

FISKEY111 LAW ENFORCEMENT SCRIPT

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

CONTENTS

Changelog:	1
About	2
Included files.....	2
Features	3
Setup.....	5
Installation instructions	5
Customization	5
customization_settings.lua	5
searchitems.XML	10
radar_veh.lua.....	11
customization_props	11
vehicles.xml	12
spawnpoints.xml.....	12
How to Use: Features	13
Important keys/commands	15
FAQ/Help	16

RELEASE VERSION: INITIAL 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.

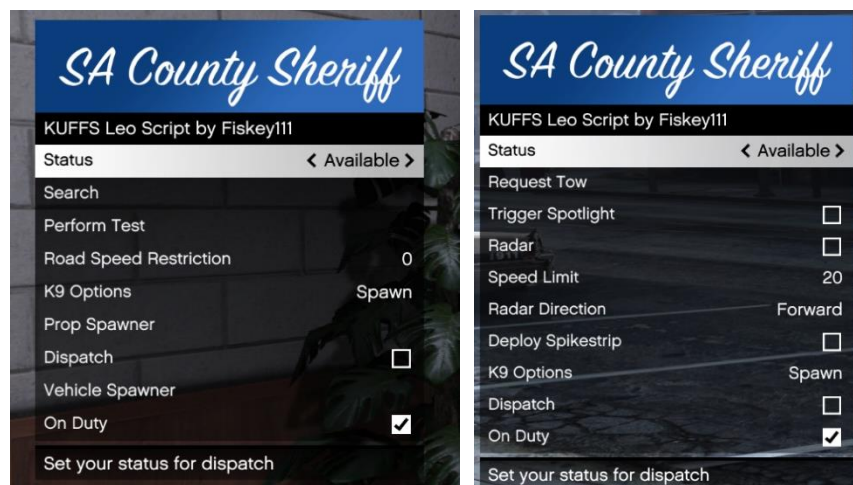
The LEO script included in this download focuses on assisting roleplay. There may or may not be bugs in these scripts, so please report them to me if you find any. The majority of documentation not included here can be found in the customization_settings.lua file.

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-leo [FOLDER]
 - _resource.lua
 - customization_props.lua
 - customization_settings.lua
 - Fiskey111Common5M.net.dll
 - FiveMLEOScript.net.dll
 - LEO_Server.net.dll
 - nativeui.net.dll
 - radar_veh.lua
 - searchItems.xml
 - vehicles.xml
- FX_DATA [FOLDER]
 - spawnpoints.xml

Example
Menu:



(Pre-release version)

FEATURES

- Duty handler
 - Customizable departments
 - Automatic weapon distributor
 - Customizable loadouts
 - Server-wide duty notifications
- Simple Menu
 - Built for FXServer
 - Offset correct amount to fix below chat box
 - Search
 - Does not require specific factors, works anywhere and everywhere
 - Customizable search items
 - Fine
 - Fines specific players by name
 - Displays text chat + triggers essentialmode fine event
 - Customizable maximums and currency
 - Cuff
 - Cuffs/uncuffs players by name
 - Grab
 - Grab/Release players by name
 - Breathalyzer/Drugalyzer
 - Perform BAC and drug tests on players
 - Fully customizable maximums, minimums, warning thresholds, and units
 - Prop Placement
 - Allows props to be placed
 - Options to delete last prop or all props
 - Customizable prop entries
 - K9
 - AI K9 companion
 - Multiple commands
 - Follow
 - Stay
 - Search
 - Enter/Exit vehicle
 - Keybind to pop door open and give exit command without menu (when player is outside vehicle but dog is still inside [see Important keys/commands for details])
 - Customizable model
 - Spikestrip
 - General spike strip modification
 - Allows officers to place spikestrips down (note this takes ~4 seconds for the animation to finish [irl it prob takes this long anyways?])
 - Note #2: Each vehicle can only be “spikestripped” (have its tires popped) ONE TIME - I’ll work on a fix for this eventually.

- Spotlight
 - Customizable for each car
 - Controllable target positioning
 - Syncs server-wide
- Tow
 - AI tow vehicle that drives to vehicle, picks it up, and drives away
- Taxi
 - AI taxi that picks up specified player and drives them to certain position
- Dispatch
 - Integrated 911 calling script
 - BOLO alert system – department specific
- Panic Button
 - Department specific
 - Plays audible tone
 - Displays officer name + last known street position to whole department
- Vehicle Spawner
 - Spawns vehicles specified in xml file
 - Allows extra/livery selection
- Speedzone
 - Ambient player speed zone that limits the speed of AI vehicles in a customizable radius
 - Can be set by officers for any speed from 0-50mph
- Model Selection
 - Prior to duty, allows players to change player models using server-streamed settings
- Vehicle running radar
 - Toggleable in menu
 - Running radar that scans vehicles in front/rear of vehicle and displays speed, plate, and name
 - Menu toggle for front/rear facing + speed limit for area
 - Allows locking specific vehicle information (see Important keys/commands for details)
 - Allows support for imperial/metric systems
- Server compass/location display
 - Custom compass that displays current heading
 - Custom street location displayer (displays current street and cross street if applicable)
 - Customizable colors
- Customizability
 - Almost every single feature can be toggled on/off
 - Many features have advanced customizability
- Fiskey whitelist support
- Probably other stuff I forgot about

SETUP

INSTALLATION INSTRUCTIONS

To start using this leo script, place the entire “fiskeyMods-leo” 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-leo”

Next, add the spawnpoints.xml file into your root data folder (please note that if you already have one of these from my other mods there is no need to replace it)

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

start fiskeyMods-leo

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

Example of file (note this is an older version):

```
-- LAW ENFORCEMENT FIVEM MODIFICATION BY FISKEY111 --
-- HUGE THANK YOU TO ALEXGURE OF LCPDR.COM FOR ALL HIS HELP! --
-- HUGE THANK YOU TO THE GUYS AT KUFFSGAMING.COM FOR ALL THEIR TESTING HELP! --

-- RELEASE V0.1105.2017.0 --
-- YOU CAN EDIT THIS FILE! --

-- A string is any number of values on the keyboard, surrounded by quotations. E.g.: "The dog runs fast" or "The cat goes moo"
-- There is a limit to the length strings, as the chat box and notifications can only handle so many characters.

-- A bool is either true or false.
--If you want it turned on, put true
--If you want it turned off, put false

-- SETTINGS

-- DEPARTMENTS
-- This value will change the list of departments your officers can join.
-- ****NOTE**** -18 characters is the maximum the menu can fit nicely --> if you go over it'll automatically try to compensate, but don't go too far since it can't fix everything
-- DEFAULT: {[1]="SA County Sheriff", [2]="Los Santos Police", [3]="SA State Police"}
local depts = {[1]="SA County Sheriff", [2]="Los Santos Police", [3]="SA State Police"}
local menuDescription = "KUFFS Leo Script"

-- FINES
-- DEFAULT: true, 401, "$"
local isFineTurnedOn = true
local fineMax = 401 -- This value will edit the maximum fine allowed (**NOTE: It will go "UP TO AND NOT INCLUDING" this maximum at 25 increments. If you want to include this number, add 1 to it like the default**)
local fineMonetaryValue = "$" -- This value will edit the value displayed before the fine (e.g. use your pound, euro, etc)

-- BAC/DRUG TESTER
-- DEFAULT: true, 0.00, 0.15, "%", 0.05, 0.08
local isTestTurnedOn = true -- This value will turn the tester on/off
local alcoholLower = 0.00 -- This value is the lower limit for the alcohol test (e.g. the result cannot be below this value) [set it to 0.2 and every result will be at or above 0.2]
local alcoholHigher = 0.12 -- This value is the upper limit for the alcohol test (e.g. the result cannot be above OR INCLUDE this value)
local alcoholDescription = "%" -- This is the string that follows the BAC value (e.g. will read: [BAC: 0.26 [alcoholDescription]])
local alcoholWarning = 0.05 -- This is the warning level for the alcohol test (e.g. the level at which the result will be colored yellow) (includes this value)
local alcoholLower = 0.08 -- This is the threshold for the result being colored red (includes this value)
local drugChance = 6 -- This value will adjust the chance of drugs being found -- this is a 1 out of x value, so if you put 4 it'll be a 25% chance of one drug being found

-- RADAR/COMPASS
-- DEFAULT: true, true, true
local isCompassEnabled = true -- This value toggles the availability of the compass
local isRadarEnabled = true -- This value toggles the availability of the radar feature
local isRadarImperial = true -- This value toggles MPH/KMH for the radar system

-- K9
-- DEFAULT: true, "a_c_shepherd"
local isK9TurnedOn = true -- This value toggles the availability of the K9 option
local K9DogModel = "shepherd" -- This value adjusts the dog model. You can find a model list here: https://wiki.gt.net/work/index.php?title=Peds

-- CUFF/GRAB/SEARCH/SPOTLIGHT/TOW/PANIC/TAXI/Dispatch/VEHICLESPAWN/PROP/MODEL/STATUSES/SPEEDZONES
-- DEFAULT: true, ., and 20.0
local isCuffTurnedOn = true -- This value toggles the availability of the cuff option
local isGrabTurnedOn = true -- This value toggles the availability of the grab option (****NOTE THIS REQUIRES THIS SCRIPT: https://forum.fivem.net/t/release-drag-command/22174/2)
local isSearchTurnedOn = true -- This value toggles the availability of the search option
local isSpotlightTurnedOn = true -- This value toggles the availability of the spotlight option [edit values in coordinates.lua]
local isTowTurnedOn = true -- This value toggles the availability of the AI tow option
local isPanicTurnedOn = true -- This value toggles the availability of the panic button (press F6 to activate)
local isTaxiTurnedOn = true -- This value toggles the availability of the AI taxi feature
local isDispatchTurnedOn = true -- This value toggles the "Dispatch" feature used for 911 calling (requires civilian menu)
```

1. Menu

a. LUA:

- i. `local depts. = {[1]="SA County Sheriff", [2]="Los Santos Police", [3]="SA State Police"}`
- ii. `local menuDescription = "KUFFS Leo Script"`

b. depts

- i. This entry allows you to change the departments that your officers can join. This supports an infinite number of departments.
- ii. To add a new department, do the following:
 1. Get the last number in the list; in the default value the last number is 3.
 2. Go to the last quotation mark and place a comma and a space: `...Police"`,
 3. Add the following, filling in the bolded words with the necessary information:
`[last number + 1]="my dept name"`
- iii. For example, adding the department "Fake Cops" to the default list it would become:
`...[3]="SA State Police", [4]="Fake Cops"}`
*Note: Even though I try to dynamically adjust the menu width based on department name length, I've noticed ~18 characters is the max that fit nicely. Do note this depends on the number of capitals and characters included, but it's a good guideline.

c. menuDescription

- i. string (any characters/numbers surrounded by quotations)
- ii. This will be displayed in the menu description (below title)
*Note: Because I ~~have spent countless hours on this~~ am conceited, I automatically add on " by Fiskey111" to the end of this entry.

2. Fines

a. LUA:

- i. `local isFineTurnedOn = true`
- ii. `local fineMax = 401`
- iii. `local fineMonetaryValue = "$"`

b. These entries edit the included fining options.

c. Do note this might tie into essential mode. I haven't tested it but the command is there.

d. Options:

- i. `isFineTurnedOn`
 1. bool (true/false)
 2. If true, this option will be available in the menu for those with access
- ii. `fineMax`
 1. integer (-2147483648 to 2147483648)
 2. This will determine the maximum fine available to players, in \$25 increments
 3. Do note that if your value is divisible by 25 it **will not be included**. If you would like the maximum to be say, 400, the value you enter must be 401.
- iii. `fineMonetaryValue`
 1. string (any characters/numbers surrounded by quotations)
 2. This will be displayed before your fine value. It allows for you to change the currency (e.g. from USD to Euros or GBP)

3. Fiskey111 Tester

a. LUA:

- i. `local isTestTurnedOn = true`
- ii. `local alcoholLower = 0.00`
- iii. `local alcoholHigher = 0.12`
- iv. `local alcoholDescription = "%"`
- v. `local alcoholWarning = 0.05`
- vi. `local alcoholOver = 0.08`
- vii. `local drugChance = 6`

b. These entries include all information regarding the BAC/Drug tester

c. Do note that players can test anything they wish – trees, people, cars, etc. I haven't limited anything so players can control everything

- i. This means you don't have to be exactly in position (you can also "test" AI)

d. Options:

- i. `isTestTurnedOn`
 - 1. `bool` (true/false)
 - 2. If true, this option will be available in the menu for those with access
- ii. `alcoholLower`
 - 1. `float` (must have a decimal value, e.g. 0.0, 1.0, 0.5, 0.75, etc)
 - 2. This is the lowest value that can be returned from the breathalyzer
 - 3. To make this valid for countries that don't use the US standard, simply change this value to whatever you want the lowest to be (e.g. 0.0 for mg/L or whatever)
- iii. `alcoholHigher`
 - 1. `float` (must have a decimal value, e.g. 0.0, 1.0, 0.5, 0.75, etc)
 - 2. This is the highest value that can be returned from the breathalyzer
 - 3. To make this valid for countries that don't use the US standard, simply change this value to whatever you want the highest to be (e.g. 50.0 for mg/L or whatever)
- iv. `alcoholDescription`
 - 1. `string` (any characters/numbers surrounded by quotations)
 - 2. This will be displayed after the percent returned (e.g. you can change the % to mg/L or whatever you use)
- v. `alcoholWarning`
 - 1. `float` (must have a decimal value, e.g. 0.0, 1.0, 0.5, 0.75, etc)
 - 2. The level at which the value turns yellow, signaling a high, yet not illegal level
- vi. `alcoholOver`
 - 1. `float` (must have a decimal value, e.g. 0.0, 1.0, 0.5, 0.75, etc)
 - 2. The level at which the value turns red, signaling an illegal level
- vii. `drugChance`
 - 1. `integer` (-2147483648 to 2147483648)
 - 2. The chance the person will test positive for drugs (e.g. a 1 out of x chance)
 - 3. For a 10% chance, set this value to 10; for a 20% chance, set this value to 5, etc.

4. Compass/Location Display

a. LUA:

- i. `local isCompassEnabled = true`

- ii. `local isRadarEnabled = true`
 - iii. `local isRadarInImperial = true`
 - b. These entries include all information regarding the compass and location
 - c. Do note I added this so you are able to turn of scripthook support and still have something similar (but not as good as) PLD.
 - d. Options:
 - i. `isCompassEnabled`
 - 1. bool (true/false)
 - 2. If true, this option will be running for all
 - ii. `isRadarEnabled`
 - 1. bool (true/false)
 - 2. This value toggles the availability of this option in the menu
 - iii. `isRadarInImperial`
 - 1. bool (true/false)
 - 2. This value toggles imperial/metric values from the radar
- 5. K9
 - a. **LUA:**
 - i. `local isK9TurnedOn = true`
 - ii. `local K9DogModel = 0.00`
 - b. These entries include all information regarding the K9 handler
 - c. Do note this is not perfect, but works well, in my opinion.
 - d. Options:
 - i. `isK9TurnedOn`
 - 1. bool (true/false)
 - 2. If true, this option will be available in the menu for those with access
 - ii. `K9DogModel`
 - 1. string (any characters/numbers surrounded by quotations)
 - 2. This value must be a valid dog model. You can find the models [here](#).
- 6. Miscellaneous Toggles
 - a. **LUA:**
 - i. `local isCuffTurnedOn = true`
 - ii. `local isGrabTurnedOn = true`
 - iii. `local isSearchTurnedOn = true`
 - iv. `local isSpotlightTurnedOn = true`
 - v. `local isTowTurnedOn = true`
 - vi. `local isPanicTurnedOn = true`
 - vii. `local isTaxiTurnedOn = true`
 - viii. `local isDispatchTurnedOn = true`
 - ix. `local isPropEnabled = true`
 - x. `local isVehicleSpawnerTurnedOn = true`
 - xi. `local isModelSwitcherTurnedOn = true`
 - xii. `local isUnitStatusesTurnedOn = true`
 - xiii. `local isSpeedZoneTurnedOn = true`
 - xiv. `local speedZoneRadius = 20.0`
 - b. These entries allow you to customize what is turned on/off in the menu.

- c. Do note that some of these are experimental (will be identified below in orange text), use these at your own risk. Options in red are not ready for use yet, so please leave these disabled.
- d. These options follow the same premise:
 - i. bool (true/false)
 - ii. If true, this option will be available in the menu for those with access
- e. Options:
 - i. isCuffTurnedOn
 - ii. isGrabTurnedOn
 - iii. isSearchTurnedOn
 - iv. isSpotlightTurnedOn
 - v. isTowTurnedOn
 - vi. isPanicTurnedOn
 - vii. isTaxiTurnedOn
 - viii. isDispatchTurnedOn [Requires my civilian script]
 - ix. isPropEnabled
 - x. isVehicleSpawnerTurnedOn
 - xi. isModelSwitcherTurnedOn
 - xii. isSpikeStripTurnedOn
 - xiii. isUnitStatusesTurnedOn
 - xiv. isSpeedZoneTurnedOn
 - xv. speedZoneRadius
 - 1. Note: This must a float (0.0 1.0 1.24571 192.304)

7. Whitelist Options

- a. **LUA:**
 - i. local GeneralOfficerLevel = 6
 - ii. local AdvancedOfficerLevel = 7
 - iii. local SeniorOfficerLevel = 8
 - iv. local DispatchOfficerLevel = 9
- b. These entries correlate to the levels in the Fiskey whitelist mod.
- c. Do note that these do not need to be changed, they all are set up to not overlap.
- d. Options:
 - i. GeneralOfficerLevel
 - 1. integer (-2147483648 to 2147483648)
 - 2. Gives access to: menu, vehicle spawner, cuff, search, and fine
 - ii. AdvancedOfficerLevel
 - 1. integer (-2147483648 to 2147483648)
 - 2. Gives access to: above + tester
 - iii. SeniorOfficerLevel
 - 1. integer (-2147483648 to 2147483648)
 - 2. Gives access to: above + tow + taxi + spikes + speedzone
 - iv. DispatchOfficerLevel
 - 1. integer (-2147483648 to 2147483648)
 - 2. Gives access to: above + dispatch features

8. Duty Weapons

a. LUA:

```
local weaponTable = {} -- !!!!!!!!!!!!!!!!!!!!!!!!!!!!!DO NOT EDIT THIS LINE !!!!!!!!!!!!!!!!!!!!!!!!!!!!!

-- Your officer starting duty weapons can be edited below.
-- You can find the weapon hashes here: https://www.se7ensins.com/forums/threads/weapon-and-explosion-hashes-list.1045035/
-- Note: the flashlight will always be equipped.

-- Format (the fully uppercase words are the ones you edit):
-- table.insert(weaponTable, {WEAPON_HASH, AMMO_COUNT, FLASHLIGHT})

table.insert(weaponTable, {0x678B81B1, 1, false}) -- Nightstick
table.insert(weaponTable, {0x5EF9FEC4, 80, true}) -- Combat Pistol
table.insert(weaponTable, {0x83BF0278, 120, true}) -- Carbine Rifle
table.insert(weaponTable, {0x1D073A89, 20, true}) -- Pump Shotgun
table.insert(weaponTable, {0x3656C8C1, 1, false}) -- Taser
table.insert(weaponTable, {0x060EC506, 100, false}) -- Fire Extinguisher
table.insert(weaponTable, {0x497FACC3, 25, false}) -- Flare
```

b. These values edit the starting weapons given to officers when they go on duty.

- i. Note: To enable a flashlight being automatically added when the weapon is given, set the bool (FLASHLIGHT) to true.

This only works on weapons that have valid flashlights. If you use it on a weapon that doesn't have a flashlight the game won't crash, it'll just throw an error.

- ii. You can find a list of weapon hashes [here](#)

c. When adding an option, use the following template

table.insert(weaponTable, {HASH, AMMO, FLASHLIGHT})

9. Player Model Switcher

a. LUA:

```
local pedModels = {} -- !!!!!!!!!!!!!!!!!!!!!!!!!!!!!DO NOT EDIT THIS!!!!!!!!!!!!!!!!!!!!!!!!!!!!

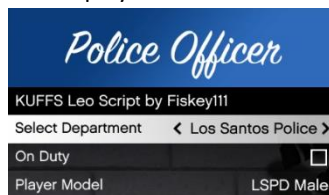
-- The ped models to add to the LEO menu prior to going on duty.
-- The model must be a string
-- Note: The default models are NOT included in this list
-- Note: This can be empty (e.g. nothing added to the table) -- the script will just skip it

-- Format (the fully uppercase word/hash are the ones you edit):
-- table.insert(pedModels, {"DISPLAY_NAME", "YOUR_MODEL_STRING"})

table.insert(pedModels, {"LSPD Male", "S_M_Y_COP_01"})
```

b. These values edit the model options given to officers prior to going on duty.

c. The display name is the name that appears in the menu (shown below)



d. When adding an option, use the following template

table.insert(pedModels, {"DISPLAY_NAME", "MY_MODEL_STRING"})

SEARCHITEMS.XML

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

Note the valid danger levels (from least to most severe)

1. Mundane

```
<Item>
  <Name>ITEM_NAME</Name>
  <Level>DANGERLEVEL</Level>
  <IsK9Enabled>BOOL</IsK9Enabled>
</Item>
```

2. Suspicious
3. Illegal
4. Narcotics

*Note: Item types ARE **case sensitive**, so please be sure to capitalize the first letter. I don't know why I did that but I don't want to go through and change them all again.

RADAR_VEH.LUA

In this file you can customize the colors of all the text for the radar and compass.

Valid colors for radar: ~r~ (red); ~o~ (orange); ~y~ (yellow); ~g~ (green); ~b~ (blue); ~p~ (purple); ~w~ (white)



1. Compass/Location Colors (must be RGB color)
 - a. compassDirectionColor [default: {255, 255, 255}] {6}
 - b. compassCurrentStreetColor [default: {255, 255, 255}] {7}
 - c. compassCrossStreetColor [default: {255, 255, 255}] {8}
2. Radar Colors (must be from valid color list above)
 - a. radarTargetValueColor [default: "~p~"] {1}
 - b. radarPlateTextColor [default: "~W~"] {2}
 - c. radarPlateValueColor [default: "~b~"] {3}
 - d. radarSpeedTextColor [default: "~W~"] {4}
 - e. radarSpeedValueColor [default: "~W~"] {5}

CUSTOMIZATION_PROPS

To add props to the prop menu, utilize this file.

Please use the following template to add props:

```
table.insert(props, "PROP_NAME_HERE")
```

You can find a list of valid props [here](#). Do note it displays the name of the prop, not a simple version.

VEHICLES.XML

If you wish to add new vehicles for the spotlight and/or the vehicle spawner, edit this file.

Please use the template to the right.

Note, if you don't want any extras spawning with the vehicle simply have replace the <Extras>...</Extras> block with:

<Extras />

```
<Vehicle>
  <ModelName>Model_Name</ModelName>
  <SpotOffset>
    <X>Spotlight_Offset_X</X>
    <Y>Spotlight_Offset_Y</Y>
    <Z>Spotlight_Offset_Z</Z>
  </SpotOffset>
  <Extras>
    <Extra>Extra_To_Include</Extra>
  </Extras>
</Vehicle>
```

SPAWNPOINTS.XML

If you wish to edit the spawnpoints for my AI vehicles, do so through this file.

You can find the file in your server data folder (e.g. where you launch your server)

Please use the template to the right.

```
<SpawnPoint>
  <Heading>0.0</Heading>
  <Position>
    <X>0.0</X>
    <Y>0.0</Y>
    <Z>0.0</Z>
  </Position>
</SpawnPoint>
```

HOW TO USE: FEATURES

This section will give you a concise description on how to use most features in this modification. This is by no means a comprehensive guide, but I will do my best to include all important notes.

Anything **highlighted in yellow** requires **MORE THAN ONE PERSON IN THE SERVER**. E.g., if you are in the server by yourself, these features will not appear. If someone joins, you need to re-open the menu to allow it to refresh.

Anything **highlighted in blue** requires you to be in a vehicle.

Anything **highlighted in green** requires you to be on foot.

If something has more than one highlight, it requires both of those conditions.

Let's go!

- **Cuff / Grab**
 - Select the players name (outside a vehicle) that you wish to cuff / grab. To uncuff / ungrab someone, select their name again.
- **Fine**
 - Select the fine you wish to issue using the side scrolling values. Then, select the name of the player you wish to fine and the fine will be issued.
- **Search**
 - This searches anything in front of you. It literally only plays an animation and gives you a random set of results. This is roleplay...
 - Select this button to play the animation. It pulls from the searchitems.xml, so add more items there to better increase your chances of getting different things.
- **Perform Test**
 - This is similar to the search function, except gives breath/drug test results
 - Select this to play the animation and give random results.
- **Road Speed Restriction**
 - REMEMBER: Vehicle icon = on; no vehicle icon = off
 - To create a speed restriction, FIRST scroll to the desired speed then select it. The menu should disappear. If you check the menu again, there should be a vehicle icon next to it.
 - To remove the restriction, simply reselect the button again and the vehicle icon should disappear.
 - NOTE: You cannot change the speed after starting a speed restriction. This is an in-game limitation that I could probably create a workaround for but isn't worth it. To change the speed, select the option again and the menu will disappear (if you check it now, the vehicle icon should be gone), then scroll to the speed you wish and select the button. Viola.
- **K9**
 - This feature is condensed into one line.
 - Select "Spawn" to spawn the dog.
 - Scroll left and right to get to the desired task and select it to have the dog perform it.
 - To delete the dog, press "Release"
 - Some actions are only available in a vehicle, some only on foot.

- NOTE: Due to AI tasks/something random, when a player walks in-between your dog and its target, your dog will act weird. It should figure it out, but it might not.
- **Prop Spawner**
 - Select this to open up the prop spawning menu. Select the prop, spawn it, then you're good.
 - There might be issues deleting them, I'll try to fix them sometime.
- **Dispatch**
 - Initially, if you have access to dispatch you will only see a checkbox. Select this to gain access to the additional menu options.
 - Send BOLO
 - Select the department (or all) for the bolo to be issued. Upon selecting the button, a box will appear. Fill it in with the info you wish to send and hit "enter"
 - Officer Status List
 - Select the checkbox to display the statuses of each officer in the top right corner.
 - **911 Response**
 - Select the player you wish to "call back" as 911.
 - I'm planning on expanding this feature soon, so check back eventually.
- **Vehicle Spawner**
 - This opens up the menu to spawn vehicles. It's very simple.
 - When you're in a vehicle, you can use it to toggle extras and change liveries.
- **Trigger Spotlight**
 - This turns on the spotlight for your vehicle (if it has been defined in the vehicles.xml file)
 - Note that this does sync, but isn't perfect. Make sure to turn it off when you're driving since it can't keep up perfectly.
- **Radar**
 - This toggles the radar functionality.
 - Speed Limit
 - This adjusts the speed limit used for the radar system. Adjust it by scrolling, then select the desired limit. I believe this speed limit should be universal (e.g. can be MPH/KMH depending on what you've set), but I might be lying.
 - Radar Direction
 - This adjusts the radar to be forward/rear facing. Simple. No need to select the option, upon switching it automatically adjusts.
- **Deploy Spikestrip**
 - Toggle this to deploy a spikestrip in front of you.
 - Toggle it again to remove the spikestrip in front of you.
 - Note this can only pop one vehicle's tires per player.
 - E.g.: You cannot drive over it with one car and pop those tires, fix them, then drive over it again.
- **Tow**
 - This will tow the first car it finds in front of you using an AI tow vehicle.
 - Note that this should pick up the first vehicle in front of you (ensure you're not on top of the vehicle, you need to be at the same level)

IMPORTANT KEYS/COMMANDS

- Chat Commands:
 - /leo
 - Gives access to the LEO menu and its functions
 - Can also remove access to the menu if entered after gaining access, allowing the player to use another menu (e.g. fire script)
- Keybinds:
 - F6
 - Panic Button
 - **Control**: SelectCharacterFranklin
 - F7
 - Menu on/off toggle
 - **Control**: SelectCharacterTrevor
 - Numpad 4
 - Spotlight move left
 - **Control**: VehicleFlyRollLeftOnly
 - Numpad 6
 - Spotlight move right
 - **Control**: VehicleFlyRollRightOnly
 - Left Shift
 - Toggle radar vehicle information freeze
 - **Control**: INPUT_FRONTEND_LS
 - Left Control
 - Give dog exit command when outside vehicle
 - **Control**: Duck
 - M
 - Warp tow truck to position if it gets stuck
 - DO NOT USE THIS UNLESS YOU NEED TO – IT WARPS IT IN TERRIBLE SPACES (lol)
 - **Control**: Interaction Menu

HOW DO I GO ON DUTY?

To go on duty, type in the following chat command:

/leo

Press "F7" (or the switch character for franklin command [I believe that's what it is]) to load the menu. To start duty, select your department (moving the list to the one you wish) then select the "On Duty" checkbox. Fill in your unit name (**DO NOT PRESS ESCAPE TO BACK OUT OF THE BOX OR IT WILL BE SCREWED UP**). You are now 10-8!

CAN I DISTRIBUTE THIS LEO 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?

Yes, due to the way I currently have my scripts set up it is a requirement to use my whitelist. I may investigate a "turn off whitelist" feature, but as of right now anyone that wants to use my LEO/FIRE/EMS scripts **must** be whitelisted in **my** whitelist mod (fiskeyMods-whitelist)

HOW DO I USE THE DISPATCH FEATURE?

To use the dispatch feature, be sure you have dispatch access. When a 911 call comes in using my civilian script, respond by selecting the caller's name from the LEO menu and pressing "enter" on it. This will allow you to type in your response. Press enter to send the response, which will be visible to all dispatchers and that caller.

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...)!

CAN YOU ADD...?

I appreciate your feedback and desire for me to add additional functions to this script, however do note that I am mostly done developing for FiveM. I will do my best to fix bugs, update the script, and ensure the experience remains at or above the status quo, however I most likely will not be adding new features. Feel free to ask, however! Just know that I might not add it. If I like it, have some free time, or decide to head back into development here then I will certainly look into it!