Garage Creator and Management

- Admin Access & Creator
- Garage Types & Access
- Points & Placement
- Garage Templates

Admin Access & Creator

Admin Access & Creator

Command

Default:

```
/garageadmin
```

Configured through `Config.AdminCommand`.

Permission

Default ACE node:

```
nord.garages.admin
```

Example:

```
add_ace group.admin nord.garages.admin allow
```

Nord Garages also provides runtime access exports for trusted resources:

```
exports['nord_garages']:AddAdmin(value)
exports['nord_garages']:RemoveAdmin(value)
exports['nord_garages']:IsAdmin(value)
exports['nord_garages']:GetRuntimeAdmins()
```

Compatibility aliases are also available:

```
GiveGaragesAccess
RemoveGaragesAccess
HasGaragesAccess
```

UI structure

- New garages use the guided creation wizard.
- Existing garages use the dedicated Garage Manager modal.
- Placement runs inside the admin workflow and writes points back through the server-authoritative creator API.

Garage Types & Access

Garage Types & Access

Nord Garages supports several logical garage profiles, including templates for:

- Public
- Job
- Marina
- Airport
- House
- Fleet

Each garage stores its own categories, access data, settings, blip data and published state.

Access patterns

Common access modes include public/player access and job-restricted access. Job integrations should always validate access server-side; do not rely on hiding UI elements as a security mechanism.

Capacity

`capacity = 0` means unlimited capacity. Positive values limit the number of vehicles assigned according to the garage capacity rules.

Publishing

An unpublished garage is retained in the database/admin tools but should not act as a normal public gameplay location. Publish only after points and access rules are verified.

Points & Placement

Points & Placement

Garage world configuration is stored in `nord_garage_points`.

Common point types include:

- `entrance` — opens the garage while on foot.
- `store` — validates and stores compatible vehicles.
- `spawn` — candidate location for vehicle retrieval.

Showroom/camera world points from older versions are removed by migration because v2 uses native interior presets.

Placement configuration

The placement editor supports:

- Camera orbit.
- Adjustable placement step sizes.
- Vehicle preview.
- Preview transparency.
- Vehicle-group preview models.
- Realtime telemetry with throttled validation.

Default step sizes:

```
{ 0.01, 0.05, 0.10, 0.25, 0.50, 1.00 }
```

Best practices

- Use separate spawn/store points for air and land vehicles.
- Give helicopters/planes larger `clearRadius` values.
- Do not overlap spawn points with dense traffic/ped areas.

- Confirm the heading and ground/water height in-game before publishing.

Garage Templates

Garage Templates

`Config.GarageTemplates` provides reusable defaults for integrations or creator flows.

Default templates include:

Public

Cars/motorcycles, unlimited capacity, transfers/sharing/real parking/showroom enabled.

Job

Similar to public but intended for job access policies.

Marina

Boat-only template.

Airport

Plane/helicopter template.

House

Small default capacity with showroom disabled.

Fleet

Cars/motorcycles/service/emergency categories with sharing disabled by default.

Templates are configuration defaults only. A registered garage can override its stored categories/settings.