FivePD v1.5 - Controls and Gameplay Info

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- **IMPORTANT: PLAYERS MUST BE A PART OF A DEPARTMENT TO RECEIVE CALLOUTS AND OPEN IN-GAME MENUS.**

- Some FivePD vehicle features require additions to the vehicles.json file. It is recommended, but not mandatory, to make necessary additions to the vehicles.json file.

Basic Controls

- **F11** - Open duty menu

- **Y** - Accept callout or backup request

- **Z** - Open callout menu (see **IMPORTANT** notice above)

- **G** - Open dispatch and scene management menu

- **X** - Open ped interaction menu

- **O** - Set waypoint to the closest jail drop off point (when there is an arrested ped in the current vehicle or is being controlled by a player)

- **Press and hold E (for about 2 seconds)** - Stop ped

- **Press and hold E + aim (for about 2 seconds)** - Stop ped

- **E** - Places cuffed ped in vehicle (must be nearby ped)

- **LSHIFT + E** - Places spike strips down when standing by trunk of an applicable vehicle. Press again while standing nearby to pick previously placed spike strips up

- **U** - Place ped in jail (must be nearby an arrested ped at a jail drop off point)

- **J -** Open the ID card panel (after receiving a ped's license)

Vehicle Controls

- **B -** Open the MDT

- **LSHIFT** - Blip the vehicle in front of you. To initiate the traffic stop turn on your lights. To cancel a traffic stop or a chase press and hold for 3 seconds

- **F9** - Toggle ALPR

- **X** - Open traffic stop positioning menu. Go to marker controls: move around marker with arrow keys, then press enter. (More info in the *Notes* section)

- **LCTRL** - Enable/disable cruise control. You need to enable the cruise control in the duty menu before use

  - **NUM PLUS -** increase speed

  - **NUM MINUS -** decrease speed

Chat Commands

- **Available for everybody**

  - **/fdv** - Delete the closest vehicle or current vehicle (including peds and blips)

  - **/fdp** - Delete the closest ped to you

  - **/fdo** - Delete the closest FivePD objec

- **Only available for admins**

  - **/fivepd add <player's server id>** - Add a player to the allowlist

  - **/fivepd remove <player's server id>** - Remove a player from the allowlist

  Example: /fivepd add 1

- **Only available for server owners**

- **fpd admin add <player's server id>** - Add admin rights to a player

- **fpd admin remove <player's server id>** - Remove admin rights from a player

Example: fpd admin add 1

Access Control ("Allowlist")

This feature was previously known as a whitelist. It allows admins to give/remove access to FivePD. To enable the allowlist, change it's value in the config.json to true.

Services

You can request and cancel services using the dispatch menu or MDT. All service vehicles will go to the original position of the caller.

- **Ambulance and fire department**
  After arriving on the scene they'll try to revive all dead peds in a 50m radius. The Ambulance service has a higher chance of revival.

- **Air ambulance**
  Works similar to the above, but with a higher chance of revival.

- **Coroner and animal control**
  After arriving on the scene they'll remove all dead peds or animals in a 50m radius.

- **Tow truck**
  If you request it...

  - On foot: it'll tow away the closest vehicle to you

  - In the MDT: it'll tow away the vehicle in front of your vehicle

- **Mechanic**
  Vehicle selection works as if you would request a tow truck. After arriving on the scene it'll fix the targeted vehicle.

- **Prison transport**
  If you request it...

- On foot: it'll go to the closest arrested ped

- In the MDT: it'll go to up to two arrested peds in the current vehicle

- **Taxi**
  It'll go to the closest ped and take them away

Blue Station Markers

You can put cuffed peds into jail at the blue station markers around the map. These only appear when an arrested ped is either in the current vehicle or is being controlled by a player.