FivePD

Basic controls

- **F11** - Open duty menu
- **Y** - Accept callout and backup request
- **Z** - Open callout menu (you need to be in a department to access it)
- **G** - Open dispatch and scene management menu
- **X** - Open ped interaction menu
- **O** - Set waypoint to the closest jail drop off point (only in vehicle if there is an arrest ped in the vehicle)
- **Press and hold E** (for about 2 secs) - Stop ped
- **Press and hold E + aim** (for about 2 secs) - Stop ped
- **E** - To put cuffed peds into a vehicle, stand close with the ped to that vehicle and press the key
- **LSHIFT + E** - Stand close to the trunk of a vehicle to take out the spike strips then press it again to lay them down. You can pick them up by pressing it again if you're standing on them. If you go beyond 100m from them they will disappear automatically

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 it 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 you can use it
  - **NUM+** - increase speed
  - **NUM-** - decrease speed

Chat commands

- These are available for everybody:
  - **/fdv** - Delete the closest vehicle to you or the one you're sitting in. It'll delete the vehicle, all peds inside it, and their blips if they have
  - **/fdp** - Delete the closest ped to you
  - **/fdo** - Delete the closest object to you. Note that it'll only delete those objects that can be spawned with FivePD!
- These are only available for MDT 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
  - **Write these without the <> symbols! Example: /fivepd add 1**
- For server owner(s): (in server console only)
  - **fpd admin add <player's server id>**
  - **fpd admin remove <player's server id>**
  - **Write these without the <> symbols! Example: fpd admin add 1**

Allowlist

This feature was previously known as a whitelist. It allows the MDT admins to give/remove access for/of players to use FivePD.
To enable the allowlist change it's value in the config.json to true.
You can see the commands for it in the *Chat commands* part.

How services work

You can request and cancel them both from the dispatch menu and from the MDT. All service vehicles will go to the position that you called them (including the air ambulance as well, so make sure that they have enough space to land).

- **Ambulance and fire department**
  After arriving on the scene they'll try to revive all dead peds in their 50m radius. The fire dept has a 40% chance to revive a ped, the ambulance has 60%.
- **Air ambulance**
  Works just like the above, but with an 80% revival chance.
- **Coroner and animal control**
  After arriving on the scene they'll remove all dead peds or animals in their 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 that vehicle.
- **Prison transport**
  If you request it...
  - On foot: it'll go to the closest arrested ped to you
  - In the MDT: it'll go to one of the arrested peds that is sitting in your vehicle
- **Taxi**
  It'll go to the closest ped to you and take them away.

Blue markers at the stations

You can put cuffed peds into jail there. Either with a vehicle, while there is at least one cuffed ped in your vehicle or on foot if you are grabbing them or they're following you. You only see these markers if there is an arrested ped in your vehicle or they're following you or you're grabbing them.

Notes

- The follow, mimic, and go to marker options are available only at traffic stops, after this notification pops up: "*The vehicle has stopped. Proceed with the traffic stop.*"
- To open the callout menu and to receive callouts **you must be in a department!**
- To use the mod's features in addon police vehicles (MDT, traffic stop, etc) write their model name into the mdt_vehicles.json.
  If that's not working put *FLAG_LAW_ENFORCEMENT FLAG_EMERGENCY_SERVICE* into the <flag> section of the vehicle item in the vehicles.meta file