Persistence & Ownership

Persistence

```
Config.Persistence = {
    Enabled = true,
    Resource = 'oxmysql',
    AutoInstall = true,
    QueryTimeoutMs = 10000,
    StartupTimeoutMs = 60000,
    RetryIntervalMs = 1000,
    PersistPermanentSharedKeys = true,
    PersistTemporaryKeys = true,
}
```

Ownership tables

Default ownership mappings:

```
Config.Ownership.QB = {
    table = 'player_vehicles',
    ownerColumn = 'citizenid',
    plateColumn = 'plate',
    vehicleColumn = 'vehicle',
}

Config.Ownership.ESX = {
    table = 'owned_vehicles',
    ownerColumn = 'owner',
    plateColumn = 'plate',
    vehicleColumn = 'vehicle',
}
```

QBX uses the same default `player_vehicles` layout as QB.

For a custom garage schema, either change the configured table/columns or enable custom ownership and implement the ownership bridge.

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