



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'] = 16079232, -- Strong Green #008000
    ['^3'] = 16758689, -- Vivid Orange #ffb333
    ['^4'] = 39372, -- Strong Blue #0000cc
    ['^5'] = 3388901, -- Bright Blue #33b5e5
    ['^6'] = 11167436, -- Moderate Violet #aa66cc
    ['^7'] = 16070789, -- 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

Webhook is the name of the Event and you can click the Webhook to send the 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('moon_discordlogs:sendToDiscord', '', sendToDiscord, source, '^3')
    else
        xPlayer.showNotification(_U('act_imp'))
    end
end)
```

Example of adding a Webhook Event

In Config: `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('moon_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

In Config: `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.