

Installing Resources on Your FiveM Server

Resources are the scripts and mods that add features to your FiveM server.

Before You Start

Resources can be installed in different ways depending on how you manage your server.

- If you are using **txAdmin recipes**, many resources may already be installed for you
- If you are using **Git deployment**, resources should usually be added to your Git repository instead of uploaded manually
- If you are managing the server manually, resources are usually placed inside your server's `resources` folder

If Git deployment is enabled and the resource folder is inside your Git target path, manual file changes will be overwritten the next time the server starts.

Where to Place Resources

When running without txAdmin, resources are typically stored in:

```
/home/container/nontxserver/resources
```

If you are using txAdmin, the resource location depends on how your server was deployed.

If you are unsure where your active resource folder is, check your `server.cfg` or the resource paths configured by txAdmin.

Uploading a Resource

To install a resource manually:

1. Download the resource files

2. Upload the resource folder to your server's `resources` directory
3. Make sure the resource stays inside its own folder
4. Edit your `server.cfg` to start the resource

Example resource layout:

```
/home/container/nontxserver/resources/my_resource
├─ fxmanifest.lua
├─ client.lua
├─ server.lua
```

The resource folder itself must be uploaded, not just the files inside it.

Uploading Resources Using SFTP

The web file manager does not support uploading folders directly.

You have two options when uploading resources:

- Upload the resource as a **.zip** file and extract it using the **Unarchive** option in the file manager
- Upload the resource using **SFTP**, which allows you to transfer folders directly

SFTP is recommended when uploading larger resources or full server packs.

To connect using SFTP:

1. Open the **SFTP** tab in your server panel
2. Use the provided connection details with an SFTP client such as **FileZilla** or **WinSCP**
3. Upload your resource folder to the server's `resources` directory

Starting a Resource

After uploading the resource, add it to your `server.cfg` so the server starts it automatically.

Example:

```
ensure my_resource
```

Add one `ensure` line for each resource you want to load.

Some older resources may state `start_resource_name`, but `ensure` is recommended.

Restarting the Server

Once the resource has been uploaded and added to your configuration, restart your server.

You can also start a resource manually from the console using:

```
ensure my_resource
```

Installing Resources with Git

If your server uses Git deployment, resources should normally be added to your Git repository instead of uploaded in the file manager.

Typical workflow:

1. Add the resource to your repository
2. Commit and push the changes
3. Restart the server

On startup, the server will pull the latest version of the repository and update the files automatically.

If Git deployment is enabled, manually uploaded resources inside the Git target folder will be removed or overwritten if they are not present in the repository.

Common Issues

If a resource does not load, check the following:

- The folder name matches the name used in `ensure`
- The resource contains a valid `fxmanifest.lua` or `__resource.lua`
- All required dependencies are installed
- The files were uploaded to the correct resources folder

If the server fails to start after adding a resource, check the console for errors. A broken resource, missing dependency, or invalid configuration can stop the server from loading correctly.

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