Quick Start

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1. Give yourself admin access

Default permission:

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

The permission node can be changed using `Config.AdminAce`.

2. Open the creator

Default command:

```
/garageadmin
```

3. Create a garage

Use **New Garage** and choose the correct vehicle categories. Configure at minimum:

- Name and identifier
- Garage type
- Vehicle categories
- Access policy
- Garage point
- Store point(s)
- Spawn point(s)
- Blip visibility
- Published state

4. Test the player flow

Enter the garage interaction area, open the garage, spawn an owned vehicle, then return it through a compatible store point.

5. Create impounds separately

Impound yards have their own management flow. Keep land, boat and air impounds separated unless the configuration deliberately supports the matching vehicle classes.

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