

# FiveM Basic Manual

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This Manual will be updated in the future and be maintained.

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## 1. In Game

### 1.1. Open Console

The default key-bind for the console is F8

### 1.2. Manage resources

For non necessary resources you can stop, start or restart them without restarting the server.

#### 1.2.1. Start resource:

```
start resource-name
```

#### Stop resource:

```
stop resource-name
```

#### Restart resource:

```
restart resource-name
```

## Server

### Add resources

Before you carelessly add resources make shure to download them from a trusted provider and dont use pirated resources. To add a resource you need to upload the resource folder with the `fxmanifest.lua` to some place in the `../server-data/resources/` folder. Make shure to add the resource to the `server.cfg` or the `cfg` of your choice. If the resource is not started from one `cfg` it will not automaticly start. To add a resouce to a `cfg` you can use `start` or `ensure`.

#### Methods:

##### Start

Just tries to start the resource and then goes to the next. If the resource can not start and crashes it will just ignore that and stop the resource.

**Ensure**

When using ensure the server will wait for the resource to start and only then continue. This can cause problems for some resources. I recommend only using ensure for framework dependencies and core resources.

**Edit CFG**

If you want to edit the CFG you can edit the server.cfg from TxDAdmin or edit every cfg by opening them with a text editor on the server.

**Edit Database**

To edit the or work at the database some basic SQL knowledge is required. You can access it without knowledge but it can cause problems. Open PhpMyAdmin, Heidi SQL or any SQL management software. Use the [SQL] login data from the password.txt file.