

# EmergencyLS

Infinite Impact Solutions



Emergency LS is an all-in-one, configurable Emergency Lighting System. We kept it simple, allowing client side ELS XML configurations to work with ours too! The server-side element restricts controls to the driver and allows the driver to activate primary, secondary, and warning lighting lights.

**Welcome to the best server sided Emergency Lighting System on FiveM!**

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# Installation

You can install the EmergencyLS script by following the instructions below:

1. Extract the contents of the .rar to your FiveM Server **resources** folder
2. Locate the “config.lua” file inside the folder you just extracted
3. Configure the “config.lua” file to suit your needs
4. Add “**ensure** kj\_emergencyls” to your server.cfg
  - a. *You may need to use “start” if your server is out of date*
5. You **must** start the “baseevents” resource prior to EmergencyLS

# Default Usage

Every keybind and assignment can be altered (Apart from controller assignments) within the config.lua file, but here are the defaults:

| Action                 | Keyboard / Mouse | Controller |
|------------------------|------------------|------------|
| Primary Light Toggle   | Q                | DPAD Left  |
| Secondary Light Toggle | L                | N/A        |
| Rear Reds Toggle       | K                | N/A        |
| Toggle Siren           | Left ALT         | DPAD Down  |
| Next Siren             | R                | B          |
| Siren Change           | 1, 2, 3, 4       | N/A        |
| Indicators             | L Arrow, R Arrow | N/A        |
| Hazards                | Down Arrow       | N/A        |

# Installing Vehicles

Here's how you can install and enable ELS-ready vehicles:

1. Install your vehicle into your stream folder as normal.
  - a. *Ensure the 'gameName' field in vehicles.meta is identical to the model name.*
2. Duplicate one of the example .xml files inside the xmlFiles folder.
3. Rename the xml to match the model name (e.g. police2)
4. Configure the XML file as you see fit (More on that later).
5. Add the name to 'config.lua' under Config.ELSFiles, like so...

```
Config.ELSFiles = {  
  -- 'Example.xml',  
  "AMBULANCE.xml",  
  "ert1.xml",  
}
```



art1.xml

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XML Document

3 KB

**THE VEHICLE MUST BE ELS READY. THIS MEANS IT MUST HAVE ITS EXTRAS SET UP CORRECTLY. IF YOU'RE NOT SURE WHAT THIS MEANS, GET IN TOUCH!**

# Editing XML

Here's an in-depth guide to understanding the XML file structure:

**EOVERRIDE** – This is the override for all the extras. By default, only some are enabled.

```
<Extra01 IsElsControlled="true" AllowEnvLight="true" Color="blue" OffsetX="-0.70" OffsetY="-0.20" OffsetZ="0.50" />
```

Extra01 – Add 1 to add an extra. (99 Max)

IsElsControlled – This decides whether this extra should be considered for the ELS System.

AllowEnvLight – Set to true to enable environmental lighting from that extra.

Color – Change colour of the environmental lighting. (blue,green,red,white,amber)

OffsetX,OffsetY,OffsetZ – These are the offset values for the environmental lighting source.

**SOUNDS** – This is the section that controls the sirens and other sounds for the vehicle.

```
<ManTone1 AllowUse="true" AudioString="SIREN_ALPHA" SoundSet="DLC_WMSIRENS_SOUNDSET" />
```

AllowUse – Whether this siren tone can be used. (Defaults to true).

AudioString – The audio name for that siren.

SoundSet – The soundset that contains the above audio name. (Only needed for server-side)

**PATTERN** – This controls the lighting patterns for the vehicle.

Primary – Primary lighting pattern (What plays when you press Q)

Secondary – Secondary lighting pattern (What plays when you press L)

Rearreds – Rear red pattern (What plays when you press K)

```
<Flash01 Duration="80" Extras="01,02" />
```

Flash01 – Add 1 to add flash. (99 Max)

Duration – How long the flash lasts for

Extras – What extras activate during this flash. All others will be deactivated.

# Server-Sided Sirens

Quick guide to installing and enabling server-sided sirens:

1. Install [WM-ServerSirens](#), following their instructions.
2. Locate config.lua.
3. Uncomment Config.AudioBanks. (Add more if you have custom ones)
4. Open the XML file for the vehicle(s) you want to use these sirens.
5. Under 'SOUNDS', change each tone to match what you want to use. (An example is included with the download).

```
<SOUNDS>
  <MainHorn InterruptsSiren="true" AudioString="SIRENS_AIRHORN" />
  <ManTone1 AllowUse="true" AudioString="SIREN_ALPHA" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <ManTone2 AllowUse="true" AudioString="SIREN_BRAVO" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <SrnTone1 AllowUse="true" AudioString="SIREN_CHARLIE" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <SrnTone2 AllowUse="true" AudioString="SIREN_DELTA" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <SrnTone3 AllowUse="true" AudioString="SIREN_ECHO" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <SrnTone4 AllowUse="true" AudioString="SIREN_FOXTROT" SoundSet="DLC_WMSIRENS_SOUNDSET" />
  <NineMode AllowUse="true" />
</SOUNDS>
```

```
-- If you are using server-sided sirens, uncomment below...
Config.AudioBanks = {
  -- "DLC_WMSIRENS\\SIRENPACK_ONE"
}
```

# Changelog

## V1.3.0

- Added 'ELS Beeps'
- Added '999 Mode Activated'
- Allowed non-ELS vehicles to use Radio
- Custom Patterns
- New ReadMe!
- Improved Environmental Lighting
- Unlimited Extra Slots

## V1.2.2

- Fixed global server-sided clicking.
- Optimised the XML checks.
- Only ELS vehicles are now affected when pressing Q.

## V1.2.1

- General tidy-up & Optimisation
- Fixed issue with helicopters missing their rotors.
- Fixed the error spam in console.

## V1.2.0

- Added support for custom server-sided sirens with Walshey and LS' resources.
- General optimisation work.

## Frequently Asked Question (FAQ)

**Q:** Why won't my primary lights turn on, but K and L work?

**A:** The 'gameName' field in your vehicles.meta **MUST** be identical to the model's name! Not only is this good practise in general, it is also the only way the code can know if it's an els vehicle or not at the moment.

**Q:** Cars won't pull over for me. Why?

**A:** This can often be fixed by ensuring that, in the vehicles.meta, the vehicle class is 'VC\_EMERGENCY.' It's also important that, if this doesn't work, you ensure there's siren=1 in carvariations for that vehicle.