Persistent Parking, Delivery & Valet

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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.

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