD First Response:  
GrammarPolice: [ConfigHandler]

===== [5/25/2024 12:41:11 AM.894] LSPD First Response: GrammarPolice:  
[TextureHandler] loaded 52 textures [5/25/2024 12:41:11 AM.895] LSPD First Response:  
1 AM.905] LSPD First GrammarPolice: [AnimationHandler] initializing... [5/25/2024 12:41:1  
Response: [TRACE] Thread AmbientTrafficStop #1 initialized [5/25/2024 12:41:11 AM.905]  
LSPD First Response: [TRACE] Thread AmbientBehaviorShotsFired #1 initialized [5/25/2024  
BehaviorPedOnStreet #1 12:41:11 AM.905] LSPD First Response: [TRACE] Thread Ambient  
initialized [5/25/2024 12:41:11 AM.905] LSPD First Response: [TRACE] Thread PersonaSearch  
#1 initialized [5/25/2024 12:41:11 AM.910] LSPD First Response: [TRACE] Thread Ambient #1  
sponse: [TRACE] Thread ArrestManager initialized [5/25/2024 12:41:11 AM.921] LSPD First Re  
#1 initialized [5/25/2024 12:41:11 AM.922] LSPD First Response: [TRACE] Thread  
SuspectTransportManager #1 initialized [5/25/2024 12:41:11 AM.927] LSPD First Response:  
41:11 AM.928] LSPD First Response: [TRACE] Has taken study survey: False [5/25/2024 12:  
[TRACE] Thread WorldEventManager #1 initialized [5/25/2024 12:41:11 AM.934] LSPD First  
Response: [TRACE] Thread BoundlessInformant #1 initialized [5/25/2024 12:41:11 AM.935]  
ctTransportManager #1 initialized [5/25/2024 LSPD First Response: [TRACE] Thread PlayerSuspe  
12:41:11 AM.942] LSPD First Response: [TRACE] Thread StudyStatistics #1 initialized  
[5/25/2024 12:41:11 AM.942] LSPD First Response: [TRACE] Thread AmbientCharacterManager  
42] LSPD First Response: [TRACE] Thread #1 initialized [5/25/2024 12:41:11 AM.9  
AmbientEvidenceManager #1 initialized [5/25/2024 12:41:11 AM.944] LSPD First Response:  
[TRACE] Thread PersistentCharacterManager #1 initialized [5/25/2024 12:41:11 AM.944] LSPD  
vestigationManager #1 initialized [5/25/2024 12:41:11 First Response: [TRACE] Thread PlayerIn  
AM.945] LSPD First Response: [TRACE] Thread WorldPropManager #1 initialized [5/25/2024  
12:41:11 AM.946] LSPD First Response: Custom Pullover has been loaded successfully!  
[5/25/2024 12:41:11 AM.993] LSPD First Response: [TRACE] 201] -[CustomPulloverHandler.cs  
Thread CrimesMenu #1 initialized [5/25/2024 12:41:12 AM.017] LSPD First Response:  
GrammarPolice: [AnimationHandler] created DashRadio and HandRadio objects [5/25/2024  
onse: GrammarPolice: [ActionHandler] loading actions and 12:41:12 AM.023] LSPD First Resp  
GENERIC -Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en\commands from D:  
[5/25/2024 12:41:12 AM.202] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \olice.Actions.Callout.Accept from D:name=accept target=GrammarP  
accept.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.203] LSPD First Response: GrammarPolice: [Action] loaded action: name=advise  
Grand Theft Auto \ons.Status.Advise from D:target=GrammarPolice.Acti  
advise.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.203] LSPD First Response: GrammarPolice: [Action] loaded action: name=air  
Grand Theft Auto \from D: target=GrammarPolice.Actions.Backup.Air  
air.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=animal  
Theft Auto Grand\target=GrammarPolice.Actions.Backup.Animal from D:  
animal.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action: name=available  
t Auto Grand Theft\target=GrammarPolice.Actions.Status.Available from D:  
available.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=busy target=GrammarPolice.Actions.Status.Busy from D:  
busy.xml [5/25/2024 \GENERIC/default/actions-gins/LSPDFR/GrammarPolice/grammar/enV/plu  
12:41:12 AM.204] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand \name=cancel\_checks target=GrammarPolice.Actions.Interactions.Cancel\_Checks from D:



-o V/plugins/LSPDFR/GrammarPolice/grammar/enTheft Auto  
cancel\_checks.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: \GENERIC/default/actions  
GrammarPolice: [Action] loaded action: name=clear target=GrammarPolice.Actions.Status.Code4  
-ugins/LSPDFR/GrammarPolice/grammar/enGrand Theft Auto V/pl\from D:  
clear.xml [5/25/2024 12:41:12 AM.204] LSPD First Response: \GENERIC/default/actions  
GrammarPolice: [Action] loaded action: name=code2  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Code2 from D:  
code2.xml [5/25/2024 \GENERIC/default/actions-rammarPolice/grammar/enV/plugins/LSPDFR/G  
12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=code2state target=GrammarPolice.Actions.Backup.Code2State from D:  
code2state.xml \GENERIC/default/actions-arPolice/grammar/enV/plugins/LSPDFR/Gramm  
[5/25/2024 12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=code3 target=GrammarPolice.Actions.Backup.Code3 from D:  
code3.xml [5/25/2024 \GENERIC/default/actions-grammar/enV/plugins/LSPDFR/GrammarPolice/  
12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=code3state target=GrammarPolice.Actions.Backup.Code3State from D:  
code3state.xml \GENERIC/default/actions-mar/enV/plugins/LSPDFR/GrammarPolice/gram  
[5/25/2024 12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=code4 target=GrammarPolice.Actions.Status.Code4 from D:  
code4.xml [5/25/2024 \NERIC/default/actionsGE-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action: name=copy  
Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Copy from D:  
copy.xml [5/25/2024 \ult/actionsGENERIC/defa-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.205] LSPD First Response: GrammarPolice: [Action] loaded action: name=coroner  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Coroner from D:  
coroner.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.206] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=ems target=GrammarPolice.Actions.Backup.EMS from D:  
024 ems.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.206] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand \name=felonystopbackup target=GrammarPolice.Actions.Backup.FelonyStopBackup from D:  
-Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en  
pbackup.xml [5/25/2024 12:41:12 AM.206] LSPD First felonysto\GENERIC/default/actions  
Response: GrammarPolice: [Action] loaded action: name=female  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Female from D:  
[5/25/2024 female.xml\GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.206] LSPD First Response: GrammarPolice: [Action] loaded action: name=fight  
Grand Theft Auto \target=GrammarPolice.Actions.Advisory.Fight from D:  
fight.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.206] LSPD First Response: GrammarPolice: [Action] loaded action: name=fire  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Fire from D:  
fire.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
LSPD First Response: GrammarPolice: [Action] loaded action: name=insurance 12:41:12 AM.206]  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Insurance from D:  
insurance.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
PD First Response: GrammarPolice: [Action] loaded action: [5/25/2024 12:41:12 AM.207] LS  
Grand Theft Auto \name=investigating target=GrammarPolice.Actions.Status.Investigating from D:  
investigating.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
AM.207] LSPD First Response: GrammarPolice: [Action] loaded action: [5/25/2024 12:41:12  
Grand Theft Auto \name=k9 target=GrammarPolice.Actions.Backup.K9 from D:  
k9.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
onse: GrammarPolice: [Action] loaded action: 12:41:12 AM.207] LSPD First Resp

Grand Theft Auto \name=mealbreak target=GrammarPolice.Actions.Status.MealBreak from D: mealbreak.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en se: GrammarPolice: [Action] loaded action: [5/25/2024 12:41:12 AM.207] LSPD First Respon

Grand Theft Auto \name=no target=GrammarPolice.Actions.Interactions.No from D: no.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en : [Action] loaded action: name=noose 12:41:12 AM.207] LSPD First Response: GrammarPolice

Grand Theft Auto \target=GrammarPolice.Actions.Backup.Noose from D: noose.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ded action: name=normal 12:41:12 AM.207] LSPD First Response: GrammarPolice: [Action] loa

Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Normal from D: normal.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ction: 12:41:12 AM.209] LSPD First Response: GrammarPolice: [Action] loaded a

Grand Theft Auto \name=occupied\_1 target=GrammarPolice.Actions.Status.TrafficStop from D: occupied\_1.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en action: [5/25/2024 12:41:12 AM.210] LSPD First Response: GrammarPolice: [Action] loaded

Grand Theft Auto \name=occupied\_2 target=GrammarPolice.Actions.Status.TrafficStop from D: occupied\_2.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ed action: [5/25/2024 12:41:12 AM.210] LSPD First Response: GrammarPolice: [Action] load

Grand Theft Auto \name=occupied\_3 target=GrammarPolice.Actions.Status.TrafficStop from D: occupied\_3.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en aded action: [5/25/2024 12:41:12 AM.210] LSPD First Response: GrammarPolice: [Action] lo

Grand Theft \name=officerdown target=GrammarPolice.Actions.Backup.OfficerDown from D: officerdown.xml \GENERIC/default/actions-Auto V/plugins/LSPDFR/GrammarPolice/grammar/en ] loaded action: [5/25/2024 12:41:12 AM.210] LSPD First Response: GrammarPolice: [Action

Grand Theft Auto \name=onpatrol target=GrammarPolice.Actions.Status.OnPatrol from D: onpatrol.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ded action: [5/25/2024 12:41:12 AM.211] LSPD First Response: GrammarPolice: [Action] loa

Grand Theft Auto \name=outofservice target=GrammarPolice.Actions.Status.OutOfService from D: outofservice.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en on] loaded action: [5/25/2024 12:41:12 AM.211] LSPD First Response: GrammarPolice: [Acti

Grand Theft Auto \name=panic target=GrammarPolice.Actions.Backup.Panic from D: panic.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ion: name=pedcheck 12:41:12 AM.211] LSPD First Response: GrammarPolice: [Action] loaded act

Grand Theft Auto \target=GrammarPolice.Actions.Computer.Pedcheck from D: pedcheck.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en : [5/25/2024 12:41:12 AM.211] LSPD First Response: GrammarPolice: [Action] loaded action

Grand \name=person\_deceased target=GrammarPolice.Actions.Advisory.PersonDeceased from D: -Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en person\_deceased.xml [5/25/2024 12:41:12 AM.211] LSPD First \GENERIC/default/actions on] loaded action: name=person\_injured Response: GrammarPolice: [Acti

Grand Theft Auto \target=GrammarPolice.Actions.Advisory.PersonInjured from D: person\_injured.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en rPolice: [Action] loaded action: [5/25/2024 12:41:12 AM.211] LSPD First Response: Gramma

Grand Theft Auto \name=pit target=GrammarPolice.Actions.Backup.Pit from D: pit.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en aded action: 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action] lo

Grand Theft Auto \name=platecheck target=GrammarPolice.Actions.Computer.Platecheck from D: platecheck.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en loaded action: [5/25/2024 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action]

Grand Theft Auto \name=preface target=GrammarPolice.Actions.Status.Preface from D: preface.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en action: 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action] loaded

Grand Theft \name=priority\_tone target=GrammarPolice.Actions.Advisory.PriorityTone from D: priority\_tone.xml \GENERIC/default/actions-Auto V/plugins/LSPDFR/GrammarPolice/grammar/en on] loaded action: [5/25/2024 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action] lo

Grand Theft Auto \name=pursuit target=GrammarPolice.Actions.Status.InPursuit from D: pursuit.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en aded action: 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action] lo

Grand Theft Auto \name=radiocheck target=GrammarPolice.Actions.Status.RadioCheck from D: radiocheck.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en oaded action: [5/25/2024 12:41:12 AM.212] LSPD First Response: GrammarPolice: [Action] l

Grand Theft Auto \name=roadblock target=GrammarPolice.Actions.Backup.Roadblock from D: roadblock.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ded action: [5/25/2024 12:41:12 AM.213] LSPD First Response: GrammarPolice: [Action] loa

Grand Theft Auto \name=scene target=GrammarPolice.Actions.Status.Scene from D: scene.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en 12:41:12 AM.213] LSPD First Response: GrammarPolice: [Action] loaded action:

Grand Theft Auto \me=spikestrips target=GrammarPolice.Actions.Backup.Spikestrips from D:na spikestrips.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en : [5/25/2024 12:41:12 AM.213] LSPD First Response: GrammarPolice: [Action] loaded action

Grand Theft Auto \name=startpatrol target=GrammarPolice.Actions.Status.StartPatrol from D: startpatrol.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en tion: [5/25/2024 12:41:12 AM.213] LSPD First Response: GrammarPolice: [Action] loaded ac

Grand Theft Auto \name=station target=GrammarPolice.Actions.Status.ReturnToStation from D: station.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en tion: 12:41:12 AM.213] LSPD First Response: GrammarPolice: [Action] loaded ac

Grand \name=suspect\_custody target=GrammarPolice.Actions.Advisory.SuspectCustody from D: -Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en suspect\_custody.xml [5/25/2024 12:41:12 AM.213] LSPD First \GENERIC/default/actions Action] loaded action: name=suspect\_lost Response: GrammarPolice: [

Grand Theft Auto \target=GrammarPolice.Actions.Advisory.SuspectLost from D: suspect\_lost.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en ollice: [Action] loaded action: [5/25/2024 12:41:12 AM.214] LSPD First Response: GrammarP

Grand Theft Auto \name=swat target=GrammarPolice.Actions.Backup.Swat from D: swat.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en oaded action: name=taser 12:41:12 AM.214] LSPD First Response: GrammarPolice: [Action] l

Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Taser from D: taser.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en tion: 12:41:12 AM.214] LSPD First Response: GrammarPolice: [Action] loaded ac

Grand \name=ticketnumber target=GrammarPolice.Actions.Interactions.TicketNumber from D: -Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en ticketnumber.xml [5/25/2024 12:41:12 AM.214] LSPD First Response: \GENERIC/default/actions on] loaded action: name=tow target=GrammarPolice.Actions.Backup.Tow GrammarPolice: [Acti

-Grand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en\from D: tow.xml [5/25/2024 12:41:12 AM.214] LSPD First Response: \GENERIC/default/actions ame=traffic GrammarPolice: [Action] loaded action: n

Grand Theft Auto \target=GrammarPolice.Actions.Status.TrafficStop from D: traffic.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en 12:41:12 AM.214] LSPD First Response: GrammarPolice: [Action] loaded action:

Grand \trafficstopbackup target=GrammarPolice.Actions.Backup.TrafficStopBackup from D:name= -Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en trafficstopbackup.xml [5/25/2024 12:41:12 AM.215] LSPD First \GENERIC/default/actions ] loaded action: name=traffic\_control Response: GrammarPolice: [Action

Grand Theft Auto \target=GrammarPolice.Actions.Traffic.Control from D:

traffic\_control.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 : [Action] loaded action: [5/25/2024 12:41:12 AM.215] LSPD First Response: GrammarPolice  
 Grand Theft Auto \name=traffic\_control\_clear target=GrammarPolice.Actions.Traffic.Clear from D:  
 -V/plugins/LSPDFR/GrammarPolice/grammar/en  
 traffic\_control\_clear.xml [5/25/2024 12:41:12 AM.215] LSPD First \GENERIC/default/actions  
 onse: GrammarPolice: [Action] loaded action: name=traffic\_control\_slow Resp  
 Grand Theft Auto \target=GrammarPolice.Actions.Traffic.Slow from D:  
 -V/plugins/LSPDFR/GrammarPolice/grammar/en  
 LSPD First traffic\_control\_slow.xml [5/25/2024 12:41:12 AM.215]\GENERIC/default/actions  
 Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_stop  
 Grand Theft Auto \target=GrammarPolice.Actions.Traffic.Stop from D:  
 -V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.215] LSPD First traffic\_control\_stop.xml [5/25/2024 \GENERIC/default/actions  
 Response: GrammarPolice: [Action] loaded action: name=transport  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.Transport from D:  
 transport.xml \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 :41:12 AM.215] LSPD First Response: GrammarPolice: [Action] loaded action: [5/25/2024 12  
 Grand Theft Auto \name=vehicle target=GrammarPolice.Actions.Backup.Vehicle from D:  
 vehicle.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 M.215] LSPD First Response: GrammarPolice: [Action] loaded action: name=visual 12:41:12 A  
 Grand Theft Auto \target=GrammarPolice.Actions.Advisory.Visual from D:  
 visual.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 PD First Response: GrammarPolice: [Action] loaded action: name=yes 12:41:12 AM.216] LS  
 Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Yes from D:  
 yes.xml [5/25/2024 \GENERIC/default/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 nse: GrammarPolice: [Action] loaded action: name=accept 12:41:12 AM.216] LSPD First Respo  
 Grand Theft Auto \target=GrammarPolice.Actions.Callout.Accept from D:  
 accept.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 rPolice: [Action] loaded action: name=advise 12:41:12 AM.216] LSPD First Response: Gramma  
 Grand Theft Auto \target=GrammarPolice.Actions.Status.Advise from D:  
 advise.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 tion] loaded action: name=air 12:41:12 AM.216] LSPD First Response: GrammarPolice: [Ac  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.Air from D:  
 air.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 name=animal 12:41:12 AM.216] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.Animal from D:  
 animal.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 le 12:41:12 AM.216] LSPD First Response: GrammarPolice: [Action] loaded action: name=availab  
 Grand Theft Auto \target=GrammarPolice.Actions.Status.Available from D:  
 available.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 [5/25/2024 12:41:12 AM.217] LSPD First Response: GrammarPolice: [Action] loading assembly  
 LSPDFR/ImmersiveAmbientEvents.dll [5/25/2024 12:41:12 \plugins\Theft Auto V Grand\file D:  
 AM.235] LSPD First Response: GrammarPolice: [Action] loaded action: name=bolo\_check  
 Grand Theft \target=ImmersiveAmbientEvents.API.BoloEventAPI.CheckForActiveBolos from D:  
 bolo\_check.xml \GENERIC/custom/actions-ugins/LSPDFR/GrammarPolice/grammar/enAuto V/pl  
 [5/25/2024 12:41:12 AM.235] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \name=busy target=GrammarPolice.Actions.Status.Busy from D:  
 busy.xml [5/25/2024 \GENERIC/custom/actions-/GrammarPolice/grammar/enV/plugins/LSPDFR  
 12:41:12 AM.235] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand \name=cancel\_checks target=GrammarPolice.Actions.Interactions.Cancel\_Checks from D:  
 -LSPDFR/GrammarPolice/grammar/enTheft Auto V/plugins/  
 cancel\_checks.xml [5/25/2024 12:41:12 AM.235] LSPD First Response: \GENERIC/custom/actions

GrammarPolice: [Action] loaded action: name=clear target=GrammarPolice.Actions.Status.Code4  
 -GrammarPolice/grammar/enGrand Theft Auto V/plugins/LSPDFR/ from D:  
 clear.xml [5/25/2024 12:41:12 AM.235] LSPD First Response: \GENERIC/custom/actions  
 GrammarPolice: [Action] loaded action: name=code2  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.Code2 from D:  
 code2.xml [5/25/2024 \GENERIC/custom/actions-rammar/enV/plugins/LSPDFR/GrammarPolice/g  
 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \name=code2state target=GrammarPolice.Actions.Backup.Code2State from D:  
 code2state.xml \GENERIC/custom/actions-r/enV/plugins/LSPDFR/GrammarPolice/gramma  
 [5/25/2024 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \name=code3 target=GrammarPolice.Actions.Backup.Code3 from D:  
 code3.xml [5/25/2024 \IC/custom/actionsGENER-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \name=code3state target=GrammarPolice.Actions.Backup.Code3State from D:  
 code3state.xml \stom/actionsGENERIC/cu-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 [5/25/2024 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \name=code4 target=GrammarPolice.Actions.Status.Code4 from D:  
 code4.xml [5/25/2024 \nsGENERIC/custom/actio-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action: name=copy  
 Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Copy from D:  
 [5/25/2024 copy.xml\GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.236] LSPD First Response: GrammarPolice: [Action] loaded action: name=coroner  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.Coroner from D:  
 coroner.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 24 12:41:12 AM.237] LSPD First Response: GrammarPolice: [Action] loading assembly [5/25/20  
 LSPDFR/RichsPoliceEnhancements.dll [5/25/2024 12:41:12 \plugins\Grand Theft Auto V\file D:  
 rand G\AM.237] LSPD First Response: GrammarPolice: [Action] failed to load action from D:  
 -Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en  
 Grand Theft Auto \disablepriorityradiotraffic.xml: Could not find file 'D:\GENERIC/custom/actions  
 RichsPoliceEnhancements.dll'. [5/25/2024 12:41:12 AM.237] LSPD First \LSPDFR\plugins\V  
 arPolice: [Action] loaded action: name=ems Response: Gramm  
 Grand Theft Auto \target=GrammarPolice.Actions.Backup.EMS from D:  
 ems.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 Grand \ading assembly file D:12:41:12 AM.237] LSPD First Response: GrammarPolice: [Action] lo  
 LSPDFR/RichsPoliceEnhancements.dll [5/25/2024 12:41:12 AM.238] LSPD \plugins\Theft Auto V  
 Grand Theft Auto \First Response: GrammarPolice: [Action] failed to load action from D:  
 -V/plugins/LSPDFR/GrammarPolice/grammar/en  
 Grand Theft Auto \enablepriorityradiotraffic.xml: Could not find file 'D:\ustom/actionsGENERIC/c  
 RichsPoliceEnhancements.dll'. [5/25/2024 12:41:12 AM.238] LSPD First \LSPDFR\plugins\V  
 Response: GrammarPolice: [Action] loaded action: name=felonystopbackup  
 Grand Theft Auto \arPolice.Actions.Backup.FelonyStopBackup from D:target=Gramm  
 felonystopbackup.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 [5/25/2024 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action:  
 Grand Theft Auto \et=GrammarPolice.Actions.Backup.Female from D:name=female targ  
 female.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=fight  
 Grand Theft Auto \ice.Actions.Advisory.Fight from D:target=GrammarPol  
 fight.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=fire  
 Grand Theft Auto \ckup.Fire from D:target=GrammarPolice.Actions.Ba  
 fire.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action: name=insurance

Grand Theft Auto \e from D:target=GrammarPolice.Actions.Backup.Insurance  
insurance.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.238] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \gating from D:name=investigating target=GrammarPolice.Actions.Status.Investi  
investigating.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \:name=k9 target=GrammarPolice.Actions.Backup.K9 from D  
k9.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=mealbreak target=GrammarPolice.Actions.Status.MealBreak from D:  
mealbreak.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=no target=GrammarPolice.Actions.Interactions.No from D:  
no.xml [5/25/2024 \GENERIC/custom/actions-plugins/LSPDFR/GrammarPolice/grammar/enV/  
12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action: name=noose  
Grand Theft Auto \target=GrammarPolice.Actions.Backup.Noose from D:  
noose.xml [5/25/2024 \GENERIC/custom/actions-mmarmPolice/grammar/enV/plugins/LSPDFR/Gra  
12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action: name=normal  
Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Normal from D:  
normal.xml [5/25/2024 \GENERIC/custom/actions-ice/grammar/enV/plugins/LSPDFR/GrammarPol  
12:41:12 AM.239] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=occupied\_1 target=GrammarPolice.Actions.Status.TrafficStop from D:  
occupied\_1.xml \GENERIC/custom/actions-/grammar/enV/plugins/LSPDFR/GrammarPolice  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=occupied\_2 target=GrammarPolice.Actions.Status.TrafficStop from D:  
occupied\_2.xml \GENERIC/custom/actions-e/grammar/enV/plugins/LSPDFR/GrammarPolice  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=occupied\_3 target=GrammarPolice.Actions.Status.TrafficStop from D:  
occupied\_3.xml \GENERIC/custom/actions-ce/grammar/enV/plugins/LSPDFR/GrammarPoli  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft \name=officerdown target=GrammarPolice.Actions.Backup.OfficerDown from D:  
officerdown.xml \GENERIC/custom/actions-lice/grammar/enAuto V/plugins/LSPDFR/GrammarPo  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=onpatrol target=GrammarPolice.Actions.Status.OnPatrol from D:  
onpatrol.xml \GENERIC/custom/actions-c/grammar/enV/plugins/LSPDFR/GrammarPolice  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=outofservice target=GrammarPolice.Actions.Status.OutOfService from D:  
outofservice.xml \GENERIC/custom/actions-ice/grammar/enV/plugins/LSPDFR/GrammarPol  
[5/25/2024 12:41:12 AM.240] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=panic target=GrammarPolice.Actions.Backup.Panic from D:  
panic.xml [5/25/2024 \GENERIC/custom/actions-mar/enV/plugins/LSPDFR/GrammarPolice/gram  
12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action: name=pedcheck  
Grand Theft Auto \target=GrammarPolice.Actions.Computer.Pedcheck from D:  
pedcheck.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand \name=person\_deceased target=GrammarPolice.Actions.Advisory.PersonDeceased from D:  
-ammar/enTheft Auto V/plugins/LSPDFR/GrammarPolice/gr  
person\_deceased.xml [5/25/2024 12:41:12 AM.241] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=person\_injured  
Grand Theft Auto \target=GrammarPolice.Actions.Advisory.PersonInjured from D:  
person\_injured.xml \GENERIC/custom/actions-ammarPolice/grammar/enV/plugins/LSPDFR/Gr  
[5/25/2024 12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action:

Grand Theft Auto \name=pit target=GrammarPolice.Actions.Backup.Pit from D:  
pit.xml [5/25/2024 \GENERIC/custom/actions-e/grammar/enV/plugins/LSPDFR/GrammarPolice  
12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=platecheck target=GrammarPolice.Actions.Computer.Platecheck from D:  
platecheck.xml \GENERIC/custom/actions-mm/grammar/enV/plugins/LSPDFR/GrammarPolice/gra  
[5/25/2024 12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=preface target=GrammarPolice.Actions.Status.Preface from D:  
preface.xml \GENERIC/custom/actions-nV/plugins/LSPDFR/GrammarPolice/grammar/e  
[5/25/2024 12:41:12 AM.241] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft \name=priority\_tone target=GrammarPolice.Actions.Advisory.PriorityTone from D:  
priority\_tone.xml \GENERIC/custom/actions-ar/enAuto V/plugins/LSPDFR/GrammarPolice/gramm  
[5/25/2024 12:41:12 AM.242] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=pursuit target=GrammarPolice.Actions.Status.InPursuit from D:  
pursuit.xml [5/25/2024 \GENERIC/custom/actions-r/enV/plugins/LSPDFR/GrammarPolice/gramma  
12:41:12 AM.242] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=radiocheck target=GrammarPolice.Actions.Status.RadioCheck from D:  
radiocheck.xml \GENERIC/custom/actions-nV/plugins/LSPDFR/GrammarPolice/grammar/e  
[5/25/2024 12:41:12 AM.242] LSPD First Response: GrammarPolice: [Action] loaded action:  
name=repeat\_bolo\_details target=ImmersiveAmbientEvents.API.BoloEventAPI.RepeatVehicleInfo  
-DFR/GrammarPolice/grammar/enGrand Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en  
repeat\_bolo\_details.xml [5/25/2024 12:41:12 AM.242] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=repeat\_last\_seen  
Grand Theft Auto \target=ImmersiveAmbientEvents.API.BoloEventAPI.RepeatLastSeen from D:  
repeat\_last\_seen.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.242] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \D: name=roadblock target=GrammarPolice.Actions.Backup.Roadblock from  
roadblock.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=scene target=GrammarPolice.Actions.Status.Scene from D:  
scene.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=spikestrips target=GrammarPolice.Actions.Backup.Spikestrips from D:  
spikestrips.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=startpatrol target=GrammarPolice.Actions.Status.StartPatrol from D:  
startpatrol.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \name=station target=GrammarPolice.Actions.Status.ReturnToStation from D:  
station.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \D: name=suspect\_custody target=GrammarPolice.Actions.Advisory.SuspectCustody from  
-Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en  
suspect\_custody.xml [5/25/2024 12:41:12 AM.243] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=suspect\_lost  
Grand Theft Auto \tLost from D:target=GrammarPolice.Actions.Advisory.Suspec  
suspect\_lost.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.243] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \D: name=swat target=GrammarPolice.Actions.Backup.Swat from  
swat.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action: name=taser  
Grand Theft Auto \target=GrammarPolice.Actions.Interactions.Taser from D:  
taser.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en

12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action:  
rand G\name=ticketnumber target=GrammarPolice.Actions.Interactions.TicketNumber from D:  
-Theft Auto V/plugins/LSPDFR/GrammarPolice/grammar/en  
ticketnumber.xml [5/25/2024 12:41:12 AM.244] LSPD First Response: \GENERIC/custom/actions  
GrammarPolice: [Action] loaded action: name=tow target=GrammarPolice.Actions.Backup.Tow  
-uto V/plugins/LSPDFR/GrammarPolice/grammar/enGrand Theft A\from D:  
tow.xml [5/25/2024 12:41:12 AM.244] LSPD First Response: \GENERIC/custom/actions  
GrammarPolice: [Action] loaded action: name=traffic  
Grand Theft Auto \target=GrammarPolice.Actions.Status.TrafficStop from D:  
traffic.xml [5/25/2024 \GENERIC/custom/actions-gins/LSPDFR/GrammarPolice/grammar/enV/plu  
12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand \name=trafficstopbackup target=GrammarPolice.Actions.Backup.TrafficStopBackup from D:  
-Auto V/plugins/LSPDFR/GrammarPolice/grammar/en Theft  
trafficstopbackup.xml [5/25/2024 12:41:12 AM.244] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control  
rand Theft Auto G\target=GrammarPolice.Actions.Traffic.Control from D:  
traffic\_control.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.244] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \ar from D:name=traffic\_control\_clear target=GrammarPolice.Actions.Traffic.Cle  
-V/plugins/LSPDFR/GrammarPolice/grammar/en  
traffic\_control\_clear.xml [5/25/2024 12:41:12 AM.245] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_slow  
Grand Theft Auto \tions.Traffic.Slow from D:target=GrammarPolice.Ac  
-V/plugins/LSPDFR/GrammarPolice/grammar/en  
traffic\_control\_slow.xml [5/25/2024 12:41:12 AM.245] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=traffic\_control\_stop  
Grand Theft Auto \rammarPolice.Actions.Traffic.Stop from D:target=G  
-V/plugins/LSPDFR/GrammarPolice/grammar/en  
traffic\_control\_stop.xml [5/25/2024 12:41:12 AM.245] LSPD First \GENERIC/custom/actions  
Response: GrammarPolice: [Action] loaded action: name=transport  
Grand Theft Auto \et=GrammarPolice.Actions.Backup.Transport from D:targ  
transport.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.245] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \ammarPolice.Actions.Backup.Vehicle from D:name=vehicle target=Gr  
vehicle.xml \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
[5/25/2024 12:41:12 AM.245] LSPD First Response: GrammarPolice: [Action] loaded action:  
Grand Theft Auto \e.Actions.Advisory.Visual from D:name=visual target=GrammarPolic  
visual.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.245] LSPD First Response: GrammarPolice: [Action] loaded action: name=yes  
Grand Theft Auto \eractions.Yes from D:target=GrammarPolice.Actions.Int  
yes.xml [5/25/2024 \GENERIC/custom/actions-V/plugins/LSPDFR/GrammarPolice/grammar/en  
12:41:12 AM.251] LSPD First Response: GrammarPolice: [Command] loaded command:  
ponse: GrammarPolice: [Command] name=accept [5/25/2024 12:41:12 AM.251] LSPD First Res  
loaded command: name=advise [5/25/2024 12:41:12 AM.252] LSPD First Response:  
GrammarPolice: [Command] loaded command: name=advisory [5/25/2024 12:41:12 AM.252]  
me=cancel\_checks LSPD First Response: GrammarPolice: [Command] loaded command: na  
[5/25/2024 12:41:12 AM.252] LSPD First Response: GrammarPolice: [Command] loaded  
command: name=clear [5/25/2024 12:41:12 AM.252] LSPD First Response: GrammarPolice:  
Response: [Command] loaded command: name=copy [5/25/2024 12:41:12 AM.252] LSPD First  
GrammarPolice: [Command] loaded command: name=no [5/25/2024 12:41:12 AM.252] LSPD  
First Response: GrammarPolice: [Command] loaded command: name=normal [5/25/2024 12:41:12  
=occupied AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name



[5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name=officerdown [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name=panic [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name=preface [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name=priority\_tone [5/25/2024 12:41:12 AM.253] LSPD First Response: GrammarPolice: [Command] loaded command: name=request [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=status [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=taser [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_clear [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_slow [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_stop [5/25/2024 12:41:12 AM.254] LSPD First Response: GrammarPolice: [Command] loaded command: name=yes [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=accept [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=advise [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=advisory [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=bolo\_check [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=cancelPRT [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=cancel\_checks [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=clear [5/25/2024 12:41:12 AM.255] LSPD First Response: GrammarPolice: [Command] loaded command: name=copy [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=no [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=normal [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=occupied [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=officerdown [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=panic [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=preface [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=priority\_tone [5/25/2024 12:41:12 AM.256] LSPD First Response: GrammarPolice: [Command] loaded command: name=repeat\_bolo\_details [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=repeat\_last\_seen [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=request [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=status [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=taser [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_clear [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_slow [5/25/2024 12:41:12 AM.257] LSPD First Response: GrammarPolice: [Command] loaded command: name=traffic\_control\_stop [5/25/2024 12:41:12 AM.258] LSPD First Response: GrammarPolice: [Command] loaded command: name=yes [5/25/2024 12:41:12 AM.258] LSPD First Response: GrammarPolice: [ActionHandler] loaded 24 24 12:41:12 AM.261] LSPD First Response: GrammarPolice: commands and 67 actions [5/25/2024 12:41:12 AM.261] LSPD -[ActionHandler] building grammars using Culture: en First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: accept [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advise [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: advisory [5/25/2024

LSPD First Response: GrammarPolice: [ActionHandler] building 12:41:12 AM.265]  
GrammarBuilder for Command: cancel\_checks [5/25/2024 12:41:12 AM.265] LSPD First  
Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: clear  
SPD First Response: GrammarPolice: [ActionHandler] building [5/25/2024 12:41:12 AM.265] L  
GrammarBuilder for Command: copy [5/25/2024 12:41:12 AM.265] LSPD First Response:  
GrammarPolice: [ActionHandler] building GrammarBuilder for Command: no [5/25/2024 12:41:12  
onse: GrammarPolice: [ActionHandler] building GrammarBuilder for AM.265] LSPD First Resp  
Command: normal [5/25/2024 12:41:12 AM.265] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: occupied [5/25/2024 12:41:12 AM.266]  
GrammarPolice: [ActionHandler] building GrammarBuilder for Command: LSPD First Response:  
officerdown [5/25/2024 12:41:12 AM.266] LSPD First Response: GrammarPolice: [ActionHandler]  
building GrammarBuilder for Command: panic [5/25/2024 12:41:12 AM.266] LSPD First  
marPolice: [ActionHandler] building GrammarBuilder for Command: priority\_tone Response: Gram  
[5/25/2024 12:41:12 AM.266] LSPD First Response: GrammarPolice: [ActionHandler] building  
GrammarBuilder for Command: request [5/25/2024 12:41:12 AM.268] LSPD First Response:  
marPolice: [ActionHandler] building GrammarBuilder for Command: status [5/25/2024 Gram  
12:41:12 AM.268] LSPD First Response: GrammarPolice: [ActionHandler] building  
GrammarBuilder for Command: taser [5/25/2024 12:41:12 AM.268] LSPD First Response:  
: [ActionHandler] building GrammarBuilder for Command: traffic\_control\_clear GrammarPolice  
[5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice: [ActionHandler] building  
GrammarBuilder for Command: traffic\_control\_slow [5/25/2024 12:41:12 AM.268] LSPD First  
sponse: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: Re  
traffic\_control\_stop [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: yes [5/25/2024 12:41:12 AM.268] LSPD  
Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command: First  
bolo\_check [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice: [ActionHandler]  
building GrammarBuilder for Command: cancelPRT [5/25/2024 12:41:12 AM.268] LSPD First  
Response: GrammarPolice: [ActionHandler] building GrammarBuilder for Command:  
repeat\_bolo\_details [5/25/2024 12:41:12 AM.268] LSPD First Response: GrammarPolice:  
[ActionHandler] building GrammarBuilder for Command: repeat\_last\_seen [5/25/2024 12:41:12  
68] LSPD First Response: GrammarPolice: [ActionHandler] building Prefaces [5/25/2024 AM.2  
12:41:12 AM.270] LSPD First Response: GrammarPolice: [ActionHandler] adding  
CallsignGrammar string: adam [5/25/2024 12:41:12 AM.270] LSPD First Response:  
ctionHandler] adding CallsignGrammar string: 12 [5/25/2024 12:41:12 GrammarPolice: [A  
AM.270] LSPD First Response: GrammarPolice: [ActionHandler] adding CallsignGrammar string:  
adam 12 [5/25/2024 12:41:12 AM.270] LSPD First Response: GrammarPolice: [ActionHandler]  
prefaceActionBuilder [5/25/2024 12:41:12 AM.270] LSPD First Response: creating  
GrammarPolice: [ActionHandler] creating mainBuilder [5/25/2024 12:41:12 AM.270] LSPD First  
Response: GrammarPolice: [ActionHandler] appending prefaces [5/25/2024 12:41:12 AM.270]  
rst Response: GrammarPolice: [ActionHandler] creating allBuilders [5/25/2024 12:41:12 LSPD Fi  
AM.270] LSPD First Response: GrammarPolice: [ActionHandler] appending to mainBuilder  
ing [5/25/2024 12:41:12 AM.271] LSPD First Response: GrammarPolice: [ActionHandler] creat  
finalBuilder [5/25/2024 12:41:12 AM.271] LSPD First Response: GrammarPolice: [ActionHandler]  
returning new Grammar [5/25/2024 12:41:12 AM.340] LSPD First Response: GrammarPolice:  
se: GrammarPolice: [PlayerHandler] starting... [5/25/2024 12:41:12 AM.341] LSPD First Respon  
[ControlHandler] starting... [5/25/2024 12:41:12 AM.344] LSPD First Response: GrammarPolice:  
[DispatchHandler] Starting... [5/25/2024 12:41:12 AM.346] LSPD First Response: GrammarPolice:  
M.346] LSPD First Response: [GrammarHandler] Starting... [5/25/2024 12:41:12 A  
GrammarPolice: [GrammarHandler] initializing speech engine [5/25/2024 12:41:12 AM.347] LSPD  
First Response: GrammarPolice: [GrammarHandler] instantiating engine [5/25/2024 12:41:12  
ammarHandler] loading grammar [5/25/2024 AM.401] LSPD First Response: GrammarPolice: [Gr  
12:41:12 AM.434] LSPD First Response: GrammarPolice: [GrammarHandler] setting input to

default device [5/25/2024 12:41:12 AM.445] LSPD First Response: GrammarPolice:  
12:41:12 AM.446] LSPD First Response: [GrammarHandler] adding speech events [5/25/2024  
GrammarPolice: [GrammarHandler] speech engine initialization successful [5/25/2024 12:41:12  
AM.449] LSPD First Response: GrammarPolice: [Radio] custom XML file missing or invalid  
Response: GrammarPolice: [UIHandler] starting... [5/25/2024 12:41:12 AM.451] LSPD First  
[5/25/2024 12:41:12 AM.453] LSPD First Response: GrammarPolice: [InterfaceMenuUI] custom  
XML file missing or invalid [5/25/2024 12:41:12 AM.486] LSPD First Response: GrammarPolice:  
/25/2024 12:41:12 AM.489] LSPD First Response: [UIHandler] starting... [5  
\*\*\*\*\* [BLKThePower Highway Callouts]  
\*\*\*\*\* [5/25/2024 12:41:12 AM.489] LSPD First Response: Loading  
esponse: Checking Custom Configuration\* [5/25/2024 12:41:12 AM.489] LSPD First R  
dependencies. [5/25/2024 12:41:12 AM.490] LSPD First Response: BLK HWYCallouts:  
StopThePed dependency passed. [5/25/2024 12:41:12 AM.490] LSPD First Response: BLK  
LSPD First HWYCallouts: UltimateBackup dependency passed. [5/25/2024 12:41:12 AM.491]  
Response: BLK HWYCallouts: RageNativeUI dependency passed. [5/25/2024 12:41:12 AM.491]  
LSPD First Response: Registering callouts [5/25/2024 12:41:12 AM.491] LSPD First Response:  
se: Registering callout aa Registering callout x [5/25/2024 12:41:12 AM.491] LSPD First Respon  
[5/25/2024 12:41:12 AM.491] LSPD First Response: Registering callout w [5/25/2024 12:41:12  
AM.491] LSPD First Response: Registering callout t [5/25/2024 12:41:12 AM.491] LSPD First  
:12 AM.491] LSPD First Response: Registering Response: Registering callout u [5/25/2024 12:41  
callout z [5/25/2024 12:41:12 AM.491] LSPD First Response: Registering callout v [5/25/2024  
12:41:12 AM.491] LSPD First Response: Registering callout r [5/25/2024 12:41:12 AM.491] LSPD  
g callout y [5/25/2024 12:41:12 AM.491] LSPD First Response: First Response: Registerin  
Registering callout s [5/25/2024 12:41:12 AM.491] LSPD First Response: Loading settings from  
INI file. [5/25/2024 12:41:12 AM.491] LSPD First Response: TrafficControlTimer Value: 5  
41:12 AM.491] LSPD First Response: RoadRepairsTimer Value: 5 [5/25/2024 [5/25/2024 12:  
12:41:12 AM.491] LSPD First Response: MinHaltDuration Value: 10 [5/25/2024 12:41:12  
AM.491] LSPD First Response: MaxHaltDuration Value: 30 [5/25/2024 12:41:12 AM.491] LSPD  
se: End Key: End [5/25/2024 12:41:12 AM.491] LSPD First Response: Function Key: First Respon  
Y [5/25/2024 12:41:12 AM.491] LSPD First Response: Using LSPDFR Models: True [5/25/2024  
e 12:41:12 AM.491] LSPD First Response: MVA Traffic Control Callout Automatic Cleanup: Tru  
[5/25/2024 12:41:12 AM.491] LSPD First Response: EnableAdditionalUnits: True [5/25/2024  
12:41:12 AM.491] LSPD First Response: \*\*\*\*\* [BLKThePower  
Highway Callouts] \*\*\*\*\* [5/25/2024 12:41:12 AM.560] LSPD First  
Response: BLKThePower HWYCallouts: USING LATEST VERSION AVAILABLE [5/25/2024  
12:41:13 AM.060] LSPD First Response: Immersive Ambient Events: An update is available  
[5/25/2024 12:41:13 AM.060] LSPD First Response: Registering callout  
outs.StolenVehiclePursuit [5/25/2024 12:41:13 AM.060] LSPD First ImmersiveCallouts.Call  
Response: Registering callout ImmersiveCallouts.Callouts.RobberyHostageSituation [5/25/2024  
12:41:13 AM.060] LSPD First Response: Registering callout  
Car [5/25/2024 12:41:13 AM.060] LSPD First ImmersiveCallouts.Callouts.PersonStealing  
Response: Registering callout ImmersiveCallouts.Callouts.DrunkDriver [5/25/2024 12:41:13  
AM.060] LSPD First Response: Registering callout ImmersiveCallouts.Callouts.ActiveShooter  
irst Response: Registering callout [5/25/2024 12:41:13 AM.060] LSPD F  
ImmersiveCallouts.Callouts.OfficerShootout [5/25/2024 12:41:13 AM.060] LSPD First Response:  
Registering callout ImmersiveCallouts.Callouts.Shoplifting [5/25/2024 12:41:13 AM.060] LSPD  
mmersiveCallouts.Callouts.WantedSighting [5/25/2024 First Response: Registering callout I  
12:41:13 AM.060] LSPD First Response: Registering callout  
ImmersiveCallouts.Callouts.StoreDispute [5/25/2024 12:41:13 AM.060] LSPD First Response:  
leAccident [5/25/2024 12:41:13 Registering callout ImmersiveCallouts.Callouts.MotorVehic  
AM.060] LSPD First Response: Registering callout ImmersiveCallouts.Callouts.BankSilentAlarm  
[5/25/2024 12:41:13 AM.061] LSPD First Response: Registering callout

61] LSPD First Response: KucheraCallouts.Callouts.HighSpeedChase [5/25/2024 12:41:13 AM.0  
Registering callout KucheraCallouts.Callouts.DisorderlyConduct [5/25/2024 12:41:13 AM.061]  
LSPD First Response: Registering callout KucheraCallouts.Callouts.TrafficAccident [5/25/2024  
ng callout 12:41:13 AM.061] LSPD First Response: Registeri  
KucheraCallouts.Callouts.SuspectWarrant [5/25/2024 12:41:13 AM.061] LSPD First Response:  
Registering callout KucheraCallouts.Callouts.SuspiciousVehicle [5/25/2024 12:41:13 AM.061]  
.UnknownTrouble [5/25/2024 LSPD First Response: Registering callout KucheraCallouts.Callouts  
12:41:13 AM.061] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.SilentAlarm [5/25/2024 12:41:13 AM.061] LSPD First Response:  
.061] Registering callout KucheraCallouts.Callouts.TransitAssistance [5/25/2024 12:41:13 AM  
LSPD First Response: Registering callout KucheraCallouts.Callouts.Solicitation [5/25/2024  
12:41:13 AM.061] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.PoliceImpersonator [5/25/2024 12:41:13 AM.061] LSPD First Response:  
ng callout KucheraCallouts.Callouts.SecurityAssistance [5/25/2024 12:41:13 AM.061] Registeri  
LSPD First Response: Registering callout KucheraCallouts.Callouts.Shoplifting [5/25/2024  
12:41:13 AM.061] LSPD First Response: Registering callout  
hoplifting2 [5/25/2024 12:41:13 AM.061] LSPD First Response: KucheraCallouts.Callouts.S  
Registering callout KucheraCallouts.Callouts.BarFight [5/25/2024 12:41:13 AM.061] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.BackupRequired [5/25/2024 12:41:13  
First Response: Registering callout KucheraCallouts.Callouts.TrailerChase AM.062] LSPD  
[5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.Roadkill [5/25/2024 12:41:13 AM.062] LSPD First Response:  
llouts.Callouts.StolenBike [5/25/2024 12:41:13 AM.062] LSPD First Registering callout KucheraCa  
Response: Registering callout KucheraCallouts.Callouts.VehicleBOLO [5/25/2024 12:41:13  
AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.DisabledVehicle  
:41:13 AM.062] LSPD First Response: Registering callout [5/25/2024 12  
KucheraCallouts.Callouts.ObjectInRoad [5/25/2024 12:41:13 AM.062] LSPD First Response:  
Registering callout KucheraCallouts.Callouts.AnimalInRoadWay [5/25/2024 12:41:13 AM.062]  
istering callout KucheraCallouts.Callouts.TrafficStopBackup [5/25/2024 LSPD First Response: Reg  
12:41:13 AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.ActiveShooter [5/25/2024 12:41:13 AM.062] LSPD First Response:  
louts.TrafficBreak [5/25/2024 12:41:13 AM.062] LSPD Registering callout KucheraCallouts.Cal  
First Response: Registering callout KucheraCallouts.Callouts.FireAssist [5/25/2024 12:41:13  
AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.AbandonedVehicle  
M.062] LSPD First Response: Registering callout [5/25/2024 12:41:13 A  
KucheraCallouts.Callouts.VehicleOnTrainTracks [5/25/2024 12:41:13 AM.062] LSPD First  
Response: Registering callout KucheraCallouts.Callouts.VehicleInDitch [5/25/2024 12:41:13  
stering callout KucheraCallouts.Callouts.TrailerChaseSmall AM.062] LSPD First Response: Regi  
[5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.Footchase [5/25/2024 12:41:13 AM.062] LSPD First Response:  
.PersonWithWeapon [5/25/2024 12:41:13 AM.062] Registering callout KucheraCallouts.Callouts  
LSPD First Response: Registering callout KucheraCallouts.Callouts.AirAssist [5/25/2024 12:41:13  
AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.StreetFight  
LSPD First Response: Registering callout [5/25/2024 12:41:13 AM.062]  
KucheraCallouts.Callouts.OfficerDown [5/25/2024 12:41:13 AM.062] LSPD First Response:  
Registering callout KucheraCallouts.Callouts.PedestrianHit [5/25/2024 12:41:13 AM.062] LSPD  
ucheraCallouts.Callouts.MutualAidChase [5/25/2024 12:41:13 First Response: Registering callout K  
AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.Domestic [5/25/2024  
12:41:13 AM.062] LSPD First Response: Registering callout  
25/2024 12:41:13 AM.062] LSPD First Response: KucheraCallouts.Callouts.StolenMoneyTruck [5/  
Registering callout KucheraCallouts.Callouts.GunStoreRobbery [5/25/2024 12:41:13 AM.062]  
LSPD First Response: Registering callout KucheraCallouts.Callouts.RoadRage [5/25/2024 12:41:13

e: Registering callout KucheraCallouts.Callouts.RoadRage2 AM.062] LSPD First Respons  
[5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.PetTrapped [5/25/2024 12:41:13 AM.062] LSPD First Response:  
.PCPOverdose [5/25/2024 12:41:13 AM.062] LSPD Registering callout KucheraCallouts.Callouts  
First Response: Registering callout KucheraCallouts.Callouts.ShootingChase [5/25/2024 12:41:13  
AM.062] LSPD First Response: Registering callout  
M.062] LSPD First KucheraCallouts.Callouts.DepartmentOperation [5/25/2024 12:41:13 A  
Response: Registering callout KucheraCallouts.Callouts.EscapedFugitives [5/25/2024 12:41:13  
AM.062] LSPD First Response: Registering callout KucheraCallouts.Callouts.Escort [5/25/2024  
out KucheraCallouts.Callouts.Escort2 12:41:13 AM.062] LSPD First Response: Registering call  
[5/25/2024 12:41:13 AM.062] LSPD First Response: Registering callout  
KucheraCallouts.Callouts.TrafficControl [5/25/2024 12:41:13 AM.064] LSPD First Response:  
41:13 AM.069] LSPD First ProwlerRadar: [INFO] Starting Prowler Radar... [5/25/2024 12:  
Response: IPT.Common: [INFO]  
===== [5/25/2024  
12:41:13 AM.069] LSPD First Response: IPT.Common: [INFO] ProwlerRadar Configuration  
ponse: IPT.Common: [INFO] [5/25/2024 12:41:13 AM.069] LSPD First Res  
===== [5/25/2024  
12:41:13 AM.069] LSPD First Response: IPT.Common: [INFO] Power+SettingsKey = M  
] Xmit+AntennaKey [5/25/2024 12:41:13 AM.069] LSPD First Response: IPT.Common: [INFO  
= NumPad0 [5/25/2024 12:41:13 AM.069] LSPD First Response: IPT.Common: [INFO]  
MovSta+SameOppKey = NumPad6 [5/25/2024 12:41:13 AM.070] LSPD First Response:  
Pad5 [5/25/2024 12:41:13 AM.070] LSPD IPT.Common: [INFO] FastLockKey = Num  
First Response: IPT.Common: [INFO] StrongLockKey = NumPad4 [5/25/2024 12:41:13  
AM.070] LSPD First Response: IPT.Common: [INFO] AutoLockKey = NumPad2  
Response: IPT.Common: [INFO] PosX [5/25/2024 12:41:13 AM.070] LSPD  
0 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] PosY  
= 6 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] Scale  
56 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] BlipLock  
= True [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] AutoLockLimit  
LSPD First Response: IPT.Common: [INFO] Range = 75 [5/25/2024 12:41:13 AM.  
250 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] UseMetric  
ume = False [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO]  
5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] Voice  
= True [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] HoldInterval  
2:41:13 AM.070] LSPD First Response: IPT.Common: [INFO] LogLevel = 500 [5/25/202  
= 0 [5/25/2024 12:41:13 AM.070] LSPD First Response: IPT.Common: [INFO]  
===== [5/25/2024  
First Response: ProwlerRadar: [INFO] Starting Radar Handler... 12:41:13 AM.097] LSPD  
[5/25/2024 12:41:13 AM.113] LSPD First Response: [Ransom Ambience] DEBUG: STP:  
SubscribeToPedEvents: Successful. [5/25/2024 12:41:13 AM.113] LSPD First Response: [Ransom  
ePed: Assigned event handlers. [5/25/2024 12:41:13 AM.113] LSPD Ambience] DEBUG: StopTh  
First Response: [Ransom Ambience] Start Thread: MainThread. [5/25/2024 12:41:13 AM.116]  
LSPD First Response: [Section136Callouts] Calling REGISTER\_CALLOUTS... [5/25/2024  
First Response: [Section136Callouts] Running integration setup 12:41:13 AM.119] LSPD  
methods... [5/25/2024 12:41:13 AM.122] LSPD First Response: [Section136Callouts] Running  
RageNativeUI version compatibility check... [5/25/2024 12:41:13 AM.122] LSPD First Response:  
6Callouts] RageNativeUI installed version: 1.9.2.0 [5/25/2024 12:41:13 AM.122] LSPD [Section13  
First Response: [Section136Callouts] The user has installed a compatible version of RageNativeUI.  
:41:13 AM.123] LSPD First Thank you for making the life of a support team easier. :) [5/25/2024 12  
Response: [Section136Callouts] Now setting up Section136Callouts menu... [5/25/2024 12:41:13  
AM.123] LSPD First Response: [Section136Callouts] Initializing store objects... [5/25/2024

[136Callouts] Successfully initialised 26 stores. 12:41:13 AM.[131] LSPD First Response: [Section  
[5/25/2024 12:41:13 AM.[131] LSPD First Response: [Section136Callouts] Checking  
dependencies... [5/25/2024 12:41:13 AM.[132] LSPD First Response: [Section136Callouts]  
weapons.xml \armedindividual\callouts\n136calloutsDependency Checker: Checking file: sectio  
[5/25/2024 12:41:13 AM.[132] LSPD First Response: [Section136Callouts] Dependency Checker:  
weapons.xml) [5/25/2024 12:41:13 AM.[132] \armedindividual\calloutsFile OK (section136callouts  
Section136Callouts] Dependency Checker: Checking file: LSPD First Response: [  
pedmodelmeta.xml [5/25/2024 12:41:13 AM.[132] LSPD First Response: \puma\section136callouts  
pedmodelmeta.xml) \puma\[Section136Callouts] Dependency Checker: File OK (section136callouts  
AM.[132] LSPD First Response: [Section136Callouts] Dependency Checker: [5/25/2024 12:41:13  
commonurnames.txt [5/25/2024 12:41:13 AM.[132] \names\Checking file: section136callouts  
LSPD First Response: [Section136Callouts] Dependency Checker: File OK  
mmonurnames.txt) [5/25/2024 12:41:13 AM.[132] LSPD First co\names\section136callouts  
Response: [Section136Callouts] Dependency Checker: Checking file:  
femaleforenames.txt [5/25/2024 12:41:13 AM.[132] LSPD First \names\section136callouts  
: File OK Response: [Section136Callouts] Dependency Checker  
femaleforenames.txt) [5/25/2024 12:41:13 AM.[132] LSPD First \names\section136callouts  
Response: [Section136Callouts] Dependency Checker: Checking file:  
maleforenames.txt [5/25/2024 12:41:13 AM.[132] LSPD First Response: \names\section136callouts  
maleforenames.txt) \names\ection136Callouts] Dependency Checker: File OK (section136callouts[S  
[5/25/2024 12:41:13 AM.[133] LSPD First Response: [Section136Callouts] Creating new Stats  
outs] Attempting Manager... [5/25/2024 12:41:13 AM.[134] LSPD First Response: [Section136Call  
to read statistics file... [5/25/2024 12:41:13 AM.[134] LSPD First Response: [Section136Callouts]  
Populating name lists... [5/25/2024 12:41:13 AM.[134] LSPD First Response: [Section136Callouts]  
:13 AM.[136] LSPD First Response: Populating male first names... [5/25/2024 12:41  
[Section136Callouts] Populating female first names... [5/25/2024 12:41:13 AM.[136] LSPD First  
Response: [Section136Callouts] Deserializing StatFile from  
.137] LSPD First stats.tmp [5/25/2024 12:41:13 AM\temp\Section136Callouts\LSPDFR\Plugins  
Response: [Section136Callouts] Starting EAC system... [5/25/2024 12:41:13 AM.[138] LSPD First  
Response: [Section136Callouts] Registering callouts... [5/25/2024 12:41:13 AM.[139] LSPD First  
allouts in this build of Section136Callouts. Of Response: [Section136Callouts] There are 22 public c  
which, 20 are enabled. [5/25/2024 12:41:13 AM.[140] LSPD First Response: [Section136Callouts]  
The Early Access Club UCM instance will process with the username: x\_BL4CK\_H4WK\_x  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
31:14:21AM.[140] LSPD First Response: Registering callout   
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21  
AM.[140] LSPD First Response: Registering callout   
tuollac gniretsigeR :esnopseR tsriF DPSL]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR tsriF]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR]041.MA 31:14:21 4202/52/5[  
Registering callout g callout AM.[140] LSPD First Response: Registerin 31:14:21 4202/52/5[  
AM.[140] LSPD First Response: Registering callout 31:14:21 4202/52/5[  
4202/52/5] tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
AM.[140] LSPD First Response: Registering callout 31:14:21 4202/52/5[  
AM.[140] LSPD First Response: Registering callout 31:14:21 4202/52/5[  
LSPD First Response: Registering callout tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
tuollac gniretsigeR :esnopseR]041.MA 31:14:21 4202/52/5[  
Registering callout gniretsigeR :esnopseR tsriF DPSL ]041.MA 31:14:21 4202/52/5[  
tuollac]041.MA 31:14:21 4202/52/5[

EAC user status... [5/25/2024 12:41:13 AM.142] LSPD First Response: [Section136Callouts]  
Populating common last names... [5/25/2024 12:41:13 AM.143] LSPD First Response:  
[Section136Callouts] Successfully registered 20 public callouts: Stolen Vehicle, Person With Knife,  
Traffic Stop Backup Required, Theft From Person, Stolen Emergency Vehicle, Detainee Transport  
Required, Self Isolation Violation, Racing Vehicles, Mental Health Ward - Patient Escaped, Armed  
Suspect, Shoplifting, Suicial Subject, Attempted Sexual Assault, Interior Burglary, Officer Panic  
Button, Area Search - Lost Suspect, Prisoner Transfer Required, Public Transport Staff Assistance  
Request, Protest, Airport Security Threat, Commercial Vehicle Theft, Concern for Welfare  
[5/25/2024 12:41:13 AM.151] LSPD First Response: [Section136Callouts] [WARN] Beta EAC  
Authentication in use! [5/25/2024 12:41:13 AM.152] LSPD First Response: [Section136Callouts]  
We've already plugged the Discord in this installation! Cancelling the thread! [5/25/2024 12:41:13  
AM.156] LSPD First Response: [Section136Callouts] [WARN] beta update checking is in use!  
[5/25/2024 12:41:13 AM.156] LSPD First Response: [Section136Callouts] Done populating names.  
[5/25/2024 12:41:13 AM.156] LSPD First Response: [Section136Callouts] F\_FIRST: 4275,  
M\_FIRST: 1219, C\_LAST: 4508 [5/25/2024 12:41:13 AM.158] LSPD First Response:  
[Section136Callouts] Section136Callouts has initialised successfully. Initialisation took 39.5327  
milliseconds. [5/25/2024 12:41:13 AM.158] LSPD First Response: [Section136Callouts] Starting  
Panic Button thread... [5/25/2024 12:41:13 AM.159] LSPD First Response: [Section136Callouts]  
PanicButton: ===== SECTION136CALLOUTS PANIC BUTTON  
===== [5/25/2024 12:41:13 AM.159] LSPD First Response: [Section136Callouts]  
PanicButton: Shortcut key enabled? True [5/25/2024 12:41:13 AM.159] LSPD First Response:  
[Section136Callouts] PanicButton: Activation stroke type? HoldSingleKey [5/25/2024 12:41:13  
AM.160] LSPD First Response: [Section136Callouts] PanicButton: Activation key: O [5/25/2024  
12:41:13 AM.161] LSPD First Response: [Section136Callouts] PanicButton: Modifier key: None  
[5/25/2024 12:41:13 AM.161] LSPD First Response: [Section136Callouts] PanicButton:  
=====

[5/25/2024 12:41:13 AM.161] LSPD First Response: [Section136Callouts] PanicButton: Checking  
settings to see if we need to start the GameFiber [5/25/2024 12:41:13 AM.161] LSPD First  
Response: [Section136Callouts] PanicButton: Panic button shortcut key enabled - starting  
PanicButton GameFiber loop... [5/25/2024 12:41:13 AM.228] LSPD First Response: StopThePed  
Localization Code Page: 1252 [5/25/2024 12:41:13 AM.228] LSPD First Response: StopThePed  
Localization Encoding Name: Western European (Windows) [5/25/2024 12:41:13 AM.289] LSPD  
First Response: Immersive Ambient Events [SETTINGS]: TimeBetweenEvents - 150 [5/25/2024  
12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]:  
TimeBetweenBOLOEvents - 90 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: EventBlips - True [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: EventNotifications - True [5/25/2024 12:41:13  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: TimeFormat - en-US  
[5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]:  
PlateFormat - 46EEK572 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient  
Events [SETTINGS]: CustomizedVehicleSystemEnabled - True [5/25/2024 12:41:13 AM.289]  
LSPD First Response: Immersive Ambient Events [SETTINGS]: MenuKey - O [5/25/2024  
12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]:  
MenuModifierKey - LShiftKey [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: WeatherEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD  
First Response: Immersive Ambient Events [SETTINGS]: 24HTime - False [5/25/2024 12:41:13  
AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: HoursItLasts - 3  
[5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]:  
MinutesItLasts - 0 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events  
[SETTINGS]: EASaudio - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive  
Ambient Events [SETTINGS]: ChanceOfOutage - 20 [5/25/2024 12:41:13 AM.289] LSPD First  
Response: Immersive Ambient Events [SETTINGS]: TimeOutageLasts - 200 [5/25/2024 12:41:13

AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOEventAreaBlips - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: AreaBlipColor - Yellow [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: AreaBlipOpacity - 0.4 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOChanceOfPursuit - 5 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOMaxDistanceForPursuit - 1000 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: BOLOMaxDistanceForUpdates - 1000 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: MinTimeForBOLOUpdate - 20 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: MaxTimeForBOLOUpdate - 50 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: DaysBeforeBOLOExpires - 7 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: VehicleTroubleEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: HotboxingEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: DrugDealEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingNitroChance - 70 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingBlackoutChance - 20 [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingCustomPlatesEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingRealisticSpeeds - False [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: StreetRacingAlwaysFlee - False [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: AggressiveDriverEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: DrunkDriverEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: GasLeakEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: RevAtLightEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: SpeedingEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: DriverOnPhoneEventEnabled - True [5/25/2024 12:41:13 AM.289] LSPD First Response: Immersive Ambient Events [SETTINGS]: LOADED SETTINGS [5/25/2024 12:41:13 AM.301] LSPD First Response: Immersive Ambient Events [SETTINGS]: Starting settings check... [5/25/2024 12:41:13 AM.301] LSPD First Response: Immersive Ambient Events [SETTINGS]: Completed settings check [5/25/2024 12:41:13 AM.304] LSPD First Response: Immersive Ambient Events: Populated event tuple [5/25/2024 12:41:13 AM.306] LSPD First Response: Immersive Ambient Events: 'core' PTFX asset requested [5/25/2024 12:41:13 AM.308] LSPD First Response: Immersive Ambient Events: 'core' PTFX asset loaded [5/25/2024 12:41:13 AM.309] LSPD First Response: Immersive Ambient Events: 'cut\_sec' PTFX asset requested [5/25/2024 12:41:13 AM.311] LSPD First Response: [Ransom Ambience] Start Thread: UIThread. [5/25/2024 12:41:13 AM.316] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'EventMenu'. [5/25/2024 12:41:13 AM.316] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'InteractionMenu'. [5/25/2024 12:41:13 AM.319] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'GeneralConfigSubmenu'. [5/25/2024 12:41:13 AM.323] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'TrafficStopEventsConfigSubmenu'. [5/25/2024 12:41:13 AM.324] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'EventWeightsConfigSubmenu'. [5/25/2024 12:41:13 AM.325] LSPD First Response: [Ransom Ambience] DEBUG: Initialized 'EventZonesConfigSubmenu'. [5/25/2024 12:41:13 AM.325] LSPD



First Response: [Ransom Ambience] DEBUG: Initialized 'ConfigMenu'. [5/25/2024 12:41:13 AM.606] LSPD First Response: [Section136Callouts] EAC service did not report successful status code. EAC user cannot be authenticated. [5/25/2024 12:41:13 AM.615] LSPD First Response: [Section136Callouts] This user does not have EAC access. [5/25/2024 12:41:13 AM.615] LSPD First Response: [Section136Callouts] Is user EAC? False [5/25/2024 12:41:13 AM.650] LSPD First Response: [Section136Callouts] Update service response: {"method":"cache","updates":{"public":{"title":"Test Update","build":"1.11.1704.3","description":"Hello world!","released":"2023-09-16T12:14:26.288+01:00","url":"https://section136.maxplayledev.org"},"earlyaccess":{"title":"EAC fixes","build":"1.12.1882.2","description":"1882 eac fixes","released":"2024-02-09T20:06:47+0000","url":"https://maxplayledev.org/discord"}}}} [5/25/2024 12:41:13 AM.650] LSPD First Response: [Section136Callouts] Section136Callouts update checking info: Installed version: 1.12.1910.0, Newest public: 1.11.1704.3, Newest EAC: 1.12.1882.2 [5/25/2024 12:41:13 AM.650] LSPD First Response: [Section136Callouts] Section136Callouts is up to date! If you find a bug, report it, else I can't fix it. [5/25/2024 12:41:13 AM.688] LSPD First Response: [Ransom Ambience] New interval has been set to: 157373ms. [5/25/2024 12:41:13 AM.689] LSPD First Response: [NORMAL] RiskierTrafficStops: RAGENativeUI.dll is available (1.9.2.0). [5/25/2024 12:41:13 AM.689] LSPD First Response: [NORMAL] RiskierTrafficStops: Setting up INI File... [5/25/2024 12:41:13 AM.693] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding enabled outcomes to enabledOutcomes [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: ---Enabled Outcomes--- [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: GetOutAndShoot [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Ramming [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Flee [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Revving [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Yelling [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: YellInCar [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: ShootAndFlee [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Spitting [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: HostageTaking [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: ---Enabled Outcomes--- [5/25/2024 12:41:13 AM.696] LSPD First Response: [NORMAL] RiskierTrafficStops: Creating config menu menu... [5/25/2024 12:41:13 AM.697] LSPD First Response: [NORMAL] RiskierTrafficStops: Creating Menu... [5/25/2024 12:41:13 AM.697] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding Items to Menu [5/25/2024 12:41:13 AM.698] LSPD First Response: [NORMAL] RiskierTrafficStops: Assigning Menu values to their respective INI Values... [5/25/2024 12:41:13 AM.698] LSPD First Response: [NORMAL] RiskierTrafficStops: Assigned Values [5/25/2024 12:41:13 AM.698] LSPD First Response: [NORMAL] RiskierTrafficStops: Adding console commands... [5/25/2024 12:41:13 AM.699] LSPD First Response: [NORMAL] RiskierTrafficStops: Starting process to handle API lists... [5/25/2024 12:41:13 AM.699] LSPD First Response: [NORMAL] RiskierTrafficStops: Checking for updates... [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: OnPulloverOfficerApproachDriver [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: OnPulloverDriverStopped [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: OnPulloverStarted [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Subscribing to: OnPulloverEnded [5/25/2024 12:41:13 AM.703] LSPD First Response: [NORMAL] RiskierTrafficStops: Loaded successfully [5/25/2024 12:41:13 AM.705] LSPD First Response: [Section136Callouts] Setting up all the menus... [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6StolenVehicle [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6PersonWithKnife [5/25/2024 12:41:13 AM.712] LSPD First Response:

[Section136Callouts] Getting enabled property for: 6TrafficStopBackupRequired [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing enabled status for callout: S136TrafficStopBackupRequired [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6TheftFromPerson [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing enabled status for callout: S136TheftFromPerson [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6StolenEmergencyVehicle [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6DetaineeTransportRequired [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6SelfIsolationViolation [5/25/2024 12:41:13 AM.712] LSPD First Response: [Section136Callouts] Getting enabled property for: 6RacingVehicles [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6MHPE [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing enabled status for callout: S136MHPE [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6ArmedSuspect [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6Shoplifting [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6SuicidalSubject [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6AttemptedRape [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6InteriorBurglary [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6OfficerPanicButton2 [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing enabled status for callout: S136OfficerPanicButton2 [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6AreaSearchSuspect [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6PrisonerTransfer [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6TubeStationAgressive [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] [WARN] Cannot get existing enabled status for callout: S136TubeStationAgressive [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6Protest [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6AirportSecurityThreat [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6CommercialVehicleTheft [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Getting enabled property for: 6ConcernForWelfare [5/25/2024 12:41:13 AM.713] LSPD First Response: [Section136Callouts] Items length: 17 [5/25/2024 12:41:13 AM.725] LSPD First Response: [Section136Callouts] Menu init finished [5/25/2024 12:41:13 AM.728] LSPD First Response: [Section136Callouts] FileMgr:PluginStart: DeleteUnnecessaryFiles finished successfully. [5/25/2024 12:41:13 AM.728] LSPD First Response: [Section136Callouts] Waited 0ms for MenuManager to become available for new items. [5/25/2024 12:41:13 AM.729] LSPD First Response: [Section136Callouts] Paused thread for 0 ms to add Bound Menu Item to main menu. [5/25/2024 12:41:13 AM.730] LSPD First Response: [Section136Callouts] [Integrations.CalloutInterface] Section136Callouts will wait 60 seconds before checking whether Callout Interface is installed. This is to give LSPDFR time to load all the plugins in - as it may not yet be loaded. In the meantime, Section136Callouts won't attempt to load any Callout Interface requiring code. [5/25/2024 12:41:13 AM.730] LSPD First Response: [Section136Callouts] [Integrations.CalloutInterface] Don't worry - if and when Section136Callouts detects Callout Interface is installed, we'll start using it. [5/25/2024 12:41:13 AM.841] LSPD First Response: [Ransom Ambience] Start Thread: MenuPoolThread. [5/25/2024 12:41:13 AM.841] LSPD First Response: [Ransom Ambience] Start Thread: KeybindsThread. [5/25/2024 12:41:13 AM.841] LSPD First Response: [NORMAL] RiskierTrafficStops: Initializing MenuPoolProcess [5/25/2024 12:41:13 AM.861] LSPD First Response: [Section136Callouts] Creating new instance of

Section136Callouts Stats View... [5/25/2024 12:41:13 AM.865] LSPD First Response:  
[Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal  
rewrite following server-side overhauls. [5/25/2024 12:41:13 AM.865] LSPD First Response:  
[Section136Callouts] ----- S136 CALLOUTS EXCEPTION WARNING -----  
----- [5/25/2024 12:41:13 AM.865] LSPD First Response: [Section136Callouts] A  
handled exception occurred; printing here for debugging, error reporting and logging purposes.  
[5/25/2024 12:41:13 AM.865] LSPD First Response: [Section136Callouts] Exception Name:  
NullReferenceException [5/25/2024 12:41:13 AM.865] LSPD First Response: [Section136Callouts]  
Exception Stack: at ██████████.██ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.865] at ██████████ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]568.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc████████.████████████████████ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.865] at ██████.██  
.██ ni )(Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
2:41:13 AM.865] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 1  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
AM.866] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.866] LSPD First  
ection136Callouts] ~ [5/25/2024 12:41:13 AM.866] LSPD First Response: Response: [S  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
Server: anyways. You can do this by submitting the log file to the support channels in my Discord  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.866] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.875] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:13 AM.875] LSPD First Response: [Section136Callouts] Automatic  
side -n forcefully disabled pending an internal rewrite following serverbug reporting has bee  
-----overhauls. [5/25/2024 12:41:13 AM.875] LSPD First Response: [Section136Callouts]  
2024 [5/25/ -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.875] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.875]  
renceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullRefere  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]578.MA 31:14:21████████.  
██ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.875] at ██████████ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]578.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc████████.████████████████████ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.875] at ██████.██  
.██ ni )(Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
/25/2024 12:41:13 AM.875] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
AM.875] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.875] LSPD First  
sponse: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.875] LSPD First Response: Re  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
y Discord Server: anyways. You can do this by submitting the log file to the support channels in m  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.875] LSPD First Response: [Section136Callouts]

```
[5/25/2024 12:41:13 AM.899] LSPD First Response: Immersive Ambient Events: 'cut_sec' PTFX asset loaded
[5/25/2024 12:41:13 AM.903] LSPD First Response: Immersive Ambient Events:
d [5/25/2024 12:41:13 AM.904] LSPD First Response: 'veh_xs_vehicle_mods' PTFX asset requeste
[Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024
12:41:13 AM.905] LSPD First Response: [Section136Callouts] Automatic bug reporting has been
side overhauls. [5/25/2024 -ding an internal rewrite following serverforcefully disabled pen
S136 -----12:41:13 AM.905] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:13 AM.905] -----CALLOUTS EXCEPTION WARNING
D First Response: [Section136Callouts] A handled exception occured; printing here for LSP
debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.905] LSPD First
12:41:13 Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]509.MA[ ]
[ ]in ( )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.905] at [ ] ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]509.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ] (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.905] at [ ].[ ]
.[ ] ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:13 AM.905]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13
AM.905] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.905] LSPD First
ts] ~ [5/25/2024 12:41:13 AM.905] LSPD First Response: Response: [Section136Callou
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -/discord.gg/3bq88pY https:/
-----works for me! [5/25/2024 12:41:13 AM.905] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:13 AM.918] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:13 AM.918] LSPD First Response: [Section136Callouts] Automatic
side -sabled pending an internal rewrite following serverbug reporting has been forcefully di
-----overhauls. [5/25/2024 12:41:13 AM.918] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
M.918] LSPD First Response: [Section136Callouts] A handled exception occured; 12:41:13 A
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.918]
[5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]819.MA 31:14:21[ ]
[ ]in ( )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.918] at [ ] ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]819.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ] (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.918] at [ ].[ ]
.[ ] ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
13 AM.918] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13
AM.918] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.918] LSPD First
```

n136Callouts] ~ [5/25/2024 12:41:13 AM.918] LSPD First Response: Response: [Section  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
r: anyways. You can do this by submitting the log file to the support channels in my Discord Serve  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.918] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.932] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:13 AM.932] LSPD First Response: [Section136Callouts] Automatic  
side-efully disabled pending an internal rewrite following serverbug reporting has been for  
-----overhauls. [5/25/2024 12:41:13 AM.932] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.932] LSPD First Response: [Section136Callouts] A handled exception occured;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.932]  
Exception [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReference  
ta :kcatS noitpecxE ]stuollaC631noitseS[:esnopseR tsriF DPSL ]239.MA 31:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.932] at □□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]239.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.932] at □□□□.□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
024 12:41:13 AM.932] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
AM.932] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.932] LSPD First  
e: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.932] LSPD First Response: Respons  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
cord Server: anyways. You can do this by submitting the log file to the support channels in my Dis  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.932] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.943] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:13 AM.943] LSPD First Response: [Section136Callouts] Automatic  
side-s been forcefully disabled pending an internal rewrite following serverbug reporting ha  
-----overhauls. [5/25/2024 12:41:13 AM.943] LSPD First Response: [Section136Callouts]  
5/25/2024 [ ----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.943] LSPD First Response: [Section136Callouts]  
A handled exception occured; printing here for debugging, error reporting and logging purposes.  
[5/25/2024 12:41:13 AM.943] LSPD First Response: [Section136Callouts] Exception Name:  
NullReferenceException [5/25/2024 12:41:13 AM.943] LSPD First Response: [Section136Callouts]  
Exception Stack: at □□□□□□□□□□.□□□□□□□□□□□□□□□ ni )(  
itsitatSreyalP\nenignE\stuollaC631noitseS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:13 AM.943] at □□□□□ ni )(rotc..  
itsitatSreyalP\nenignE\stuollaC631noitseS\stuollac631noitces\soper\ecruos\lpxam\sresU:C  
ta ]349.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc□□□□□□.□□□□□□□□□□□□ )(  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.943] at □□□□.□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:

308 [5/25/2024 12:41:13 AM.943] LSPD First Response: [Section136Callouts] Manager.cs:line  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
rst AM.943] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.943] LSPD Fi  
Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.944] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
s in my Discord Server: anyways. You can do this by submitting the log file to the support channel  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.944] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.956] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:13 AM.956] LSPD First Response: [Section136Callouts] Automatic  
side -eporting has been forcefully disabled pending an internal rewrite following serverbug r  
-----overhauls. [5/25/2024 12:41:13 AM.956] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.956] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.956]  
n Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exceptio  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]659.MA 31:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.956] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]659.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.956] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
r.cs:line 308 [5/25/2024 12:41:13 AM.956] LSPD First Response: [Section136Callouts] Manage  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
6] LSPD First AM.956] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.95  
Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.956] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
rt channels in my Discord Server: anyways. You can do this by submitting the log file to the suppo  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.956] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.974] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
atic Stats View... [5/25/2024 12:41:13 AM.974] LSPD First Response: [Section136Callouts] Autom  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:13 AM.974] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.974] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.974]  
Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts]  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]479.MA 31:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.974] at □□□□□□□□□□ ni )(rotc..  
Statisti\sPlayerStatistic\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]479.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(C  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.974] at □□□□.□□□□□□□□□□□□□□□□□□□

.□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:13 AM.974] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
1:13 AM.975] LSPD First AM.975] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:4  
Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.975] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
the support channels in my Discord Server: anyways. You can do this by submitting the log file to  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.975] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:13 -----  
AM.989] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
uts] Automatic Stats View... [5/25/2024 12:41:13 AM.989] LSPD First Response: [Section136Callo  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:13 AM.989] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:13 AM.989] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:13 AM.989]  
6Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section13  
ta :kcatS noitpecxE ]stuollaC63lnoitceS :esnopseR tsriF DPSL ]989.MA 31:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:13 AM.989] at □□□□□□□□□□ ni )(rotc..  
Statisti\rStatisticsPlaye\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]989.MA 31:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:13 AM.989] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:13 AM.989] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:13  
/2024 12:41:13 AM.989] LSPD First AM.989] LSPD First Response: [Section136Callouts] ~ [5/25  
Response: [Section136Callouts] ~ [5/25/2024 12:41:13 AM.989] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
og file to the support channels in my Discord Server: anyways. You can do this by submitting the l  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:13 AM.989] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:14 -----  
AM.161] LSPD First Response: UB: DEFAULT REGIONS FILE IS SUCCESSFULLY LOADED  
[5/25/2024 12:41:14 AM.296] LSPD First Response: UB: CUSTOM REGIONS FILE IS  
LY LOADED [5/25/2024 12:41:14 AM.535] LSPD First Response: UB: SPECIAL SUCCESSFUL  
UNITS FILE IS SUCCESSFULLY LOADED [5/25/2024 12:41:14 AM.558] LSPD First  
Response: Unsafe Callouts, developed by L33dy, has been loaded succesfully. [5/25/2024 12:41:14  
st Response: [5/25/2024 12:41:14 AM.561] LSPD First Response: AM.561] LSPD Fir  
===== Unsafe Callouts ===== [5/25/2024 12:41:14 AM.561] LSPD First Response:  
Registering callout UnsafeCallouts.Callouts.ArmedPursuit [5/25/2024 12:41:14 AM.561] LSPD  
egistering callout UnsafeCallouts.Callouts.ANPR\_DrugDealerCar [5/25/2024 First Response: R  
12:41:14 AM.561] LSPD First Response: Registering callout UnsafeCallouts.Callouts.Homicide  
[5/25/2024 12:41:14 AM.561] LSPD First Response: Registering callout  
.Disagreement [5/25/2024 12:41:14 AM.561] LSPD First Response: UnsafeCallouts.Callouts  
Registering callout UnsafeCallouts.Callouts.PersonCarryingWeapon [5/25/2024 12:41:14 AM.561]  
LSPD First Response: Registering callout UnsafeCallouts.Callouts.ViolationOfProtectiveOrder

24 12:41:14 AM.561] LSPD First Response: Registering callout [5/25/20  
UnsafeCallouts.Callouts.PursuitIntervention [5/25/2024 12:41:14 AM.561] LSPD First Response:  
Registering callout UnsafeCallouts.Callouts.PersonThreateningAnOfficerWithAFirearm  
AM.561] LSPD First Response: [LOG]: All callouts enabled in [5/25/2024 12:41:14  
NormalCallouts.ini were loaded succesfully. [5/25/2024 12:41:14 AM.561] LSPD First Response:  
===== Unsafe Callouts ===== [5/25/2024 12:41:14 AM.561] LSPD First Response:  
1:14 AM.561] LSPD First Response: [5/25/2024 12:41:14 AM.561] LSPD First [5/25/2024 12:4  
Response: ===== Unsafe Callouts ===== [5/25/2024 12:41:14 AM.561] LSPD First  
Response: [LOG]: Searching for StopThePed plugin... [5/25/2024 12:41:14 AM.561] LSPD First  
nse: [LOG] SUCCESS: StopThePed plugin, developed by Bejoijo, found! [5/25/2024 Respo  
12:41:14 AM.561] LSPD First Response: [LOG]: Searching for UltimateBackup plugin...  
[5/25/2024 12:41:14 AM.561] LSPD First Response: [LOG] SUCCESS: UltimateBackup plugin,  
ped by Bejoijo, found! [5/25/2024 12:41:14 AM.561] LSPD First Response: [LOG]: develo  
Searching for DeadlyWeapons plugin... [5/25/2024 12:41:14 AM.561] LSPD First Response:  
[LOG]: ERROR: DeadlyWeapons not found! [5/25/2024 12:41:14 AM.561] LSPD First Response:  
OG]: Searching for CalloutInterface plugin... [5/25/2024 12:41:14 AM.561] LSPD First [L  
Response: [LOG]: ERROR: CalloutInterface not found! [5/25/2024 12:41:14 AM.561] LSPD First  
OG]: Response: [VERSION]: 1.4.1.0 [5/25/2024 12:41:14 AM.561] LSPD First Response: [L  
Callouts and settings were loaded succesfully. [5/25/2024 12:41:14 AM.561] LSPD First  
Response: ===== Unsafe Callouts ===== [5/25/2024 12:41:14 AM.561] LSPD First  
UCCESS: Response: [5/25/2024 12:41:14 AM.629] LSPD First Response: [Unsafe Callouts] S  
Most recent version is 1.4.1 (retrieved from endpoint  
[https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=](https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=38051&textOnly=1)  
38051&textOnly=1). [5/25/2024 12:41:14 AM.638] LSPD First Response: [Urban Callouts] Flash  
[5/25/2024 12:41:14 AM.638] LSPD First Response: [Urban Callouts] Create Blips: Radar: True  
True [5/25/2024 12:41:14 AM.638] LSPD First Response: [Urban Callouts] Minimum Wait: 4  
[5/25/2024 12:41:14 AM.638] LSPD First Response: [Urban Callouts] Maximum Wait: 10  
/2024 12:41:14 AM.638] LSPD First Response: Registering callout [5/25  
UrbanCallouts.Callouts.DiamondCasinoHeist [5/25/2024 12:41:14 AM.638] LSPD First Response:  
Registering callout UrbanCallouts.Callouts.SuspiciousCargo [5/25/2024 12:41:14 AM.638] LSPD  
ponse: Registering callout UrbanCallouts.Callouts.PoolAccident [5/25/2024 12:41:14 First Res  
AM.638] LSPD First Response: Registering callout UrbanCallouts.Callouts.ParkingOffence  
[5/25/2024 12:41:14 AM.638] LSPD First Response: Registering callout  
louts.PlaneEmergencyLanding [5/25/2024 12:41:14 AM.638] LSPD First UrbanCallouts.Cal  
Response: Registering callout OrdinaryCallouts.Callouts.Trespassing [5/25/2024 12:41:14  
AM.638] LSPD First Response: Registering callout UrbanCallouts.Callouts.StrandedWhale  
1:14 AM.638] LSPD First Response: Registering callout [5/25/2024 12:4  
UrbanCallouts.Callouts.ActiveShooter [5/25/2024 12:41:14 AM.638] LSPD First Response:  
Registering callout UrbanCallouts.Callouts.BuildingOnFire [5/25/2024 12:41:15 AM.255] LSPD  
llouts] Urban Callouts is currently downloading data... First Response: [Urban Ca  
([https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=](https://www.lcpdfr.com/applications/downloadsng/interface/api.php?do=checkForUpdates&fileId=35527&textOnly=1)  
35527&textOnly=1) [5/25/2024 12:41:15 AM.261] LSPD First Response:  
===== [5/25/2024 12:41:15 =====YOBINCALLOUTS INFORMATION=====  
AM.261] LSPD First Response: YobbinCallouts by YobB1n [5/25/2024 12:41:15 AM.261] LSPD  
First Response: Version 1.7.1 [5/25/2024 12:41:15 AM.261] LSPD First Response:  
esponse: Please Join My <https://yobbinmods.com> [5/25/2024 12:41:15 AM.261] LSPD First R  
Discord Server to Report Bugs/Improvements: <https://discord.gg/Wj522qa5mT>. Enjoy! [5/25/2024  
12:41:15 AM.261] LSPD First Response: YobbinCallouts Config is Installed by User. [5/25/2024  
ed is Installed by User. [5/25/2024 12:41:15 12:41:15 AM.261] LSPD First Response: StopTheP  
AM.261] LSPD First Response: UltimateBackup is Installed by User. [5/25/2024 12:41:15  
AM.261] LSPD First Response: CalloutInterface is NOT Installed by User. [5/25/2024 12:41:15  
ted Registering Callouts. [5/25/2024 12:41:15 AM.261] LSPD AM.261] LSPD First Response: Star



First Response: Registering callout YobbinCallouts.Callouts.BrokenDownVehicle [5/25/2024 12:41:15 AM.261] LSPD First Response: Registering callout  
:41:15 AM.261] LSPD First Response: YobbinCallouts.Callouts.AssaultOnBus [5/25/2024 12  
Registering callout YobbinCallouts.Callouts.TrafficBreak [5/25/2024 12:41:15 AM.261] LSPD  
First Response: Registering callout YobbinCallouts.Callouts.PhotographyOfPrivateProperty  
sponse: Registering callout [5/25/2024 12:41:15 AM.261] LSPD First Re  
YobbinCallouts.Callouts.PropertyCheck [5/25/2024 12:41:15 AM.261] LSPD First Response:  
Registering callout YobbinCallouts.Callouts.StolenPoliceHardware [5/25/2024 12:41:15 AM.261]  
allouts.Callouts.Arson [5/25/2024 12:41:15 LSPD First Response: Registering callout YobbinC  
AM.261] LSPD First Response: Registering callout YobbinCallouts.Callouts.BarFight [5/25/2024  
12:41:15 AM.261] LSPD First Response: Registering callout YobbinCallouts.Callouts.BaitCar  
PD First Response: Registering callout [5/25/2024 12:41:15 AM.261] LS  
YobbinCallouts.Callouts.RoadRage [5/25/2024 12:41:15 AM.261] LSPD First Response:  
Registering callout YobbinCallouts.Callouts.StolenCellPhone [5/25/2024 12:41:15 AM.261] LSPD  
Callouts.Callouts.SovereignCitizen [5/25/2024 12:41:15 First Response: Registering callout Yobbin  
AM.261] LSPD First Response: Registering callout YobbinCallouts.Callouts.ActiveShooter  
[5/25/2024 12:41:15 AM.261] LSPD First Response: Registering callout  
5/2024 12:41:15 AM.261] LSPD First Response: YobbinCallouts.Callouts.HumanTrafficking [5/2  
Registering callout YobbinCallouts.Callouts.WeaponFound [5/25/2024 12:41:15 AM.261] LSPD  
First Response: Registering callout YobbinCallouts.Callouts.HospitalEmergency [5/25/2024  
nse: Registering callout 12:41:15 AM.261] LSPD First Respo  
YobbinCallouts.Callouts.LandlordTenantDispute [5/25/2024 12:41:15 AM.261] LSPD First  
Response: Finished Registering Callouts. [5/25/2024 12:41:15 AM.261] LSPD First Response:  
M.261] LSPD First Response: Started Registering Beta Callouts. [5/25/2024 12:41:15 A  
Registering callout YobbinCallouts.Callouts.CitizenArrest [5/25/2024 12:41:15 AM.261] LSPD  
First Response: Registering callout YobbinCallouts.Callouts.PedestrianHitByVehicle [5/25/2024  
hed Registering Beta Callouts. [5/25/2024 12:41:15 12:41:15 AM.261] LSPD First Response: Finis  
AM.261] LSPD First Response: Started Registering Investigations. [5/25/2024 12:41:15 AM.261]  
LSPD First Response: More to come soon! [5/25/2024 12:41:15 AM.261] LSPD First Response:  
vestigations. [5/25/2024 12:41:15 AM.261] LSPD First Response: Finished Registering In  
=====YOBBINCALLOUTS INFORMATION===== [5/25/2024 12:41:15  
AM.267] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
5 AM.267] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:1  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.267] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.267] LSPD First Response: [Section136Callouts] A handled exception occurred;  
2:41:15 AM.267] printing here for debugging, error reporting and logging purposes. [5/25/2024 1  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[:esnopseR tsriF DPSL ]862.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.268] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\tion136calloutssec\repos\source\maxpl\Users\C:  
ta ]862.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.268] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\ection136calloutss\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.268] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
D First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.268] LSPD First AM.268] LSP

Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.268] LSPD First Response: me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY> -----[Section136Callouts] works for me! [5/25/2024 12:41:15 AM.268] LSPD First Response: [5/25/2024 12:41:15 ----- AM.287] LSPD First Response: Immersive Ambient Events: 'veh\_xs\_vehicle\_mods' PTFX asset M.289] LSPD First Response: Immersive Ambient Events: Started loaded [5/25/2024 12:41:15 A deserializing Json file [5/25/2024 12:41:15 AM.300] LSPD First Response: Immersive Ambient Events: Finished deserializing Json file [5/25/2024 12:41:15 AM.300] LSPD First Response: ient Events: Started RemoveExpiredBOLO Check [5/25/2024 12:41:15 AM.300] Immersive Amb LSPD First Response: Immersive Ambient Events: Started deserializing Json file [5/25/2024 12:41:15 AM.316] LSPD First Response: Immersive Ambient Events: Finished deserializing Json ile [5/25/2024 12:41:15 AM.316] LSPD First Response: Immersive Ambient Events: Finished f RemoveExpiredBOLO Check [5/25/2024 12:41:15 AM.316] LSPD First Response: Immersive First Ambient Events: Previous BOLO exists, starting event [5/25/2024 12:41:15 AM.317] LSPD Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] Automatic bug side overhauls. -server reporting has been forcefully disabled pending an internal rewrite following -----[5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 -----S136 CALLOUTS EXCEPTION WARNING --- uts] A handled exception occured; printing here AM.318] LSPD First Response: [Section136Callo for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DP5L ]813.MA[ ] in ( ) C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:15 AM.318] at [ ] ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]813.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ] in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:15 AM.318] at [ ] .[ ] ni )( Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: allouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136C Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.318] LSPD First LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.318] [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: g it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either or by sendin -<https://discord.gg/3bq88pY> -----works for me! [5/25/2024 12:41:15 AM.318] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 ----- .321] [5/25/2024 12:41:15 AM.321] AM ===== TAGsCallouts by Eli180sx ===== [5/25/2024 12:41:15 AM.321] [5/25/2024 12:41:15 AM.321] LSPD First Response: Registering callout sCallouts.Callouts.Mugging [5/25/2024 12:41:15 AM.321] LSPD First Response: Registering TAG callout TAGsCallouts.Callouts.PersonWithAGun [5/25/2024 12:41:15 AM.321] LSPD First 5 AM.321] Response: Registering callout TAGsCallouts.Callouts.StolenVehicle [5/25/2024 12:41:1 LSPD First Response: Registering callout TAGsCallouts.Callouts.ConveiniceStoreRobbery [5/25/2024 12:41:15 AM.321] LSPD First Response: Registering callout



Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.651] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.651] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.651] LSPD First Response: Response: [Section136Callouts] [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -iscord.gg/3bq88pY <https://d-----works-for-me!> [5/25/2024 12:41:15 AM.651] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:15 AM.656] LSPD First Response: Immersive Ambient Events: Creating main menu... [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Menu created [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Creating settings menu... [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Settings menu created [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: Creating general settings menu... [5/25/2024 12:41:15 AM.657] LSPD First Response: Immersive Ambient Events: General settings menu created [5/25/2024 12:41:15 AM.658] LSPD First Response: Immersive Ambient Events: Creating storm event settings menu... [5/25/2024 12:41:15 AM.658] LSPD First Response: Immersive Ambient Events: Storm event settings menu created [5/25/2024 12:41:15 AM.658] LSPD First Response: Immersive Ambient Events: Creating BOLO event settings menu... [5/25/2024 12:41:15 AM.660] LSPD First Response: Immersive Ambient Events: BOLO event settings menu created [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersive Ambient Events: Creating street racing settings menu... [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersive Ambient Events: Street racing event settings menu created [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersive Ambient Events: Creating severe weather menu... [5/25/2024 12:41:15 AM.661] LSPD First Response: Immersive Ambient Events: Severe weather menu created [5/25/2024 12:41:15 AM.662] LSPD First Response: Immersive Ambient Events: Creating BOLO menu... [5/25/2024 12:41:15 AM.662] LSPD First Response: Immersive Ambient Events: BOLO menu created [5/25/2024 12:41:15 AM.662] LSPD First Response: Immersive Ambient Events: Creating Interaction menu... [5/25/2024 12:41:15 AM.663] LSPD First Response: Immersive Ambient Events: Interaction menu created [5/25/2024 12:41:15 AM.663] LSPD First Response: Immersive Ambient Events: Creating force event menu... [5/25/2024 12:41:15 AM.663] LSPD First Response: Immersive Ambient Events: Force event menu created [5/25/2024 12:41:15 AM.664] LSPD First Response: Immersive Ambient Events: Initializing MenuProcess... [5/25/2024 12:41:15 AM.671] LSPD First Response: Immersive Ambient Events: Creating BOLO from previous existing [5/25/2024 12:41:15 AM.671] LSPD First Response: Immersive Ambient Events: SuspectCount PossiblyArmed -AM.671] LSPD First Response: Immersive Ambient Events: ArmedStatus [5/25/2024 12:41:15 AM.681] LSPD First Response: [Section136Callouts] Creating new instance [5/25/2024 12:41:15 AM.681] LSPD First Response: [Section136Callouts] Stats View... [5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal [5/25/2024 12:41:15 AM.682] LSPD First Response: side overhauls. -rewrite following server -----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts] [5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] -----n occurred; printing here for debugging, error reporting and logging purposes. A handled exception [5/25/2024 12:41:15 AM.682] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 AM.682] LSPD First Response: ta :kcatS noitpecxE ]stuollaC63lnoitceS[ in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.682] at ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]286.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.682] at



in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.715] at ni)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\ta ]137.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.715] at . ni)  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Manager.cs:line 308 [5/25/2024 12:41:15 AM.715] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.715] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.715] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.715] LSPD First Response: send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----t Response: [Section136Callouts] works for me! [5/25/2024 12:41:15 AM.715] LSPD First [5/25/2024 12:41:15 -----  
AM.730] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts .. [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts] Automatic Stats View. side -bug reporting has been forcefully disabled pending an internal rewrite following server ----- overhauls. [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.731] LSPD First Response: [Section136Callouts] A handled exception occurred; purposes. [5/25/2024 12:41:15 AM.731] printing here for debugging, error reporting and logging p LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 ta :kcatS noitpexE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]137.MA 51:14:21. in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.731] at ni)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\axplm\Users\C:\ta ]137.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.731] at . ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Manager.cs:line 308 [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts]  
12:41:15 Exception Message: Object reference not set to an instance of an object. [5/25/2024 AM.731] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.731] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.731] LSPD First Response: s best to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it' anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:15 AM.731] [5/25/2024 12:41:15 -----  
AM.742] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts tats View... [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts] Automatic S side -bug reporting has been forcefully disabled pending an internal rewrite following server -----6Callouts] overhauls. [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section13 [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.743] LSPD First Response: [Section136Callouts] A handled exception occurred; logging purposes. [5/25/2024 12:41:15 AM.743] printing here for debugging, error reporting and

LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.743] LSPD First Response: crash, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY [5/25/2024 12:41:15 AM.743] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:15 AM.747] LSPD First Response: Immersive Ambient Events: Vehicle created [5/25/2024 12:41:15 AM.757] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] Automatic side -rewrite following server bug reporting has been forcefully disabled pending an internal overhauls. [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] S136 CALLOUTS EXCEPTION WARNING : [Section136Callouts] A handled exception occurred; 12:41:15 AM.758] LSPD First Response printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.758] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -8pY https://discord.gg/3bq8 works for me! [5/25/2024 12:41:15 AM.758] LSPD First Response: [Section136Callouts] 5/2024 12:41:15 [5/2 AM.799] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts] Automatic side -n internal rewrite following serverbug reporting has been forcefully disabled pending a overhauls. [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts]

```
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
t Response: [Section136Callouts] A handled exception occured; 12:41:15 AM.799] LSPD First  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.799]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]997.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.799] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]997.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□(jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.799] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.799] LSPD  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.799] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.799] LSPD First  
[5/25/2024 12:41:15 AM.799] LSPD First Response: Response: [Section136Callouts] ~  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -rd.gg/3bq88pY https://disco  
-----works for me! [5/25/2024 12:41:15 AM.799] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.815] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:15 AM.815] LSPD First Response: [Section136Callouts] Automatic  
side -pending an internal rewrite following server bug reporting has been forcefully disabled  
-----overhauls. [5/25/2024 12:41:15 AM.815] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
LSPD First Response: [Section136Callouts] A handled exception occured; 12:41:15 AM.815]  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.815]  
2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]618.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.816] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]618.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(C:  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.816] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(C:  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
816] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.816] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.816] LSPD First  
llouts] ~ [5/25/2024 12:41:15 AM.816] LSPD First Response: Response: [Section136Ca  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -ps://discord.gg/3bq88pY htt  
-----works for me! [5/25/2024 12:41:15 AM.816] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.837] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts] Automatic
```



side -y disabled pending an internal rewrite following serverbug reporting has been forcefull  
-----overhauls. [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
15 AM.837] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.837]  
ion [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceExcept  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]738.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.837] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]738.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.837] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
:41:15 AM.837] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.837] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.837] LSPD First  
ction136Callouts] ~ [5/25/2024 12:41:15 AM.837] LSPD First Response: Response: [Se  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
server: anyways. You can do this by submitting the log file to the support channels in my Discord S  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.837] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.848] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts] Automatic  
side -forcefully disabled pending an internal rewrite following server bug reporting has been  
-----overhauls. [5/25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts]  
024 [5/25/2 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.848] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.848]  
enceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullRefer  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]848.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.848] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]848.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.848] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
AM.848] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.848] LSPD First  
ponse: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.848] LSPD First Response: Res  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
Discord Server: anyways. You can do this by submitting the log file to the support channels in my  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.848] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----

AM.861] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.861] LSPD First Response: [Section136Callouts] Automatic side -g has been forcefully disabled pending an internal rewrite following serverbug reportin -----overhauls. [5/25/2024 12:41:15 AM.861] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING ----- 12:41:15 AM.861] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.861] NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: 12:41:15 AM.861] LSPD First Response: [Section136Callouts] Exception Stack: at   
   
 in ()  
 C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:15 AM.861] at   
 Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]168.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc   
 C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:15 AM.861] at   
 .   
 ni )(  
 Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ne 308 [5/25/2024 12:41:15 AM.861] LSPD First Response: [Section136Callouts] Manager.cs:li  
 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
 First AM.861] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.861] LSPD  
 Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.861] LSPD First Response:  
 [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
 nels in my Discord Server: anyways. You can do this by submitting the log file to the support chan  
 or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
 -----works for me! [5/25/2024 12:41:15 AM.861] LSPD First Response: [Section136Callouts]  
 [5/25/2024 12:41:15 -----  
 AM.873] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
 Stats View... [5/25/2024 12:41:15 AM.874] LSPD First Response: [Section136Callouts] Automatic  
 side -g reporting has been forcefully disabled pending an internal rewrite following serverbu  
 -----overhauls. [5/25/2024 12:41:15 AM.874] LSPD First Response: [Section136Callouts]  
 [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
 12:41:15 AM.874] LSPD First Response: [Section136Callouts] A handled exception occurred;  
 printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.874]  
 tion Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Excep  
 ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]478.MA 51:14:21   
   
 () in  
 C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:15 AM.874] at   
 stiStati\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]478.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc   
 C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:15 AM.874] at   
 .   
 ni )(  
 Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ager.cs:line 308 [5/25/2024 12:41:15 AM.874] LSPD First Response: [Section136Callouts] Man  
 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
 .874] LSPD First AM.874] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM  
 Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.874] LSPD First Response:  
 [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
 pport channels in my Discord Server: anyways. You can do this by submitting the log file to the su  
 or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY

-----works for me! [5/25/2024 12:41:15 AM.874] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Automatic Stats View... [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts] Au  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.886]  
ts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callou  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]688.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.886] at □□□□□□□□□□ ni )(rotc..  
Statisti\ticsPlayerStat\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]688.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.886] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\usRNUIMen\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
2:41:15 AM.886] LSPD First AM.886] LSPD First Response: [Section136Callouts] ~ [5/25/2024 1  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.886] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
to the support channels in my Discord Server: anyways. You can do this by submitting the log file  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:15 AM.886] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
llouts] Automatic Stats View... [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Ca  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.901]  
n136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]109.MA 51:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.901] at □□□□□□□□□□ ni )(rotc..  
Statisti\ayerStatisticsPI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]109.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.901] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
/25/2024 12:41:15 AM.901] LSPD First AM.901] LSPD First Response: [Section136Callouts] ~ [5  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.901] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me

e log file to the support channels in my Discord Server: anyways. You can do this by submitting th  
or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----works for me! [5/25/2024 12:41:15 AM.901] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:15 -----  
AM.904] LSPD First Response: Immersive Ambient Events: Setup custom ped persona [5/25/2024  
ct at index 0 is not 12:41:15 AM.905] LSPD First Response: Immersive Ambient Events: Suspe  
armed [5/25/2024 12:41:15 AM.905] LSPD First Response: Immersive Ambient Events: Suspect  
created [5/25/2024 12:41:15 AM.915] LSPD First Response: [Section136Callouts] Creating new  
12:41:15 AM.915] LSPD First Response: instance of Section136Callouts Stats View... [5/25/2024  
[Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal  
side overhauls. [5/25/2024 12:41:15 AM.915] LSPD First Response: -rewrite following server  
-----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts]  
[5/25/2024 12:41:15 AM.915] LSPD First Response: [Section136Callouts] -----  
A handled exception occured; printing here for debugging, error reporting and logging purposes.  
5/2024 12:41:15 AM.915] LSPD First Response: [Section136Callouts] Exception Name: [5/2  
NullReferenceException [5/25/2024 12:41:15 AM.916] LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[.() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.916] at ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\eposr\source\maxpl\Users\C:  
ta ]619.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc.()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.916] at . ni )  
. ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:15 AM.916] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15  
916] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.916] LSPD First AM.  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.916] LSPD First Response:  
d it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to sen  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email [bugs@maxplayledev.org](mailto:bugs@maxplayledev.org) . Either -<https://discord.gg/3bq88pY>  
-----esponse: [Section136Callouts] works for me! [5/25/2024 12:41:15 AM.916] LSPD First R  
[5/25/2024 12:41:15 -----  
AM.928] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
[5/25/2024 12:41:15 AM.928] LSPD First Response: [Section136Callouts] Automatic Stats View...  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:15 AM.928] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.928] LSPD First Response: [Section136Callouts] A handled exception occured;  
oses. [5/25/2024 12:41:15 AM.928] printing here for debugging, error reporting and logging purp  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[:esnopseR tsriF DPSL ]929.MA 51:14:21. in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.929] at ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\lmaxp\Users\C:  
ta ]929.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc.()in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.929] at . ni )  
. ni )

Menu\RUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\xplma\Users\C:\Manager.cs:line 308 [5/25/2024 12:41:15 AM.929] LSPD First Response: [Section136Callouts]  
:41:15 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12  
AM.929] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.929] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.929] LSPD First Response:  
est to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's b  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----PD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:15 AM.929] LS  
[5/25/2024 12:41:15 -----  
AM.939] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
s View... [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Callouts] Automatic Stat  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----llouts] overhauls. [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Ca  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.940] LSPD First Response: [Section136Callouts] A handled exception occurred;  
gging purposes. [5/25/2024 12:41:15 AM.940] printing here for debugging, error reporting and lo  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]049.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.940] at □□□□□□□□ ni )(rotc..  
Statist\PPlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]049.MA 51:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ )in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.940] at □□□□.□□□□□□□□□□□□□□□□□□□  
□□□□□□□□□□□□□□□□ ni )(

Menu\RUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\Manager.cs:line 308 [5/25/2024 12:41:15 AM.940] LSPD First Response: [Section136Callouts]  
25/2024 12:41:15 Exception Message: Object reference not set to an instance of an object. [5/  
AM.940] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.940] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.940] LSPD First Response:  
sh, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a cra  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----AM.940] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:15  
[5/25/2024 12:41:15 -----  
louts AM.952] LSPD First Response: [Section136Callouts] Creating new instance of Section136Cal  
Stats View... [5/25/2024 12:41:15 AM.952] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----ction136Callouts] overhauls. [5/25/2024 12:41:15 AM.952] LSPD First Response: [Se  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:15 AM.952] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ing and logging purposes. [5/25/2024 12:41:15 AM.952] printing here for debugging, error report  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitseS[ :esnopseR tsriF DPSL ]259.MA 51:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.952] at □□□□□□□□ ni )(rotc..  
Statist\PPlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]259.MA 51:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti

```
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.952] at  ni )
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.952] LSPD First Response: [Section136Callouts]
bject. [5/25/2024 12:41:15 AM.952] Exception Message: Object reference not set to an instance of an o
AM.952] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.952] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.952] LSPD First Response:
ause a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't c
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----12:41:15 AM.953] LSPD First Response: [Section136Callouts] works for me! [5/25/2024
[5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts] Creating new instance of Sec
Stats View... [5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----ponse: [Section136Callouts] overhauls. [5/25/2024 12:41:15 AM.964] LSPD First Res
[5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts] A handled exception occurred;
ror reporting and logging purposes. [5/25/2024 12:41:15 AM.964] printing here for debugging, er
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
12:41:15 AM.964] LSPD First Response: [Section136Callouts] Exception Stack: at
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.964] at  ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]469.MA 51:14:21 4202/52/5[ 24 enil.sc.uneMsc  in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:15 AM.964] at  ni )
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts]
ce of an object. [5/25/2024 12:41:15 AM.964] Exception Message: Object reference not set to an instan
AM.964] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.964] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.964] LSPD First Response:
n didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Exceptio
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----[5/25/2024 12:41:15 AM.964] LSPD First Response: [Section136Callouts] works for me!
[5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] Creating new insta
Stats View... [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:15 AM.976] LSPD
[5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] A handled exception occurred;
ugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.976] printing here for deb
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
12:41:15 AM.976] LSPD First Response: [Section136Callouts] Exception Stack: at
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:15 AM.976] at  ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
```

ta ]679.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]in )(C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.976] at [REDACTED].[REDACTED].[REDACTED] ni ()Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:Manager.cs:line 308 [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] an instance of an object. [5/25/2024 12:41:15 Exception Message: Object reference not set to AM.976] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.976] LSPD First Response: s Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although this anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----s for me! [5/25/2024 12:41:15 AM.976] LSPD First Response: [Section136Callouts] work [5/25/2024 12:41:15 -----up custom ped persona [5/25/2024 AM.977] LSPD First Response: Immersive Ambient Events: Set 12:41:15 AM.977] LSPD First Response: Immersive Ambient Events: Suspect at index 1 is not armed [5/25/2024 12:41:15 AM.977] LSPD First Response: Immersive Ambient Events: Suspect st Response: [Section136Callouts] Creating new created [5/25/2024 12:41:15 AM.988] LSPD Fir instance of Section136Callouts Stats View... [5/25/2024 12:41:15 AM.988] LSPD First Response: [Section136Callouts] Automatic bug reporting has been forcefully disabled pending an internal side overhauls. [5/25/2024 12:41:15 AM.989] LSPD First Response: -verrewrite following ser ----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts] [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] -----A handled exception occured; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:15 AM.989] LSPD First Response: ta :kcatS noitpexE ]stuollaC63lnoitceS[REDACTED].[REDACTED] () in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:15 AM.989] at [REDACTED] ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]989.MA 51:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED] ()in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:15 AM.989] at [REDACTED].[REDACTED].[REDACTED] ni )(Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: uts] Manager.cs:line 308 [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callo Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.989] LSPD First D First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:15 AM.989] LSP [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: to me via email bugs@maxplayledev.org . Either or by sending it -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:15 AM.989] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 -----] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.000 Stats View... [5/25/2024 12:41:16 AM.000] LSPD First Response: [Section136Callouts] Automatic side -lowing serverbug reporting has been forcefully disabled pending an internal rewrite fol -----overhauls. [5/25/2024 12:41:16 AM.000] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----6Callouts] A handled exception occured; 12:41:16 AM.000] LSPD First Response: [Section13 printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.000]

LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopser tsriF DPSL ]100.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.001] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]100.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.001] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
on136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.001] LSPD First Response: [Secti  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.001] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.001] LSPD First  
M.001] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 A  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
sending it to me via email bugs@maxplayledev.org . Either or by -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.001] LSPD First Response: [Section136Callouts]  
:16 [5/25/2024 12:41 -----  
AM.012] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts] Automatic  
side -ewrite following serverbug reporting has been forcefully disabled pending an internal r  
-----overhauls. [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
[Section136Callouts] A handled exception occured; 12:41:16 AM.013] LSPD First Response:  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.013]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopser tsriF DPSL ]310.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.013] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]310.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ )(in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.013] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
se: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.013] LSPD First Respon  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.013] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.013] LSPD First  
12:41:16 AM.013] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -Y https://discord.gg/3bq88p  
-----works for me! [5/25/2024 12:41:16 AM.013] LSPD First Response: [Section136Callouts]  
2024 12:41:16 [5/25/ -----  
AM.025] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts] Automatic  
side -internal rewrite following serverbug reporting has been forcefully disabled pending an  
-----overhauls. [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----



```
Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM.026] LSPD First  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.026]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]620.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.026] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]620.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.026] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
rst Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.026] LSPD Fi  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.026] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.026] LSPD First  
5/25/2024 12:41:16 AM.026] LSPD First Response: Response: [Section136Callouts] ~ [  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -.gg/3bq88pY https://discord  
-----works for me! [5/25/2024 12:41:16 AM.026] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.042] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts] Automatic  
side -ending an internal rewrite following serverbug reporting has been forcefully disabled p  
-----overhauls. [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
SPD First Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM.043] L  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.043]  
24 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/20  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]340.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.043] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]340.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.043] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
3] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.04  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.043] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.043] LSPD First  
outs] ~ [5/25/2024 12:41:16 AM.043] LSPD First Response: Response: [Section136Call  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -://discord.gg/3bq88pY https  
-----works for me! [5/25/2024 12:41:16 AM.043] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.055] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts] Automatic  
side -disabled pending an internal rewrite following serverbug reporting has been forcefully
```

-----overhauls. [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
AM.056] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:16  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.056]  
n [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceExceptio  
ta :kcatS noitpecxE ]stuollaC631noitceS[:esnopseR tsriF DPSL ]650.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.056] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]650.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.056] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
1:16 AM.056] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:4  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.056] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.056] LSPD First  
ion136Callouts] ~ [5/25/2024 12:41:16 AM.056] LSPD First Response: Response: [Sect  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
ver: anyways. You can do this by submitting the log file to the support channels in my Discord Ser  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.056] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.066] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts] Automatic  
side -orcefully disabled pending an internal rewrite following serverbug reporting has been f  
-----overhauls. [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts]  
4 [5/25/202 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.067] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.067]  
ceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferen  
ta :kcatS noitpecxE ]stuollaC631noitceS[:esnopseR tsriF DPSL ]760.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.067] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]760.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□(jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.067] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.067] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.067] LSPD First  
nse: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.067] LSPD First Response: Respo  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
iscord Server: anyways. You can do this by submitting the log file to the support channels in my D  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.067] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.068] LSPD First Response: Immersive Ambient Events: Setup custom ped persona [5/25/2024

12:41:16 AM.068] LSPD First Response: Immersive Ambient Events: Suspect at index 2 is not  
1:16 AM.068] LSPD First Response: Immersive Ambient Events: Suspect armed [5/25/2024 12:4  
created [5/25/2024 12:41:16 AM.068] LSPD First Response: Immersive Ambient Events: Driving  
behavior is suspicious [5/25/2024 12:41:16 AM.081] LSPD First Response: [Section136Callouts]  
ting new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.082] LSPD Crea  
First Response: [Section136Callouts] Automatic bug reporting has been forcefully disabled  
6 AM.084] LSPD side overhauls. [5/25/2024 12:41:1-pending an internal rewrite following server  
S136 CALLOUTS EXCEPTION -----First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.084] LSPD First Response: -----WARNING  
g here for debugging, error reporting [Section136Callouts] A handled exception occurred; printin  
and logging purposes. [5/25/2024 12:41:16 AM.084] LSPD First Response: [Section136Callouts]  
Exception Name: NullReferenceException [5/25/2024 12:41:16 AM.084] LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[[] in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.084] at [] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]480.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[] in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.084] at []  
.[] ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.084] LSPD First Response: [Section136Callouts]  
nce not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object refere  
AM.084] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.084] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.084] LSPD First Response:  
Although this Exception didn't cause a crash, it's best to send it to me [Section136Callouts]  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
. Either or by sending it to me via email bugs@maxplayledev.org -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.084] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
nt Events: Started area blip process and distance AM.086] LSPD First Response: Immersive Ambie  
check [5/25/2024 12:41:16 AM.107] LSPD First Response: [Section136Callouts] Creating new  
instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.108] LSPD First Response:  
tomatic bug reporting has been forcefully disabled pending an internal [Section136Callouts] Au  
side overhauls. [5/25/2024 12:41:16 AM.108] LSPD First Response: -rewrite following server  
-----S136 CALLOUTS EXCEPTION WARNING -----[Section136Callouts]  
[5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] -----  
A handled exception occurred; printing here for debugging, error reporting and logging purposes.  
ts] Exception Name: [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callou  
NullReferenceException [5/25/2024 12:41:16 AM.108] LSPD First Response:  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[[] in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.108] at [] ni )(rotc..  
Statisti\ticsPlayerStatis\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]801.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[] in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.108] at []  
.[] ni )  
Menu\usRNUIMen\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
2:41:16 AM.108] LSPD First AM.108] LSPD First Response: [Section136Callouts] ~ [5/25/2024 1

Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me to the support channels in my Discord Server: anyways. You can do this by submitting the log file or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.108] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 -----  
AM.110] LSPD First Response: Immersive Ambient Events: EventProcess instance started  
[5/25/2024 12:41:16 AM.112] LSPD First Response: Immersive Ambient Events:  
stanceCheck started [5/25/2024 12:41:16 AM.129] LSPD First Response: AreaBlipDi  
[Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024  
12:41:16 AM.130] LSPD First Response: [Section136Callouts] Automatic bug reporting has been  
side overhauls. [5/25/2024 -fully disabled pending an internal rewrite following serverforce  
S136 -----12:41:16 AM.130] LSPD First Response: [Section136Callouts]  
:41:16 AM.130] [5/25/2024 12 -----CALLOUTS EXCEPTION WARNING  
LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for  
debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.130] LSPD First  
ception [5/25/2024 12:41:16 Response: [Section136Callouts] Exception Name: NullReferenceEx  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]031.MA□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.130] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]031.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□in )( C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.130] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
4 12:41:16 AM.130] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/202  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.130] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.130] LSPD First  
[Section136Callouts] ~ [5/25/2024 12:41:16 AM.130] LSPD First Response: Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
rd Server: anyways. You can do this by submitting the log file to the support channels in my Disco  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.130] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.130] LSPD First Response: YOBBINCALLOUTS: Finished Checking Yobbin Callouts for  
Updates. [5/25/2024 12:41:16 AM.130] LSPD First Response: YOBBINCALLOUTS: Yobbin  
6 AM.131] LSPD First Response: Immersive Ambient Callouts is Up to Date. [5/25/2024 12:41:1  
Events: Started UpdatedInfoTimer instance [5/25/2024 12:41:16 AM.145] LSPD First Response:  
[Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024  
t Response: [Section136Callouts] Automatic bug reporting has been 12:41:16 AM.147] LSPD Firs  
side overhauls. [5/25/2024 -forcefully disabled pending an internal rewrite following server  
S136 -----12:41:16 AM.147] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.147] -----ALLOUTS EXCEPTION WARNING C  
LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for  
D First debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.147] LSP  
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:16  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]741.MA□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.147] at □□□□□□□□□□ ni )(rotc..

Statisti\PlayerStatistics\Engine\Section136CalloutsSec\section136callouts\repos\source\maxpl\Users\C:  
ta ]741.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]( )in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.147] at [ ]( )  
[ ]( )  
Menu\RNUIMenus\UIEngine\ection136CalloutsS\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.147] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
Section136Callouts] ~ [5/25/2024 12:41:16 AM.147] LSPD First AM.147] LSPD First Response: [  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.147] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
do this by submitting the log file to the support channels in my Discord Server: anyways. You can  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----s] works for me! [5/25/2024 12:41:16 AM.147] LSPD First Response: [Section136Callout  
[5/25/2024 12:41:16 -----  
AM.158] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.158]  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.158] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.158] LSPD First Response: [Section136Callouts] A handled exception occurred;  
M.158] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 A  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]951.MA 61:14:21[ ]( )  
[ ]( )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.159] at [ ]( )  
Statisti\PlayerStatistics\Engine\Section136Callouts\loutssection136ca\repos\source\maxpl\Users\C:  
ta ]951.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]( )in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.159] at [ ]( )  
[ ]( )  
Menu\RNUIMenus\UIEngine\Section136Callouts\calloutssection136\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.159] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
esponse: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.159] LSPD First AM.159] LSPD First R  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.159] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
s. You can do this by submitting the log file to the support channels in my Discord Server: anyway  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----136Callouts] works for me! [5/25/2024 12:41:16 AM.159] LSPD First Response: [Section  
[5/25/2024 12:41:16 -----  
AM.169] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
16 AM.170] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.170] LSPD First Response: [Section136Callouts] A handled exception occurred;  
12:41:16 AM.170] printing here for debugging, error reporting and logging purposes. [5/25/2024  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]071.MA 61:14:21[ ]( )  
[ ]( )

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.170] at `ni`)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]071.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.170] at `ni`)(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.170] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
PD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.170] LSPD First AM.170] LS  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.170] LSPD First Response:  
me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.170] LSPD First Response  
[5/25/2024 12:41:16 -----  
AM.177] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
024 12:41:16 AM.178] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.178] LSPD First Response: [Section136Callouts] A handled exception occurred;  
5/25/2024 12:41:16 AM.178] printing here for debugging, error reporting and logging purposes. [  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63 ]noitceS[ :esnopseR tsriF DPSL ]871.MA 61:14:21. (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.178] at `ni`)(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]871.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.178] at `ni`)(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.178] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.178] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.178] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.178] LSPD First Response:  
send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----t Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.178] LSPD First  
[5/25/2024 12:41:16 -----  
AM.189] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
.. [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts] Automatic Stats View.  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
----- overhauls. [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.189] LSPD First Response: [Section136Callouts] A handled exception occurred;  
urposes. [5/25/2024 12:41:16 AM.189] printing here for debugging, error reporting and logging p  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024

```
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]981.MA 61:14:21[ ]()
[ ]() in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.189] at [ ]()ni)(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\axplm\Users\C:
ta ]981.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]()in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.189] at [ ].[ ]()
.[ ]()ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.189] LSPD First Response: [Section136Callouts]
12:41:16 Exception Message: Object reference not set to an instance of an object. [5/25/2024
AM.189] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.189] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.189] LSPD First Response:
s best to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it'
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.189]
[5/25/2024 12:41:16 -----
AM.196] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
tats View... [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section136Callouts] Automatic S
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----6Callouts] overhauls. [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section13
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.197] LSPD First Response: [Section136Callouts] A handled exception occurred;
logging purposes. [5/25/2024 12:41:16 AM.197] printing here for debugging, error reporting and
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]791.MA 61:14:21[ ]()
[ ]()() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.197] at [ ]()ni)(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]791.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]()in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.197] at [ ].[ ]()
.[ ]()ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.197] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an object.
AM.197] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.197] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.197] LSPD First Response:
crash, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----16 AM.197] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:
[5/25/2024 12:41:16 -----
Callouts AM.204] LSPD First Response: [Section136Callouts] Creating new instance of Section136
Stats View... [5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----[Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.204] LSPD First Response:
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.204] LSPD First Response: [Section136Callouts] A handled exception occurred;
```

```
orting and logging purposes. [5/25/2024 12:41:16 AM.204] printing here for debugging, error rep
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitseS[:esnopseR tsriF DPSL ]402.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.204] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]402.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□()in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.204] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.204] LSPD First Response: [Section136Callouts]
n object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of a
AM.204] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.204] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.207] LSPD First Response:
t cause a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----024 12:41:16 AM.207] LSPD First Response: [Section136Callouts] works for me! [5/25/2
[5/25/2024 12:41:16 -----
Section136Callouts AM.216] LSPD First Response: [Section136Callouts] Creating new instance of
Stats View... [5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.217] LSPD First
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.217] LSPD First Response: [Section136Callouts] A handled exception ocured;
error reporting and logging purposes. [5/25/2024 12:41:16 AM.217] printing here for debugging,
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
12:41:16 AM.217] LSPD First Response: [Section136Callouts] Exception Stack: at
□□□□□□□□□□.□□□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.217] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]712.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.217] at □□□□.□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts]
tance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an ins
AM.217] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.217] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.217] LSPD First Response:
tion didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Excep
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----e! [5/25/2024 12:41:16 AM.217] LSPD First Response: [Section136Callouts] works for m
[5/25/2024 12:41:16 -----
stance of Section136Callouts AM.224] LSPD First Response: [Section136Callouts] Creating new in
Stats View... [5/25/2024 12:41:16 AM.224] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----SPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.224] L
```



[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.224] LSPD First Response: [Section136Callouts] A handled exception occurred;  
debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.224] printing here for  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.225] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.225] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]522.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.225] at □□□□.□□□□□□□□□□□□□□□□□□□□□□  
.□□  
ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.225] LSPD First Response: [Section136Callouts]  
to an instance of an object. [5/25/2024 12:41:16 AM.225] Exception Message: Object reference not set  
AM.225] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.225] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.225] LSPD First Response:  
this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----orks for me! [5/25/2024 12:41:16 AM.225] LSPD First Response: [Section136Callouts] w  
[5/25/2024 12:41:16 -----  
ing new instance of Section136Callouts AM.232] LSPD First Response: [Section136Callouts] Creat  
Stats View... [5/25/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----AM.232] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.232] LSPD First Response: [Section136Callouts] A handled exception occurred;  
here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.232] printing  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]232.MA 61:14:21□□□□□□.  
□□  
() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.232] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]232.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.232] at □□□□.□□□□□□□□□□□□□□□□□□□□□□  
.□□  
ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts]  
ce not set to an instance of an object. [5/25/2024 12:41:16 AM.232] Exception Message: Object referen  
AM.232] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.232] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.232] LSPD First Response:  
Although this Exception didn't cause a crash, it's best to send it to me [Section136Callouts]  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
. Either or by sending it to me via email bugs@maxplayledev.org -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.232] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
uts] Creating new instance of Section136Callouts AM.239] LSPD First Response: [Section136Callo  
Stats View... [5/25/2024 12:41:16 AM.239] LSPD First Response: [Section136Callouts] Automatic

side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----4 12:41:16 AM.239] LSPD First Response: [Section136Callouts] overhauls. [5/25/202  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
; 12:41:16 AM.239] LSPD First Response: [Section136Callouts] A handled exception occurred  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.239]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]042.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.240] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]042.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.240] at □□□□□□□□□□□□□□□□□□□□□□□□  
□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.240] LSPD First Response: [Section136Callouts]  
ct reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Obje  
AM.240] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.240] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.240] LSPD First Response:  
Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Section136  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
ledev.org . Either or by sending it to me via email bugs@maxplay -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.240] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
on136Callouts] Creating new instance of Section136Callouts AM.246] LSPD First Response: [Secti  
Stats View... [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----[5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts] overhauls.  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
on occurred; 12:41:16 AM.247] LSPD First Response: [Section136Callouts] A handled excepti  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.247]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]742.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□ in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.247] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]742.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.247] at □□□□□□□□□□□□□□□□□□□□□□□□  
□□□□□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts]  
sage: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Mes  
AM.247] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.247] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.247] LSPD First Response:  
Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
gs@maxplayledev.org . Either or by sending it to me via email bu -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.247] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----

se: [Section136Callouts] Creating new instance of Section136Callouts AM.254] LSPD First Respon  
Stats View... [5/25/2024 12:41:16 AM.254] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.254] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ed exception occured; 12:41:16 AM.254] LSPD First Response: [Section136Callouts] A handl  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.254]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]552.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.255] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]552.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.255] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.255] LSPD First Response: [Section136Callouts]  
eption Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exc  
AM.255] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.255] LSPD First  
esponse: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.255] LSPD First R  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
a email bugs@maxplayledev.org . Either or by sending it to me vi -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.255] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
rst Response: [Section136Callouts] Creating new instance of Section136Callouts AM.266] LSPD Fi  
Stats View... [5/25/2024 12:41:16 AM.266] LSPD First Response: [Section136Callouts] Automatic  
side -rverbug reporting has been forcefully disabled pending an internal rewrite following se  
-----overhauls. [5/25/2024 12:41:16 AM.267] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
] A handled exception occured; 12:41:16 AM.267] LSPD First Response: [Section136Callouts  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.267]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]762.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.267] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]762.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.267] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
outs] Manager.cs:line 308 [5/25/2024 12:41:16 AM.267] LSPD First Response: [Section136Call  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.267] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.267] LSPD First  
PD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.267] LS  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
t to me via email bugs@maxplayledev.org . Either or by sending i -https://discord.gg/3bq88pY

```
-----works for me! [5/25/2024 12:41:16 AM.267] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
9] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.27
Stats View... [5/25/2024 12:41:16 AM.279] LSPD First Response: [Section136Callouts] Automatic
side -llowing serverbug reporting has been forcefully disabled pending an internal rewrite fo
-----overhauls. [5/25/2024 12:41:16 AM.279] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
36Callouts] A handled exception occured; 12:41:16 AM.279] LSPD First Response: [Section1
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.279]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]082.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.280] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]082.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□()in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.280] at □□□□.□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ion136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.280] LSPD First Response: [Sect
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.280] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.280] LSPD First
AM.280] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
sending it to me via email bugs@maxplayledev.org . Either or by -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.280] LSPD First Response: [Section136Callouts]
1:16 [5/25/2024 12:4 -----
AM.290] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.290] LSPD First Response: [Section136Callouts] Automatic
side -rewrite following serverbug reporting has been forcefully disabled pending an internal
-----overhauls. [5/25/2024 12:41:16 AM.290] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
[Section136Callouts] A handled exception occured; 12:41:16 AM.290] LSPD First Response:
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.290]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]092.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.290] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]092.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.290] at □□□□.□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
nse: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.290] LSPD First Respo
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.290] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.290] LSPD First
12:41:16 AM.290] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
```

anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -pY https://discord.gg/3bq88  
-----works for me! [5/25/2024 12:41:16 AM.290] LSPD First Response: [Section136Callouts]  
/2024 12:41:16 [5/25 -----  
AM.303] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts] Automatic  
side -internal rewrite following server bug reporting has been forcefully disabled pending an  
-----overhauls. [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
Response: [Section136Callouts] A handled exception occured; 12:41:16 AM.303] LSPD First  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.303]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]303.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.303] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]303.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.303] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
irst Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.303] LSPD F  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.303] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.303] LSPD First  
[5/25/2024 12:41:16 AM.303] LSPD First Response: Response: [Section136Callouts] ~  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -d.gg/3bq88pY https://discor  
-----works for me! [5/25/2024 12:41:16 AM.303] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.314] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts] Automatic  
side -pending an internal rewrite following serverbug reporting has been forcefully disabled  
-----overhauls. [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
LSPD First Response: [Section136Callouts] A handled exception occured; 12:41:16 AM.314]  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.314]  
024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]413.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.314] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]413.MA 61:14:21 4202/52/5[ 24 enil.sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.314] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
14] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.3  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.314] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.314] LSPD First

louts] ~ [5/25/2024 12:41:16 AM.314] LSPD First Response: Response: [Section136Cal  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -s://discord.gg/3bq88pY http  
-----works for me! [5/25/2024 12:41:16 AM.314] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.327] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts] Automatic  
side -disabled pending an internal rewrite following server bug reporting has been forcefully  
-----overhauls. [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
6 AM.327] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:1  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.327]  
on [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceExcepti  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]723.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.327] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]723.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.327] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
41:16 AM.327] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.327] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.327] LSPD First  
tion136Callouts] ~ [5/25/2024 12:41:16 AM.327] LSPD First Response: Response: [Sec  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
rver: anyways. You can do this by submitting the log file to the support channels in my Discord Se  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.327] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.338] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts] Automatic  
side -forcefully disabled pending an internal rewrite following serverbug reporting has been  
-----overhauls. [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts]  
24 [5/25/20 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.339] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.339]  
nceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullRefere  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]933.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.339] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]933.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.339] at □□□□.□□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
5/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/2

```
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.339] LSPD First Response: Resp [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me Discord Server: anyways. You can do this by submitting the log file to the support channels in my or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.339] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.350] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.350] LSPD First Response: [Section136Callouts] Automatic side -has been forcefully disabled pending an internal rewrite following server bug reporting -----overhauls. [5/25/2024 12:41:16 AM.350] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING ----- 12:41:16 AM.350] LSPD First Response: [Section136Callouts] A handled exception occured; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.350] NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: 12:41:16 AM.351] LSPD First Response: [Section136Callouts] Exception Stack: at []() C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.351] at [] ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]153.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[]()in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:16 AM.351] at [].[]() .[]() ni )( Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: e 308 [5/25/2024 12:41:16 AM.351] LSPD First Response: [Section136Callouts] Manager.cs:lin Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 First AM.351] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.351] LSPD Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.351] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me els in my Discord Server: anyways. You can do this by submitting the log file to the support chann or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.351] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.363] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] Automatic side -reporting has been forcefully disabled pending an internal rewrite following server bug -----overhauls. [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING ----- 12:41:16 AM.363] LSPD First Response: [Section136Callouts] A handled exception occured; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.363] ion Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Except ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]363.MA 61:14:21[]. []() in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.363] at [] ni )(rotc.. tiStatis\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]363.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[]()in )( C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:16 AM.363] at [].[]() .[]() ni )
```

```
Menu\RNUIMenu\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:\ger.cs:line 308 [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] Mana Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 AM.363] LSPD First AM.363] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM. Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me port channels in my Discord Server: anyways. You can do this by submitting the log file to the sup or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.363] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.374] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts omatic Stats View... [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] Aut side -bug reporting has been forcefully disabled pending an internal rewrite following server -----overhauls. [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING ----- 12:41:16 AM.375] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.375] s] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callout ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]573.MA 61:14:21□□□□□□. □□□□□□□□□□□□□□□□□□□□in () C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.375] at □□□□□□□□□□ ni )(rotc.. Statisti\icsPlayerStatist\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]573.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□()in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:16 AM.375] at □□□□.□□□□□□□□□□□□□□□□□□□□ □□□□□□□□□□□□□□□□□□□□ ni)( Menu\sRNUIMenu\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: Manager.cs:line 308 [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 :41:16 AM.375] LSPD First AM.375] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12 Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me to the support channels in my Discord Server: anyways. You can do this by submitting the log file or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.375] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.387] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts louts] Automatic Stats View... [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Cal side -bug reporting has been forcefully disabled pending an internal rewrite following server -----overhauls. [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts] [5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING ----- 12:41:16 AM.388] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.388] 136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]883.MA 61:14:21□□□□□□. □□□□□□□□□□□□□□□□□□□□() in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.388] at □□□□□□□□□□ ni )(rotc.. Statisti\yerStatisticsPla\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]883.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□□□□□□□□□□□□□□□in )( C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
```



csMenu.cs:line 19 [5/25/2024 12:41:16 AM.388] at `ni()`  
Menu\RNUIMenus\IU\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
25/2024 12:41:16 AM.388] LSPD First AM.388] LSPD First Response: [Section136Callouts] ~ [5/  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.388] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
log file to the support channels in my Discord Server: anyways. You can do this by submitting the  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.388] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.399] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
tion136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.399] LSPD First Response: [Sec  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.399] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----N WARNING S136 CALLOUTS EXCEPTIO -----  
12:41:16 AM.399] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.399]  
: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]104.MA 61:14:21  
in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.402] at `ni)(rotc..`  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]204.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.402] at `ni)`  
Menu\RNUIMenus\UIEngine\sSection136Callout\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.402] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
ts] ~ [5/25/2024 12:41:16 AM.402] LSPD First AM.402] LSPD First Response: [Section136Callou  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.402] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
itting the log file to the support channels in my Discord Server: anyways. You can do this by subm  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.402] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 AM.412] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
onse: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.412] LSPD First Resp  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.412] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S EXCEPTION WARNING S136 CALLOUT -----  
12:41:16 AM.412] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.412]  
t Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD Firs  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]314.MA 61:14:21  
in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.413] at `ni)(rotc..`  
Statisti\PlayerStatistics\Engine\6CalloutsSection13\section136callouts\repos\source\maxpl\Users\C:

ta ]314.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]in )(

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.413] at [REDACTED].[REDACTED]

. [REDACTED] ni )

Menu\RNUIMenus\UIEngine\136CalloutsSection\section136callouts\repos\source\maxpl\Users\C:Manager.cs:line 308 [5/25/2024 12:41:16 AM.413] LSPD First Response: [Section136Callouts]

Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16

n136Callouts] ~ [5/25/2024 12:41:16 AM.413] LSPD First AM.413] LSPD First Response: [Section

Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.413] LSPD First Response:

[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me

is by submitting the log file to the support channels in my Discord Server: anyways. You can do th

or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY

-----works for me! [5/25/2024 12:41:16 AM.413] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----

AM.423] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts

First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.423] LSPD

side -bug reporting has been forcefully disabled pending an internal rewrite following server

-----overhauls. [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts]

[5/25/2024 -----36 CALLOUTS EXCEPTION WARNING S1 -----

12:41:16 AM.423] LSPD First Response: [Section136Callouts] A handled exception occurred;

printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.423]

LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024

ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :senopseR tsriF DPSL ]324.MA 61:14:21[REDACTED].[REDACTED]

[REDACTED]in )

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.423] at [REDACTED] ni )(rotc..

Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:

ta ]324.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED] )in

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.423] at [REDACTED].[REDACTED]

. [REDACTED] ni )

Menu\RNUIMenus\UIEngine\Section136Callouts\tssection136callou\repos\source\maxpl\Users\C:Manager.cs:line 308 [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Callouts]

Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16

e: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.423] LSPD First AM.423] LSPD First Respons

Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.423] LSPD First Response:

[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me

can do this by submitting the log file to the support channels in my Discord Server: anyways. You

or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY

-----louts] works for me! [5/25/2024 12:41:16 AM.423] LSPD First Response: [Section136Cal

[5/25/2024 12:41:16 -----

AM.436] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts

436] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.

side -bug reporting has been forcefully disabled pending an internal rewrite following server

-----overhauls. [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts]

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----

12:41:16 AM.436] LSPD First Response: [Section136Callouts] A handled exception occurred;

16 AM.436] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:

LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024

ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :senopseR tsriF DPSL ]634.MA 61:14:21[REDACTED].[REDACTED]

[REDACTED]() in

C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statistics

csMenu.cs:line 51 [5/25/2024 12:41:16 AM.436] at `ni`)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\36calloutssection1\repos\source\maxpl\Users\C:  
ta ]634.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.436] at `ni` )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\n136calloutssection1\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.436] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
st Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.436] LSPD First AM.436] LSPD Fir  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.436] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
yways. You can do this by submitting the log file to the support channels in my Discord Server: an  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----tion136Callouts] works for me! [5/25/2024 12:41:16 AM.436] LSPD First Response: [Sec  
[5/25/2024 12:41:16 -----  
AM.447] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
:41:16 AM.447] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.447] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.447] LSPD First Response: [Section136Callouts] A handled exception occurred;  
024 12:41:16 AM.447] printing here for debugging, error reporting and logging purposes. [5/25/2  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]844.MA 61:14:21. in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.448] at `ni`)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\srepo\source\maxpl\Users\C:  
ta ]844.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc. (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.448] at `ni` )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\posre\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.448] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.448] LSPD First AM.448  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.448] LSPD First Response:  
t to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to send i  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----onse: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.448] LSPD First Resp  
[5/25/2024 12:41:16 -----  
AM.461] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.461] LSPD First Response: [Section136Callouts] A handled exception occurred;  
s. [5/25/2024 12:41:16 AM.461] printing here for debugging, error reporting and logging purpose  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]164.MA 61:14:21. in )

() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.461] at () ni )(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]164.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc().in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.461] at ().  
. ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.461] LSPD First Response: [Section136Callouts]  
:16 Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41  
AM.461] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.461] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.461] LSPD First Response:  
to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.461] LSPD  
[5/25/2024 12:41:16 -----  
AM.472] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
iew... [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callouts] Automatic Stats V  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----uts] overhauls. [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callo  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.472] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ng purposes. [5/25/2024 12:41:16 AM.472] printing here for debugging, error reporting and loggi  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpexE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]274.MA 61:14:21.  
.in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.472] at () ni )(rotc..  
Statistics\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\rsUse\C:  
ta ]274.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc().in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.472] at ().  
. ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\sersU\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.472] LSPD First Response: [Section136Callouts]  
2024 12:41:16 Exception Message: Object reference not set to an instance of an object. [5/25/  
AM.472] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.472] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.472] LSPD First Response:  
it's best to send it to me [Section136Callouts] Although this Exception didn't cause a crash,  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----472] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.  
[5/25/2024 12:41:16 -----  
ts AM.483] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callou  
Stats View... [5/25/2024 12:41:16 AM.484] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----on136Callouts] overhauls. [5/25/2024 12:41:16 AM.484] LSPD First Response: [Secti  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.484] LSPD First Response: [Section136Callouts] A handled exception occurred;  
and logging purposes. [5/25/2024 12:41:16 AM.484] printing here for debugging, error reporting

```
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC63InoitceS[ :esnopseR tsriF DPSL ]484.MA 61:14:21.
.
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.484] at .ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]484.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc.
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.484] at .
.ni )
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.484] LSPD First Response: [Section136Callouts]
ct. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an obje
AM.484] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.484] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.484] LSPD First Response:
e a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't caus
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----:41:16 AM.484] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12
[5/25/2024 12:41:16 -----
n136Callouts AM.496] LSPD First Response: [Section136Callouts] Creating new instance of Sectio
Stats View... [5/25/2024 12:41:16 AM.496] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----se: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.496] LSPD First Respon
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.496] LSPD First Response: [Section136Callouts] A handled exception occurred;
reporting and logging purposes. [5/25/2024 12:41:16 AM.496] printing here for debugging, error
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
12:41:16 AM.496] LSPD First Response: [Section136Callouts] Exception Stack: at
.in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.496] at .ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]694.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc.
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.496] at .
.ni )(
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.496] LSPD First Response: [Section136Callouts]
of an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance
AM.496] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.496] LSPD First
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.496] LSPD First Response:
idn't cause a crash, it's best to send it to me [Section136Callouts] Although this Exception d
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----25/2024 12:41:16 AM.496] LSPD First Response: [Section136Callouts] works for me! [5/
[5/25/2024 12:41:16 -----
of Section136Callouts AM.509] LSPD First Response: [Section136Callouts] Creating new instance
Stats View... [5/25/2024 12:41:16 AM.509] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----rst Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.509] LSPD Fi
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
```

12:41:16 AM.509] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ing, error reporting and logging purposes. [5/25/2024 12:41:16 AM.509] printing here for debugg  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.509] LSPD First Response: [Section136Callouts] Exception Stack: at  
[redacted] in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.509] at [redacted] ni)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]905.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[redacted].[redacted] in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.509] at [redacted].[redacted]  
.[redacted] ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.509] LSPD First Response: [Section136Callouts]  
instance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an  
AM.509] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.509] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.509] LSPD First Response:  
xception didn't cause a crash, it's best to send it to me [Section136Callouts] Although this E  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----or me! [5/25/2024 12:41:16 AM.509] LSPD First Response: [Section136Callouts] works f  
[5/25/2024 12:41:16 -----  
w instance of Section136Callouts AM.520] LSPD First Response: [Section136Callouts] Creating ne  
Stats View... [5/25/2024 12:41:16 AM.520] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----0] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.52  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.520] LSPD First Response: [Section136Callouts] A handled exception occurred;  
for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.520] printing here  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]025.MA 61:14:21[redacted].  
[redacted] in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.520] at [redacted] ni)(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]025.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[redacted].[redacted] (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.520] at [redacted].[redacted]  
.[redacted] ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.520] LSPD First Response: [Section136Callouts]  
set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object reference not  
AM.520] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.520] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.520] LSPD First Response:  
ugh this Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Altho  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
er or by sending it to me via email bugs@maxplayledev.org . Eith -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.520] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
reating new instance of Section136Callouts AM.533] LSPD First Response: [Section136Callouts] C  
Stats View... [5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server

-----1:16 AM.533] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:4  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.533] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ting here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.533] prin  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]335.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.533] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]335.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.533] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts]  
erence not set to an instance of an object. [5/25/2024 12:41:16 Exception Message: Object ref  
AM.533] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.533] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.533] LSPD First Response:  
ts] Although this Exception didn't cause a crash, it's best to send it to me [Section136Callou  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
org . Either or by sending it to me via email bugs@maxplayledev. -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.533] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
allouts] Creating new instance of Section136Callouts AM.544] LSPD First Response: [Section136C  
Stats View... [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts] overhauls. [5/25  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ured; 12:41:16 AM.545] LSPD First Response: [Section136Callouts] A handled exception occ  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.545]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]545.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.545] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]545.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ ()in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.545] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts]  
Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exception Message:  
AM.545] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.545] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.545] LSPD First Response:  
n136Callouts] Although this Exception didn't cause a crash, it's best to send it to me [Sectio  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
playledev.org . Either or by sending it to me via email bugs@max -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.545] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
ection136Callouts] Creating new instance of Section136Callouts AM.557] LSPD First Response: [S

```
Stats View... [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----uls. [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts] overha
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
eption occurred; 12:41:16 AM.558] LSPD First Response: [Section136Callouts] A handled exc
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.558]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]855.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.558] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]855.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.558] at □□□□.□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts]
Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 Exception
AM.558] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.558] LSPD First
e: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.558] LSPD First Respons
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
l bugs@maxplayledev.org . Either or by sending it to me via email -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.558] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
sponse: [Section136Callouts] Creating new instance of Section136Callouts AM.569] LSPD First Re
Stats View... [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts] Automatic
ide s-bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
andled exception occurred; 12:41:16 AM.569] LSPD First Response: [Section136Callouts] A h
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.569]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]965.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□ in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.569] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]965.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.569] at □□□□.□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.569] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.569] LSPD First
st Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.569] LSPD Fir
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
e via email bugs@maxplayledev.org . Either or by sending it to m -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.569] LSPD First Response: [Section136Callouts]
```



[5/25/2024 12:41:16 -----  
D First Response: [Section136Callouts] Creating new instance of Section136Callouts AM.581] LSP  
Stats View... [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts] Automatic  
side -g serverbug reporting has been forcefully disabled pending an internal rewrite followin  
-----overhauls. [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
outs] A handled exception occured; 12:41:16 AM.582] LSPD First Response: [Section136Call  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.582]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]285.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.582] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]285.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.582] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.582] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.582] LSPD First  
] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.582  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
ng it to me via email bugs@maxplayledev.org . Either or by sendi -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.582] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
M.595] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts A  
Stats View... [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts] Automatic  
side -e following serverbug reporting has been forcefully disabled pending an internal rewrit  
-----overhauls. [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
ion136Callouts] A handled exception occured; 12:41:16 AM.595] LSPD First Response: [Sect  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.595]  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]595.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.595] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]595.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.595] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.595] LSPD First Response: [  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.595] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.595] LSPD First  
:16 AM.595] LSPD First Response: Response: [Section136Callouts] ~ [5/25/2024 12:41  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:

```

r by sending it to me via email bugs@maxplayledev.org . Either o -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.595] LSPD First Response: [Section136Callouts]
12:41:16 [5/25/2024 -----
AM.606] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts] Automatic
side -nal rewrite following serverbug reporting has been forcefully disabled pending an inter
-----overhauls. [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
nse: [Section136Callouts] A handled exception occured; 12:41:16 AM.607] LSPD First Respo
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.607]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]706.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.607] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]706.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.607] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
esponse: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.607] LSPD First R
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.607] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.607] LSPD First
2024 12:41:16 AM.607] LSPD First Response: Response: [Section136Callouts] ~ [5/25/
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
anyways. You can do this by submitting the log file to the support channels in my Discord Server:
or by sending it to me via email bugs@maxplayledev.org . Either -bq88pY https://discord.gg/3
-----works for me! [5/25/2024 12:41:16 AM.607] LSPD First Response: [Section136Callouts]
5/25/2024 12:41:16 [ -----
AM.619] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts] Automatic
side -g an internal rewrite following serverbug reporting has been forcefully disabled pendin
-----overhauls. [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
irst Response: [Section136Callouts] A handled exception occured; 12:41:16 AM.619] LSPD F
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.619]
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]916.MA 61:14:21□□□□□□.□
□□□□□□□□□□□□□□□□□□□□ in )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.619] at □□□□□□□□□□ ni )(rotc..
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]916.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ (in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.619] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□□□□□ ni )(
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
PD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16 AM.619] LS
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.619] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.619] LSPD First
~ [5/25/2024 12:41:16 AM.619] LSPD First Response: Response: [Section136Callouts]

```

[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the log file to the support channels in my Discord Server: or by sending it to me via email bugs@maxplayledev.org . Either -scord.gg/3bq88pY https://di -----works for me! [5/25/2024 12:41:16 AM.619] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----  
AM.630] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts] Automatic side -led pending an internal rewrite following serverbug reporting has been forcefully disab -----overhauls. [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts]

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
30] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:41:16 AM.6 printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.630]  
25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]036.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.630] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]036.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.630] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
AM.630] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024 12:41:16  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.630] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.630] LSPD First  
6Callouts] ~ [5/25/2024 12:41:16 AM.630] LSPD First Response: Response: [Section13  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.630] LSPD First Response: [Section136Callouts]

[5/25/2024 12:41:16 -----  
AM.644] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts] Automatic  
side -ully disabled pending an internal rewrite following serverbug reporting has been forcef  
-----overhauls. [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts]

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
41:16 AM.644] LSPD First Response: [Section136Callouts] A handled exception occurred; 12:  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.644]  
eption [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullReferenceExc  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]446.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.644] at □□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]446.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□(in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.644] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
12:41:16 AM.644] LSPD First Response: [Section136Callouts] Manager.cs:line 308 [5/25/2024  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16

AM.644] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.644] LSPD First  
[Section136Callouts] ~ [5/25/2024 12:41:16 AM.644] LSPD First Response: Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
d Server: anyways. You can do this by submitting the log file to the support channels in my Discor  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.644] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.654] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts] Automatic  
side -een forcefully disabled pending an internal rewrite following serverbug reporting has b  
-----overhauls. [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts]  
5/2024 [5/2 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.655] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.655]  
ferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Name: NullRe  
12:41:16 AM.655] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.655] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]556.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(   
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.655] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni ()  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
[5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts] Manager.cs:line 308  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
AM.655] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.655] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.655] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
my Discord Server: anyways. You can do this by submitting the log file to the support channels in  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----works for me! [5/25/2024 12:41:16 AM.655] LSPD First Response: [Section136Callouts]  
[5/25/2024 12:41:16 -----  
AM.667] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
Stats View... [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts] Automatic  
side -ting has been forcefully disabled pending an internal rewrite following serverbug repor  
-----overhauls. [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.668] LSPD First Response: [Section136Callouts] A handled exception occurred;  
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.668]  
me: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Exception Na  
12:41:16 AM.668] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□□□.□□□□□□□□□□□□□□□□□□□ in ()  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.668] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]866.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.668] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )(   
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:

```

:line 308 [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts] Manager.cs
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
SPD First AM.668] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.668] L
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.668] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
hannels in my Discord Server: anyways. You can do this by submitting the log file to the support c
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.668] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.678] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Stats View... [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts] Automatic
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.679] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.679]
ception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Callouts] Ex
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]976.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□() in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.679] at □□□□□□□□□□ ni )(rotc..
atistiSt\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]976.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.679] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□□□□□
.□□□□□□□□□□□□□□□□ ni )
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
AM.679] LSPD First AM.679] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.679] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
support channels in my Discord Server: anyways. You can do this by submitting the log file to the
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.679] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.691] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Automatic Stats View... [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts]
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.692] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.692]
louts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Section136Cal
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]296.MA 61:14:21□□□□□□.
□□□□□□□□□□□□□□□□□□□□ in ()
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.692] at □□□□□□□□□□ ni )(rotc..
Statisti\tisticsPlayerSta\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:
ta ]296.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.692] at □□□□.□□□□□□□□□□□□□□□□□□□□□□□□□□□□

```

. ni )(

Menu\MenusRNU\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: Manager.cs:line 308 [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 4 12:41:16 AM.692] LSPD First AM.692] LSPD First Response: [Section136Callouts] ~ [5/25/202 Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me ile to the support channels in my Discord Server: anyways. You can do this by submitting the log f or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.692] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.703] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts 6Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section13 side -bug reporting has been forcefully disabled pending an internal rewrite following server -----overhauls. [5/25/2024 12:41:16 AM.703] LSPD First Response: [Section136Callouts] [5/25/2024 -----ING S136 CALLOUTS EXCEPTION WARN ----- 12:41:16 AM.703] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.703] tion136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Response: [Sec ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]407.MA 61:14:21 ni ). ni )( in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.704] at ni )(rotc.. Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: ta ]407.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc ni )( C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 19 [5/25/2024 12:41:16 AM.704] at . ni )( . ni )( Menu\RNUIMenus\UIneEngi\Section136Callouts\section136callouts\repos\source\maxpl\Users\C: Manager.cs:line 308 [5/25/2024 12:41:16 AM.704] LSPD First Response: [Section136Callouts] Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16 [5/25/2024 12:41:16 AM.704] LSPD First AM.704] LSPD First Response: [Section136Callouts] ~ Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.704] LSPD First Response: [Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me the log file to the support channels in my Discord Server: anyways. You can do this by submitting or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY -----works for me! [5/25/2024 12:41:16 AM.704] LSPD First Response: [Section136Callouts] [5/25/2024 12:41:16 ----- AM.716] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.716] LSPD First Response: side -bug reporting has been forcefully disabled pending an internal rewrite following server -----overhauls. [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts] [5/25/2024 -----PTION WARNING S136 CALLOUTS EXCE ----- 12:41:16 AM.716] LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.716] onse: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD First Resp ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopseR tsriF DPSL ]617.MA 61:14:21 ni ). ni )( in C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti csMenu.cs:line 51 [5/25/2024 12:41:16 AM.716] at ni )(rotc.. Statisti\PlayerStatistics\Engine\utsSection136Callo\section136callouts\repos\source\maxpl\Users\C: ta ]617.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc ni )( in

```
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.716] at [REDACTED] ni )(
Menu\RNUIMenus\UIEngine\loutsSection136Cal\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
llouts] ~ [5/25/2024 12:41:16 AM.716] LSPD First AM.716] LSPD First Response: [Section136Ca
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.716] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
submitting the log file to the support channels in my Discord Server: anyways. You can do this by
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
-----works for me! [5/25/2024 12:41:16 AM.716] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.728] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.728] LSPD First
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.728] LSPD First Response: [Section136Callouts]
[5/25/2024 -----LOUTS EXCEPTION WARNING S136 CAL -----
12:41:16 AM.728] LSPD First Response: [Section136Callouts] A handled exception occurred;
printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.728]
First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 LSPD
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]927.MA 61:14:21[REDACTED].
[REDACTED]in ( )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.729] at [REDACTED] ni )(rotc..
Statistics\PlayerStatistics\Engine\on136CalloutsSecti\section136callouts\repos\source\maxpl\Users\C:
ta ]927.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED]in )(
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 19 [5/25/2024 12:41:16 AM.729] at [REDACTED] ni )(
Menu\RNUIMenus\UIEngine\tion136CalloutsSec\section136callouts\repos\source\maxpl\Users\C:
Manager.cs:line 308 [5/25/2024 12:41:16 AM.729] LSPD First Response: [Section136Callouts]
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16
ction136Callouts] ~ [5/25/2024 12:41:16 AM.729] LSPD First AM.729] LSPD First Response: [Se
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.729] LSPD First Response:
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me
o this by submitting the log file to the support channels in my Discord Server: anyways. You can d
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY
----- works for me! [5/25/2024 12:41:16 AM.729] LSPD First Response: [Section136Callouts]
[5/25/2024 12:41:16 -----
AM.740] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts
SPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16 AM.740] L
side -bug reporting has been forcefully disabled pending an internal rewrite following server
-----overhauls. [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts]
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----
12:41:16 AM.740] LSPD First Response: [Section136Callouts] A handled exception occurred;
740] printing here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]047.MA 61:14:21[REDACTED].
[REDACTED]in ( )
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.740] at [REDACTED] ni )(rotc..
```

Statisti\PlayerStatistics\Engine\Section136Callouts\outssection136call\repos\source\maxpl\Users\C:  
ta ]047.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]( )in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.740] at [ ]  
[ ] ni )(

Menu\RNUIMenus\UIEngine\Section136Callouts\loutssection136ca\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
ponse: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.740] LSPD First AM.740] LSPD First Res  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.740] LSPD First Response:  
[Section136Callouts] Although this Exception didn't cause a crash, it's best to send it to me  
You can do this by submitting the log file to the support channels in my Discord Server: anyways.  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----6Callouts] works for me! [5/25/2024 12:41:16 AM.740] LSPD First Response: [Section13  
[5/25/2024 12:41:16 -----  
AM.751] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
AM.752] LSPD First Response: [Section136Callouts] Automatic Stats View... [5/25/2024 12:41:16  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----overhauls. [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.752] LSPD First Response: [Section136Callouts] A handled exception occurred;  
:41:16 AM.752] printing here for debugging, error reporting and logging purposes. [5/25/2024 12  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopsR tsriF DPSL ]257.MA 61:14:21[ ]  
[ ]( ) in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.752] at [ ] ni )(rotc..

Statisti\PlayerStatistics\Engine\Section136Callouts\ion136calloutssect\repos\source\maxpl\Users\C:  
ta ]257.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[ ]( )in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.752] at [ ]  
[ ] ni )(

Menu\RNUIMenus\UIEngine\Section136Callouts\ction136calloutsse\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.752] LSPD First AM.752] LSPD  
~ ]stuollaC631noitceS[ :esnopsR  
[5/25/2024 12:41:16 AM.752] LSPD First Response: [Section136Callouts] Although this  
Exception didn't cause a crash, it's best to send it to me anyways. You can do this by submitting the  
log file to the support channels in my Discord Server: https://discord.gg/3bq88pY - or by sending it  
to me via email bugs@maxplayledev.org . Either works for me! [5/25/2024 12:41:16 AM.752]  
LSPD First Response: [Section136Callouts] -----  
----- [5/25/2024 12:41:16 AM.765] LSPD First Response:  
[Section136Callouts] Creating new instance of Section136Callouts Stats View... [5/25/2024  
12:41:16 AM.765] LSPD First Response: [Section136Callouts] Automatic bug reporting has been  
forcefully disabled pending an internal rewrite following server-side overhauls. [5/25/2024  
12:41:16 AM.765] LSPD First Response: [Section136Callouts] ----- S136  
CALLOUTS EXCEPTION WARNING ----- [5/25/2024 12:41:16 AM.765]  
LSPD First Response: [Section136Callouts] A handled exception occurred; printing here for  
debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.765] LSPD First  
Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024 12:41:16  
AM.765] LSPD First Response: [Section136Callouts] Exception Stack: at [ ]



.[REDACTED] ni ()  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
cs\StatisticsMenu.cs:line 51 [5/25/2024 12:41:16 AM.765] at [REDACTED] ni )(rotc..  
itsitatSreyalP\enignE\stuollaC631noitceS\stuollac631noitces\soper\ecruos\lpxam\sresU\C  
ta ]567.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMscitsitatS\sc[REDACTED].[REDACTED]  
[REDACTED]in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.765] at [REDACTED].[REDACTED]  
. [REDACTED] ni ()  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\cesour\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.765] LSPD First Response: [Section136Callouts]  
Exception Message: Object reference not set to an instance of an object. [5/25/2024 12:41:16  
M.766] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.766] LSPD First A  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.766] LSPD First Response:  
end it to me [Section136Callouts] Although this Exception didn't cause a crash, it's best to s  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.766] LSPD First  
[5/25/2024 12:41:16 -----  
AM.776] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
. [5/25/2024 12:41:16 AM.776] LSPD First Response: [Section136Callouts] Automatic Stats View..  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
----- overhauls. [5/25/2024 12:41:16 AM.776] LSPD First Response: [Section136Callouts]  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.776] LSPD First Response: [Section136Callouts] A handled exception occurred;  
rposes. [5/25/2024 12:41:16 AM.776] printing here for debugging, error reporting and logging pu  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]777.MA 61:14:21[REDACTED].  
[REDACTED]in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.777] at [REDACTED] ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\lpxma\Users\C:  
ta ]777.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc[REDACTED].[REDACTED] (jin  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.777] at [REDACTED].[REDACTED]  
. [REDACTED] ni )(  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.777] LSPD First Response: [Section136Callouts]  
12:41:16 Exception Message: Object reference not set to an instance of an object. [5/25/2024  
AM.777] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.777] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.777] LSPD First Response:  
best to send it to me [Section136Callouts] Although this Exception didn't cause a crash, it's  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:16 AM.777]  
[5/25/2024 12:41:16 -----  
AM.805] LSPD First Response: [Section136Callouts] Creating new instance of Section136Callouts  
ats View... [5/25/2024 12:41:16 AM.805] LSPD First Response: [Section136Callouts] Automatic St  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----Callouts] overhauls. [5/25/2024 12:41:16 AM.805] LSPD First Response: [Section136  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.805] LSPD First Response: [Section136Callouts] A handled exception occurred;

logging purposes. [5/25/2024 12:41:16 AM.805] printing here for debugging, error reporting and  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]608.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.806] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]608.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.806] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.806] LSPD First Response: [Section136Callouts]  
5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an object. [  
AM.806] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.806] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.806] LSPD First Response:  
rash, it's best to send it to me [Section136Callouts] Although this Exception didn't cause a c  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----6 AM.806] LSPD First Response: [Section136Callouts] works for me! [5/25/2024 12:41:1  
[5/25/2024 12:41:16 -----  
allouts AM.818] LSPD First Response: [Section136Callouts] Creating new instance of Section136C  
Stats View... [5/25/2024 12:41:16 AM.818] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.818] LSPD First Response: [  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.818] LSPD First Response: [Section136Callouts] A handled exception occurred;  
rting and logging purposes. [5/25/2024 12:41:16 AM.818] printing here for debugging, error repo  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC63lnoitceS[ :esnopsR tsriF DPSL ]818.MA 61:14:21□□□□□□.□  
□□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.818] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]818.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.818] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UIEngine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.818] LSPD First Response: [Section136Callouts]  
object. [5/25/2024 12:41:16 Exception Message: Object reference not set to an instance of an  
AM.818] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.818] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.819] LSPD First Response:  
cause a crash, it's best to send it to me [Section136Callouts] Although this Exception didn't  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----24 12:41:16 AM.819] LSPD First Response: [Section136Callouts] works for me! [5/25/20  
[5/25/2024 12:41:16 -----  
ection136Callouts AM.837] LSPD First Response: [Section136Callouts] Creating new instance of S  
Stats View... [5/25/2024 12:41:16 AM.837] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----esponse: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.837] LSPD First R

[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.837] LSPD First Response: [Section136Callouts] A handled exception occurred;  
error reporting and logging purposes. [5/25/2024 12:41:16 AM.837] printing here for debugging,  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.838] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□.□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.838] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]838.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ in )(  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.838] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.838] LSPD First Response: [Section136Callouts]  
ance of an object. [5/25/2024 12:41:16 AM.838] Exception Message: Object reference not set to an inst  
AM.838] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.838] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.838] LSPD First Response:  
ion didn't cause a crash, it's best to send it to me [Section136Callouts] Although this Except  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----! [5/25/2024 12:41:16 AM.838] LSPD First Response: [Section136Callouts] works for me  
[5/25/2024 12:41:16 -----  
tance of Section136Callouts AM.855] LSPD First Response: [Section136Callouts] Creating new ins  
Stats View... [5/25/2024 12:41:16 AM.855] LSPD First Response: [Section136Callouts] Automatic  
side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----PD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16 AM.855] LS  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.855] LSPD First Response: [Section136Callouts] A handled exception occurred;  
ebugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.855] printing here for d  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
12:41:16 AM.856] LSPD First Response: [Section136Callouts] Exception Stack: at  
□□□□□□□□□□.□□□□□□□□□□□□□□□□□□□ in )  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.856] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]658.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□ (in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 19 [5/25/2024 12:41:16 AM.856] at □□□□.□□□□□□□□□□□□□□□□□□□  
.□□□□□□□□□□□□□□□□ ni )  
Menu\RNUIMenus\UI\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
Manager.cs:line 308 [5/25/2024 12:41:16 AM.856] LSPD First Response: [Section136Callouts]  
to an instance of an object. [5/25/2024 12:41:16 AM.856] Exception Message: Object reference not set  
AM.856] LSPD First Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.856] LSPD First  
Response: [Section136Callouts] ~ [5/25/2024 12:41:16 AM.856] LSPD First Response:  
his Exception didn't cause a crash, it's best to send it to me [Section136Callouts] Although t  
anyways. You can do this by submitting the log file to the support channels in my Discord Server:  
or by sending it to me via email bugs@maxplayledev.org . Either -https://discord.gg/3bq88pY  
-----rks for me! [5/25/2024 12:41:16 AM.856] LSPD First Response: [Section136Callouts] wo  
[5/25/2024 12:41:16 -----  
ng new instance of Section136Callouts AM.878] LSPD First Response: [Section136Callouts] Creati  
Stats View... [5/25/2024 12:41:16 AM.878] LSPD First Response: [Section136Callouts] Automatic

side -bug reporting has been forcefully disabled pending an internal rewrite following server  
-----AM.878] LSPD First Response: [Section136Callouts] overhauls. [5/25/2024 12:41:16  
[5/25/2024 -----S136 CALLOUTS EXCEPTION WARNING -----  
12:41:16 AM.878] LSPD First Response: [Section136Callouts] A handled exception occurred;  
here for debugging, error reporting and logging purposes. [5/25/2024 12:41:16 AM.878] printing  
LSPD First Response: [Section136Callouts] Exception Name: NullReferenceException [5/25/2024  
ta :kcatS noitpecxE ]stuollaC631noitceS[ :esnopseR tsriF DPSL ]878.MA 61:14:21□□□□□□.  
□□□□□□□□□□□□□□□□□□□□() in  
C:\Users\maxpl\source\repos\section136callouts\Section136Callouts\Engine\PlayerStatistics\Statisti  
csMenu.cs:line 51 [5/25/2024 12:41:16 AM.878] at □□□□□□□□□□ ni )(rotc..  
Statisti\PlayerStatistics\Engine\Section136Callouts\section136callouts\repos\source\maxpl\Users\C:  
ta ]878.MA 61:14:21 4202/52/5[ 24 enil:sc.uneMsc□□□□□□.□□□□□□□□□□□□□□:in C )(