

RDE Prop Management System

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The Ultimate FiveM Prop Management System with Immersive Controls & Real-Time Sync

An advanced, production-ready prop management system for FiveM servers featuring mouse-based placement, 3D rotation controls, real-time synchronization, and a beautiful immersive UI.









Table of Contents

- [Features](#)
- [Requirements](#)
- [Installation](#)
- [Configuration](#)
- [Usage](#)
- [Commands](#)
- [Item Integration](#)
- [Controls](#)
- [Database](#)
- [Performance](#)
- [Troubleshooting](#)
- [Support](#)









- License
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✨ Features







🎯 Core Features

-  **Mouse-Based Placement** - Intuitive mouse targeting system
-  **3D Rotation Controls** - Full X, Y, Z axis rotation
-  **Real-Time Sync** - Instant prop updates across all clients
-  **Collision Toggle** - Enable/disable collision on the fly
-  **Admin System** - Separate permissions for admin props
-  **Persistent Storage** - MySQL database integration
-  **Target Integration** - ox_target for prop interaction
-  **Immersive UI** - Beautiful ox_lib interface

🧠 Advanced Features

-  **Smooth Mouse Placement** - Raycast-based positioning
-  **Speed Modes** - Normal, Fast (SHIFT), Precise (ALT)
-  **Live Rotation** - Smooth rotation on all axes
-  **Height Control** - Fine-tune prop elevation
-  **Statebag Sync** - Instant network synchronization
-  **Smart Validation** - Placement validation system
-  **Admin-Only Props** - Special admin prop markers
-  **Statistics** - Real-time prop statistics

🛡️ Security & Performance

-  **Permission System** - ACE & group-based permissions
-  **Cooldown System** - Anti-spam protection
-  **Duplicate Prevention** - Smart placement locks
-  **Optimized Database** - Efficient queries with indexes
-  **Performance Optimized** - LOD system & garbage collection
-  **Network Optimized** - Minimal network overhead

Requirements

Dependencies (Required)

- ox_core - Core framework
- ox_lib - UI & utilities
- oxmysql - Database
- ox_inventory - Inventory system
- ox_target - Targeting system

Server Requirements

- FiveM Server (Latest Artifact)
- MySQL 8.0+ or MariaDB 10.5+
- Lua 5.4 enabled

Installation

Step 1: Download

```
bash

# Clone or download the repository
git clone https://github.com/yourusername/rde_props.git
# or download as ZIP
```

Step 2: Place in Resources

```
bash

# Move to your server's resources folder
[your-server]/resources/[rde]/rde_props/
```

Step 3: Configure Dependencies

Ensure all required resources are in your `server.cfg`:

```
cfg
```

```
ensure ox_core
ensure ox_lib
ensure oxmysql
ensure ox_inventory
ensure ox_target
ensure rde_props
```

Step 4: Database Setup

The script will automatically create the required table on first start:

```
sql

-- Table: rde_props
-- Auto-created on resource start
```

Step 5: Start the Resource

```
bash

# In server console or server.cfg
ensure rde_props
```

Configuration

Basic Configuration (`config.lua`)

```
lua

Config.Debug = false           -- Enable debug logging
Config.DefaultLanguage = 'en'  -- Language: 'en' or 'de'
Config.MaxPropsPerPlayer = 50  -- Max props per player
Config.AdminPropLimit = 500    -- Max props for admins
Config.PickupRange = 2.5       -- Pickup interaction range
Config.RenderDistance = 300.0  -- Prop render distance
```

Admin Permissions

```
lua
```

```
Config.AdminGroups = {  
    ['admin'] = true,  
    ['superadmin'] = true,  
    ['moderator'] = true,  
    ['owner'] = true  
}
```

Control Keys

```
lua  
  
Config.Controls = {  
    forward = 172,      -- Arrow Up  
    backward = 173,     -- Arrow Down  
    left = 174,         -- Arrow Left  
    right = 175,        -- Arrow Right  
    up = 96,            -- Numpad +  
    down = 97,          -- Numpad -  
    rotateLeft = 108,   -- Numpad 4  
    rotateRight = 109,  -- Numpad 6  
    confirm = 24,       -- Left Mouse  
    cancel = 25,        -- Right Mouse  
    fastMode = 21,      -- SHIFT  
    preciseMode = 19,   -- ALT  
    toggleCollision = 47, -- G  
    deleteMode = 178   -- DELETE  
}
```

Movement & Rotation Speeds

```
lua  
  
Config.MovementSpeed = {  
    normal = 0.05,  
    fast = 0.15,  
    precise = 0.01  
}  
  
Config.RotationSpeed = {  
    normal = 2.0,  
    fast = 5.0,  
    precise = 0.5  
}
```

Mouse Placement Settings





```
lua
Config.MousePlacement = {
    enabled = true,
    maxDistance = 20.0,
    minDistance = 0.5,
    smoothing = 0.2,
    gridSnap = false,
    gridSize = 0.5
}
```

Usage


Opening the Menu








```
/props
/propmenu
```

Creating a Prop

- Open Menu** - Use `/props` command
- Create New Prop** - Click " Create New Prop"
- Fill Details:**
 - Model: `prop_box_wood02a`
 - Name: `Wooden Box`
 - Permanent: 
 - Collision: 
 - Admin Only: 
- Placement Mode** - Use controls to position
- Confirm** - Left click to place





Placement Controls

Control	Key	Action
 Place	ENTER / Left Click	Confirm placement

Control	Key	Action
 Cancel	BACKSPACE / Right Click	Cancel placement
 Rotate Z	← → / Numpad 4/6	Rotate on Z axis
 Rotate X	↑ ↓ / Arrow Keys	Rotate on X axis
 Height	Mouse Scroll / Numpad +/-	Adjust height
 Fast Mode	SHIFT (hold)	3x faster movement
 Precise Mode	ALT (hold)	Fine control
 Collision	G	Toggle collision

Interacting with Props

Using `ox_target`:

- Look at a prop
- Press interaction key (default: **Left Alt**)
- Select action:
 -  Information
 -  Toggle Collision
 -  Delete Prop
 -  Admin Status (admin only)



 **Commands**

Player Commands

```
bash

/props      # Open prop management menu
/propmenu   # Alternative menu command
```

Admin Commands

```
bash
```

```
/reloadprops  # Reload all props from database  
/propstats   # Show prop statistics
```

Console Commands

```
bash  
  
reloadprops  # Server console: reload props  
propstats    # Server console: show statistics
```



Item Integration

Adding Placeable Items to ox_inventory

Edit `ox_inventory/data/items.lua`:

```
lua
```

-- Example: Placeable Bench

```
['bench_prop'] = {  
    label = 'Bench',  
    weight = 1000,  
    stack = false,  
    close = true,  
    description = 'A placeable bench',  
    client = {  
        prop = 'prop_bench_01a',  
        event = 'rde_props:placeItemProp',  
        name = 'Wooden Bench'  
    }  
}
```

-- Example: Placeable Barrier

```
['barrier_prop'] = {  
    label = 'Traffic Barrier',  
    weight = 5000,  
    stack = false,  
    close = true,  
    description = 'A placeable traffic barrier',  
    client = {  
        prop = 'prop_barrier_work05',  
        event = 'rde_props:placeItemProp',  
        name = 'Traffic Barrier'  
    }  
}
```

-- Example: Placeable Table

```
['table_prop'] = {  
    label = 'Wooden Table',  
    weight = 2000,  
    stack = false,  
    close = true,  
    description = 'A placeable wooden table',  
    client = {  
        prop = 'prop_table_02',  
        event = 'rde_props:placeItemProp',  
        name = 'Wooden Table'  
    }  
}
```

How Item Placement Works

- Player uses item from inventory

- Item is removed when placement starts
 - Item is returned if placement is cancelled
 - Item-placed props can be picked up by anyone
 - Admin-placed props are permanent
-

Database

Table Structure

sql

```
CREATE TABLE rde__props (  
  id VARCHAR(64) PRIMARY KEY,  
  model VARCHAR(128) NOT NULL,  
  name VARCHAR(128) NOT NULL,  
  position JSON NOT NULL,  
  rotation JSON NOT NULL,  
  collision TINYINT(1) DEFAULT 1,  
  permanent TINYINT(1) DEFAULT 1,  
  created_by VARCHAR(64) NOT NULL,  
  is_admin TINYINT(1) DEFAULT 0,  
  created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,  
  INDEX idx_created_by (created_by)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_unicode_ci;
```

Data Structure

json

```
{  
  "id": "prop_a1b2c3d4",  
  "model": "prop_box_wood02a",  
  "name": "Wooden Box",  
  "position": {"x": 123.45, "y": 678.90, "z": 12.34},  
  "rotation": {"x": 0.0, "y": 0.0, "z": 90.0},  
  "collision": true,  
  "permanent": true,  
  "created_by": "char:12345",  
  "is_admin": false,  
  "created_at": "2025-01-12 15:30:00"  
}
```

Performance

Optimization Features

- **LOD System** - Level of detail for distant props
- **Render Distance** - Configurable view distance
- **Statebag Optimization** - Efficient network sync
- **Database Indexing** - Fast queries
- **Garbage Collection** - Automatic cleanup
- **Smart Updates** - Only sync changes

Performance Settings

```
lua
Config.Performance = {
    enableLOD = true,
    lodDistance = 150.0,
    maxVisibleProps = 200,
    updateTickRate = 1000,
    garbageCollectInterval = 60000
}
```

Recommended Limits

- **Small Server** (32 players): 500-1000 props
 - **Medium Server** (64 players): 1000-2000 props
 - **Large Server** (128+ players): 2000-5000 props
-

Troubleshooting

Props Not Showing

```
lua
```

```
-- Check in console
propstats

-- Reload props
reloadprops

-- Check permissions
-- Ensure player has correct ox_core groups
```

Placement Issues

- **Can't place props:** Check prop limit in config
- **Props disappear:** Check database connection
- **Collision issues:** Toggle collision with G key

Database Issues

```
sql

-- Check if table exists
SHOW TABLES LIKE 'rde_props';

-- Check table structure
DESCRIBE rde_props;

-- Check for props
SELECT COUNT(*) FROM rde_props;
```

Permission Issues

- Ensure ACE permissions are set correctly
- Check ox_core group assignments
- Verify Config.AdminGroups settings

Common Errors

Error: "Model load failed"

Solution: Verify the model name is correct
Check: <https://forge.plebmasters.de/objects>

Error: "Database error"

Solution: Check oxmysql is running
Verify database credentials in server.cfg

Error: "No permission"






Solution: Check admin groups in config.lua
Verify player has correct ox_core permissions

Support

Getting Help

- **Discord:** [Join our Discord](#)
- **Website:** <https://rd-elite.com>
- **Email:** contact@rd-elite.com
- **Issues:** [GitHub Issues](#)

Before Asking for Help

1.  Check this README thoroughly
2.  Check server console for errors
3.  Verify all dependencies are installed
4.  Check database connection
5.  Test with Config.Debug = true

Reporting Bugs

Include the following:

- FiveM server version
- Script version
- Error messages (console & F8)
- Steps to reproduce
- Config.lua settings (relevant parts)

Customization

Changing Colors

```
lua

Config.Colors = {
    valid = { r = 0, g = 255, b = 0 },    -- Green
    invalid = { r = 255, g = 0, b = 0 },  -- Red
    warning = { r = 255, g = 165, b = 0 }, -- Orange
    info = { r = 59, g = 130, b = 246 },  -- Blue
    glow = { r = 139, g = 92, b = 246 },  -- Purple
    admin = { r = 255, g = 215, b = 0 }   -- Gold
}
```

Changing Language

```
lua

Config.DefaultLanguage = 'en' -- English
Config.DefaultLanguage = 'de' -- German
```

Adding Custom Locales

See `config.lua` - Copy and modify existing locale structure

Changelog

Version 2.0.0

- ✨ Complete rewrite with immersive UI
- 🖱 Mouse-based placement system
- 🔄 3D rotation on all axes
- ⚡ Speed modes (Fast/Precise)
- 🎯 ox_target integration
- 💾 Improved database sync
- 🛡 Enhanced security
- 📊 Real-time statistics

Version 1.0.0

- 🚀 Initial release
 - 📁 Basic prop placement
 - 🗄 Database integration
 - 👤 Admin system
-

📄 License

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🙏 Credits

Developed By

- **RDE Scripts** - <https://rd-elite.com>
- **Author:** SerpentsByte
- **Clan:** :: Red Dragon Elite ::

Built With

- [ox_core](#) by Overextended
- [ox_lib](#) by Overextended

- [oxmysql](#) by Overextended


Special Thanks




- Overextended Development Team
- FiveM Community
- All contributors and testers



🌟 Features Showcase



Visual Examples



Immersive Placement UI



 Placement Mode Active

 Valid |  Height: 2.50m |  Rotation: 45°


 ENTER → Place |  BACKSPACE → Cancel

 ← → → Rotate Z |  ↑ ↓ → Rotate X


 Scroll → Height |  SHIFT → Fast Mode

 ALT → Precise |  G → Collision


Admin Menu

 Prop Management

 + Create New Prop

 Reload Props

 Statistics

 Settings

Target Interaction

 Wooden Box

  Information

  Toggle Collision

  Delete

  Admin Status (admin only)

Quick Start Guide

For Server Owners:

1. Download and install dependencies
2. Add `ensure_rde_props` to server.cfg
3. Configure admin groups in config.lua
4. Start server - database auto-creates
5. Use `/props` in-game

For Players:

1. Ask admin for permissions
2. Use `/props` to open menu
3. Create new prop
4. Use mouse to position
5. Left click to place

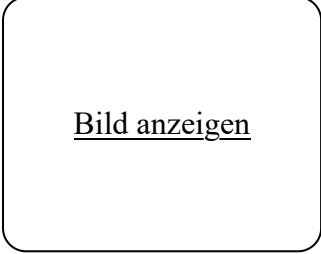
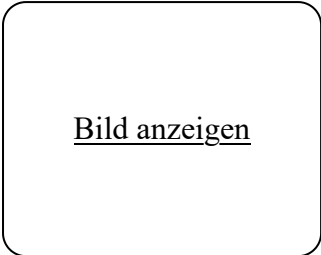
For Developers:

1. Read config.lua for all options
 2. Check server.lua for events
 3. Review client.lua for UI logic
 4. Modify locales as needed
 5. Test with Config.Debug = true
-

Contact

- **Website:** <https://rd-elite.com>
 - **Email:** contact@rd-elite.com
 - **Discord:** [Join Server](#)
 - **GitHub:** [Repository](#)
-

If you find this resource useful, please consider giving it a ⭐ on GitHub!



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