



# dc-serverlogs

This is example how to use `dc-serverlogs`

## Discord

How to create webhooks [Discord](#)

### Create Webhooks

1. Login Discord
2. Select Setting (⚙)
3. Select Intergrations
4. Click on the Webhooks

## Config

About the `config.lua`

### License Key

This is License Key where you get when you buy our scripts

```
Config['license_key'] = 'Key'
```

### Image

This is discord image

```
Config['webhook_image'] = 'https://i.imgur.com/GxQpZz3.png'
```

#### Note

You can use [imgur.com](#)

### Color

Color is the color bar of the text boxes displayed within the Discord box

```
Config['color'] = {
    ['^0'] = 16777215, -- White #ffffff
    ['^1'] = 16722156, -- Light Red #ff4444
    ['^2'] = 16078232, -- Strong Red #990000
    ['^3'] = 16758669, -- Vivid Orange #ffb333
    ['^4'] = 39372, -- Strong Blue #0000cc
    ['^5'] = 3388901, -- Bright Blue #33b5e5
    ['^6'] = 11167436, -- Moderate Violet #aa66cc
    ['^7'] = 16078789, -- Grayish Blue #99aab5
    ['^8'] = 13369344, -- Strong Red #cc0000
    ['^9'] = 13369448, -- Strong Pink #cc0066
}
```

#### Note

You can get the color from here [convertingcolors.com](#)

### Webhook

Webhook is the name of the Event and you can click the Webhook to send message to the designated room

```
Config['webhook'] = {
    ['Login'] = 'Webhook URL - Login',
    ['Logout'] = 'Webhook URL - Logout',
    ['Chat'] = 'Webhook URL - Chat',
    ['Dead'] = 'Webhook URL - Dead'
}
```

#### Note

- **Login** Name of Webhook Event
- **Webhook URL** URL of Webhook

#### Warning

The last line must be without a `,` as this may cause the Error resource to be displayed.

## Installation

Install `dc-serverlogs` to receive events from other resources.

### Server

Add code to receive events from resources.

Code:

```
local sendToDiscord = 'This is message send to discord'
TriggerEvent('moon_discordlogs:sendToDiscord', 'EventName', sendToDiscord, source, '^1')
```

#### Note

- **EventName** The name of the Webhook Event that is set in `config.lua`
- **sendToDiscord** local Message You want to send to the Discord box
- **source** Information of the player on the server side
- **^1** Text box color bar Colors can be viewed in Config.lua

Example of adding a log

Usage Item:

Resource: [es\\_extended/server/main.lua](#) line [439](#)

Search `Code`

```
RegisterNetEvent('esx:useItem')
AddEventHandler('esx:useItem', function(itemName)
    local xPlayer = ESX.GetPlayerFromId(source)
    local count = xPlayer.getInventoryItem(itemName).count

    if count > 0 then
        ESX.UseItem(source, itemName)
    else
        xPlayer.showNotification(_U('act_imp'))
    end
end)
```

Replace `Code`

```
RegisterNetEvent('esx:useItem')
AddEventHandler('esx:useItem', function(itemName)
    local xPlayer = ESX.GetPlayerFromId(source)
    local count = xPlayer.getInventoryItem(itemName).count

    if count > 0 then
        ESX.UseItem(source, itemName)

        local sendToDiscord = 'Player' .. xPlayer.name .. ' Use ' .. count .. '', ESX.GetItemLabel(itemName) .. ' '
        TriggerEvent('azael_discordlogs:sendToDiscord', '', sendToDiscord, source, '^3')
    else
        xPlayer.showNotification(_U('act_imp'))
    end end)
```

### Example of adding a Webhook Event

Resource: [dc-serverlogs/config.lua](#) line [43](#)

```
Config['webhook'] = {
    ['Login'] = 'Webhook URL - Login',
    ['Logout'] = 'Webhook URL - Logout',
    ['Chat'] = 'Webhook URL - Chat',
    ['Dead'] = 'Webhook URL - Dead'
}
```

```
Config['webhook'] = {
    ['Login'] = 'Webhook URL - Login',
    ['Logout'] = 'Webhook URL - Logout',
    ['Chat'] = 'Webhook URL - Chat',
    ['Dead'] = 'Webhook URL - Dead',
    ['UseItem'] = 'Webhook URL - Use Item'
}
```

#### Warning

The last line must be without a `,` as this may cause the Error resource to be displayed.

### Client

Add code to receive events from resources. Client

```
local sendToDiscord = 'This message will send to discord'
TriggerServerEvent('azael_discordlogs:sendToDiscord', 'EventName', sendToDiscord, GetPlayerServerId(PlayerId()), '^1')
```

#### Note

- **EventName** The name of the Webhook Event that is set in `config.lua`
- **sendToDiscord** local Message You want to send to the Discord box.
- **GetPlayerServerId(PlayerId())** Client information
- **^1** Text box color bar Colors can be viewed in Config.lua.

### Example of adding a log Send the car to Pound:

Resource: [esx\\_policejob/client/main.lua](#) line [1655](#)

Find `Code`

```
function ImpoundVehicle(vehicle)
    ESX.Game.DeleteVehicle(vehicle)
    ESX.ShowNotification(_U('impound_successful'))
    currentTask.busy = false
end
```

Replace `Code`

```
function ImpoundVehicle(vehicle)
    local plate = GetVehicleNumberPlateText(vehicle)

    ESX.Game.DeleteVehicle(vehicle)
    ESX.ShowNotification(_U('impound_successful'))
    currentTask.busy = false

    local sendToDiscord = 'Player' .. GetPlayerName(PlayerId()) .. ' Send a registd vehide ' .. plate .. ' To Pound'
    TriggerServerEvent('moon_discordlogs:sendToDiscord', 'PoliceImpound', sendToDiscord, GetPlayerServerId(PlayerId()), '^5')
end
```

### Example of adding a Webhook Event

Resource: [dc-serverlogs/config.lua](#)

```
Config['webhook'] = {
    ['Login'] = 'Webhook URL - Login',
    ['Logout'] = 'Webhook URL - Logout',
    ['Chat'] = 'Webhook URL - Chat',
    ['Dead'] = 'Webhook URL - Dead'
}
```

```
Config['webhook'] = {
    ['Login'] = 'Webhook URL - Login',
    ['Logout'] = 'Webhook URL - Logout',
    ['Chat'] = 'Webhook URL - Chat',
    ['Dead'] = 'Webhook URL - Dead',
    ['PoliceImpound'] = 'Webhook URL - Police Impound'
}
```

#### Warning

The last line must be without a `,` as this may cause the Error resource to be displayed.