

FivePD v1.5 - Configuration Guide

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config.json

This file is located directly in the fivepd resource folder. This file contains all configuration settings that FivePD needs. Deleting any of them could cause errors or warnings.

Content type: `object`

- **db** `type: "sqlite" | "mysql"`

Determines what type of database will be used. The default is SQLite.

- **"sqlite"**: The database is a file in your fivepd folder, called *fivepd.db*. You can open it with an app called "DB Browser for SQLite".
- **"mysql"**: You need to create a MySQL database in order to use this option.
- **database:**
 - **username** `type: string`
The username of your database. Only required for MySQL

- **password** `type: string`
The password of the given username. Only required for MySQL
- **host** `type: string`
The IP address of your database server. Only required for MySQL
- **port** `type: string`
The port of your database server. Only required for MySQL
- **database** `type: string`
the name of your database. Only required for MySQL
- **allowlist** `type: boolean`
More information in the *Controls and basic gameplay information.PDF*
- **observation** `type: boolean`
The default state of the ped observation. Users can still toggle it in their Options menu. If you don't specify it, *true* will be used.
- **stationBlips** `type: boolean`
The default state of the police station blips. Users can still toggle it in their Options menu. If you don't specify it, *true* will be used.
- **dutyNotification** `type: boolean`
The default state of the duty notifications. If you don't specify it, *true* will be used.
- **enableAmbientEvents** `type: boolean`
The default state of the ambient events. If you don't specify it, *true* will be used.
- **teleportOnSpawn** `type: object`
Players will be teleported to the set location upon connecting to the server.
 - **isEnabled** `type: boolean`
 - **coord** `type: object`
The location where players will be teleported. Note that if you don't specify a value it'll be set to -1. The X, Y, and Z keys are the respective values of the coordinate.
 - **x, y, z** `type: float`
- **everyoneIgnorePlayers** `type: boolean`

If set to true AI peds and clans will ignore players. If you don't specify it, *false* will be used.

menu.json

This file contains the options to toggle specific menu buttons in the duty menu and the scene management menu.

Content type: object

- **isEnabled** type: boolean
 - **isAdminOnly** type: boolean
-

coordinates.json

This file contains station blips, teleport to station, and jail dropoff locations.

Content type: object

- **stations** type: object → [name: string]: [value: string]
Blip and teleport coordinates for the police stations
- **jailDropoffs** type: string[]
Coordinates of the jail dropoff points

The coordinates' order: X,Y,Z

questions.json

This file contains a list (array) of question menus. You can add or remove as many as you want following the given format.

Content type: object[]

- **title** type: string
The given question menu's title
- **questions** type: object[]
An array of questions.

- **question** `type: string`
The question
 - **answer** `type: string[]`
An array of answers. One will be selected randomly.
-

items.json

This file contains all items that you can find on peds or in vehicles if you search them.

`Content type: object[]`

- **name** `type: string`
Name of the item
 - **isIllegal** `type: boolean`
 - **multiplier** `type: integer`
It tells how many times the item should appear in the “hat”. In simple words: bigger number, bigger percentage. For example, if a ‘pen’ has a multiplier of 1 and a ‘phone’ has a multiplier of 10, then the ‘phone’ has 10x more chance to appear on a ped or in a vehicle.
 - **itemLocation** `type: integer (0 | 1 | 2)`
 - 0 - Only in vehicle
 - 1 - Only on ped
 - 2 - Both in vehicle and on ped
-

loadouts.json

This file contains all loadouts that you can get in the duty menu. The list's (array's) name is the loadout's name that'll be displayed in the menu.

`Content type: object → [key: string]: [value: object]`

- **weapons** `type: object[]`
 - **weapon** `type: string`
A weapon hash from this list. You can find all weapon hashes on one of these links:

- <https://paste.ubuntu.com/24355443/>
 - <https://pastebin.com/DP1k7JGW>
 - **ammo** type: integer
Count of ammo for that weapon
 - **components** type: string[]
Array of components for the weapon. Full list here:
https://wiki.rage.mp/index.php?title=Weapons_Components
-

vehicles.json

The **police** array contains all vehicles that can be spawned with the duty menu.

Content type: object

- **police** type: object[]
 - **name** type: string
A name that'll be displayed in the menu
 - **vehicle** type: string
The vehicle model's name
 - **isSpikeStripAvailable** type: boolean
Toggle spike strip availability on the vehicle. The default value is false.

Service vehicles that you can call in the dispatch menu:

- ambulance
- airAmbulance
- firedept
- coroner
- towtruck
- mechanic
- prisontransport
- animalControl

There are two possible formats for all of them. In both cases, one will be randomly selected upon calling it.

1. An array that contains the vehicle model(s).

Example: `["car1", "car2"]`

2. An array that contains an object with the vehicle model and livery number.

Example: `{ "model": "car1", "livery": 1 }`

Note that if you don't specify the livery id, 0 will be used, except for the air ambulance, it'll use 1, because that's the default GTA air ambulance livery.

last-names.txt, male-first-names.txt and female-first-names.txt

They contain all the names that are generated for the peds. Every name should be in a new line.

street-names.txt

It contains random street names where peds could live. Every street should be in a new line.

charges.json

Content type: object

It contains all charges that'll be displayed in the MDT when you click on charges to add for a citation.

- violations `type: object → [key: string]: [value: string[]]`
- charges `type: object → [key: string]: [value: string[]]`

disabled_callouts.json

Content type: string[]

It contains all callout class names that'll be disabled on the server. If you don't know the name get in contact with the callout's developer.

scene_management.json

Content type: object

- **speedzone** **type:** object
 - **speed** **type:** integer[]
 - **radius** **type:** integer[]
 - **objects** **type:** object[]
 - **name** **type:** string
The name that'll be displayed in the menu.
 - **model** **type:** string
The model's name that'll be spawned.
-

garage.json

Content type: object[]

- **isEnabled** **type:** boolean
- **name** **type:** string
- **vehicles** **type:** object[]
 - **isEnabled** **type:** boolean
 - **location** **type:** object
 - **x, y, z** **type:** float
The respective values of the coordinate.
 - **heading** **type:** float
Heading of the vehicle
 - **vehicle** **type:** object

- **model** `type: string`
The vehicle's model
- **livery** `type: integer`
The vehicle's livery ID
- **extras** `type: integer[]`
The vehicle's extras you want to enable. All other will be disabled.

<calloutname>/config.json

This file should be placed in one folder with the callout DLL file.

(*callouts/<calloutname>* folder!)

This config file is used for the callout. It's optional, which means if you don't want to edit the following values you don't need to make this config file.

- **IgnoreDistance:** If a callout spawns outside the department area, you wouldn't receive it unless you set this to true. (Default value: false)
- **MinTimeout:** Minimum timeout before a player can receive the same callout. (Default value: 0)
- **Probability:** Now you can configure the probability of each callout. The higher number you set, the more chance it'll have to spawn. (Default value: 1)
- **Department:** You can define which departments can receive the given callout (If you don't specify the `Department` in the config, every department will have the chance to receive it). (Default: null = any department)

Example for merged callouts config:

```
{
  "OversizedCar": {
    "IgnoreDistance": false,
    "MinTimeout": 0,
    "Probability": 2,
    "Departments": null
  },
  "StolenFireTruck": {
    "IgnoreDistance": true,
    "MinTimeout": 5,
```



```
"Probability": 10,  
  "Departments": [3, 6]  
}
```

Note for the *vehicles.json* and *loadouts.json*

- For the ***availableForRanks*** key, you can only write those ranks that can be found in the department.
- For admins, all vehicles and loadouts will be available!
- If the ***isAvailableForEveryone*** is missing, everyone will have access to it.

Keys:

- ***isAvailableForEveryone*** `type: boolean`
- ***useRanks*** `type: boolean`
- ***availableForRanks*** `type: string[]`
A list of those ranks which have access to this item
- ***availableForDepartments*** `type: integer[]`
A list of those departments ID which members have access to this item.
You can check the department IDs in the database.

