Blips & Vehicle Types

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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.

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