

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.

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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

1. **Open Menu** - Use `/props` command
2. **Create New Prop** - Click "⊕ Create New Prop"
3. **Fill Details:**
 - Model: `prop_box_wood02a`
 - Name: `Wooden Box`
 - Permanent:
 - Collision:
 - Admin Only:
4. **Placement Mode** - Use controls to position
5. **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:

1. Look at a prop
2. Press interaction key (default: **Left Alt**)
3. 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.blebmaster.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
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Contact

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