

# FivePD v1.5 - Release Notes

*Released on July 24, 2021*

---

## Table of contents

[IMPORTANT - OneSync Compatibility Notice](#)

[Updating from v1.4.1](#)

[Fixes and Improvements](#)

[Additions](#)

[API Changes](#)

---

## IMPORTANT - OneSync Compatibility Notice

In previous versions of the gamemode, FivePD was not considered OneSync compatible. Recently, modifications were made to allow basic interoperability between FivePD and OneSync. Now, thanks to many improvements and changes in v1.5, we are happy to say that FivePD now officially recommends OneSync be enabled and used for syncing. Ped, vehicle, and service spawning have all been reworked to better support compatibility.

Please note that some features may be disabled if you have OneSync turned off.

---

## Updating from v1.4.1

- Replace the following files / folders:
  - **computer** folder
  - **FivePD\_client.net.dll** file
  - **FivePD\_server.net.dll** file
  - **FivePD.net.dll** file
- Remove the following files / folders:
  - **\_\_resource.lua** file
- Add the following files / folders:
  - **fxmanifest.lua** file

- `config/garage.json` file

Make sure to replace your `languages/en.json` and/or copy-paste the "AdminMenu" section to your translation file!

---

## Fixes and Improvements

- Corrected an issue with the "Animal Control" service
- Corrected issues which caused MDT related console warnings including:
  - "Attempt to spread non-iterable"
  - "Unhandled promise rejection"
  - "Uncaught type error"
- Corrected an issue where attempting to stop another player's ped would result in an improper action being carried out
- Corrected an issue with the observation system
- Corrected an issue when attempting to cancel the "Mechanic" service
- Corrected an issue when the "Prisoner Transport" service is complete
- Corrected an issue where non-authorized players could access FivePD
- Improved the ability to perform traffic stops on larger vehicles
- Improved the ability to perform traffic stops on vehicles with trailers attached
- Corrected an issue where player-owned objects would occasionally not be properly removed on game exit
- Corrected an issue where players occasionally could get wanted level
- Improved numerous subsystems to allow for improved OneSync compatibility
- Removed the introductory screen on first join after consultation with the community
- Improved the notification which online players receive when another player leaves the department

- Switched from the legacy resource definition file to the newer variant
  - Additional bug fixes and improvements
- 

## Additions

- Added official recommended support for OneSync. Many of the core systems in the gamemode have been reworked to yield better support for the engine.
- Added an intuitive method to view the last known location of a vehicle currently involved in a pursuit, which is now displayed after the vehicle has left an area around involved players
- Added ability to customize the livery of service vehicles. More information is available in the "Configuration Guide" included with FivePD. Legacy versions of the configuration file are still compatible with v1.5
- A legacy feature has been reintroduced, adding the ability to designate a location for players to spawn once connected. More information is available in the "Configuration Guide" included with FivePD
- Added the ability to define garages in the [config/garage.json](#) file. Added vehicles will spawn at designated locations and be available to FivePD players. Vehicles in this file will be constantly respawned to ensure availability
- Added the ability to prevent AI from running, ramming and to ignore players. More information is available in the "Configuration guide" included with FivePD
- Added a new sub-menu in the Duty menu, accessible to FivePD admins. This menu will be used to contain several new administrator features in future updates. It currently contains the following:
  - **Garage sub-menu:** Allows administrators to control garages around the game map
  - **Development Tools sub-menu:** Contains utilities for callout and plugin developers. Example: Just press the '*Save current position*' button and your position, heading and the selected ped model will be saved into a

txt file in the *fivepd* folder in a format which you can copy-paste into the API's SpawnPed method ;)

---

## API Changes

- Added custom attribute restrictions ( `CalloutPropertiesAttribute` )
- Added `SetPlayerData()` method. Currently supports:
  - Department changes
  - Department kicks
  - Callsign changes
- Added methods to get the passengers of the current traffic stop's vehicle:
  - `GetTrafficStopDriver()`
  - `GetTrafficStopVehicleOccupants()`