



Thank you for purchasing **rtx_tv** we're grateful for your support. If you'd ever have a question and / or need our help, please reach out to us by sending an email or go ahead and create a ticket on our discord: <https://discord.gg/P6KdaDpgAk>

Install instructions (Standalone):

1. Put rtx_tv folder to your resources
2. Configure your config.lua to your preferences
3. Put rtx_tv to the server.cfg
4. Download generic_texture_renderer_gfx
(<https://forum.cfx.re/uploads/default/original/3X/c/7/c76b3b6ee05a3800c19f83dfc3a5e61944882433.zip>)
5. Put generic_texture_renderer_gfx folder to your resources
6. Put generic_texture_renderer_gfx to the server.cfg

Install instructions (QBCore):

1. Put rtx_tv folder to your resources
2. Open config.lua file
3. Replace Config.Framework = "standalone" with Config.Framework = "qbcore"
4. Configure your config.lua to your preferences
5. Upload sql sql_QBCORE.sql file to your mysql database.
6. Add new items to qb-core/shared/items.lua - items name: tvremote, vehicletv

Example items line for items.lua:

```
['tvremote'] = {['name'] = 'tvremote', ['label'] = 'TV Remote', ['weight'] = 1000, ['type'] = 'item', ['image'] = 'tvremote.png', ['unique'] = false, ['useable'] = true, ['shouldClose'] = true, ['combinable'] = nil, ['description'] = 'TV Remote'},  
['vehicletv'] = {['name'] = 'vehicletv', ['label'] = 'TV Remote', ['weight'] = 1000, ['type'] = 'item', ['image'] = 'vehicletv.png', ['unique'] = false, ['useable'] = true, ['shouldClose'] = true, ['combinable'] = nil, ['description'] = 'Vehicle TV'},
```

7. Open fxmanifest.lua and edit it same like on this screenshot (<https://i.imgur.com/LWaYxz7.png>) remove -- from line 11, or replace line 11 with '@oxmysql/lib/MySQL.lua',
8. Put rtx_tv to the server.cfg
9. Download generic_texture_renderer_gfx
(<https://forum.cfx.re/uploads/default/original/3X/c/7/c76b3b6ee05a3800c19f83dfc3a5e61944882433.zip>)
10. Put generic_texture_renderer_gfx folder to your resources
11. Put generic_texture_renderer_gfx to the server.cfg

Install instructions (ESX):

1. Put rtx_tv folder to your resources
2. Open config.lua file
3. Replace Config.Framework = "standalone" with Config.Framework = "esx"
4. Configure your config.lua to your preferences
5. Upload sql sql_ESX.sql file to your mysql database.
6. Open fxmanifest.lua and edit it same like on this screenshot (<https://i.imgur.com/yoULcX4.png>) remove -- from line 10, or replace line 10 with '@mysql-async/lib/MySQL.lua',
7. Put rtx_tv to the server.cfg
8. Download generic_texture_renderer_gfx
(<https://forum.cfx.re/uploads/default/original/3X/c/7/c76b3b6ee05a3800c19f83dfc3a5e61944882433.zip>)
9. Put generic_texture_renderer_gfx folder to your resources
10. Put generic_texture_renderer_gfx to the server.cfg

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2. Each product is to be used on a singular server, with the exception of a test server.
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