# Sharing & Job Access

## Key sharing

```
Config.ShareKeys = {
    Enabled = true,
    AllowReshare = false,
    DefaultDurationSeconds = 3600,
    PersistTemporaryKeys = true,
}
```

Player commands:

```
/givekey [server id]
/revokekey [server id]
```

The player must use the current vehicle or a nearby vehicle within the configured share distance.

## Job access

Job access is empty by default to avoid unintended fleet access.

Example:

```
Config.JobAccess.police = {
    minGrade = 0,
    requireDuty = true,
    platePrefixes = { 'LSPD', 'POL' },
    models = { 'police', 'police2', 'police3' }
}
```

Job access can stay virtual so shared fleet vehicles do not generate large numbers of physical key items.

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