QUASAR

Quasar Store – Official Response to False Accusations

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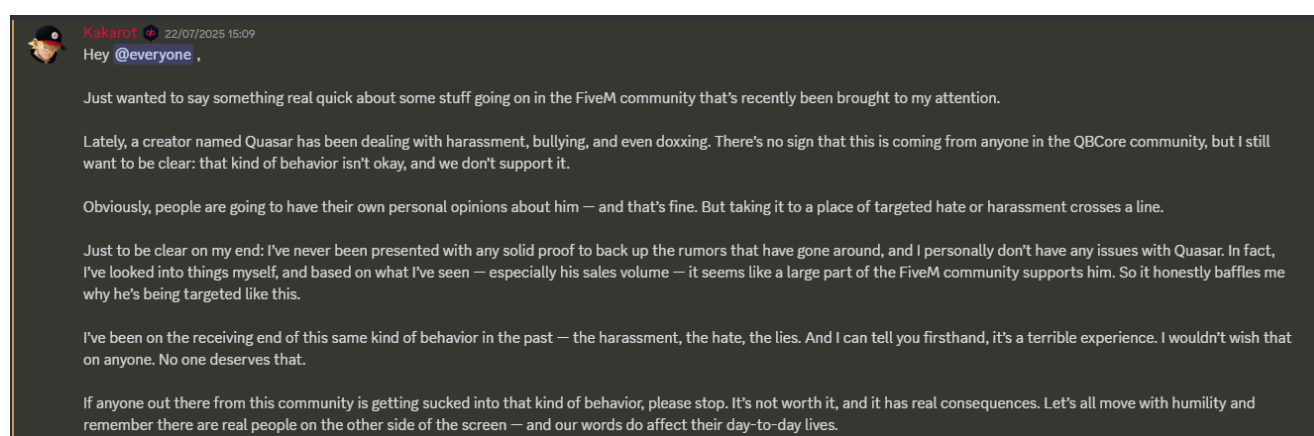03 Sep 2025 — 22 min read

Start Here – Our Story.

Official Statement – Quasar Store

Over the past weeks, Quasar Store has been the target of multiple allegations ranging from plagiarism and intellectual property violations to misconduct. These accusations, while serious in appearance, are in fact

unfounded, misleading, and harmful to both our reputation and the wider FiveM community.

Recently, **Kakarot from QBCore** (Community Manager of one of the most respected communities in FiveM) publicly confirmed three important points:

- **No solid evidence** has ever been presented against Quasar.

- QBcore does not and will not support **harassment, bullying, or doxxing**.

- After reviewing the situation, he confirmed there are **no issues with Quasar** and acknowledged the strong support we receive from the community.

This external validation is important because it shows that the accusations being circulated are not only **baseless**, but also **harmful to the wider FiveM ecosystem**.

Can I get banned for using Quasar Store assets?

The answer is simple: **you will not get banned for using our assets**.

Recently, the platform *FiveMDB* has been spreading claims that you could be sanctioned or banned for using our products. We want to make it absolutely clear that this platform **has no authority or decision-making power** over Cfx or Tebex.

In their own statement, they admit that they have been submitting reports against us for over a year and that **neither Tebex nor Cfx have taken any action**, simply because **our scripts are 100% clean, legal, and compliant with all regulations**.

Using Quasar Store assets is completely safe. Our commitment has always been to provide high-quality, legal, and regularly updated resources for the entire FiveM community.

Clarification on my participation in FiveMDB

I would like to make it clear that I was part of the **FiveMDB** project until **Saturday, August 30, 2025** when I was **expelled**.

My expulsion followed a campaign of **massive defamation** against me, which I consider unfair and hypocritical. Despite this, I remain committed to transparency and truth, and I categorically reject the false accusations that have been wrongfully associated with my name.

Accusations and Our Response

Over the past weeks, Quasar Store has been repeatedly targeted by claims of plagiarism, intellectual property violations, and misconduct. We take these accusations seriously, not because they hold merit, but because **misinformation has the potential to damage the trust we have built with our community and partners**.

Original Development

All Quasar Store resources are developed independently using modern frameworks such as **React, TypeScript, C#, and Lua**. These technology stacks are fundamentally different from the scripts we are accused of copying. Independent audits confirm that there is **no evidence of code theft**.

The so-called "proof" presented is limited to **industry-standard practices**: JSON configs, SQL structures, common UI terms, and FiveM natives. These are used by virtually all developers in the ecosystem and **cannot be claimed as proprietary work**.

Open Source and Licensing

Where inspiration has been taken from open-source projects, we have always **respected the licenses** (e.g., MIT). If any attribution was missing, we remain fully open to correcting it immediately.

Compliance with Tebex and CFX

We hold **regular monthly meetings with Tebex** to ensure compliance with their policies, and we fully align with **CFX's Terms of Service**.
When concerns were raised about specific apps (such as GPT or ReBeal), we

acted immediately and removed them. This demonstrates our commitment to **transparency and regulatory compliance**.

It is precisely because we operate fully in compliance with the rules and legal terms of Tebex and CFX that groups like **CreatorJustice.org** never managed to achieve any formal action against us, despite repeatedly filing reports. When all of their official reports failed due to lack of substance, they decided to take matters into their own hands by launching this **defamatory campaign** against Quasar.

Harassment and Defamation

What began as technical debate has escalated into **organized harassment campaigns**. These tactics are harmful to the community as a whole. As confirmed by QBcore leadership, such behavior has **no place in FiveM**.

It is particularly painful to see that many of the people now defaming us were once our **friends and partners**. We have always taken care of those who collaborated with us and supported them whenever possible. This situation feels like a **betrayal — a stab in the back by the very community we helped to grow**.

With this statement, we want to **categorically reject all false claims** and explain the truth.

Our Commitment

Quasar Store operates with **integrity, originality, and transparency**.

- We do **not sell copied resources**.
- We do **not misrepresent our products**.
- Our focus is and always will be to **innovate and support the FiveM community** with high-quality solutions.

This is the **first official Blog statement** in which we have listed our responses to each false allegation with supporting evidence. More will follow.

We hope this provides clarity, and we reaffirm that Quasar remains **strong in the face of defamation**.

If at any time you encounter a problem with any creator, or have concerns even about us, we invite you to take the proper steps by filing an official and legal report through Tebex at:

👉 https://www.tebex.io/support-tebex-safety-team-form

— **Quasar Store**

Evidence Attached

Quasar Allegations – Our Response

Response to Allegation – "LONGTERM VAG.GG USER" (FiveMDB) & Evidence #1 (Baldwin's Video and Phone)

Executive Summary

The claims presented rely on **hearsay, manipulated or unauthenticated screenshots, and misrepresented timelines**.

- The **vag.gg account "fernandoariosto" is not ours** and has never been controlled by Quasar Store or any member of our team.

- The **calculator** shown as "proof" is disproven by timeline: the Quasar video cited is from **2021**, while the QBcore calculator reference they rely on dates from **September 2022** — a chronological impossibility.

- When platform concerns were raised, we **cooperated immediately** through official channels; we **do not control vag.gg** or FiveM Database, and we do not direct third parties to alter or remove content.

A. Rebuttal to the FiveMDB "Evidence Order" (Screenshots 1–5)

Screenshot 1–2 (CFX message + cropped view; dashboard shows user "fernandoariosto")

- The screenshot itself proves the opposite of the claim: the dashboard is logged in as **"fernandoariosto," not Quasar** and since you are a public figure, anyone has access to your full name via email when they receive a purchase from Tebex.

- We **never created, owned, or operated** that account **"fernandoariosto"**. Any banner or mention on vag.gg was not purchased or managed by

Quasar.

- Upon being notified of concerns through official channels, we **requested removal**. The fact that removal occurred does not prove we owned the account; it proves we **cooperated** to ensure no brand or the name misuse on a leak forum.

Screenshot 3 (same account requests a QB-phone calculator download)

- Activity by **"fernandoariosto"** cannot be attributed to Quasar. The account is a third party not linked to our organization, and the timing of the post and the launch of the smartphone do not match chronologically.

Screenshot 4 (Quasar Smartphone 1.0 "with the exact calculator")

- The timeline disproves the allegation. The Quasar video referenced is from **2021**. The QBcore calculator they cite is from **September 2022**. It is impossible for a 2021 Quasar UI to have "copied" a 2022 feature.

- Calculator UIs are **generic** (basic keypad, display, operators). Visual similarity is **not evidence** of code or asset theft.

Screenshot 5 (latest activity of the same account acquiring "leaks")

- Again, this logs **"fernandoariosto," not Quasar**. It demonstrates activity by that **third party**, not by us. No member of Quasar Store uses leak platforms to obtain codes or advertise us.

B. Rebuttal to "ALL INFORMATION WAS PROVIDED BY FIVEM DATABASE" & Linked Video (Baldwin)

1) Chat evidence is invalid

- The video shows a **private chat** from Baldwin. There is no metadata, no platform logs, no IP verification, no proof of authorship. By any reasonable standard, this is **hearsay**.

2) False account manipulation

- The referenced vag.gg user **"fernandoariosto" is completely false and unrelated to Quasar Store**.

- Neither Quasar nor any member of our team has **ever created or used** that account.

- We are **fully confident** the account was created by an external actor with **malicious intent** to damage our brand.

3) "Staff used to remove evidence" claim

- **False.** We have **no control** over vag.gg or FiveM Database.

- Reports and edits performed by **third parties** cannot be attributed to Quasar without **independent platform proof** (server logs, timestamps, IP data, admin confirmation, chain-of-custody).

4) Documented communications

- Our **Gmail correspondence** with advisors and third parties shows we acted **transparently and through formal channels**.

- These records reference **third-party actions** on vag.gg and confirm that Quasar **escalated properly** via legal and professional processes.

C. Governance, Compliance, and Community Context

- We maintain **regular monthly compliance meetings with Tebex** and operate in alignment with **CFX/Tebex Terms of Service**. When Tebex raised concerns (e.g., app naming), we **removed items immediately** as a proactive compliance step.

- Independent community leadership has also weighed in: **Kakarot from QBcore** publicly affirmed that **no solid evidence** has been presented against Quasar and that harassment/doxxing is not condoned.

- We categorically **reject harassment and defamation**. Disputes should be handled via **verifiable evidence and official reporting**, not by campaigns built on unauthenticated screenshots and conjecture.

Conclusion

The **"LONGTERM VAG.GG USER" narrative and Baldwin's video do not prove misconduct** by Quasar. The material relies on **hearsay, unauthenticated captures, a fabricated third-party account, and a timeline contradiction** regarding the calculator UI.

Quasar Store has consistently **cooperated through proper legal and professional avenues**, and we remain available to any platform or authority that requests verifiable information. If anyone believes they have legitimate, platform-verified evidence, we encourage them to submit it formally:

Tebex Safety Team: https://www.tebex.io/support-tebex-safety-team-form

— **Quasar Store**

Evidence Attached

- False VAG account – [Video]
- Smartphone from 2021, False account, Search history – [Video]

Response to Allegation – Evidence #2 (Vames Spawn)

The accusation that Quasar Store "stole" content from Vames in relation to the spawn system is **misleading and incorrect**.

1. Use of standard qb-spawn reference

- The configuration in question was based on an **old qb-spawn resource**, which is publicly available and widely used as a **base reference** across the FiveM community.

- The spawn coordinates and file structure are **generic defaults** that appear in countless servers and are not proprietary to Vames or any other creator.

2. Spawn coordinates are not intellectual property

- Coordinates such as player spawn points are **not unique creative assets**; they are simply positional data from the GTA V map.

- Using standard spawn points is the equivalent of referencing **commonly known road locations or GTA default interiors**. These cannot be considered plagiarism or intellectual property.

3. Our implementation is original

- The internal **spawn selector** for our multicharacter system was developed **independently by Quasar**.

- While we referenced qb-spawn as a **compatibility baseline**, the logic, structure, and presentation of our multicharacter system are our **own creation**.

Conclusion

The claim of "theft from Vames" is **baseless**. What was used are classic **qb-spawn coordinates** — standard and openly available within the community. Quasar's spawn selector is an **independent, original system**, not a copy of Vames.

— **Quasar Store**

Evidence Attached

Response to Allegation – Quasar University

The allegations made against Quasar University are **misleading, inaccurate, and based on a misunderstanding of what our project is and how it operates.**

1. Nature of Quasar University

- **Quasar University is not an accredited academic institution.**
  It is a private online educational project dedicated to programming and

digital development in environments such as FiveM, Lua, HTML, JavaScript, and more.

- We do **not grant degrees, diplomas, or regulated qualifications**.
  The only documents issued are **certificates of participation or completion**, serving as proof that a student has successfully followed and completed our training modules.

2. Use of the term "University"

- The name **"Quasar University" is a brand and creative designation**, not a claim to be an officially accredited university.

- On our platforms, websites, and Discord, we are transparent: our trainers are **mentors and developers**, not licensed professors.

- The use of educational branding is **commonplace in the industry**. Platforms such as **Udemy, Coursera, and YouTube University** are not accredited universities either, but use educational terminology to describe their services.

3. About our instructors

- Our trainers are **experienced FiveM developers and digital creators** who teach from their own expertise and practice.

- They never claim to be university professors or to hold official academic chairs.

- Their role is clear: to guide students in **practical learning, scripting, and server development**, not to provide academic qualifications.

4. On certifications offered

- The certificates provided by Quasar University are **strictly documents of completion**, confirming that the student has successfully followed our curriculum and acquired the necessary knowledge to create within FiveM or server environments.

- These certificates are **reviewed and validated by our developers**, ensuring they reflect actual skills gained, not academic titles.

- This is the same practice used by **Udemy, Coursera, Skillshare**, and many other platforms, where certificates confirm course completion but are **not official degrees**.

5. Legality and Transparency

- We do **not promote or advertise academic diplomas or professional licenses**.

- Our project is framed as **private training and coaching**, which is fully legal in all jurisdictions.

- There is no fraud or misrepresentation: users are not paying for a degree or academic accreditation, but for **practical, skill-based training** in scripting, development, and server management.

6. Compliance with Tebex and CFX

- Quasar Store maintains **regular monthly meetings with Tebex** to review compliance.

- The hyperlink between Quasar Store and Quasar University does not constitute "illegal funneling." It is simply an **informative link** between two projects under the same brand.

- We have **never violated Tebex's agreement**. We do not sell prohibited products, nor do we promote fraudulent academic degrees.

- What we sell are **educational memberships**, exactly like thousands of other digital stores offering online courses or mentorship programs.

Conclusion

The allegations of "education fraud," "degree mill practices," or "illegal funneling" are **false and unfounded**.

- Quasar University is a **private online training project**, not an accredited institution.

- Our certificates are **completion documents only**, confirming practical skills gained — the same model used by platforms like **Udemy or Coursera**.

- We are fully **transparent, legal, and compliant** with Tebex and CFX's Terms of Service.

- Students are never misled: they pay for **practical development training**, not academic degrees.

Quasar Store stands by its commitment to operate with **integrity, transparency, and originality**, and will continue to focus on supporting the community with innovative and skill-based educational solutions.

— **Quasar Store**

Response to Allegation – Quasar GPT App and ReBeal App

The accusation that Quasar Store attempted to mislead the community with fraudulent applications is **false**.

1. Tebex review and immediate action

- On **August 29, 2025**, we received an official message from **Tebex Content & Safety** regarding the "Quasar GPT App" and "ReBeal App."

- Tebex requested that we update or rename these resources to avoid confusion with existing trademarks (**OpenAI's "ChatGPT" and "BeReal"**).

- In response, we **took immediate action and removed both applications** from our store the same day. August 29, 2025, days before the defamation began.

2. Original resources, not impersonations

- Both apps were **original Quasar creations**, designed exclusively for FiveM servers.

- They were never advertised as official products of OpenAI or BeReal.

- The names served as **descriptive references to their functionality**, not attempts to impersonate or commercially exploit third-party trademarks, the OpenAI public API was simply used legitimately, making the resource solely and exclusively an integration.

3. Clarification on AI usage

- The Quasar GPT App did not involve training or developing artificial intelligence models within FiveM.

- It functioned only as an **integration tool**, connecting servers with external APIs — similar to how other scripts integrate services like Discord or YouTube.

- This distinction makes the FiveM PLA clause on "training or enhancing AI models" inapplicable to our case.

4. Clarification on ReBeal

- The ReBeal App was inspired by the **social mechanic of spontaneous photo sharing**, not by copying BeReal's code, assets, or identity.

- Similar thematic references (e.g., TikTok-style scripts, Instagram-like galleries) are common in the FiveM ecosystem and understood as **thematic features, not brand impersonation**.

Conclusion

The accusations of fraud are **unfounded**. The reality is:

- Tebex contacted us directly with a **brand compliance query**.

- We immediately **removed the applications** to remain fully aligned with their Terms of Service.

- The resources in question were **original creations**, not copies, and were never marketed as official brand products.

This demonstrates Quasar Store's ongoing commitment to **transparency, regulatory compliance, and responsible cooperation with Tebex**.

— **Quasar Store**

Response to Allegation – "Rep Scripts NPC Dialog Theft"

The accusation that Quasar Store copied or stole code from Rep Scripts is **false**.

1. Independent development

- Our **qs-interact** resource was developed internally by Quasar Store as part of our ecosystem.

- We did **not copy, clone, or reuse code** from Rep Scripts or any other author.

- Any similarities in HTML structure or CSS formatting are **coincidental** and reflect **standard practices** in web-based UI design for FiveM about texts with FiveM NPCs.

2. On placeholder text and code structure

- The claim that Vietnamese placeholder text or CSS similarities prove "theft" is **misleading**.

- Placeholder text and scaffolding in HTML/CSS are **generic, non-proprietary elements** used across thousands of projects.

- Similar formatting or string placement does **not demonstrate authorship or ownership**.

3. MIT license clarification (for context only)

- Even if Rep Scripts was released under the **MIT License**, which allows modification, commercial use, and redistribution, this is **irrelevant to Quasar**.

- We did **not take or reuse** their code.

- Our work stands on its own, and invoking the MIT license in this context is a **distraction**: it does not change the fact that **qs-interact is an original creation**.

4. Our position

- Quasar Store does not and will not engage in **copying or misappropriating others' code**.

- Our track record is clear: we build our systems using **our own developers, frameworks, and standards**.

- Accusations of "NPC Dialog Theft" are based on **surface-level comparisons** of generic UI components, not actual evidence of code duplication.

Conclusion

The claim of "Rep Scripts NPC Dialog Theft" is **baseless**.

- **qs-interact** was built independently by Quasar Store.

- We never copied code or content from Rep Scripts.

- The similarities shown are limited to **standard HTML/CSS structures and placeholder text**, which are not evidence of theft.

Quasar Store continues to operate with **original development**, **transparency**, and **respect for the community**.

— **Quasar Store**

Evidence Attached

Response to Accusation – "Codesign Docs Plagiarism"

The allegation that Quasar Store plagiarized Codesign's documentation is **false and misleading**.

1. Context of the Codesign link

- The link to Codesign was **shared publicly as a positive reference** because we valued his explanation of the FiveM Escrow system and wanted to recommend it to our community.

- It was **not published as our own documentation**, nor was it an attempt to misrepresent their work.

2. Impossibility of copying documentation

- Each FiveM developer builds their own resources, which require **unique scripts, structures, and documentation**.

- By definition, Quasar Store cannot and does not replicate another project's documentation word for word, since every system demands its own tailored explanation.

- Copying documentation "as-is" would serve no purpose in our workflows, as our codebase and systems are distinct.

3. On similarities pointed out

- The alleged "similarities" are limited to **generic technical expressions** (e.g., commands, code structures, or common nomenclature).

- These elements are **standardized across the FiveM development community** and cannot be claimed as proprietary to any single creator.

- Styling choices like bold text or punctuation are **formatting conventions**, not intellectual property.

4. Transparency and originality

- Quasar Store's documentation is written **exclusively for our own original resources**.
- The only reference to Codesign was a public acknowledgment in a post on our Discord, not an act of plagiarism.

Conclusion

The claim of plagiarism does not stand.

- The screenshots cited do not reflect the reality of our work.
- Any resemblance is due to **standard technical terminology** used across the industry.
- Quasar Store's documentation remains **independent, original, and exclusively based on our creations**.

— **Quasar Store**

Evidence Attached

Response to Accusation – "Jobs Creator Code Theft"

The allegation that Quasar Store copied code or intellectual property from Jaksam's Job Creator is **false**. A full technical audit of both projects demonstrates that they are **independent developments** with entirely different technologies, architectures, and coding patterns.

1. Independent Technology Stacks

- **QS Jobs Creator:** Developed with React and a hybrid Lua + C# backend, using modern frameworks such as Material-UI, ShadCN, Tailwindcss Vite, and the QS Matrix licensing system, with a nextJS backend, as well as libraries such as ox_lib for server/client callbacks and marker rendering functions, among others.

- **Jaksam Job Creator:** Built with **traditional HTML/CSS/JavaScript frontend** and **pure Lua backend**, relying on a modular plugin system.

- These stacks are fundamentally **incompatible**. React + C# cannot be "copied" from vanilla HTML/Lua.

2. Different Architectures and File Structures

- **QS Jobs Creator:** Component-based React UI, modular C# performance modules, modern async/await patterns, automated builds, and error monitoring with Sentry.

- **Jaksam Job Creator:** Traditional NUI, plugin-based Lua modules, callback systems, and manual configuration structures.

- File structures confirm **different design philosophies** and independent development.

3. On the "Identical Fields" and "SQL" Allegation

- JSON fields, job markers, and SQL tables in FiveM are common standards. Any similarities in names are coincidental, not copies, as generic terms are used to make the code easier to read and organize.

- Using similar field names or SQL columns reflects **industry-standard practices**, not plagiarism.

- The SQL in our resource originated from an **old server installation**, explaining superficial resemblance, but the underlying codebase is entirely different.

4. User Interface and Development Approaches

- **QS Jobs Creator:** Uses React Material-UI, ShadCN, Tailwindcss Vite, responsive layouts, strict TypeScript typing, and modern component architecture.

- **Jaksam Job Creator:** Relies on vanilla JavaScript interactions, fixed layouts, and a custom CSS framework.

- Visual or structural similarities (menus, markers, config options) exist only because both serve the same **functional purpose** (job creation), not because of shared code.

Conclusion

The claim of "Jobs Creator Code Theft" is **unfounded**.

- **QS Jobs Creator** and **Jaksam's Job Creator** are **completely separate projects** built with different technologies, coding patterns, and architectures.

- The few similarities highlighted are **common industry standards** required for any FiveM job creation script to function.

- Our resource is an **original Quasar Store creation**, not a copy of Jaksam's work.

Independent audits confirm there is **no evidence of code theft**.

— **Quasar Store**

Evidence Attached

Response to Allegation – "ZSX UI Theft"

The claim that Quasar Store's QS-Interface is a copy of ZSX UI is **false**. A full technical audit confirms that the two projects are **independent developments** with completely different technologies, architectures, and coding patterns.

1. Different Technology Stacks

- **QS-Interface:** Built with **React + TypeScript**, using libraries such as Framer Motion, Jotai, TailwindCSS, and @dnd-kit.

- **ZSX UI:** Built with **vanilla JavaScript, GSAP animations, and Lua** within a traditional NUI system.

- These stacks are fundamentally **incompatible** — React/TypeScript code cannot be "copied" from traditional HTML/JS Lua-based UIs.

2. Different Architectures and Coding Patterns

- **QS-Interface:** Component-based React architecture, unidirectional state flow, modern React hooks and atoms for state management.
- **ZSX UI:** Thread-based Lua system with custom event-driven architecture, complex physics-based logic, and custom state bag handling.
- **Example:** QS-Interface uses simple boolean toggles for seatbelt logic, while ZSX UI implements advanced physics/momentum calculations.

3. File Structure and Project Organization

- **QS-Interface:** `web/src/components` , hooks, stores, modular Lua components.
- **ZSX UI:** `html/assets` , custom Lua threads and handlers.
- File structures reflect **different design philosophies and origins**.

4. On Alleged Similarities

- Overlaps such as configuration labels, placeholders, or attribute names (e.g., *displayers, configuration, menu, seatbelt*) are **generic conventions** in FiveM UI development.
- Identical placeholder values or comments do not constitute theft — they are **common UI/UX standards**, not proprietary inventions.

5. Audit Findings

- **No evidence of code theft was found.**
- QS-Interface and ZSX UI follow **different paradigms, dependencies, and code styles**.
- Similarities are explained entirely by the fact that both projects serve the same purpose (FiveM HUD/UI) and therefore share **industry-standard patterns**.

Conclusion

The accusation of **"ZSX UI Theft"** is **unfounded**.

- **QS-Interface** is an original Quasar Store creation, built with a modern **React + TypeScript stack and** Framer Motion, Jotai, TailwindCSS, and @dnd-kit.

- **ZSX UI** is an unrelated project using traditional NUI HTML/JS and Lua.

- Any similarities are limited to **generic FiveM standards**, not evidence of plagiarism.

Quasar Store remains committed to **original development, technical transparency, and respect for the FiveM community**.

— **Quasar Store**

Evidence Attached

Project Overview

QS-Interface (Quasar Store)

- **Technology Stack:** React + TypeScript + Framer Motion, Jotai, TailwindCSS, and @dnd-kit, Lua backend
- **Architecture:** Modern web-based UI with modular React components
- **Framework:** ox_lib integration, automatic framework detection

ZSX UI / ZSX_UIV2 (.zeus#2743)

- **Technology Stack:** Custom HTML/CSS/JavaScript frontend, Lua backend
- **Architecture:** Traditional NUI-based system with custom JavaScript and threading
- **Framework:** Proprietary state/event management

Key Architectural Differences

1. Frontend Technology

- **QS-Interface:** React 19.1.1 with TypeScript, Framer Motion, Jotai, TailwindCSS, @dnd-kit.
- **ZSX UI:** Vanilla JavaScript, GSAP for animations, custom CSS, custom event/state system.

2. Code Structure and Patterns

- **QS-Interface:** Modern React functional components with hooks and TypeScript typing.
- **ZSX UI:** Lua object-oriented structures with custom classes and state threading.

3. State Management

- **QS-Interface:** Jotai atoms, unidirectional React data flow, NUI callbacks for Lua-React communication.
- **ZSX UI:** FiveM state bags, custom threading, event-driven Lua architecture.

4. Seatbelt Logic

- **QS-Interface:** Simple boolean toggles and basic ejection logic.
- **ZSX UI:** Advanced physics-based system with momentum calculations and vector math.

5. File Structure

- **QS-Interface:** `web/src/components` , hooks, stores, utils; modular Lua client modules.
- **ZSX UI:** `html/assets` with JS/CSS; Lua functions, threads, handlers.

6. Animation and UI

- **QS-Interface:** Framer Motion, TailwindCSS, responsive modern design.
- **ZSX UI:** GSAP-based animations, manual CSS keyframes.

Technical Evidence Against Code Theft

1. Different Paradigms

- **QS-Interface:** Uses modern React functional programming.

- **ZSX UI:** Uses Lua OOP and custom JavaScript.

2. Incompatible Dependencies

- **QS-Interface:** Requires React, Node.js, ox_lib.
- **ZSX UI:** Relies on custom frameworks and GSAP.

3. Different Data Flows

- **QS-Interface:** Jotai atoms, unidirectional state.
- **ZSX UI:** Event-driven Lua with state bags.

4. Code Quality and Style

- **QS-Interface:** Design pattern using React, Tailwind CSS, and no libraries containing jQuery or anything similar and use ES6+ patterns.
- **ZSX UI:** Pure HTML, CSS, and JS design patterns using the jQuery library for DOM management.

Conclusion

The evidence clearly demonstrates that QS-Interface and ZSX UI are **entirely separate projects**:

1. Different stacks – React + TypeScript vs Vanilla JS/Lua.
2. Different architectures – Component-based vs Thread-based.
3. Different implementations – Modern web vs Traditional NUI.
4. Different code styles – Functional React/TS vs Lua OOP/physics-heavy.

Any similarities are limited to:

- **Common FiveM natives** (standard GTA V functions available to all developers).
- **Generic HUD/UI elements** (health, speed, seatbelt, etc.). **Industry-standard patterns** in FiveM development.

These overlaps are **expected and unavoidable** in UI projects serving the same purpose. They do not constitute plagiarism or code theft.

QS-Interface is an original Quasar Store creation, independently developed with its own codebase and architecture.

— **Quasar Store**

Response to Allegation – "Wasabi Ambulance Theft"

The allegation that Quasar Store copied or stole code from Wasabi Ambulance is **misleading** and does not reflect the facts.

1. Purpose of similar configuration fields

- Quasar Store never copied code or internal logic from Wasabi Scripts.
- The **similar items and configuration fields** were intentionally aligned with Wasabi Ambulance **only to make migration easier for customers** who requested compatibility during our events.
- This was done in good faith to **support community needs**, not to misappropriate another creator's work, since only the names of the pills were taken to prevent customers from having to change all their items in the event of a migration (this was recently revoked so that there would be no more confusion about plagiarism).

2. On matching comments in configs

- Comments and labels in configuration files are **not functional code**. They exist only as descriptive notes.

- Including familiar terms for items (such as morphine or percocet) was meant to **simplify adoption** for existing server owners, not to copy Wasabi's resource.

3. Changes made following concerns

- Once concerns were raised, Quasar Store **immediately updated and replaced these configurations** with our own unique item names.

- This shows our willingness to listen to community feedback and to **adapt quickly and transparently**.

- Unfortunately, users will no longer be able to migrate items directly, but will have to reinstall them.

Conclusion

- Similarities in the configuration fields for items only were added to facilitate migration and compatibility for customers.

- We did **not copy Wasabi's code**, and our ambulance system was independently developed by Quasar Store.

- Following the situation, we have already **implemented unique configurations**, ensuring there can be no further misunderstanding.

- The entire logic behind hospital creation is completely different, as can be seen in the following comparative image.

Quasar Store remains committed to **original development, transparency, and community collaboration**.

— **Quasar Store**

Response to Allegation – "RTX HUD"

The claim that Quasar Store stole or misused RTX's HUD is **inaccurate** and does not reflect the facts.

1. Context of the HUD release

- In 2020, Quasar Store launched a **modular HUD** that was inspired by RTX's design philosophy, but it was an **independent development**, not a copy of their code.

- Our goal was to create a flexible HUD system for our community, taking inspiration from existing industry standards, as is common practice across FiveM development.

2. Communication with RTX

- After the release, RTX reached out to us directly, expressing concerns about similarities.

- Out of respect for RTX as a partner and valued creator, we **immediately removed our video and the resource**, even though it was not a direct code copy.

- This was done to preserve **mutual respect and collaboration** within the creator community.

3. Our principles and track record

- Quasar Store has always respected its partners and competitors, acting responsibly whenever concerns were raised.

- This case demonstrates our commitment: we acted **swiftly to avoid conflict** and to ensure creators like RTX felt acknowledged and respected.

- Our record shows that when legitimate concerns are presented, we do not resist, argue, or attempt to bypass — we comply voluntarily and in good faith.

- In cases where other creators have taken references, whether code or visuals, from our scripts, we have never intervened because we believe that spreading inspiration to others is good practice for the community.

Conclusion

The RTX HUD matter was resolved years ago through **direct communication and mutual respect** (2022)

- Our modular HUD was not a code theft, but once RTX expressed concerns, we removed it immediately.

- Quasar Store has always taken care of its partners, and this case is further proof of our principled and respectful approach toward the FiveM creator ecosystem.

— **Quasar Store**

Response to Allegation – "FXAP Decryption"

The accusation that Quasar Store engaged in decrypting FXAP-protected assets is **false**.

1. Our stance on decryption

- Quasar Store has **never decrypted assets**, nor do we endorse or participate in any such activity.

- We are completely **against decryption**, as it harms creators, damages the ecosystem, and undermines the value of original work including us.

- Whenever we were told about any FXAP decryption system, it was reported to Tebex immediately.

2. On Discord activity and monitoring

- If at any time a member of our team entered Discord servers or communities related to decryption, it was solely for **monitoring purposes**.

- Our objective was to check if any Quasar assets were being circulated illegally and, if detected, report them directly to **Tebex for removal and enforcement**.

- This is part of our responsibility to protect both our intellectual property and the rights of other creators.

3. On the alleged "connections"

- The screenshots presented attempt to link Quasar Store accounts with decrypting Discord bots.

- These screenshots do not constitute proof of decryption activity. There is no platform-level verification, no server logs, and no direct evidence that Quasar Store engaged in or endorsed decrypting.

- Any connections shown are **speculative correlations**, not technical evidence of misconduct.

Conclusion

Quasar Store reiterates its position:

- We have never decrypted FXAP or any other encrypted asset.
- We are against all forms of asset theft and take proactive steps to report such practices when detected.
- The allegations are based on **speculative associations, not verifiable evidence**.

Our commitment remains clear: Quasar Store will continue to defend the community against piracy, operate transparently, and cooperate fully with Tebex to ensure compliance and protection for all creators.

— **Quasar Store**

Final Conclusion

Quasar may be defamed, but we will always stand here, ready and willing to disprove false claims. **You do not need to worry.**

- Our assets will continue to function normally.
- We will keep delivering **regular updates** — daily or weekly in many cases.
- Everything we build is done for you and with you, our beloved community.

Together, we are strong. We will not allow anyone to harm us or spread lies about the creations and work that we have poured our passion into.

If someone comes forward pretending to act as a "superhero" on behalf of Tebex or CFX, remember this: the only legitimate authority is **Tebex and CFX** themselves.

If you ever have doubts, questions, or simply want peace of mind, we encourage you to take the proper step and file a report directly with Tebex here:

👉 https://www.tebex.io/support-tebex-safety-team-form

Thank you for standing with Quasar Store. We will continue to walk this path together, stronger than ever.

— **Quasar Store**

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