

Priority Cooldown

What is Priority Cooldown?

Priority cooldown is a rate limit on how often players are able to commit certain crimes. Cooldown is separated by city and county jurisdiction and are implemented as separate timers. There are four possible cooldown values:

- None
 - All crime is available, provided there are sufficient police on duty.
- Timer Activated
 - A player has triggered a crime and started a cooldown timer. City cooldowns last **15 minutes** while county cooldowns last **20 minutes**.
- Forced (Temporary)
 - A LSPD, LSSD, or SAHP supervisor has force enabled a temporary cooldown for the duration above. Temporary forced cooldowns can only be activated an hour after the last one.
- Global
 - Both city and county cooldown is set to **Forced** mode, with no expiration. This can only be issued by staff and is done on request by a department supervisor, usually for training or meeting purposes.

Can Cooldown be Lifted?

No. Timer Activated or Forced (Temporary) cooldowns cannot be adjusted, modified, or removed by staff. Do not ask or place assists for this.

Why does Cooldown exist? There is no such thing in the real world!

Cooldown exists to prevent players from abusing game features and mechanics in unintended purposes and to give the police a chance to respond to scenes in a timely manner. Imagine, for example, if all stores could be simultaneously robbed at once. This would likely result in players coordinating robberies with their friends and hitting multiple stores at the same time. The end result is players would be obtaining 'free' money without the appropriate risk level involved in a robbery, i.e. the likelihood of getting arrested and caught.

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