# BeRealVIP

**BeRealVIP** is a custom vehicle access system built for **FiveM** QBCore servers using **oxmysql**. It allows server owners to manage vehicle permissions for players, giving them access to specific sections of vehicles based on granted permissions. This system includes a clean and intuitive user interface where players can select and spawn vehicles based on their assigned permissions.

***Designed*** by **Bleezy Mack** of **Be Real Designs**.

## Features

* **Vehicle Sections**: Organize vehicles into sections, allowing for better categorization and management.
* **Permissions System**: Grant or revoke player access to vehicle sections using simple commands.
* **Vehicle Persistence**: Once a vehicle is spawned, players can store it in garages and retain access until permissions are revoked.
* **Owner-Only Permissions**: Only server owners can manage player permissions for vehicle sections.
* **User-Friendly UI**: Intuitive NUI (Native User Interface) where players can browse available vehicles and spawn them with a single click.

## Prerequisites

Before installing and using **BeRealVIP**, ensure that you have the following dependencies installed and configured:

* [QBCore Framework](https://github.com/qbcore-framework" \t "C:\\Users\\bmcel\\AppData\\Local\\Temp\\_new)
* [oxmysql](https://github.com/overextended/oxmysql" \t "C:\\Users\\bmcel\\AppData\\Local\\Temp\\_new)
* **FiveM Server** (latest build)

Make sure you have a working **QBCore** environment before proceeding with the installation.

## Installation

### Step 1: Download the Repository

Download or clone this resource into your FiveM resources folder.

### Step 2: Add BeRealVIP to server.cfg

Open your server.cfg and add the following line:

start [berealvip]

### Step 3: Set Up Database

Import the SQL schema into your **oxmysql** database:

### Step 4: Configure UI and Permissions

After installing the resource, server owners can use the following commands in-game to manage permissions:

**Grant Permission**:

/grantPermission [PlayerID] [SectionID]

Grants the specified player access to a specific vehicle section.

**Revoke Permission**:

/revokePermission [PlayerID] [SectionID]

Revokes the player's access to the specified vehicle section.

## Usage

**Opening the Vehicle UI**: Players can open the **BeRealVIP** vehicle access UI using the following command in-game:

/openVehicleUI

**Selecting and Spawning Vehicles**: Players with permission to specific sections will see a list of vehicles they can spawn. Once a vehicle is spawned, they can store it in any garage for later use.

**Managing Permissions**: Server owners can assign or remove permissions from players, giving them access to specific vehicle sections.

## Commands

### In-Game Commands

* **Grant Permission**: /grantPermission [PlayerID] [SectionID]
* **Revoke Permission**: /revokePermission [PlayerID] [SectionID]
* **Open Vehicle UI**: /openVehicleUI

### SQL Queries

* **Add Vehicle Section**: Use SQL to insert vehicle sections and vehicles into the vehicle\_sections table.

## License

This project is licensed under **Be Real Designs**.

## **Acknowledgments**

* **Designed by**: ****Bleezy Mack**** of ****Be Real Designs**.**
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