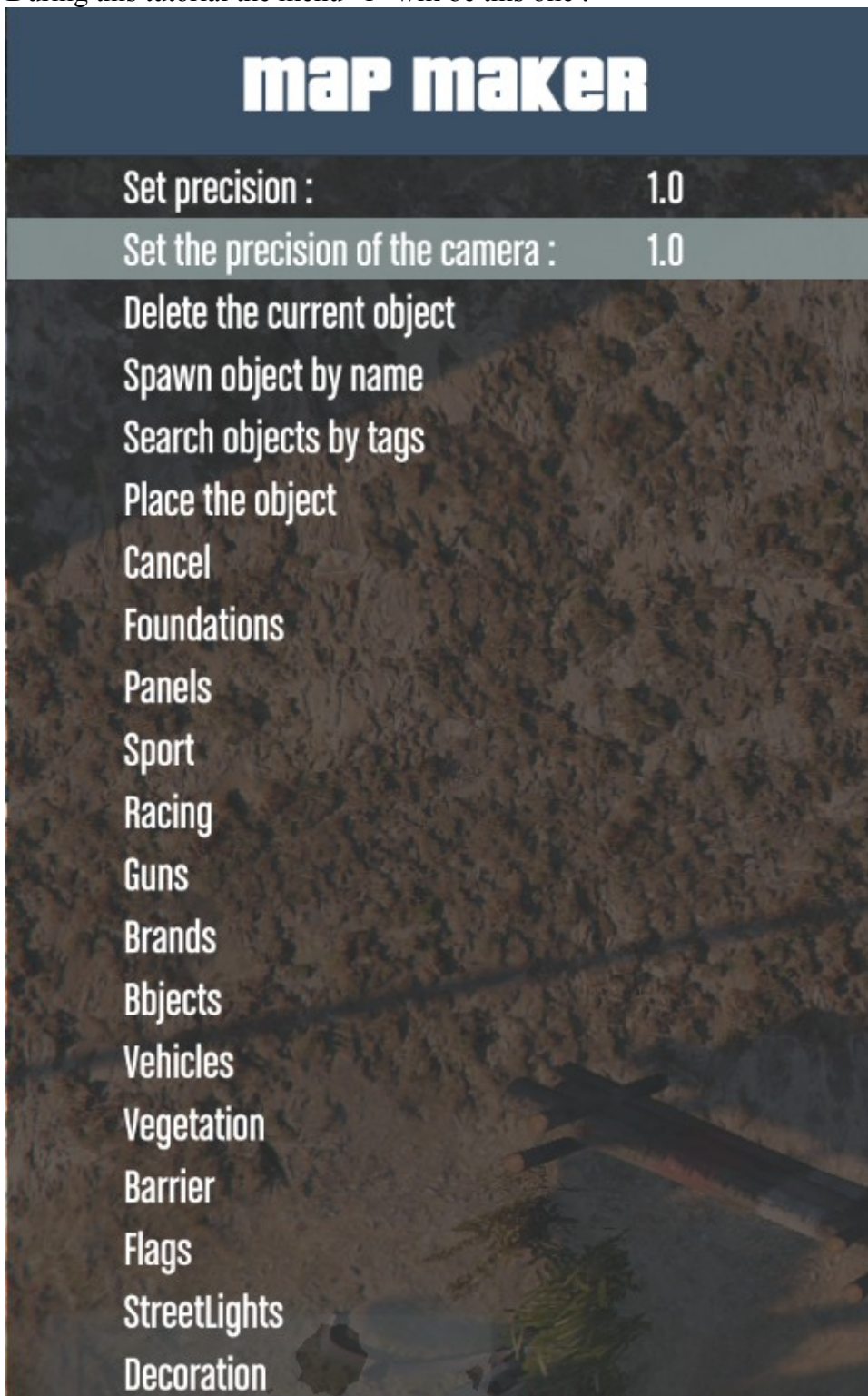# MapMaker | How to use

Introduction :

MapMaker is a script that allow you to spawn all GTA V objects (~ 49230 objects have been added in the code). All objects are saved in a XML file and will be on your server for ever (If you're using this script).

During this tutorial the menu "1" will be this one :

And the menu "2" will be this one :

(All others menus are included in the menu "1")

Configuration :

If you want to acces to the menu, you have to edit the config.lua file.

```
MenuWhiteList = { --- List of poeple who can open the menu
     "steam:000000000000000",
}
```

Here, you have the list of poeple who can open the menu. You just have to put your Steam ID (hexa) into.

Also, if you want to disable the menu, you just have to change this :
```
MenuCanBeOpen = true ---- Set it to false if you don't want that the menu can be open
```

Set it to false.

Keys :

In menu 1 :
- – Q / E : Rotate the current object
- – Arrows : Move the current object
- – Page Up / Page Down : Move up/down the camera
- – 8456 : Keys for the menu.

Freecam :
- – "-" (NUMPAD) : Set the freecam mode to on/off
- – WSAD (In freecam mode) : Move the camera

In menu 2 :
- – Q / E : Rotate the camera around the object
- – W / S : change the distance between the camera and the object
- – Page Up / Page Down : Move up/down the camera
- – 8456 : Keys for the menu.