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Config = {}

-- start robbery
Config.RobberyLabel = 'Break into Register' -- Text at break register
Config.SafeLabel = 'Crack Safe' -- Text at safe crack
Config.BreakButtonLabel = 'Press'
Config.StoreRobberyKey = 0xCEFD9220 --[E] start robbery
Config.BreakRegisterItem = "lockpick" -- Item used to break register
Config.PoliceRequired = 1 -- number of police officers required of =>
Config.RobberyStores['storeName'].alertJob
Config.RobbingCooldown = 30 * 60 * 1000 -- 1 second = 1000 ms
Config.RobOnlyInNight = true

-- If true removes both the blueprint and lockpick when minigame starts / If false removes lockpick when
minigame starts and removes blueprint only when minigame is successfull
Config.RemoveBothRequiredItems = false

Config.nightHours = {
    from = 21, -- pm (24 hours clock)
    to = 6 -- am (24 hours clock)
}

-- awards
Config.randomMoney = { -- gives random money from - to
    currency = 0, -- 0 = money, 1 = gold, 2 = rol
    from = 600,
    to = 850
}

Config.safeMoney = {
    givemoney = true, -- want to give money from safe or not
    currency = 0, -- 0 = money, 1 = gold, 2 = rol
    from = 200, -- gives random money from - to
    to = 300
}

Config.randomItems = { -- give any one random item
    ['Items'] = {
        "goldbar", "goldring"
    },
    ['RandomizeQuantity'] = { -- give random items qnuntity from - to
        from = 1,
        to = 2
    }
}

Config.ConfirmedItems = { -- confimed items (Will give on every successful robbery)
    ["fan"] = {
        quantity = math.random(1, 2), -- random qqunatity (from, to)
    },
}

Config.safe_items = { -- confimed items (Will give on every successful safe crack)
    ["goldpan"] = {
        quantity = math.random(0, 2), -- random qqunatity (from, to)
    },
    ["apple"] = {
        quantity = math.random(2, 5), -- random qqunatity (from, to)
    },
}

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}

-- minigame config
Config.minigame = {
    stages = 5, -- no of stages in minigame
    countdown = 2 * 60 -- seconds (2*60 = 2 minutes)
}

-- Timers
Config.Policealert = 1000 -- in ms (Delay in police alert) => 1 second = 1000 ms
Config.PoliceAlertBlipRemoveIn = 1 * 60 * 1000 -- in ms (Remove police alert blip after) => 1 second = 1000 ms

-- get a robbery and blueprint
Config.MoneyForBlueprint = 25 -- money used to get robbery blueprint
Config.CoolDown = 1 * 60 * 60 * 1000 -- Cooldown after getting a blueprint => 1 second = 1000 ms
Config.PedKey = 0xCEFD9220 --[E]
Config.PedText = "Store friendly guy?" -- Text for blueprint guy.
Config.RobberyStores = {
    ['Valentine'] = {
        item = 'valentine_robbery_blueprint', -- item name in 'ms-blueprint' script
        location = vector3(-324.628, 803.9818, 116.88),
        loc_safe = vector3(-324.673, 799.6909, 117.88),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['Rhodes'] = {
        item = 'rhodes_robbery_blueprint',
        location = vector3(1330.227, -1293.41, 76.021),
        loc_safe = vector3(1323.287, -1292.84, 77.456),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['StDenis'] = {
        item = 'saint_denis_robbery_blueprint',
        location = vector3(2824.863, -1319.74, 45.755),
        loc_safe = vector3(2827.422, -1311.92, 46.755),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['Blackwater'] = {
        item = 'blackwater_robbery_blueprint',
        location = vector3(-784.738, -1321.73, 42.884),
        loc_safe = vector3(-778.256, -1321.17, 48.087),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['Strawberry'] = {
        item = 'strawberry_robbery_blueprint',
        location = vector3(-1789.66, -387.918, 159.320),
        loc_safe = vector3(-1793.236, -387.63, 160.328),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['Armadillo'] = {
        item = 'armadillo_robbery_blueprint',
        location = vector3(-3687.34, -2623.53, -13.43),
        loc_safe = vector3(-3683.87, -2622.67, -13.43),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    ['Tumbleweed'] = {
        item = 'tumbleweed_robbery_blueprint',
        location = vector3(-5485.70, -2938.08, -0.299),
        loc_safe = vector3(-5491.75, -2939.03, -0.403),
        alertJob = 'police' -- Job to alert on robbery of this store
    }
}

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    },
    ['Vanhorn'] = {
        item = 'vanhorn_robbery_blueprint',
        location = vector3(3025.420, 561.7910, 43.722),
        loc_safe = vector3(3023.131, 565.3456, 44.715),
        alertJob = 'police' -- Job to alert on robbery of this store
    },
    -- you can add more store locations
}

-- NPC PED Config
Config.Npc = {
    [joaat('a_m_m_unigunslinger_01')] = vector4(604.32, 643.37, 113.15, 295.31)
}

-- webhooks
Config.webhooks = {
    username = 'Store Robbery',
    whLogo = 'https://dunbl7ur4ymx4.cloudfront.net/webstore/logos/badc87621293f70727079411fcd552fae001b939.png', --
    replace with your server logo if you want!
    whLink = nil -- nil or discord webhook URL eg: 'https://discord.com/api/webhooks/abcd'
}

-- Translation
Config.translation = {
    -- errors
    ['security_error'] = "~e~High Security. Can't do it now!",
    ['items_error'] = "~e~You don't have required items.",
    ['minigame_failed'] = "~e~Failed...",
    ['lawman_error'] = "~e~Not Enough Lawmen Online.",
    ['blueprint_error'] = "~e~All blueprints are sold. Come Back Later!",
    ['cash_error'] = "~e~Not enough cash to buy blueprints.",
    ['already_error'] = "~e~You already have a blueprint!",

    -- success
    ['sccess_register'] = "~t6~You have successfully robbed the register.",
    ['sccess_safe'] = "~t6~You have successfully robbed the safe.",

    -- alerts
    ['police_alert'] = "~e~Alert! Store Robbery in Progress at ~o~",

    -- info
    ['got_combination'] = "You found safe combination - ~pa~",
    ['got_items'] = "You got some items and ~o~$",
    ['got_safe_items'] = "You got some items from safe.",
    ['got_safe_cash'] = "You also got ~o~$~d ~q~from safe.",
    ['paid_cash'] = "You Got a blueprint. Paid cash ~e~$",

    -- webhooks
    ['webhookTranslation'] = {
        time = '(Server Time).',
        robbery_started = {
            title = "Store Register Robbed",
            message = "***Robbed By:** <@%s> \n **Location:** %s \n **Got Money:** $%s \n **Got Items:** `%s`",
        },
        safe_started = {
            title = "Store Safe Robbed",

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        message = "***Robbed By:** <@%s> \n **Location:** %s \n **Got Money:** $%s \n **Got Items:** `%s`",
    }
}

-- ~t6~ greem
-- ~e~ red
-- ~q~ white
-- ~o~ yellow

-- server notification function
---@param source integer
---@param text string
---@param VORP any
---@param type integer
serverNotification = function(source, text, type, VORP)
    if type == 1 then
        if source then
            VORP.NotifyRightTip(source, text, 6000) -- add your own notification
        end
    else
        if source then
            VORP.NotifyObjective(source, text, 6000) -- add your own notification
        end
    end
end

-- client notification function
---@param text string
---@param VORP any
---@param type integer
clientNotification = function(text, type, VORP)
    if type == 1 then
        VORP.NotifyRightTip(text, 6000) -- add your own notification
    else
        VORP.NotifyObjective(text, 6000) -- add your own notification
    end
end

-- police notification function
---@param storeName string
---@param VORP any
policeNotification = function (storeName, VORP)
    VORP.NotifySimpleTop("~e~Alert!", "Store Robbery in Progress at " .. storeName, 5000)
end

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