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Transport tycoon fiveM forum

1.2.8 • Public • Published 2 years ago ReadmeCode Beta 1 Dependency0 Dependents24 Versions A wrapper for the FiveM server, Transport Tycoon NPM page npm install transporttycoon Features: Handles servers being down, will attempt to find the next available server Implements many (if not all) API routes that are known Auto-completion for a lot of returned data (although many return arrays, so sometimes not as useful) Keeps track of charges, can get how many charges are left Usage: const { TransportTycoon } = require('transporttycoon'); (async () => { const TT = new TransportTycoon(API KEY', true); await TT.setupCharges(); const economy = await TT.getEconomyInfo(); console.log(economy); })(); setupCharges() should only be called if the second parameter of the constructor is true (trackCharges) EditRCON ("remote console") is a communication protocol supported by FiveM which allows you to remotely control the game server without direct access to the machine the server is running on. nfpm has full FiveM RCON support, allowing you to easily connect to the FiveM server remotely with nfpm rcon. Commands FiveM has a number of built in server commands which you can use as well as the following default NFive commands: reload [] Causes NFive to notify all, or specified, server plugins to reload their configuration from disk. Creating Commands NFive server plugins are able to register new commands via IRconManager which is available server side. Last updated on 5/16/2019– Database AccessLife Cycle → This is a lightweight gamemode with a simple goal in mind; trucking. Taking on inspiration from the Truck Simulator series, and similar modifications to previous Grand Theft Auto titles, it offers simple and easy-to-understand gameplay. The gamemode is running ("less than") the bare minimum needed for a FiveM server, and a custom framework. No extra content is streamed, only making use of the content provided by the game. Download Available for download on GitHub: GitHub A custom FiveM game mode, inspired by games such as the Truck Simulator series, and similar modifications to previous Grand Theft Auto titles. - glitchdetector/fivem-lite-transportation Existing server This gamemode is being hosted and developed, the "official" server can be found here: [LITE] LITE Transportation | Trucking only | Lightweight Server Bazaar LITE Transportation [image] LITE Transportation is a lightweight gamemode with a simple goal in mind; trucking. poema en lengua otomi traducido al español Taking on inspiration from the Truck Simulator series, it offers simple and easy-to-understand gameplay. This is a side-project of mine from the regular Transport Tycoon servers that should offer a less complex game. The server is running ("less than") the bare minimum needed for a FiveM server, and a custom framework. No extra content ... Contributions Contributions are appreciated How to install The repository includes the server_main.cfg, server.cfg and the resources/ folder. Install FXServer as you would normally Do not install the cfx-server-data resources, but create the server-data folder Add the contents of this repository within the server-data folder Configure the server_main.cfg config file to your liking Make a launch file that runs the server_main.cfg file, not server.cfg How to play Getting started you are put in a van, your only goal at this point is to locate a nearby job and complete it. Upon completing a couple jobs, you should be able to afford a better vehicle. By purchasing new vehicles, you can earn more from your jobs.



Gameplay Tips can be found by pressing F7 at any time while in-game. Features Dynamic jobs All players have access to the same pool of jobs, no players are given a different set of jobs at any point in time. Upon completing a job, it is no longer possible to start it again, and a new job is generated. 14408577789.pdf Several players can do the same job, even after it is no longer available, as long as it was started before a player completed it. Progression Progression is all about upgrading your equipment and purchase new vehicles. The bigger and better the vehicle is, the more you get paid per job. Completed deliveries are tallied, and at certain milestones you will be shown more information about each available job, making it easier for you to determine which jobs you wish to do. Quick Travel Quick Travel allows you to quickly move around the map, it is free while you are not currently on a job. Desinations will be shown on your radar while in the quick travel menu. Cruise Control An adaptive cruise-control that actively tries to match your set speed, it allows for easy re-adjustment on the fly. Damaged vehicles may fail to match the speed, and the cruise control will automatically disengage. Fuel All vehicles consume fuel over time, this can be replenished at any Fuel Station or at a Service Station. These are all marked on the map. Fuel is optional, and can be disabled by the player. No-collision Player to player collision is disabled at all times, so other players cannot interfere with your gameplay. Customization Your vehicle colors can be changed, both cab and trailer will share the color scheme. In-game Settings A settings menu is available, this lets you adjust the HUD, such as the Minimap Anchor (and everything that comes with it). It also allows game rules to be changed, such as the fuel system. Loading Screen A simple but functional loading screen is included as well. 44072587745.pdf Media Roaming During a delivery Game Settings Delivery information on the map Quick Travel menu and radar Vehicle Mod Shop / Respray menu Vehicle Shop menu Administrator Notes Administrator Features Any account set as an Administrator has access to a menu (F1), where they can kick, ban and teleport players. Bans cannot be reversed without manually unbanning the player by modifying save files. Administrators can also teleport to their waypoint by pressing (F3). Adding Administrators In-game Administrator accounts can be granted by using the op command. IDs can be obtained using the status command. Developers note This is not a perfect project, nor does it try to be. It was initially made with a gimmick in mind; "zero" resources. This means the entire gamemode is basically pressed into a very small room. An advantage is that there is very little need for cross-resource events and such, even though the "framework" and the "gamemode itself" is separate. As this does not utilize a database, it may be impossible to find specific player files. This also means that it is not possible to run the same saves on multiple physical servers. There's an in-game feature to get the players current location in the format used in the code, as an Administrator you press (F5), and it should be added to the resources/sessionmanager/admin/coords.txt file. Credits Server Development Built by @glitchdetector, with additional code and input by @Syntasu Menu System (WarMenu) Created by @WarXander, [Release] [0.9.8] [Final] WarMenu - Lua Menu Framework Releases WarMenu Fork of @MrDaGree GUI Management (Makers) | Mod Menu Style Menus (uhh... ya) How to Install Download the latest version or clone it Use it as separate resource and add client_script '@warmenu/warmenu.lua' in your _resource.lua Features Original GTA V look 'n' feel Customize each menu separately Create nested menus in one line It sounds Usage Citizen.CreateThread(function() local items = { "Item 1", "Item 2", "Item 3", "Item 4", "Item 5" } local currentItemIndex = 1 local select... Scaleform System (Instruction Buttons) Created by @sadb0ilogan Instructional Buttons Discussion Here is some code that will allow you to create nice, clean native buttons to use on things like menus! (May or may not be native like since its based on some of R* original code for the buttons :p) [image] Here is the code: function ButtonMessage(text) BeginTextCommandScaleformString("STRING") AddTextComponentScaleform(text) EndTextCommandScaleformString() end function Button(ControlButton) N_0xe83a3e3557a56640(ControlButton) end function setupScaleform(scaleform) loca... Area System (Paradise-Area) Created by @Demonen [RELEASE] Paradise Area Releases This is a development library and does nothing on it's own. demon slayer rpg 2 flame breathing level requirements In the hands of a somewhat capable developer it can become the borders of a prison, the edge of a safe zone, the delivery zone for stolen vehicles or whatever else you might want. It is a relatively simple and easy way to define an area, and then determine if something is in that area. I grew frustrated with the limitations of the built-in stuff in GTA and was prepared to sacrifice a little performance to get what I wanted. This is t... HUD Anchor (Minimap Anchor) Created by @glitchdetector [Release | Utility] Minimap Anchor Script Releases When creating a HUD element around the minimap, there is always going to be differences in size, aspect ratio and safe-zone from player to player. This script eliminates that factor and calculates the exact position and details for the minimap. acordes de piano posiciones.pdf Source and download: Minimap Anchor This is a utility script for FiveM that can calculate the position of the minimap. Clashing aspect ratios and safe-zone settings are no longer an issue! How to u... Blip Information System (Blip Information Display) Created by @glitchdetector [Release | Utility] Blip Information Display Releases FiveM Blip Info Utility [image] (Example from GTA Online) This resource aims to help implement the pop-up information window that appears when hovering over blips in GTA Online. It also serves as an example use of the newly discovered tech it's built upon. This popup is only visible while in the pause menu map, and while hovering over a blip that has information attached to it. All rendering and logic is handled by the resource. This resource is a standalone utility, meaning: It does not r... sorry for tagging you guys again so quickly lol Join our Discord server at Link your Discord account to your in-game account by typing !tycoon in a text channel!For more information about Transport Tycoon and Tycoon Gaming, check out the About page.Make sure you've properly created an account and linked it to the Transport Tycoon servers before proceeding.Create a FiveM Forums / Cfx.re Forums account at ♦Start up FiveM and go to the settings tab.Link your Forums account via the prompt,Join any Transport Tycoon serverOpen M > Player Options > View / Manage IdentifiersEnsure that the "FiveM" identifier is green, if it's not, simply select it in the menu and confirm.You can now use the shop without issues.