

FISKEY111 CIVILIAN SCRIPT

HUGE THANK YOU TO KUFFSGAMING. COM FOR THEIR MASSIVE HELP TESTING THIS SCRIPT

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PRE-RELEASE VERSION: RELEASE V0.1114.2017.0

CHANGELOG:

- Initial public release

ABOUT

This script has been provided to the public for free use. Feel free to do what you wish **PROVIDED** you follow the terms and guidelines stated in the [FiveM terms of service](#) as well as the following sentence. Do not redistribute this file or any parts of this file on any site without my explicit written permission; do not decompile this script and utilize parts of it in your own scripts – if you have questions how I did something, ask me and I will certainly help – it's common courtesy.

The civilian script included in this download focuses on assisting roleplay. There may or may not be bugs in these scripts, so please report them to me if you find any. The majority of documentation not included here can be found in the customization_settings.lua file.

For your convenience, I have spent time making almost every single part of this script customizable. Thus, you can control mostly every part of this script. For more information on what each setting option controls, please look at the customization_settings.lua file.

INCLUDED FILES

- fiskeyMods-civilian [FOLDER]
 - _resource.lua
 - CivilianScript.net.dll
 - customization_emotes.lua
 - customization_settings.lua
 - Fiskey111Common5M.net.dll
 - main_server_events.lua
 - nativeui.net.dll

FEATURES

- Simple Menu
 - Built for FXServer
 - Offset to fit below chat box
 - Private Messaging
 - Player name selection for private messaging via chat
 - Identification System
 - Displays player identification using custom text
 - Customizable
 - ID Name
 - Randomly generated license numbers
 - 911 Caller System
 - Integrated with Fiskey Leo script
 - Sends calls solely to dispatchers
 - Prevents officers from going rogue and arriving at calls prior to being dispatched
 - Allows discrete 911 calling
 - Emote System
 - Customizable emotes
 - Use simple names, sorted alphabetically
 - Allows looping and cancelling of scenarios
 - Vehicle “Break”
 - Randomly adds fire/breaks windows/pops tires of a vehicle
- Customizable
 - All aspects can be toggled
 - Many have customizable features

SETUP

INSTALLATION INSTRUCTIONS

To start using this civilian script, place the entire “fiskeyMods-civilian” FOLDER in your server-data>resources folder. E.g. the path should be something like this (names might be different):

“cfx-server-data-master\resources\fiskeyMods-civilian”

Be sure to add the resource to your server.cfg file. The line you add should look like this:

start fiskeyMods-civilian

Once you have “installed” that folder **and added it to your server.cfg file**, it is time to start editing the settings, if desired.

CUSTOMIZATION

CUSTOMIZATION_SETTINGS.LUA

1. Private Messaging
 - a. **LUA:**
 - i. `local EnablePM = true`
 - b. These entries edit the private messaging options
 - c. Options:
 - i. EnablePM
 1. bool (true/false)
 2. If true, this option will be available
2. Identification
 - a. **LUA:**
 - i. `local EnableID = true`
 - ii. `local IDText = “/pm”`
 - iii. `local EnableLicenseNumber = true`
 - b. These entries edit the identification options
 - c. Options:
 - i. EnableID
 1. bool (true/false)
 2. If true, this option will be available in the menu
 - ii. IDText
 1. string (any characters/numbers surrounded by quotations)
 2. This value changes the display name for the identification
 - iii. EnableLicenseNumber
 1. bool (true/false)
 2. If true, a randomly generated number will be added to the end of the license (e.g. a driver’s license number)

- 3. 911 Calling
 - a. **LUA:**
 - i. `local Enable911 = true`
 - b. These entries allow the use of the 911 calling feature (requires fiskeyMods-leo script.
 - c. *Requires an on-duty dispatcher
 - d. Options:
 - i. Enable911
 - 1. bool (true/false)
 - 2. If true, this option will be available in the menu for those with access
- 4. Stores
 - a. **LUA:**
 - i. `local EnableStore = false`
 - b. These entries include all information regarding the store feature
 - c. **NOT IMPLEMENTED – DO NOT USE**
 - d. Options:
 - i. EnableStore
 - 1. bool (true/false)
 - 2. If true, stores will become available throughout the map, allowing people to purchase items

CUSTOMIZATION_EMOTES.LUA

If you wish to add new items to the emote list, do so using the following template:

`table.insert(Scenariolist, {"emote short name", "scenario_value"})`

You can find a list of valid scenarios [here](#).

These scenarios are sorted by the short name, so if you wish to have scenarios after each other keep that in mind...

Viola! Now your civilian script is ready!

IMPORTANT KEYS/COMMANDS

- Chat Commands:
 - /emote shortName
 - Alternative text command to start emote
 - Utilizes emote “short name”
- Keybinds:
 - F5
 - Opens civilian menu
 - **Control**: SelectCharacterMichael

HOW DO I OPEN THE MENU?

Press “F5” (or the switch character for Michael(?) command [I believe that’s what it is]) to load the menu.

CAN I DISTRIBUTE THIS CIVILIAN SCRIPT TO OTHERS?

Please do not distribute this script to anyone else. If the person wishes to download it, link them to the FiveM download location.

AM I REQUIRED TO USE YOUR WHITELIST FOR THIS MOD?

This modification does not use my whitelist, so no!

HOW DO I USE THE CALL 911 FEATURE?

To use the call 911 feature, be sure you have a LEO with dispatch access using my LEO script. Select the option, then type in your call message. It will be sent to all dispatchers on duty, and you will receive a confirmation notification.

WHY IN THE NAME OF ALL THAT’S HOLY DID YOU INCLUDE THIS MUCH DOCUMENTATION?

Well, I can’t stand it when creators fail to document things they release to the public, especially when the user-edited features are not documented well. The aim of this documentation is to provide all the documentation the end-user will need to use this script. If I forgot something, please feel free to post and ask, provided it deals with this modification!

I HAVE A QUESTION

Great! Questions are important. First, please read through this documentation **thoroughly**. It’s over 10 pages of information, you can’t get it all in one glance. Odds are if you aren’t sure what something does, what key does what, where something is located, or anything else it’s probably in here. If you ask for help with something that can be found in here, I will simply tell you to check the documentation. No, I’m not mean, it’s a common requirement of many employers that you be independent and solve problems using the documentation you have. However, if you cannot find the answer in here, please ask away and I’ll answer your question in as much detail as possible (and perhaps add it to this documentation eventually...)!