Callout Interface - BenH and Opus49

Callout Interface provides a menu front-end for selecting specific callouts. It is effectively an updated version of Callout Manager by PieRGud, though it does include some additional features. The code that generates the list of installed callouts was written by [HazyTube](#).

Getting Started

Installation

Copy all of the contents of the `Grand Theft Auto V` folder contained in the archive into your `Grand Theft Auto V` folder.

Configuration

If you've installed things correctly, you will find a `CalloutInterface.ini` file in your `plugins/LSPDFR` folder.

Controls

CalloutMenuKey - The keybind for opening/closing the callout menu.
ForceCalloutKey - The keybind for forcing a random callout.
IgnoreCalloutKey - The keybind for ignoring a callout.
ToggleTerminalKey - Toggles the MDT on/off. It must be enabled.

Callouts

AutoIgnoreCallouts - When enabled, callouts beyond MaxCalloutDistance will automatically by ignored.
MaxCalloutDistance - The maximum distance (in meters) used by the AutoIgnoreCallouts feature.
ForcedCalloutDelay - Delay (in seconds) used when using ForceCalloutKey.

MDT

EnableMDT - Enables an MDT-like terminal which is displayed when callouts are available.
MDTSize - Chose the MDT size. 1 = small, 2 = large.
MDTSound - The MDT sound.
PlaySoundOnDisplay - Plays the MDT sound when a callout is displayed.
PlaySoundOnAccept - Plays the MDT sound when a callout is accepted.
TerminalTimeout - How long (in seconds) the terminal stays visible after a callout is no longer pending.

You can add a modifier to any of the keybinds, e.g. CalloutMenuKeyModifier.

Keybind Values

https://docs.microsoft.com/en-us/dotnet/api/system.windows.forms.keys?view=netframework-4.6.1

Contributions

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