

Server Lingo Decoded

Dive into the intricacies of server language. This book breaks down frequently used terms and abbreviations

- [Locals](#)
- [OneSync](#)
- [Department Heads](#)

Locals

Well-Sourced - This page cites many reputable references.

"Locals" refers to AI (Artificial Intelligence) or, more specifically, AI traffic that populates the in-game environment.

The term "Locals" likely emerged due to the prevalence of the frankly dumb AI-controlled pedestrians and vehicles in FiveM servers. While they contribute to the ambiance of the game world, "Locals" are frequently characterized by their simplistic and sometimes unpredictable behavior.

"Locals" are typically regarded with a degree of disregard. This is because they often do not actively participate in roleplay scenarios and interactions. Unlike player-controlled characters (PCs) who actively engage in roleplaying, "Locals" operate according to predetermined AI patterns and do not respond to player-initiated actions or events in a meaningful way.

The "Locals" have earned a reputation for their limitations and sometimes erratic behavior. These challenges may include:

1. **Unpredictable Actions:** AI traffic and pedestrians can exhibit unpredictable behavior, which can disrupt immersive roleplay scenarios.
2. **Lack of Interaction:** "Locals" do not interact with players in a manner conducive to roleplaying, making them peripheral to most in-game experiences.
3. **Pathfinding Issues:** AI traffic can encounter pathfinding issues, leading to traffic jams or unrealistic behavior.
4. **Limited Roleplay Potential:** Due to their limited responsiveness and scripted actions, "Locals" often do not contribute meaningfully to roleplay narratives.

Tips for Dealing with "Locals" in Servers

1. Use Script Mods and Trainers:

- **Menyoo:** The Menyoo trainer, offers tools for managing AI traffic. Players can use it to block off roads temporarily. For example, you can spawn barriers or vehicles to redirect traffic away from roleplay areas.

2. Leverage Server Resources:

- **vMenu:** Many servers incorporate vMenu, which includes the option to "Ignore Everyone." Enabling this feature can help players avoid unwanted interactions with AI pedestrians and drivers unless their presence is required for a specific roleplay scene.

- **It is highly recommended to turn on "Ignore Everyone" when in AOP's such as Davis & Strawberry.** Gang AI's in the area can start massive shootouts from even a simple punch which lead to massive chain reactions across the entire area. Only leave off if actually needed for a scene.

3. Choose Roleplay Locations Wisely:

- **Avoid Heavy Traffic Areas:** When planning roleplay scenes, consider choosing locations that are less frequented by "Locals" to minimize AI interference. For example, remote or less densely populated areas can provide a more controlled environment.

OneSync

Well-Sourced - This page cites many reputable references.

OneSync is a feature of FiveM, OneSync is designed to improve the synchronization and performance, allowing more players to join a server and enhancing the development of networked entities.

Features

Some of the features of OneSync are:

- **Increased player slots:** OneSync allows up to 2048 players to join a server, compared to the original limit of 32 players.
- **Extended object ID length:** OneSync extends the object ID length from 8192 to 65535, allowing more objects to be created and manipulated on the server.
- **Player and entity culling:** OneSync implements a culling system that prevents entities and players from being created or deleted locally outside of a certain radius, reducing network traffic and improving performance.

And more listed on the FiveM documentation: [OneSync - Cfx.re Docs \(fivem.net\)](#)

The Problem With Trainers

Some trainers like Menyoo and its object spooner might have a problem with the player and entity culling when they get too far away because:

- **Player and entity culling** prevents entities and players from being created or deleted locally outside of a certain radius, which while reduces network traffic and improves performance on the server end, it ends up

limiting the distance on how far you can be from scenes before objects can then be no

“longer controlled by their original owner. This means that any entity that would be out of scope will be culled and migrated/disowned. " - [FiveM Documentation](#)

This means that objects spawned by trainers might not be visible or persistent for other players or the server if you are eventually outside of the culling radius. This is also why if you went to view the objects database in Menyoo and saw a bunch of "INVAILD" objects. They were spawned in, but due to being out of distance or just at some point, they are no longer controllable by you.

The distance isn't exactly too known, in the commit code,

```

[ ] [ ] [ ] [ ] // #TODO1S: figure out a good value for this
[ ] [ ] [ ] [ ] if (distSquared < (650.0f * 650.0f))
[ ] [ ] [ ] {
[ ] [ ] [ ] [ ] shouldBeCreated = true;
[ ] [ ] [ ] [ ] }
[ ] [ ] [ ] }
[ ] [ ] [ ] }
[ ] [ ] [ ] }
```

In FiveM's docs, they say

“By default, the culling radius is set to `424 units` around the entity. - [FiveM Documentation](#)

Department Heads

On FiveM, Department Heads are staff members who oversee and manage specific gameplay departments. They serve as the leaders and decision-makers for their respective departments.

Note in the Server City of Los Santos Roleplay, this was changed to a simpler structure.

Role and Responsibilities

As heads of their departments, Department Heads have a range of responsibilities:

- Setting strategic direction and priorities for their department.
- Managing people and personnel within the department.
- Coordinating with other Department Heads on inter-departmental matters.
- Overseeing the implementation of new features and mechanics.
- Enforcing department policies and standards.
- Handling department budgets and expenditures.
- Resolving disputes related to their domain.
- Representing their department publicly and communicating with players.

Department Heads operate with a high degree of autonomy over their realms, but ultimately report to and take guidance from the server owners/administrators.