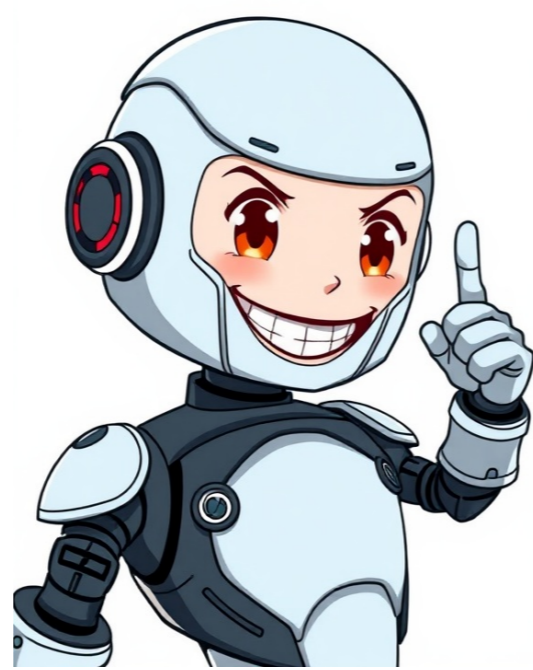


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tr = true --]] Should player warp into vehicle on spawn, recommend keeping true -P]] Code is accessibleYesSubscriptionsBasedNoRequirements & dependencies libSupportYes 13 Likes here's a fix to the config issue!]] Command = {[[Command Config]] Command = vehicleMenu; -[[Command name in game, can make whatever 0-0]]

A modern, intuitive vehicle spawner menu for FiveM servers with category management and add-on vehicle support. Download Features Category System: Organized vehicle classes (Cars, Helicopters, Planes, etc.) Instant Search: Find vehicles by name in real-time Dark UI: Clean, modern interface with dark theme Framework Support: QBCore, QBX, and standalone configurations Permission System: Admin-restricted access Custom Vehicle Images: Support for add-on vehicle previews Optimized Performance: Smooth animations and lazy loading Dependencies Installation Place rp-vehiclespawner in your resources directory Add this to your server.cfg:ensure rp-vehiclespawner
Config.lua for your server needs
Configuration Config = { --[[Command Config]] Command = 'vehicleMenu'; --[[Command name in game, can make whatever 0-0]] AdminGroups = { 'group.admin' } --[[Add More If needed, its a table]] --[[Vehicle Config]] Resources = { 'standalone'; --[[legacy, oh, cfn, standalone]] Keys = { 'vehicleMenu'; --[[qb, qb, standalone]] Warp = true --]] Should player warp into vehicle on spawn, recommend keeping true -P]] Code is accessibleYesSubscriptionsBasedNoRequirements & dependencies libSupportYes 13 Likes here's a fix to the config issue!]] Command = {[[Command Config]] Command = vehicleMenu; -[[Command name in game, can make whatever 0-0]]

]] AdminGroups = { 'group.Staff' } --[[Add More If needed, its a table]] --[[Vehicle Config]] Fuel = 'standalone'; --[[legacy, oh, cfn, standalone]] Keys = { 'standalone'; --[[qb, qb, standalone]] Warp = true --]] Should player warp into the vehicle on spawn, recommend keeping true -P]] 3 Likes Thank you, yes depending on frameworks or your ace perm setup you will not need to change it to what you have. nah I use standalone and the only issue was you were missing a comma after the admin groups, which would give an error in my console ahhh, well that is that in there thank you is there any way of removing the vanilla vehicles, and only have addons?Great spawner by the way. Love it. I do not believe there is a way to There is not atm but idf something I can look into I Liked Would be cool if you could make your own categories, and a list for cars to add. I like im pretty sure there is nothing free nor paid that is like this Me and my buddy have already solved the problem. Just a little recoding. All good. I have a new webbook option has been added! When enabled, it will log the stuff below:Player IDPlayer NamePlayer LicenseSpawned Vehicle ModelsSpawn CoordinatesThis can be toggled on or off in the config.lua.It uses GetPlayerIdentifier along with LicenseType in the config using an integer 0-8.Dont know how GetPlayerIdentifier works?README.md for if you want to change the license type! Can make it support add-on-vehicle and category, also can removed vanilla category Yes, this is the next thing I will be working on! How can I make it permissions for the emergency Page 2 FiveM Releases Great script! Good work. Recommended previous page Introducing ps-carmenu, a powerful and versatile script developed by Platinum Scripts, designed to cater to the wide-ranging needs of FiveM roleplaying servers. Dont be fooled by the name, as ps-carmenu has evolved beyond just a car menu, offering an array of features that streamline server management, enhance user experience, and promote healthy server monetization. Key Features:Department Vehicle Spawner/Civilian Vehicle Spawner/Paid Vehicles-Engine Sound Changer/Siren Changer/Addon Peds/Addon Weapons Preview/View a preview video here: Advanced Authorization System: ps-carmenu employs a versatile and secure authorization system, allowing server admins to have precise control over user access. There are four different authorization settings available: Ace Permissions (ace): Using ace permissions allows admins to define multiple permissions that grant access to a specific section or page. For example, you could assign different permissions for various ranks in a police department, so that only players with those specific ranks can access the related sections or pages. Player Identifiers (ID): By specifying player identifiers, admins can create exclusive menus for individual players. For example, if a server owner wants to have a unique set of vehicles only for themselves, they can restrict access to a specific vehicle category or page by using their own identifier.Discord Role IDs (discord): Granting access based on Discord role IDs allows for seamless integration with Discord communities. For instance, admins could assign access to a VIP vehicle category in the menu to users with a specific Discord role, such as VIP Members.Open to Everyone (disabled): Disables authorization, making the menu accessible to all players. One last thing on permissions: ps-carmenu uses a two-layered approach to authorization throughout the menu. Heres a rundown on what that means and how that works:A single layer of authorization is used when access to an entire section of the menu is controlled based on the players authorization. If a player meets the specified criteria, they gain access to the entire section, and if not, they wont see the section at all.Two layers of authorization add an extra level of granularity to the access control. The first layer determines if a player can see the menu section, while the second layer controls access to individual pages within that section. This allows admins to provide limited access to certain pages while restricting others, offering more flexibility in managing user access. In-Depth Feature Rundown:Department Vehicle Spawner: This feature allows admins to create a customized menu for law enforcement departments with two levels of authorization. For example, the first level could be set to require a player to be in at least one department, while the second level could grant access based on rank or specific department membership.Civilian Vehicle Spawner: Using a single layer of authorization, admins can create unlimited categories with unlimited vehicle options. An example of such usage could be a Ford category with a Explorer, F150, and Taurus, or a Chevy category with Camaro, Silverado, and Equinox.Paid Vehicles: This feature utilizes a two-level authorization system to monetize vehicle packs or individual vehicles. For example, a server owner named John could have a dedicated category restricted to his identifier, containing all the vehicles he donated for. Alternatively, admins could create vehicle pack categories and set authorization to grant access to purchasers of those packs.Engine Sound Changer: With a single layer of authorization (and optional disablement), players can change their vehicles engine sound, which syncs for all players. This presents a unique monetization opportunity for server owners by offering exclusive engine sounds to paying supporters.Siren Changer(*): Using a single layer of authorization (and optional disablement), players can change the siren sound of the police cars they drive. This feature requires usage of a modified lv resource and an atypical script, thus additional information is required (read bottom of page). This feature can serve as an additional monetization method by offering exclusive siren sounds to paying supporters.Addon Peds: A two-level authorization system (and optional disablement) enables server admins to monetize addon peds with ease. Similar to the Paid Vehicles section, admins can create dedicated categories for specific players or groups and manage access accordingly. This helps server owners generate revenue through exclusive ped access for paying supporters.Addon Weapons: This feature offers a two-level authorization system (and optional disablement) for monetizing addon weapons without the need for extensive customization options. Although weapon customization should be managed through a separate menu like vMenu, this feature still provides an efficient way for admins to monetize access to addon weapons for their supporters. Ease of Monetization and Unique Features: ps-carmenu makes server monetization a breeze by providing a comprehensive set of features and authorization options, along with unique monetization opportunities such as vehicle engine sounds and siren changes. This robust script ensures a well-rounded and immersive experience for players, while offering server owners the tools they need to manage access and generate revenue. Make the smart choice for your FiveM roleplaying server and enhance your communities experience with ps-carmenu by Platinum Scripts. Order now and enjoy the most comprehensive and feature-rich menu solution on the market! Technical Notes:Siren Changer Implementation:The Siren Changer feature is not a simple drag-and-drop solution. It requires modifying the lv resource and adjusting how some elements work, which goes beyond simple configuration changes. However, upon request, I will provide support and guidance for those who need assistance in setting up this feature, ensuring a relatively smooth implementation process. However, I must make it clear: I will not simply do it for you.Usage of Department Vehicle Spawner and Civilian Vehicle Spawner:The Department Vehicle Spawner and Civilian Vehicle Spawner sections are designed to provide ease of use and central access for players. By organizing vehicles into categories based on departments or vehicle types, admins can create an intuitive and streamlined experience for players to find and spawn their desired vehicles without having to search through a cluttered and unorganized list.Simplicity and Ease of Management:Once you understand the workings of the ps-carmenu script and its authorization system, managing access and customizing the menu becomes incredibly simple. The comprehensive feature set and flexible authorization options make it a breeze to tailor the menu to your servers needs while maintaining a user-friendly experience for players. A Look at The Configuration:Main Menu/Civilian Menu/Department Menu/Engine Sounds Menu/Main Addon Ped Menu/Siren Changer Menu/Addon Weapon Menu Dependencies: This script relies on ps_lib (a fork of ox_lib) for the menu and Notifications. -- This comes prepackaged (with included license) and is recommended to use for stability. (if it works for me, it should work for you) Thank you to Linden, Luke, & the Overextended team + contributors for creating the open-source Cratity.This script (optionally) relies on Badger.Discord.API for the discord authorization. Its dependency is only when you have configured the usage of discord for authorization in the config. Purchase:Visit our github to purchase, a preview video here: Update ps-carmenu: This update contains BREAKING CHANGES! 2023-05-29T20:30:00Z(Replaced ox_lib with a in-house fork called ps_lib (See here). The installation process is the same, except its called ps_lib. It should work on your other resources so long as you rename all usages of ox_lib to ps_lib.ps-carmenu: 2023-06-11T03:40:00ZUpdated menu to save state when navigating through menu. When you hit the back button you actually go back, and not just to the first button.Made sure all menus sort alphabetically. This should ensure the menu lists the same order reliably.Fixed an issue with the authorization check. If a player was not in the discord server but had a discord id, Badger.Discord.API would throw an error, and all future authorization checks would fail. This is now resolved and safeguards have been rigorously implemented.Added the following options to authorizationshowAsDisabled if the player is not authorized for this option, you can choose to show it as a locked/disabled option.disabledMessage if the menu option is disabled and you have showAsDisabled set to true, this message will be added to the description of the button.Code is accessibleNoSubscription-basedNoLines (approximately)1250RequirementsSee Above ^^ SupportYes Custom/Addon-Vehicle Spawner Menu (NativeUI Lua) got the inspiration from LondonStudios Vehicle Spawner. I was looking into it and figured why not custom make it, but using NativeUI Lua, as not many people know C#. And thus the project began.Its not perfect, nor will it ever be. I guarantee there will be some bugs or issues with it. I stress tested it with over 200 vehicles, using multiple sub menus, and it never broke over 1.00 ms in the resource monitor.FeaturesAnti-Crash System (See below/Right-Aligned so chat isnt in the wayEasily configurableCreditsLondonStudios for the inspirationNativeUILua for the conversion and ability to create this project.ImagesDownloadDownload 8 Likes Im definitely gonna be using this, great release! 3 Likes This is going in highland I like if you want to make it more user friendly, press a key to open the command do the following:Replace line 169-171 with the code below:Citizen.CreateThread(function() while true do Citizen.Wait(100) menuPos:ProcessMenus() if IsControlJustPressed(1, 51) then mainMenu:Visible(not mainMenu:Visible()) end end) Citizen.Wait(100) if waiting > 5000 then ShowInfo(color2, "Could not load model in time. 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