

Project Delta Patrol Guide

With Visualizations Included!

Preface

This document is meant to serve as a brief comprehensive tutorial for all those who wish to LARP as cops on Project Delta.

Becoming a Cop

To become a Police Officer you need a certain amount of XP as a civilian. I will briefly cover that in this document

Spawning In and the Basics

Upon joining your respective police team, fill out the callsign UI with two numbers and hit continue. [Your respective police team should have a brief description of duties on another UI after you set your callsign *](#). Once this is done, hit **Continue**,

Jurisdiction — Each agency has its own respective jurisdiction. If you intend to rank up and gain XP, stay in the jurisdiction detailed on the UI. The game will notify you if you leave your jurisdiction.

Universal Police Keybinds

PROJECT DELTA UNIVERSAL POLICE KEYBINDS	
U	Hands on Belt
Y	Hand on Holster
L	Flashlight

* Click for media. All media is uploaded through Google Drive and does not need download.

Uniforms, Belts, Accessories

Once you spawn in, you will navigate to your station's locker room. For HCSD and VHP, you will spawn in the locker room. For FCPD, navigate the first floor until you see [this marker *](#), then follow it to the lockers.

Once you open the [locker GUI *](#), you will be faced with 3 option selectors. In this menu, pick any uniform, any duty belt, one of the 4 Side Mic options, and if you wish, one of the 4 watch options. For the sake of the tutorial, I will present a [finished HCSD uniform kit. *](#) Do note that your belt will give you an ASP baton, a taser, and OC spray.

Dress Smartly!

Do not dress like this.



Gearing Up

Finding your station's armory.

Every station has an armoury. Some are not marked, so just navigate around the station to find it. It is usually super close to the locker room.

Basic Gear

Upon equipping your belt, you will get an ASP baton, a taser, and OC spray. This is only stage one of gearing up. You will have to manually dispense the rest.

Your Radio

Every police station in Project Delta has a [Radio Charging Station, with a prompt to grab a radio. *](#) Hit your E key to take a unit and do not equip the tool. A UI will appear on your screen. Radio controls will be reviewed more in depth later down the line.

Sidearms

Each police team has various sidearms for you to choose from. These are usually found in [these gun lockers. Hover your mouse over to see which gun it is for. *](#) For the purposes of this tutorial, I will be using the HCSD S&W MP-9. You can use whichever for your team, though,

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General Duty Kit

You do not need to grab a baton. You automatically get one with your duty belt. However, you will need a body camera. Navigate to the armoury's [Body Camera Dock](#), and hover over it to hit E and grab a camera. *

Long Arms

Each armoury has a [locker with an assortment of longarms. Hover over it to see your options.](#) * I usually grab an **AR M-15 LEC, Beanbag Shotgun, and 40-mm Foam Launcher.** Leaving the armoury should [have you looking like this.](#) *

Patrol Vehicles and Prepping

Finding your station's spawner.

Every police station has a [car spawner, denoted with a symbol.](#) * Once you find it, click on it.

Motorpool Basics

[The motorpool spawner will have an assortment of cars divided by division.](#) * . You can sign out any you like. For the sake of the tutorial, I will use the 2008 Ford Crown Victoria P71, car 983. Once you sign the car of your choice out, it will go to the top of the spawner. [and will prompt you to spawn it, or return it.](#) * To despawn your car, return it. To spawn it, simply click spawn.

Preparing your Patrol Car

Please click [THIS LINK for the video tutorial on how to store your longarms and prep your car.](#) **YOU MUST RACK YOUR LONG-ARMS OR YOU WILL GET IN TROUBLE.**

* Click for media. All media is uploaded through Google Drive and does not need download.

Starting your Car, Keybinds, etc.

All cars in Delta share the following keybinds organized below into a table.

PROJECT DELTA POLICE CAR KEYBINDS	
M	Start the car
R	Headlights
J	Emergency Lights. 3 stages to cycle through.
K	Traffic Director, 3 stages to cycle through.
E	Manual Siren, hold to play tone.
F	Siren Toggle ON, cycle through 2-3 tones dependent on car.
G	Siren Toggle OFF.

Police Radio, & SMARTSTORM CAD

Police Radio Introduction

The radio in Project Delta functions primarily through chat slash commands to transmit a message. This is all covered in the Mountain interactive Project Delta Guides document. Find it below;

<https://docs.google.com/document/d/1a7UcqZLCXQECdJXNXaKVRr8NVBEn4gO48YKXcqfM5oc/edit?usp=sharing>

Panic Buttons

All radios are equipped with a panic button which can be hit by hitting the equal sign key on your keyboard, or =

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Arrests, Booking, and the Jail

Lockboxes and XP deduction

Entering the jail with a firearm on you will result in a harsh XP deduction. Put the gun in your trunk or a lockbox!

Jail Entrance, and Location

You can enter the jail by going to the **Milano Sheriffs Station**, and following the video tutorial provided in the step-by-step booking process video.

Step-By-Step, How to Arrest

STEP ONE - DETAINMENT AND PRE-TRANSPORT

Once you have your suspect cuffed, search them, remove any firearms from their person, and if relevant to the crime, seize the cash they have in their wallet. ***Seizing cash does NOT give it to you, the officer.*** Doing so would just be pointless “corruption”.

STEP TWO - TRANSPORT

Put your suspect in the back of the car and take them to the Milano Central Jail, at the Milano Sheriffs Station.

STEP THREE - ARRIVAL AND PRE-BOOKING

Upon parking and exiting your car, store your firearm in the car trunk or jail lockbox and walk in. Search your suspect again at the searching station to ensure they are clean, and then go to the marked booking station.

STEP FOUR - POST-BOOKING AND JAILING

Once you finish booking, the suspect should get put into a jail uniform. Walk them down into the cell block, uncuff them, and then release them. Congratulations, you’ve booked someone.

* Click for media. All media is uploaded through Google Drive and does not need download.

VIDEO TUTORIAL

Because this guide is meant to accommodate to everyone, there is a video below showing how to do it. **THIS WAS FILMED IN A PRIVATE SERVER. DO NOT REPLICATE THE DRIVING SHOWN IN THE VIDEO. THIS WAS NOT A FALSE ARREST IN A PUBLIC SERVER.**

[VIDEO TUTORIAL *](#)

XP and How to Rank Up

The Basics

You gain XP passively by playing the game, and you gain XP by driving around. Each arrest also gives you XP. Citations also give you XP.

Ranks, and what they mean

Ranks are pretty important for you, the new player. Those with higher ranks can actually send you off the team. Just listen to them because chances are they know what they're doing if they played the game long enough to already be the fucking Chief of Police.

Rank Unlocks

Certain ranks unlock certain things. For example, you can unlock Metro Division in FCPD by ranking up. You can unlock unmarked cars on FCSD by ranking up, generally you get more as you rank up.

Team XP Requirements

Certain teams require a level of XP to access. I believe the Sheriff team requires 400 XP.

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Ventura Compiled Laws (VCL)

Preface

Project Delta is founded upon the Ventura Compiled Laws (also referred to as Ventura Penal Code and Ventura Criminal Code). The trello holds every law enforceable in Project Delta.

Link

[Ventura Compiled Laws \(VCL\) | Trello Board *](#)

Credits

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