FISKEY111 WHITELIST SCRIPT

HUGE THANK YOU TO KUFFSGAMING.COM FOR THEIR MASSIVE HELP TESTING THIS SCRIPT

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PRE-RELEASE VERSION: RELEASE V0.1114.2017.0

CHANGELOG:

- Initial public release

ABOUT

This script has been provided to the public for free use. Feel free to do what you wish **PROVIDED** you follow the terms and guidelines stated in the [FiveM terms of service](#) as well as the following sentence. Do not redistribute this file or any parts of this file on any site without my explicit written permission; do not decompile this script and utilize parts of it in your own scripts – if you have questions how I did something, ask me and I will certainly help – it's common courtesy.

The whitelist script included utilizes Steam64IDs that are converted to hexadecimals to determine if a player may continue connecting to your server. The whitelist.lua script included has a lot of the major documentation on the usage.

For your convenience, I have spent some hours creating a whitelist tool that you can use to easily add individuals. This tool should be pretty self-explanatory; however, I'll describe how to use it in the "WHITELIST TOOL INSTRUCTION" section below.

INCLUDED FILES

- fiskeyMods-whitelist [FOLDER]
  - _resource.lua
  - customization_whitelist.lua
  - logic.lua
- Whitelist Tool [FOLDER]
  - FiskeyWhitelistApp.exe
  - settings.xml

INSTALLATION INSTRUCTIONS

To start using this whitelist, place the entire "fiskeyMods-whitelist" FOLDER in your server-data>resources folder. E.g. the path should be something like this (names might be different):

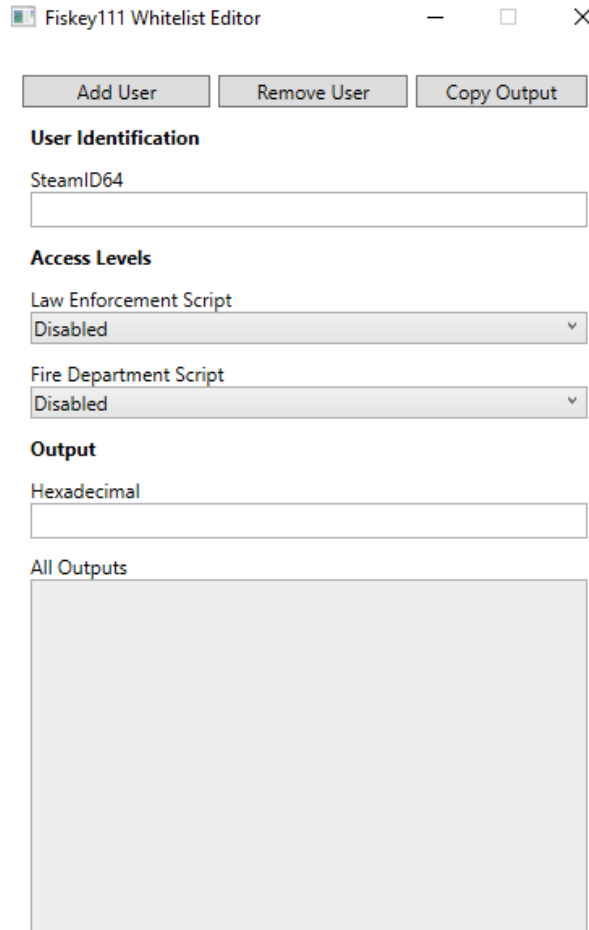*"cfx-server-data-master\resources\fiskeyMods-whitelist"*

Be sure to add the resource to your server.cfg file. The line you add should look like this:

start fiskeyMods-whitelist

Once you have "installed" that folder **and added it to your server.cfg file**, it is time to start adding individuals to the whitelist.

Screenshot of the whitelist tool (before the help button was added)

1. To start off, make sure you have the desired user's Steam64ID or the hexadecimal value of that. If you don't know what that is, look at this guide (you do not need the hexadecimal value, but if you have that it can be used here).
2. Once you have all the Steam64ID(s) you need, start the tool by running the FiskeyWhitelistApp.exe program. A popup will appear. Please read it.
3. To add a user, copy their Steam64ID and paste it into the "Steam64ID" box.
   *Note: If you're using the hexadecimal value, leave the "Steam64ID" box empty and paste the hexadecimal into the hexadecimal box near the middle.
   *Note: If you get an error popup when pasting in the Steam64ID, check to make sure you are copying the correct value. It only accepts certain values.
4. Once you've added either their ID or hex into the correct box, select their desired access levels using the provided dropdown boxes. If you aren't using that script then just leave it as the default value.
   *Note: To see a general synopsis of what the specified level has for access permissions, select in in the dropdown box, then highlight over that box. A tooltip should appear.
   For more detailed information, check that scripts customization_settings.lua

5. After you have selected the permissions, ensure the hexadecimal box is filled. If it is not filled, re-enter the SteamID64 or add the hexadecimal value if you have that.
6. Once everything is correct, click the "Add User" button. Repeat steps 3-6 for all users you wish to add.
7. After you have added all the users you wish, select "Copy Output" to copy the contents of the "All Outputs" box to your clipboard.
      *Note: This is being copied to your CLIPBOARD. That means if you copy anything else it will be overwritten!!
8. Navigate to your fiskeyMods-whitelist>customization_whitelist.lua file and edit it. Scroll to the bottom of the file and paste your users below the following line:

> *"-- ***PASTE ALL YOUR PLAYERS BELOW THIS LINE*** --"*

If you have any questions with steps 7-8, press the "Halp me plz" button for instructions.

Viola! You've added users to your whitelist! Enjoy!

IMPORTANT NOTE

You probably (note **probably**) can use an IP address instead of a steam ID – I don't see why it wouldn't work but I haven't tested it. I would recommend using a steam ID since those don't change and require a login whereas IPs can change.

FAQ

I WANT TO USE YOUR WHITELIST FOR OTHER SCRIPTS I HAVE

Sorry, but that isn't possible without editing the source code for those other scripts. I designed this to be used strictly with my modifications so things like EssentialMode or other whitelists are not required.

CAN I DISTRIBUTE THIS WHITELIST TO OTHERS?

Please do not distribute this whitelist to anyone else. If the person wishes to download it, link them to the FiveM download location.

AM I REQUIRED TO USE THIS WHITELIST WITH YOUR MODS?

Yes, due to the way I currently have my scripts set up it is a requirement to use this whitelist. I may investigate a "turn off whitelist" feature, but as of right now anyone that wants to use my LEO/FIRE/EMS scripts **must** be whitelisted

WHY IN THE NAME OF ALL THAT'S HOLY DID YOU INCLUDE THIS MUCH DOCUMENTATION?

Well, I can't stand it when creators fail to document things they release to the public, especially when the user-edited features are not documented well. The aim of this documentation is to provide all the documentation the end-user will need to use this script. If I forgot something, please feel free to post and ask, provided it deals with this modification!