

# LiveMap Interface

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04 September, 2019

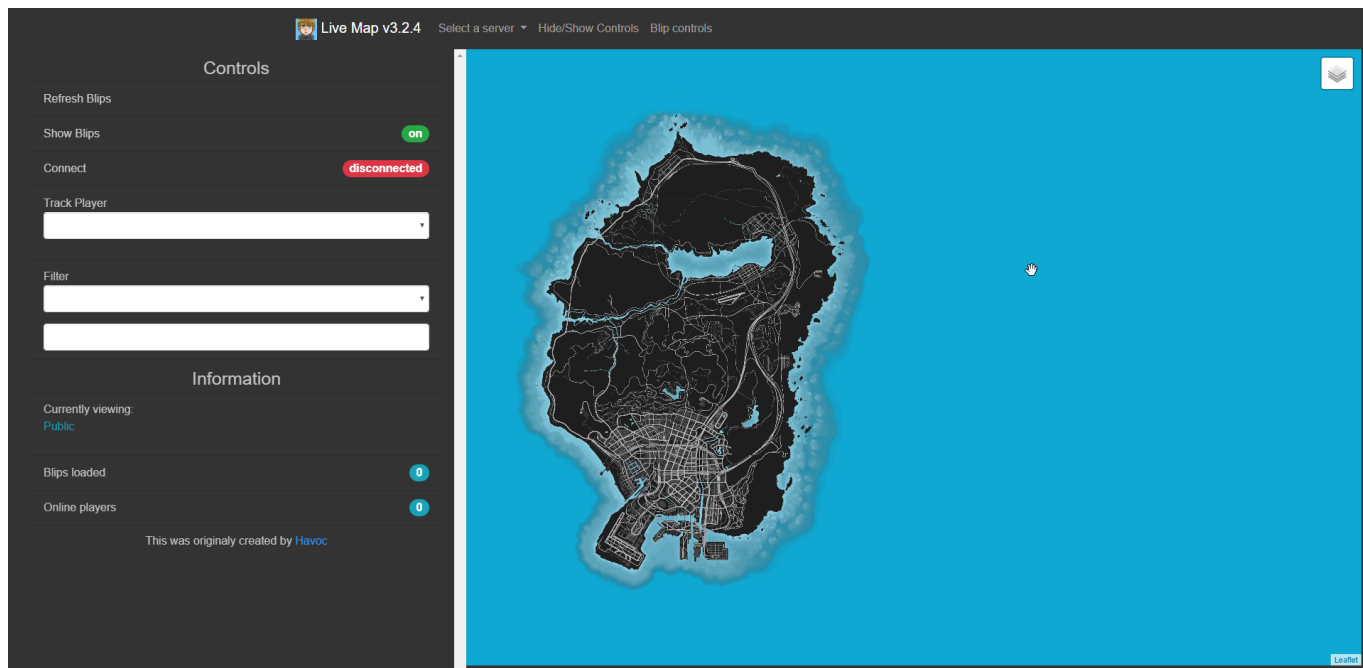
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This is the Web Interface for the FiveM addon live\_map.

It's a HTML website used to interface with the FiveM resource and it's purpose is to show various information on a game map.



Some servers running the map:

- <https://californiadojrp.com/livemap/>
- <https://map.sosarp.net/>
- <http://www.gtav.es/livemap/>

## Installation

### Prerequisites

In order to have this working, it is advised that you already have a webserver running and correctly configured. You will also need to install live\_map on your FiveM server and have it configured.

### How to install

Download the latest version.

This should be enough to get the interface up and running on your website. If you want to change stuff like the images, look in the [configuration]({{< ref "configure.md" >}}) section.

## Configuration

### config.json

The only file you will need to change to configure the map is the `config.json` file. This file can have comments in it without breaking the interface. Below is a table with the different things you can put into your `config.json` file.

Name	Type	Example	What it does
debug	boolean	false	This just enables/disables debug mode.
tileDirectory	string	"images/tiles"	This is the directory that the interface should look in to find the tiled images. Note: This is used in the <code>maps</code> array

Name	Type	Example	What it does
iconDirectory	string	"images/icons"	This is where the interface can find the icon images
showIdentifier	boolean	false	This determines whether the interface shows a player's identifier or not. Note: This may be an IP (if server has it enabled).
defaults	default object	"defaults": { "ip": "tgrhavoc.me", "fiveMPort": "30120", "socketPort": "30121", "liveMapName": "live_map" }	This is the default the interface should fall back to use if a server doesn't have the value set.
servers	server object	"A server": { "ip": "example.com" }	This is the object that contains the server data for the interface.
maps	array of map objects	"maps": [ { "name": "Normal", "url": "{tileDirectory}/normal/minimap_sea_{y}_{x}.png" } ]	An array containing the different map tiles available to use on the interface.

### defaults object

Name	Type	Example	What it does
ip	string	"example.com"	The <b>public</b> IP for your FiveM server.
socketPort	number	30121	The port your LiveMap resource is listening on.
reverseProxy	reverse proxy object	{ "blips": "https://example.com/blips.json" }	If you have a reverse proxy set up for the blips connection, then use this.

### reverse proxy object

Name	Type	Example	What it does
socket	string	"wss://echo.example.com"	The URL to the reverse proxy for the websocket connection. If you're using NGINX, the following should be useful.
blips	string	"https://example.com/server1/blips.json"	The URL to the reverse proxy for the blips file (can even just be a static JSON file on a webserver).

### server object

The server objects must have a key whose value is the server's name. For example, if you have a server called **This is my cool server** then, the server entry would look like.

```
"servers" : {
  "This is my cool server" : {
    "ip": "example.com"
  }
}
```

**If you don't set something in this object, the interface will look at the "defaults" object and use its values instead.** It's therefore best practice to only use the `reverseProxy` property in the server's object itself.

Name	Type	Example	What it does
ip	string	"example.com"	The <b>public</b> IP for your FiveM server.
socketPort	number	30121	The port your LiveMap resource is listening on.
reverseProxy	reverse proxy object	{ "blips": "https://example.com/blips.json" }	If you have a reverse proxy set up for the blips connection, then use this.

map object

Name	Type	Example	What it does
name	string	"Postal"	The name of this tileset. This is used when the user wants to change the map
url	string	"{tileDirectory}/postal/minimap_{y}_{x}.png"	Where the images are located for this map. GTA's minimap files have the Y coordinate before the X coordinate hence the {y}_{x} in the string.
minZoom	number	3	How many times can the user zoom out for this tile set. The lower the number, the more they can zoom out.

config.html

If you're more of a visual person and, don't want to write a bunch of JSON to set up your server, you can use the utility page `config.html`. To get to this, just navigate to `utils/config.html` in your browser. This will give you a basic interface which, you can use to quickly configure the interface.

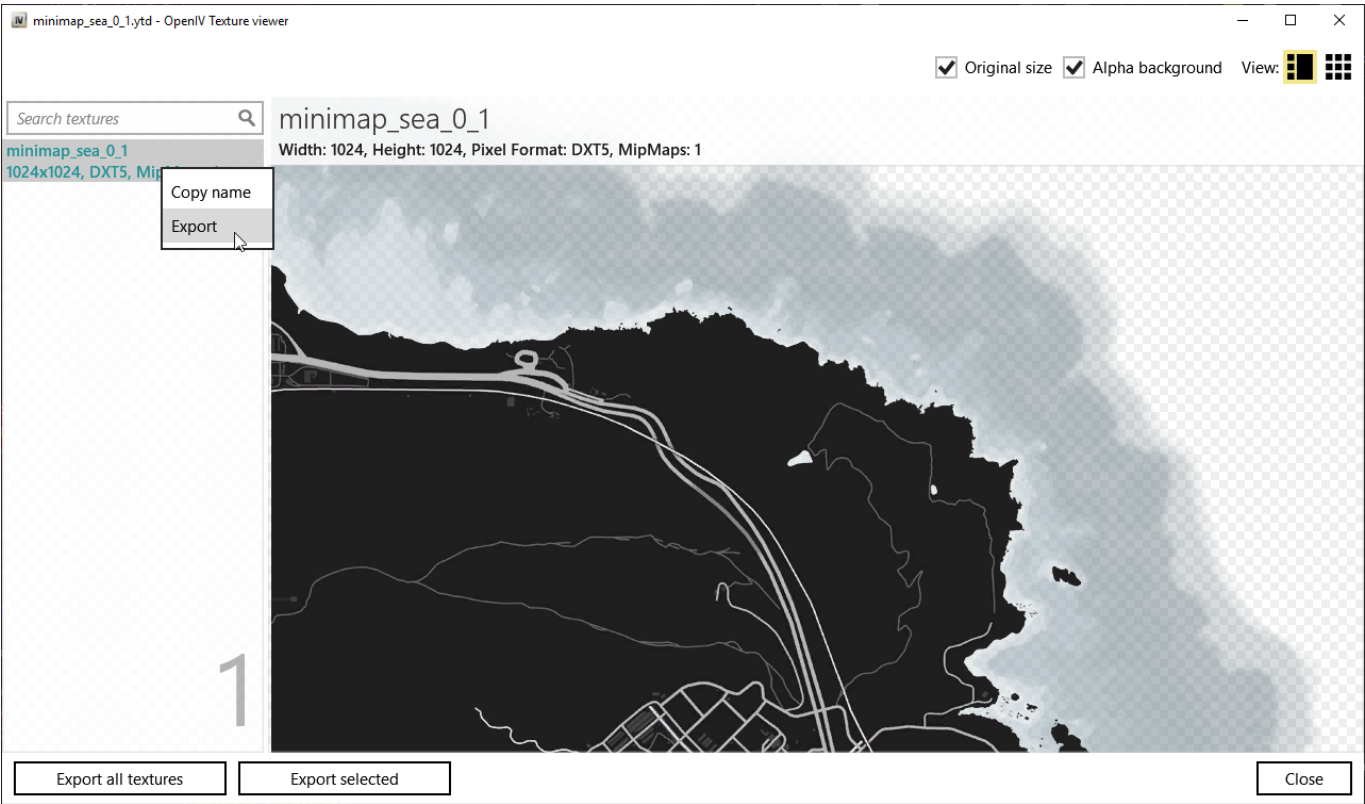
**Please note: You cannot add maps via this page. You will need to do this manually.**

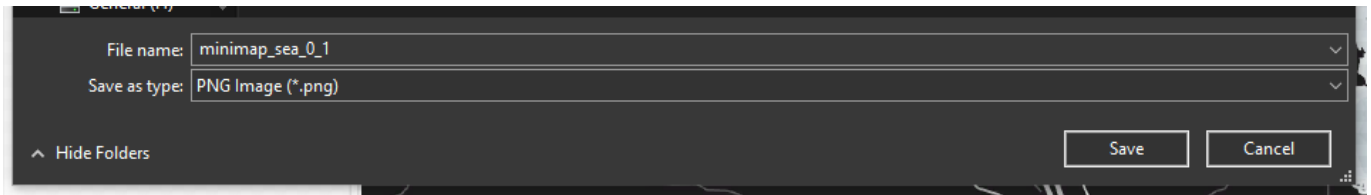
Custom Images

It's now fairly easy to use your own, custom images in the interface.

- Make a new folder in your `tileDirectory` directory (optional but, recommended)
- Put images into folder
- Add an entry to the `maps` array in the config.

Those are the only three steps you need! Now, getting the images is a different matter. If you have a custom "minimap" you use in game, you can probably use it with the interface as well. All you need to do is extract the images from the YTD files with a program like OpenIV. If doing this, using the `minimap_sea` images will result in a much higher quality.





## Extracting PNGs from YTD

If you have YTD files and, want to extract the PNGs for use in the map then this section should provide useful.

1. Download the YTDs you want to use.
  - (a) It is recommended, for the best results, to use the `minimap_sea` YTDs as they're a much higher resolution than the normal `sea` files.
2. Install PILLOW for Python 3.x (Python 2.x is not supported)
  - (a) You can install this by running `pip3 install pillow` on most systems
3. Put all the YTDs into a folder
4. Copy the python scripts from `images/tiles/` into the folder.
  - (a) Make sure you copy **both** scripts
5. Run the `extract_png` script
  - (a) You can do this by running `python3 extract_png.py` on most systems
6. You should now have PNG files in the folder
7. Add the directory to the config to use.

## Frequently asked questions

Below you can find some frequently asked questions about the interface.

---

### Why doesn't the map work on HTTPS?

FiveM doesn't (when writing this, anyways) provide security libraries on the server. This means, the websocket cannot create a secure connection to the interface.

To get this working properly, you need to search up how to set up a "reverse websocket proxy" to the FiveM server. The proxy should have the SSL certificates installed and reverse the connection to the insecure websocket on the FiveM server. If this sounds like giberish, then keep the interface on HTTP.

- For nginx users
  - For apache users
- 

### Why can't I see players?

This is the most difficult question to answer on a FAQ. The only thing I can do is give you a checklist to try and help out.

1. Do you have an exception in your firewall?
  - (a) If you have this hosted through a provider, ask them if they have a firewall and to add an exception if they can.
2. Have you port-forwarded?
  - (a) Mainly aimed at home users.
3. Have you put the **public** IP in the config?
  - (a) Or domain name, if you have that set up.

4. Is your website using HTTPS?
    - (a) See why doesn't the map work on HTTPS
- 

## Why won't the interface work with v2.3.0+ of the resource?

Make sure **all** your servers have a `socketPort` and it points to the same socket as the resource. The following is the bare minimum to get the interface to work with v2.3.0 and above.

```
"servers": {
  "Default": {
    "ip": "127.0.0.1",
    "socketPort": 30120
  }
}
```

## Changelog

### 4.0.0 (2019-06-09)

#### Bug Fixes

- version error (b71d894)

#### Changes

- remove values in config that are not needed anymore (a37b31a)
- spelling mistake `identifer` -> `identifier` (3bcad79)

#### Features

- update init to use the new resource system (56034e1)

## BREAKING CHANGES

- spelling mistake `identifer` -> `identifier`

### 3.2.5 (2019-05-17)

#### Changes

- remove images/map folder (87e8696)

#### Features

- add default marker icons (9e11285)
- add fire station and flame icons to markers (0769907)

### 3.2.4

#### Bug Fixes

- duplicate players in player list (c4cd605), closes #33 #33

### 3.2.3

#### Changes

- remove random print from control file (2910f2a)
- update changeServer to reset controls (46e42b3), closes #33
- update marker accuracy (50ee202)

#### Features

- add "groupPlayers" to config (ee2b957), closes #32 #32
- add a stiched image of the normal tileset (8fedeba)

### 3.2.0

#### Bug Fixes

- blip controls breaking when switching servers (b15938f)
- leaflet error in production (3301a68)
- nav item's class. (e19a93b)
- player clusters not being clickable (aaa159a)
- popup flickering on players (0149d21)

#### Changes

- increase marker accuracy (878ee15)
- move fonts (1920cf3)
- rename pre-push to post-commit (d1cc408)
- update bootstrap to 4.1.3 (2c5359f)
- update font paths back to relative (e65f4b0)

#### Features

- add clustering player icons (c162950)
- add defaults to config (f393b91)
- add new console.\_\_log function (493ba08)
- add player filtering (3c3780c)
- add utils/config.html (4ccebec)

### 3.0.0

#### Bug Fixes

- accuracy issues in the map markers (9449dec)
- config defaults when loading config (0b7ef8d)
- controls being disabled on zoom (f550b78)
- controls not working with leaflet (efc8913), closes #20



## Changes

- add tiles used during development (2a01e44)
- changed bundler software (6afa8d4)
- moved vendor files into a vendor folder (7d82699)
- moved version check to JS (4255667)
- remove php utility files (8a279d1)
- update files to use new config.json file (618bc39)
- update font-awesome fonts (ac76737)
- update js names for new build system (d52ed41)
- update map utils for better accuracy with new framework (792cfbb)
- update scripts to use new global variables (213a1e0)
- update static markers to new map (8d7c2d6)
- update utils to new map (096e84e)
- update webpack config to match previous PHP minifier (d6367be)

## Features

- add bundler configs (ffec536)
- add font-awesome css (75e1714)
- add git pre-push hook (77c3e39)
- add leaflet.js framework (dd0f7c0)
- add python files used to extract PNGs from YTD files (d23bec2)
- add reverse proxy config (05c8f99)
- add stripJsonOfComments to utils (cce1009)
- moved from php to html (8f95d87)
- update map code with better zooming (9a3cfd8)

## 2.2.11

### Bug Fixes

- update alerts (65a401d)

## 2.2.10

### Bug Fixes

- blip icons not working on other servers (e8f5fa6)

## 2.2.9

### Bug Fixes

- remove street overlay (9d2d740)

## Changes

- update favicon (b15ccbe)

## Features

- add alert library (44984a3)
- add blip controls (4b712dd)

## 2.2.8

### Bug Fixes

- alert holder width (bdd446e)
- map background colour (4eea576)

### Changes

- remove servers.php (6e71478)
- update dropdown CSS (4e59a15)
- update sidebar to be more mobile friendly (a4e0ed5)
- update to latest development commit (36b12c8)

## Features

- add dynamic blip controls (ea37d41)
- add dynamic blip CSS (b0d64aa)
- add overlays (cfdedc9)
- add scrollable alerts (e24c1a5)
- add temporary favicon (d39e318)
- add version to title (2be07f8)

## 2.2.7

### Bug Fixes

- socket label not using bootstrap 4 (1214e97)

### Changes

- update navbar (10df12b)
- update style of webapp (5caac87)

## Features

- add server selection (07e9abd)

## 2.2.6

### Changes

- change console.debug to console.log (5e97c24)
- update various files to use new alerts (69a9d96)

## Features

- add "alerter" (9ae0131)
- added map type for postcode map (f7b7bad)
- modify the update system (0cb72c5)

### 2.2.5

## Features

- add sorted player names (5f2611c)

### 2.2.4

## Bug Fixes

- socket not closing when reconnecting (5e3eae)

### 2.2.3

## Bug Fixes

- logic inside getPlayerInfoHtml (5d8561f)

### 2.2.2

## Features

- add debug setting (c78ca8b)
- change boolean checks to use json\_encode (8769f19)
- dont show information when config is set to false (91e6a53)

### 2.2.1

## Bug Fixes

- 'show blips' button breaks (e625b5e), closes #8

### 2.2.0

## Changes

- update \_blips array (7c1a067)

## Features

- add blip socket commands (5644a00)
- update coordinates to 2dp (e9f0ddf)

### 2.1.3

#### Bug Fixes

- false values in config error (8c9c5cf)

#### Changes

- update update\_checker to use new versioning system (411aea7)

### 2.1.2

#### Changes

- add classes (50230f3)

#### Features

- add update\_checker (5e81393)

### 2.1.1

#### Changes

- remove echos (ef7d945)
- update how you configure the webapp (e26f1d6)

#### Features

- add parameter parsing (7ca40f2)

### 2.1.0

#### Bug Fixes

- minifying issues (615b0e9)
- minifying issues (962f828)
- playercount miscalculation (59d3c43), closes #5

### 2.0.0

#### Bug Fixes

- blips not working (f43cf75)
- hiding blips also hiding players (7d665cd)
- html syntax errors (a318344)
- live\_map v2.1.1 intergration (b04bcb4)
- websocket being broken (db6bd45)

## Changes

- add favicon (2af6895)
- add minified js files (ab3fc9d)
- remove images/map (66fbfdb)
- remove player in localcache (c840e09)
- update marker names (fc526f2)
- update minified javascript files (c83bb54)
- update to use minified bootstrap (354d176)
- update UI (72756e8)
- various changes to make code more readable (f24ade7)
- various fixes and changes (864e886)

## Features

- add ajax request for blip data (6ab06c5)
- add caching for blips and player selection (47be19a)
- add dynamically generated MarkerTypes (9f270b1)
- add Google hack for maps (35021ee)
- add link to IdentityRP (167d0d3)
- add player tracking (186b254)
- add runtime minifier (c020a34)
- add some more markers (b4cc119)
- add toggle showing blips (45ebb37)
- ssl in websocket (28c5347)
- update jail2 icon (a56c13e)
- update script tags in index to show previous changes (143cac5)
- update socket to use player identifiers (fe379a4)
- update socket url to identityrp (85f4298)