

41PD Mobile Data Terminal — Field Guide

The 41 Police Department dispatch terminal: who is on patrol, where, what is happening.

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Keep this card handy — the chat commands come first. The terminal is in **beta**: features may change, and your reports shape what comes next (see the last section).

Chat command cheat-sheet

41PD officer — status codes (type in the game chat)

Command (any form)	Code	Meaning
<code>!pd on</code> · <code>!pd 41</code> · <code>!pd 10-41</code>	10-41	On duty (starts your shift)
<code>!pd 8</code> · <code>!pd 10-8</code>	10-8	Patrol
<code>!pd 6</code> · <code>!pd 10-6</code>	10-6	Observing traffic
<code>!pd 50</code> · <code>!pd 10-50</code>	10-50	Accident report
<code>!pd 93</code> · <code>!pd 10-93</code>	10-93	Roadblock
<code>!pd 38</code> · <code>!pd 10-38</code>	10-38	Stop suspicious vehicle
<code>!pd off</code> · <code>!pd 7</code> · <code>!pd 10-7</code>	10-7	Off duty (ends your shift)

41PD officer — actions

Command	Meaning
<code>!pd backup</code>	10-13 — request backup (alerts every unit on duty). On an accepted police call it requests another unit on that call instead
<code>!pd clear</code>	Close your latest open incident

Citizens — police on site

Command	Meaning
<code>!tow flipped police</code>	A tow call with police requested (road or lane blocked): raises a police call for the 41PD and pins the scene on the terminal. <code>pd</code> and <code>cops</code> work too

Requests (anyone — tow, fuel, fire, water, taxi and police)

Command	Meaning
<code>!join <#></code>	Accept / join a request by its number (this is how officers take a police call)
<code>!more <#></code>	Extend your own request's deadline by 60 min
<code>!done <#></code>	Close your own request as completed (credits the helpers)
<code>!cancel <#></code>	Withdraw your own request (no helper to credit)

Spacing and `#` are optional (`!join4` = `!join 4`). For `!pd`, words and codes are equal (`!pd 7` = `!pd off`).

Getting in

- Officer sign-in** needs you on the 41PD roster AND holding the police role in-game. Any vehicle works, duty runs on trust.
- Observer mode** is read-only — anyone can watch dispatch and the map.
- Admins may enter either mode; officer actions still need a roster entry.
- Your entry choice is remembered while the tab is open. **LOCK** in the function bar (also in the settings, `0`) returns to the sign-in screen so you can pick the other mode. If you join the 41PD after visiting as a civilian, the sign-in screen returns on its own.

The live map

- On-duty officers show live. Your own unit is the amber, ringed marker; other officers are cyan.
- Toggle layers with the chips — **UNITS, INCIDENTS, CALLS** — and the POI chips **STATIONS** and **HOUSING**. Your choices are remembered on this device.
- Click an entry in any of the side lists — a unit, a call, an incident, a BOLO, a blotter entry — or a radio-log pin, and the map jumps to that spot and marks it for a few seconds.

Officer tools

- **Status codes** are always shown with plain words. No patrol car needed: duty runs on trust.
- A shift starts neutral as **10-41 On duty**. Pick what you are doing from the status grid, and end the watch with **10-7 END SHIFT**.
- **ANNOUNCE IN GAME CHAT** checkbox: leave it on and your transmissions also go out as a dispatch line in the game chat. Uncheck it and they stay on the MDT, useful for quiet operations. Chat commands (**!pd**) always announce.
- **10-13 Backup** alerts every unit on duty and drops a pin at your position. While you are on an accepted police call, the same key requests **another unit** on that call instead: colleagues answer by accepting the call, and the call shows a UNIT REQUESTED chip and a ring on the map until they do.
- **RESPONDING** on a colleague's 10-13 puts you on the pin and the radio. Your arrival is checked from your live position while the pin is open; only arrivals earn merit points. Pressing it while you already stand at the scene records you on the pin but earns nothing: the points are for driving out.
- **Incidents** mark a scene on the map. Open one at your position, or use **PIN ON MAP INSTEAD** and click the map to place it anywhere. Accident scenes carry a shared checklist any officer can tick: secure the scene, check on everyone, note the vehicles, call a tow.
- Tow calls that request police on site raise a police call for the 41PD and pin the scene here. The pin closes with the call: completed, it is closed in the answering officer's name. If nobody answers the call, the pin stays as long as the tow runs and clears quietly with it.
- **BOLO board** — short "be on the lookout" notices (never player call-outs), auto-expiring after 48 hours. Each notice shows which officer posted it.
- **Blotter** — the last 50 closed incidents, so anyone can look back at what happened and how the scene was handled.

Officer of the week

THIS WEEK on the unit board ranks the department's week, Monday to Sunday in server time. Patrol hours, shifts, incidents, answered calls, commendations and verified backup responses earn merit points; the scoring is shown openly on the board. Press **7** (or click the podium) for the full standings and last week's finest. Commendations are the good ratings citizens give after a completed police call — they also show on your public profile's service record. Once a week has ended, its podium is recorded for good and shows on the officers' profiles.

Calls from the public

A police request lands in the CALL QUEUE and on the radio. Accept it in-game by typing **!join** and its number, or from the dispatch page. Any roster officer can accept, on duty or not. Once you accept, dispatch confirms you are on the way. A tow call with police requested on site arrives here as a regular police call.

Keyboard shortcuts

Number keys jump around the terminal (they are ignored while you are typing in a text field):

- **1** Status · **2** Calls · **3** Map · **4** Incidents · **5** BOLO · **6** Blotter · **7** Week board · **8** Chat commands (with copy buttons)

-  10-13 Backup ·  Settings ( also opens settings)

Bugs, reports and ideas

Spotted a bug, or have an idea for the terminal? Either:

- Open a ticket on **Discord: Tickets** →  **submit-a-ticket**, or
- Message the **41 Police Chief** directly.

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