Metropolitan Police Service Custody Script

Scope:

The purpose of this documentation is to explain and publish how the custody script works for the Metropolitan Police Service within AxielPD. Within this document, you will find useful commands and locations to work in custody correctly.

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METROPOLITAN POLICE

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About the script:

Currently, we use a script which allows players to buzz into custody, view live cameras in and around custody and also set off panic strips when needed. This script is not in use in all stations just yet, but below will show you everything you need to know.

Stations:

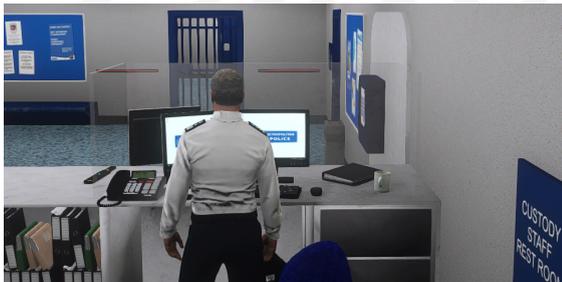Both Sinner Street and Charing Cross currently use this script.

Enabling Custody:

By default, the doors to enter custody are open for all players to use when needed. However, when custody is "active" you need to enable the feature to allow officers to buzz into custody. You do this by using the command */toggleBuzzer*. Alternatively, you can access this via the */custodyMonitor* command, which displays a UI.

Once you finish being "active" as custody, please ensure you run the command again, to disable this system.

Custody Control Panel:

All commands and UI's need to be toggled from the custody control panel. Each station has one location for this.

Charing Cross - Custody Desk #1

Sinner Street - Behind Custody Desks

It is also worth noting that to disable any panic alarms in Sinner Street, you need to head to the alarm panel in the custody back office:
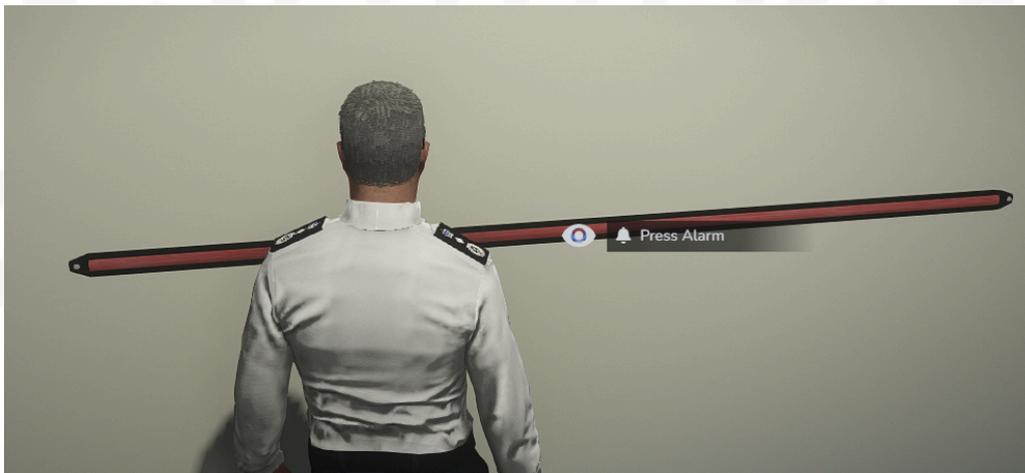
Viewing Camera Feeds:
You can view LIVE camera feeds from cameras around the station by using the command */custodyCams* or by using the monitor UI. Please note that you can not see anything other than LIVE feeds. Also, whilst viewing the camera feeds, your ped is not visible in game.

While using the camera, it explains a variety of other key bindings you can use to switch between different views.

Panic Strips:
In the station, you can set off a panic strip, which will sound an alarm to nearby officers, alerting them that you need assistance in custody. You can do this by using the command */panic_strip* whilst stood near a panic strip.

Alternatively, you can sound a panic strip alarm off easier using "third eye". Simply hold *ALT* and you will see a UI appear to "Press Alarm".

To stop this alarm from sounding, you will need to cancel it via the control panel. You can use the command */stopPanic* or via the monitor UI.

If you have any questions or issues regarding this script, please contact our team via a support ticket.

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