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.

Revision #1
Created 2026-10-02 18:41:22 UTC by Riguita
Updated 2026-10-02 18:41:22 UTC by Riguita