Configuration

- Core Configuration
- Blips & Vehicle Types
- Bridges Configuration
- Vehicle OS Configuration
- Persistent Parking, Delivery & Valet

Core Configuration

Core Configuration

The main configuration file is `shared/config.lua`.

```
Config.Locale = 'en'
Config.Framework = 'auto'
Config.Debug = false

Config.AdminCommand = 'garageadmin'
Config.AdminAce = 'nord.garages.admin'
Config.RealParkingCommand = 'parkvehicle'

Config.InteractionKey = 38
Config.InteractionDistance = 4.0
Config.ScanDistance = 70.0
```

Framework

`Config.Framework` accepts:

- `auto`
- `esx`
- `qb`
- `qbx`
- `nord`
- `standalone`

Use `auto` unless you need to force a specific bridge.

Debug

Keep `Config.Debug = false` in production. Enable it temporarily while diagnosing integration or placement issues.

World interaction

```
Config.WorldInteraction = {
    enabled = true,
    refreshSeconds = 10,
}
```

The built-in interaction does not require a target resource. The default flow uses the map blip plus Nord TextUI when the player enters interaction range.

Spawn/return safety

- `Config.SpawnClearRadius`: default clearance around spawn positions.
- `Config.ReturnRadius`: return/store validation radius.
- `Config.ServerSpawnLockSeconds`: short server-side spawn lock to prevent duplicate concurrent spawns.

Blips & Vehicle Types

Blips & Vehicle Types

Blip presets

`Config.Blips.useTypePresets = true` applies deterministic blip presets based on garage category.

Default groups include:

- `land`
- `boat`
- `air`
- `plane`
- `helicopter`
- `mixed`
- `impound`

With `lockTypeSprite = true`, old/custom sprite values stored in SQL are ignored for the sprite itself, while per-location colour/scale may still be used.

GTA class → Nord type

`Config.VehicleTypes` maps GTA vehicle classes to Nord categories such as:

- `car`
- `motorcycle`
- `bicycle`
- `boat`
- `helicopter`
- `plane`
- `service`
- `emergency`
- `industrial`
- `military`

- `special`

Spawn groups

```
Config.SpawnGroups = {
    car = { 'car', 'motorcycle', 'bicycle', 'service', 'emergency', 'industrial', 'special' },
    boat = { 'boat' },
    air = { 'helicopter', 'plane' }
}
```

These groups are important for store/spawn compatibility and strict impound routing.

Bridges Configuration

Bridges Configuration

```
Config.Bridges = {
    notify = 'auto',
    textui = 'custom',
    keys = 'auto',
    fuel = 'auto',
    inventory = 'auto',
}
```

Notify

Supported modes include `auto`, `ox_lib`, `qb`, `esx` and `custom`.

TextUI

Default is Nord's internal NUI TextUI using `custom`. You may switch to supported external providers in the bridge configuration.

Keys

`auto` prefers `nord_vehiclekeys` when available, then compatible alternatives. Use `none` only when no key lifecycle integration is desired.

Fuel

Auto-detection supports `ox_fuel`, `lc_fuel` and `LegacyFuel`.

Inventory

Auto-detection supports Nord Inventory and multiple common FiveM inventories. Inventory code is isolated from the core so integrations can be replaced without rewriting garage logic.

Vehicle OS Configuration

Vehicle OS Configuration

The Vehicle OS layer is controlled by `Config.VehicleOS`.

```
Config.VehicleOS = {
    enabled = true,
    vinPrefix = 'NRD',
    stateEngine = true,
    duplicateGuard = true,
    plateAliases = true,
    snapshots = true,
    analytics = true,
    collections = true,
    reservations = true,
    advancedAccess = true,
    maintenance = true,
    insurance = true,
    stolenState = true,
    evSupport = true,
    providerRegistry = true,
}
```

Maintenance thresholds

Defaults:

- Service: 5000 km
- Oil: 2500 km
- Tyres: 3500 km

These values are advisory metadata thresholds for systems integrating with the maintenance API.

Dynamic transfer defaults

Dynamic transfer calculation uses a base fee/time plus distance-based additions, capped by `maxSeconds`.

Access roles

Default advanced access roles:

- `coowner`
- `family`
- `employee`
- `temporary`
- `valet`

Temporary access is limited by `Config.VehicleAccess.maxTemporaryHours`.

Persistent Parking, Delivery & Valet

Persistent Parking, Delivery & Valet

VIP Persistent Parking

Persistent parking requires both:

1. The feature enabled in `Config.PersistentParkingVIP`.
2. The garage itself allowing real parking where applicable.
3. The player passing a VIP provider, ACE, configured identifier, or admin bypass.

Default ACE:

```
add_ace group.vip nord.garages.vip allow
```

Important defaults:

- Restore on resource start: enabled
- Restore missing vehicles: enabled
- Watchdog: 45 seconds
- Per-player limit: `0` (unlimited)
- Command: `/parkvehicle`

Vehicle Delivery

Default configuration is VIP-only with a 90 second cooldown and configured fee.

Valet

Default configuration is VIP-only with its own fee and cooldown.

External VIP systems should integrate through `RegisterVIPProvider` instead of modifying core logic.