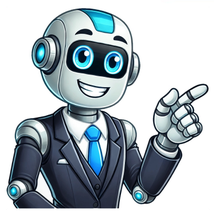
I'm not a robot



Earlier today, Rockstar Games announced that a free upgrade is coming to GTAV and GTA Online to add features previously only available in the PlayStation 5 and Xbox Series X|S versions. This upgrade will bring a range of features to the PC for the first time, including improved graphics options, faster loading times, and much more. You can read the full details over at the Rockstar Newswire. FiveM servers will soon support this upgrade – until then, server owners should maintain servers on the existing versions of GTAV. While we don’t have an exact release date to share today, we will keep you updated with more information here as development progresses. We also wanted to clarify how the GTAV upgrade will function within FiveM once released: Support for the legacy version of GTAV will continue, allowing anyone whose hardware does not currently meet the minimum requirements of the new upgrade to keep playing FiveM. Once released, server upgrades will not be mandatory. However, please note that there will not be any cross-play capability between server versions, i.e., you will not be able to run both versions on the same server. We are looking forward to bringing support for this upgraded version of Grand Theft Auto V for PC to the FiveM community as soon as possible. Stay tuned for more information! I downloaded gta enhance and it doesn’t work with five m. So I want to ask if five m can be used with gta enhance. [image] Earlier today, Rockstar Games announced that a free upgrade is coming to GTAV and GTA Online to add features previously only available in the PlayStation 5 and Xbox Series X|S versions. This upgrade will bring a range of features to the PC for the first time, including improved graphics options, faster loading times, and much more. You can read the full details over at the Rockstar Newswire. FiveM servers will soon support this upgrade – until then, server owners should maintain serve… 1 Like Okay, but R* games bought you as FiveM, so when will you upgrade the FiveM version? 3 Likes Okay, but it doesn’t work like that and it will come whenever the team has added support for it. 1 Like giocatore: Okay, but it doesn’t work like that and it will come whenever the team has added support for it. Hope us 1 Like [image] Earlier today, Rockstar Games announced that a free upgrade is coming to GTAV and GTA Online to add features previously only available in the PlayStation 5 and Xbox Series X|S versions. This upgrade will bring a range of features to the PC for the first time, including improved graphics options, faster loading times, and much more. You can read the full details over at the Rockstar Newswire. FiveM servers will soon support this upgrade – until then, server owners should maintain serve… Hi there!I would like to know if there is a list of all the current game builds that FiveM support/can use?Thank you . 4 Likes Still looking for. Noboby know? 1 Like Updated 21.09.2023 10.01.2024 02.01.2025 because it is the first google result so I decided to keep this updated. 69 Likes @maicek It was my conclusion after some research. Thank you. 2 Likes [sv_enforcegamebuild] has been added to the documentation : here I allow myself to add a more complete and reliable answer, so here is the list: 1604 Arena War(xm18, christmas2018, mpchristmas2018) Unknown The Diamond Casino & Resort(unknown) Unknown Diamond Casino Heist(unknown) 2060 Los Santos Summer Special(sum, mpsum) 2189 Cayo Perico Heist(h4, heist4, mpheist4) 2372 Los Santos Tuners(tuner, mptuner) 8 Likes A little late but still usefull, thank you . 3 Likes just because this is first google result imma post this here 5 Likes Go to this Cfx.re Docs A list of commands to run in the server console. and search for (with CTRL+F) sv_enforceGameBuild Scroll down a few more lines and you will see the table above but its more updated 1 Like To start your FiveM server with a specific GTA build, put this in your server.cfg: sv_enforcegamebuild 3095 Build DLC Code Title Status 1604 mpchristmas2018 Arena War Release 2060 mpsum Los Santos Summer Special Release 2189 mpheist4 Cayo Perico Heist Release 2372 mptuner Los Santos Tuners Release 2545 mpsecurity The Contract Release 2612 mpg9ec ExPanDeD aNd EnHanCeD Release 2699 mpsum2 The Criminal Enterprise Release 2802 mpchristmas3 Los Santos Drug War Release 2944 mp2023_01 San Andreas Mercenaries Release 3095 mp2023_02 The Chop Shop Release 3258 mp2024_01 Bottom Dollar Bounties Release 3407 mp2024_02 Agents of Sabotage Release 3570 mp2025_01 Money Fronts Beta(unstable) Update by @Celestiamech 11 Likes 3179 have been released today by Rockstar, but is not yet supported by FiveM. 1 Like No, the latest supported version is 3095 3258 have been released today by Rockstar, but is not yet supported by FiveM. 1 Like Was there information somewhere about whether there would be support 3179 or 3258? how do you know the game build numbers already? 1 Like Easily found in GTAV.exe properties 3 Likes Option 1.) Rockstar Games Launcher → Settings → My Installed Games → Grand Theft Auto V → Version Option 2.) Start Grand Theft Auto (bottom right) 1 Like 3 Likes When would the Agents of Sabotage be available for fivem? maybe build 3411 ? because you can load into GTA5 and then you see down right corner the Number 1 Like pk la dernier mise a jour la 3407 ne marche pas sur fivem ? Page 2 3407 seems to not work yet run fivem on canary but probably buggy still but its there for trial run 3407 crashes 3258 works np What crash are you experiencing? I get the one when shooting at certain peds or using certain guns. Eitherway 3407 for now is still broken asf 2 Likes The home of the CitizenFX modification frameworks for GTA V and Red Dead Redemption 2. Topic Replies Views Activity Azure Framework | vMenu Framework | Money | Jobs | Addons 0 357 June 24, 2025 STANDALONE | Free Custom Duty Menu 0 271 June 24, 2025 Station 24 - Richman 4 452 June 24, 2025 WongRules - Simple STANDALONE Rules UI 0 126 June 24, 2025 Malina X - Panic Button Script [FREE] [ESX/QB-CORE] 0 141 June 24, 2025 [CLOTH] [FREE] Crocodile Corset 0 434 June 23, 2025 Underground Surgery [MLO] [FREE] 7 979 June 24, 2025 BDUK - Standalone UI Builder 2 881 June 24, 2025 [FREE]Handheld Drone Script [ESX] 0 337 June 23, 2025 AC130 BOMMER SCRIPT | QBCORE AND ESX 1 610 June 24, 2025 Police Outlaw 2 382 June 23, 2025 [Free] Viceroy EMS Mega Pack 0 463 June 23, 2025 vNotif – FiveM Notification UI [FREE] 1 408 June 24, 2025 [RELEASE] JS_DiscordPermissions - Manage your Server via Discord! 6 626 June 23, 2025 Animated Weapon Inspection 5 1673 June 23, 2025 [FREE] Fivem Warning System | [ESX/QBCore/Qbox] STG Scripts 0 940 June 21, 2025 EC-Blips 0 838 June 21, 2025 [FREE][STANDALONE] Night Vision 2 733 June 22, 2025 Paycheck System! [QBCore/ESX/QBox/OX] 2 843 June 21, 2025 [Free] Kick player on cool way 16 3015 June 24, 2025 Sun cafe [Standalone] [Free] 1 1533 June 20, 2025 [Free] Event Callback script using State Bags 0 601 June 20, 2025 [Free] [ESX/QBCore/Qbox] Black Market 2 791 June 22, 2025 [FREE] cyvixHUD Script Open Souce 6 885 June 24, 2025 [FREE] Warehouse | FiveM Script | [ESX- QB] 3 1242 June 22, 2025 [RELEASE] [FREE] Animated Loading Screen - Customizable & Clean 4 856 June 24, 2025 [Release] Advanced AI Medic [QBCore] 2 762 June 24, 2025 [Release][Esx/Qb] FearX-NpcMedic 3 669 June 21, 2025 [ESX/QB] Pitrs-connectque 2 348 June 21, 2025 FREE ‖QBX ‖ FzRental ‖ FiveM Script ‖ Rental Service ‖ 2 542 June 20, 2025 next page → This tutorial is a brief overview of how to setup a basic RedM server. I will go over simple instructions to get you going. Overall, the setup process is very similar to Setting up a FiveM Server Note: Once the RedM documentation exists, this post will be void, albeit still with valuable information This post will be a wiki entry so anyone can add steps I may have forgotten. Don’t completely mess up the post though. Doing such “troll” actions are not permitted! Requirements You must know basic command prompt / terminal usage and Git. If you are unfamiliar with these, please follow some guides online. You must know how to create a folder, change folders, clone a Git repository and start a file. Installation The file paths we are going to use may be different, but make sure your file path does not contain spaces BAD - C:\Users\John Smith\Desktop\MyRedMServer GOOD - C:\Projects\MyRedMServer Since the majority of beginner users will be setting up a server on their home PC, I will have more detailed instructions for Windows. Windows Create a new base folder (e.g. C:\MyRedMServer) Inside that folder, create two new folders a. C:\MyRedMServer\server-files, for server binaries b. C:\MyRedMServer\server-data, for your server resources/scripts Navigate to the /artifacts/fivem/build_server_windows/master/ / FiveM Artifacts and download the Latest Recommended artifact. Open the downloaded server.zip file and extract the contents to your server binaries folder created in step 2a (e.g. C:\MyRedMServer\server-files) Assuming you have Git installed, open up a command prompt window a. Press Windows key + R b. In the dialog that opened, type cmd and press Enter Navigate to your server-data folder a. cd C:\MyRedMServer\server-data Clone the cfx-server-data repository a. git clone . b. BEWARE Don’t forget the dot!!! Open up Notepad or any other file editor (Notepad++, vscode) a. Create a new file and copy+paste the example server.cfg that can be found at the end of this post. b. Generate a license key on c. Change the sv_licenseKey changeme with your license key (e.g. sv_licenseKey myl1c3nsekey) d. Save the file as server.cfg in the server-data folder (e.g. C:\MyRedMServer\server-data) - Don’t forget to set the file extension in the save prompt to ‘All Files’! In the command prompt window from step 5, start your server a. Type ..\server-files\FXServer.exe +exec server.cfg +set gamename rdr3 b. Press Enter and your server will start Should your server not start or you get an error like “Error authenticating your license key”, please reread the instructions. You missed a step or did it incorrectly. Linux Assuming you are SSHed into your machine or have otherwise access. Create a new base folder (e.g. ~/redm) Inside that folder, create two new folders a. ~/redm/server-files, for server binaries b. ~/redm/server-data, for your server resources/scripts Navigate in your browser to /artifacts/fivem/build_proot_linux/master/ / FiveM Artifacts a. Right click on the latest artifact b. Click “Copy link location” or similar prompts Navigate to the server-files folder a. cd ~/redm/server-files Download the artifact using the link we copied in step 3. a. wget Extract the files using tar a. tar xf fx.tar.xz Navigate to your server-data folder and clone the cfx-server-data repository a. cd ~/redm/server-data && git clone . Create a server.cfg file and copy the example found at the end of this post a. nano server.cfg b. Copy + paste example server.cfg Go to and generate a license key Enter the generated license key in your server.cfg by replacing the changeme value Exit nano (Ctrl+X → Y → Enter) Start your server a. bash ../server-files/run.sh +exec server.cfg +set gamename rdr3 If you are experiencing any issues, please reread the instructions carefully. Notes If you are hosting this on your own PC, you can connect to it using localhost Hosting outside of your home network will require you to open the following ports a. Port 30120 UDP/TCP incoming & outgoing for server traffic b. Port 30110 UDP outgoing for the server listing c. Port 30130 UDP outgoing for cfx.re/join proxy links If you wish your server not to be listed on the server list (assuming ports are setup correctly), add sv_master "" in your server.cfg Example server.cfg # Only change the IP if you're using a server with multiple network interfaces, otherwise change the port only. endpoint_add_tcp "0.0.0.0:30120" endpoint_add_udp "0.0.0.0:30120" ensure spawnmanager ensure mapmanager ensure basic-gamemode # A comma-separated list of tags for your server. # For example: # - sets tags "drifting, cars, racing" # Or: # - sets tags "roleplay, military, tanks" sets tags "default" # A valid locale identifier for your server's primary language. # For example "en-US", "fr-CA", "nl-NL", "de-DE", "en-GB", "pt-BR" sets locale "root-AQ" # please DO replace root-AQ on the line ABOVE with a real language! # Set your server's hostname sv_hostname "FXServer, but unconfigured" # Add system admins add_ace group.admin command allow # allow all commands add_ace group.admin command.quit deny # but don't allow quit add_principal identifier.fivem:1 group.admin # add the admin to the group # Hide player endpoints in external log output. sv_endpointprivacy true # Server player slot limit (must be between 1 and 32, unless using OneSync) sv_maxclients 32 # Steam Web API key, if you want to use Steam authentication (# -> replace "" with the key set steam_webApiKey "" # License key for your server ( ) sv_licenseKey changeme We have learned how to download server files, download default resources and setup a basic RedM server. If you are still having issues, please read the #redm-info channel on the Cfx.re Discord 27 Likes thanks for writing this down, surely will be helpful for a lot of people 6 Likes I love you. I mean that seriously, from one server admin to another. Worked like a charm. 4 Likes Nice! Can’t wait to try this out. Hmm, maybe I am just stupid or this is not working for me. I have done everything it says to do but when I try to run the start command, it gives me an error saying can not find sessionmanager-rdr3 and it also says that my server.cfg does not exist along with I do not have a license. Which is all a bit weird because I do have a license and the server.cfg does exist. If you know a fix to the problem please let me know. I might just be being stupid. LoganJ335: can not find sessionmanager-rdr3 You are not using the latest cfx-server-data. As you can see, it’s there cfx-server-data/resources/[system] at master · citizenfx/cfx-server-data · GitHub LoganJ335: says that my server.cfg does not exist along with I do not have a license This usually happens because you are not in the right folder when launching the server (step 9 on Windows). Make sure you are in the server-data folder (which also contains the server.cfg) d0p3t: Make sure you are in the server-data folder What do you mean by this? Like have that folder opened in file explorer? No, please read the tutorial again. To run a RedM server you require basic knowledge of the Windows command prompt or Linux terminal, as said under Requirements. If you are not comfortable with any of the terms discussed in the tutorial, please learn about them on websites specific to that subject. If you follow the tutorial “to the T” you won’t have this issue. 2 Likes The config is flawed by design. I don’t know if this is the same still used by the fivem docs but the endpoints should be defined at the end of the config so all scripts are initialized before the opening up the floodgates for people to connect to the server. I suggest revising the example config you posted. d0p3t: a. git clone . b. BEWARE Don’t forget the dot!!! I didn’t put the . at the end but I didn’t get any error: D:\servers\RedM\server-data>git clone GitHub - citizenfx/cfx-server-data: Data repository for CitizenFX servers. Cloning into ‘cfx-server-data’... remote: Enumerating objects: 796, done. remote: Total 796 (delta 0), reused 0 (delta 0), pack-reused 796 Receiving objects: 100% (796/796), 3.44 MiB | 25.15 MiB/s, done. Resolving deltas: 100% (336/336), done. Is that ok? No, because now you have the following -> D\servers\RedM\server-data\cfx-server-data This can be problematic for the rest of the steps. If you’re comfortable with what you’re doing, it’s fine. 1 Like Would you mind posting a config like yours is currently? The config file is perfectly fine. Seems some people don’t understand this is not how the cfx servers run anymore. Go into the server-data folder then cut the resources folder/server.cfg and put it in the server-files folder. You will have that problem fixed. My current problem is the nucleus wont authenticate for me lol, so annoying. Could you please add the step for Windows I do not know if this works for Linux but, you NEED to transfer the contents of the server-data folder into the server-files folder in order for the server to discover the resources. The server.cfg file needs to also be in the server-files folder or if you want to be smart and simplify it just make a RedMServer Folder and transfer all the files from the server-files/data folders into that one folder then the server will start with your run command without issue. Just make a new server directory/folder and put all the files from the server-files/server-data folders and the server will work. Your server folder should look something similar to this after you run it for the first time. Oster: you NEED to transfer the contents of the server-data folder into the server-files folder in order for the server to discover the resources. No you don’t. If you do, then you are not running the server correctly. You first need to be in the server-data folder and then run \run.cmd +exec server.cfg It has been like that for years and 100% guaranteed did not change. 1 Like I run my FiveM server this way and have no issues. I have been getting this when i run the server Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. Reauthenticating with Nucleus... Authenticating with Nucleus failed! That’s possibly bad. 1 Like same, everything seems ok beside the “Nucleus failed!” spammed in the console. 1 Like Page 2 That’s just an intermittent issue due to Nucleus being unavailable at the moment. It’s not fatal. It was also tweet about superbe... no problem there... after looking around the forum it seem that way also i do not believe i discovered the release of RedM today at 1am... and now everything works... (thank you FiveM server experience.) The Release section is so young... Hi, nice tutorial, it’s just not perfect. I tried to install a RedM Server and in basic mode as this tutorial you enter and there are no errors. The problem begins as you want to put on a Fremworks RP ... The variables are many, and the tutorials are all essential but they don’t say anything about which revision of Linux or which version of MySQL. Nobody has prepared a package with the most important Mods like: redem_roleplay, redemrp_identity, redemrp_respawn, redemrp_inventory, redemrp_skin, redemrp_clothing, redemrp_notification, redemrp_farmerjob, etc ... And what is important is the “server.cfg” file and a directory with all the .sql files to be imported into the DB ... In short, a package to quickly install a test server and more. If you can do this then I continue to follow RedM otherwise I continue on FiveM until I break my balls ... 1 Like There’s no run.cmd file in my downloaded server files, has something changed with how the server is meant to be started? 1 Like its not run.cmd anymore it is fxserver.exe so your start.bat looks like “C:\RedMServer\server-files\fxserver.exe +exec server.cfg +set gamename rdr3” 1 Like MONZILLA: Nobody has prepared a package with the most important Mods like: redem_roleplay, redemrp_identity, redemrp_respawn, redemrp_inventory, redemrp_skin, redemrp_clothing, redemrp_notification, redemrp_farmerjob, etc ... These are not important and necessary for running a RedM server. This tutorial is not about setting up a RedM roleplay server MONZILLA: The variables are many, and the tutorials are all essential but they don’t say anything about which revision of Linux or which version of MySQL. The same goes for this. Any Linux distro with an up-to-date kernel is fine. MySQL is not at all required for a RedM server. Originope: There’s no run.cmd file in my downloaded server files, has something changed with how the server is meant to be started? Yes that has changed as @DerFloenz replied. The post is a Wiki so anyone can change it! I will edit that part now. 2 Likes Dear d0p3t, Look, I don’t know why ... but a RedM or FiveM server doesn’t exist. A basic FXServer from my point of view is useless without frameworks and mods ... So let’s finish giving answers just to answer ... If we want RedM to reach the same level as FiveM, we need to be more constructive and help us all ... For you this means community ... ??? You have my support, the best for the community is to share the scripts so that RedM grows, both in servers and in support, there are some very well made servers, with closed code and the others, we cannot grow as a community, I understand that they earn money with your scripts, but this will make the community fall MONZILLA: If we want RedM to reach the same level as FiveM, we need to be more constructive and help us all Yes sure, but that is not what this topic is for. This topic is the equivalent of setting up a FiveM server as shown here Setting up a server - Cfx.re Docs with minor differences. Starting resources is identical as FiveM and it serves no purpose to add to this guide how to create RP resources. RedM and FiveM are more than roleplay. It is a sandbox. You are more than welcome to put together a list of resources for a roleplay server and encourage others to Releases their resources for RedM 1 Like oke well it looks like there is no table called versions and you cant just make a table named version because you also need the collums inside it, with the diffrent settings for it to work... so there should be a sql file somewhere that have those information else its useless and there is not 1 Like Hello, I followed each step yet keep getting this when I run the server. Warning: Resource monitor does not support the current game (rdr3). Couldn't start resource monitor. Any idea why this would be happening? @Cloudy I have answered this question on another post, here you go RedEM: Roleplay gamemode | The roleplay gamemode for RedM Releases @duartinatroy It isnt an error just a warning. RedM isnt fully shipped yet therefore therfore the resource monitor wont show time warnings. There is two ways to fix/suppress the warning, either wait for RedM to be completed or in your server files go to “citizen/system_resources/monitor” and in your fxmanifest.lua file change the game type and add the rdr3_warning. [Screenshots below] Just to make it 100% clear, the warning does not effect the server in ANY way. So leaving it is fine Before: ... 1 Like Because the monitor resource is not supported for rdr3. As it says, it’s just a warning. Nothing to worry about. Hello i am encoutering this problem. anyone knows what fix to do here? same issue. the cfg file is not allowing it to run as a redm server... but if i go on fivem i go right in... when you get the artifacts, make sure you select latest recommended and not the most recent posted one, those will cause unstable issues with server thats why you are getting a client mismatch, go back to artifacts and download Latest Recommended with the blue box at top left of the screen and your server will run fine. If you are running server on personal pc be sure to ad sv_lan true anywhere in the .cfg- 1 Like Getting Server Version Mismatch Using this version but still Framework redm Suffering from Server Mismatch with server resource not loading. my prob is this Page 3 its wont stop loading the fivem maps Do not use latest that shows on the list, use Latest Recommended, those versions are not stable and will break your server, currently 2430 is most stable one 1 Like make sure your config is set correctly and you remove the ones and add the ones the tutorial tells you 1 Like Hello guys! I got a really BIG PROBLEM with my server and actually i can’t get over the “Global error: Could not authenticate server license key.” I’ve done 4-5 times all the steps and the result is always the same. Here are some screenshots. If any of you have a big brain, i’m begging for it to solve my problem lmao. Thanks for your time. Solved! Ok, seems like i have the big brain here. Try to download another version of files from not actually the latest one. Worked for me really well. I’m getting “Failed to getinfo server after 3 attemtps” . Port forwarding done for 30120,30110,30130 all udp/tcp and firewall opened. What should i do ? if you are using a local server use the local ip. 1 Like I wanna join it by public ip, not local. if im doing a fivem server instead of redm, is same error. Any ideea to solve it and make the server public ? 1 Like You yourself will need to use the local ip not the external ip everyone else should be able to use the external ip. 1 Like Hi, I’m using a VPS. and have setup the server as it should. It loads find. But won’t show in RedM launcher. Any ideas?. I got an error “Connection failed Could not load resource yarn: Failed to open pack file:Redbulk of header Failed: Failed to fetch: Failure downloading resource.rpf: HTTP403: Filter failed: unknown file...” Help me please. @Highreon Having the same issue . Have you been able to figure out anything? use the artifact version 2619 that solves the problem of “Connection failed Could not load resource yarn: Failed to open pack file:Redbulk of header Failed: Failed to fetch: Failure downloading resource.rpf: HTTP403: Filter failed: unknown file...” 2 Likes @joshua24h Thanks man, that worked perfect. I was pulling my hair out on this one. Do you know if there are any plans to be able to use the more updated files? I don’t know, I found out about that solution from the cfx discord since I encountered the same problem when going to develop my server It keeps telling me: "unable to connect to rockstar game services at this time. Please try again later. (Error: 0x10000123) do we know what version is working correctly cause we are having loading issues with the map. where assets and land areas are not loading Tutorial for linux is broken completely. says couldn’t find sessionmanager and gives an error when trying to join, also says resource manager does not support the current game (rdr3). Looking for some help here Please. Installed server and everything looks good except “can’t start resource monitor.” (see photo) I see the server in the launcher . When i click on it it starts to load into the server. Then it just keeps staying on the load in and the icon just keeps spinning. left it like that for 30 minutes and nothing. Any idea’s ? Thank You in Advance. So I had followed all of the instructions in the forum here which had gotten me up to this point. I’d taken a look and apparently I’m still missing sessionmanager and possibly other resources although I’d downloaded the ‘latest recommended’ from the webpage and had also cloned the most recent cfx-server-data repositories. Page 4 Hi guys, I don’t know if that’s the right section, but just in case I apologize in advance. Unfortunately since the latest RedM update was released some of our users are having serious Sync problems or we didn’t understand what. I try to explain to you: Some users are able to log into the server with their own id, but some players see each other and are able to talk, others are invisible. We have noticed that NPCs crash more and more often causing unpleasant bugs. We tried to replace the Artifact with the latest recommended one released on the link which is also in this Thread, but the problem persists. Does anyone know what this error may be due to or do you have any suggestions? Thanks in advance You should perhaps post in the server discussion area instead of tutorials. When you do post as much information as possible. 1 Like Pretty sure that is ok as you cant use webmonitor yet Hello, anyone can help me please, i did the tutorial, everythink working perfect, but when i try logging in my server show me invalid game build enforcement (1604). Anyone knows how can i fix it please? it is my first five m server, i did before only in arma 2, arma 3, ark, dayz and connan, so probably i did some mistake. So i need say thank you for any help. @Varella Make sure your using the latest build of RedM. Make sure you are using an unmodified verison of Red Dead 2. Verify game files? When I join my server, it says I need steam running, even though I do - Shows that I am playing RedM and everything. How do I fix this? @Varella Did you find a solution? I have the same issue. I’m able to connect to public servers but not local ones @ArcticEllis Do you have any other suggestions? I think 1604 is a GTA5 build? (see line below) github.com int buildRef = std::stoi(val); if (buildRef != 0 && buildRef != xbr::GetGameBuild()) { #if defined(GTA_FIVE) if (buildRef != 1604 && buildRef != 2060 && buildRef != 2189) #else if (buildRef != 1311 && buildRef != 1355) #endif { OnConnectionError(va("Server specified an invalid game build enforcement (%d).", buildRef)); m_connectionState = CS_IDLE; return; } OnRequestBuildSwitch(buildRef); m_connectionState = CS_IDLE; return; } } why do i have a warning when i start RedM? server thread hitch warning: timer interval of 156 milliseconds sync thread hitch warning: timer interval of 138 milliseconds network thread hitch warning: timer interval of 197 milliseconds server thread hitch warning: timer interval of 228 milliseconds i use VPS 18.04.5 LTS Is this guide still current? Ive followed the instructions and setup a server on a remote linux box, then on my local windows pc and they both have the same issue. Server shows online, but when connecting it gets hung at the loading screen. this shows in the console if its relevant Tried with the latest artifact build and the recommended and has the same result? can anyone recomend anything? server.cfg: ## You CAN edit the following: endpoint_add_tcp "0.0.0.0:30120" endpoint_add_udp "0.0.0.0:30120" sv_maxclients 32 set steam_webApiKey "*" sets tags "default" ## You MAY edit the following: sv_hostname "Test server local" sv_licenseKey "*" sets locale "en_US" ## These resources will start by default. ensure spawnmanager ensure mapmanager ensure basic-gamemode #ensure chat #ensure sessionmanager-rdr3 #ensure hardcap #ensure redem ## Add system admins add_ace group.admin command allow # allow all commands add_ace group.admin command.quit deny # but don't allow quit add_principal identifier.fivem:* group.admin I’ve exactly the same issue... I spent a lot of time trying to solve the problem, no success. Any help is welcome. I think I’ve found a solution. The lastest version of the cfx-server-data seems to be the source of the problem. Revert to the previous version solved the issue for my case. I hope this may help you. 1 Like There was an error, specified in server.cfg, But still does not help can anyone help i keep getting Server specified an invalid game build enforcement 1604 and my server is online how do i fix the invalid game bulid 1 Like have you made the .bat file to tell it when launching your server it is a rdr3 game? mine looks like this @echo off color 0B cd /d D:\RedMSever\cfx-server-data D:\RedMSever\FXServer.exe +exec server.cfg +set gamename rdr3 1 Like Yes i have done that still not working sets sv_projectName and sets sv_projectDesc. You need to add “sets” in front of them without the quotes This guide is so inaccurate it’s painful Create a batch file to start your server. Place it in the root if you folder structure (alongside server-data and server-files). And put this in it: cd server-data && ..\server-files\FXServer.exe +exec server.cfg +set gamename rdr3 What is inaccurate aside from adding instructions for a bat file? I know personally I used this guide to set up and just made a batch file without having to be told to using the command they clearly layout. It just says given path doesn’t excist when i run the command Page 5 French tutorial : papybrossard.com 1 Like Sorry, nope. No one ever responded or provided any aid. Simply gave up on it all. mm it’s true RedM has less support than FiveM? Edit:It’s been than five month I wait to start my own Another way to set the game for the server is to add this to the top of your server.cfg: set gamename rdr3 Illegal instruction (core dumped) got the above messages as i’m trying to run the server off of a Linux machine atm (i don’t have RedM installed on the machine as of now but I do have Rdr2 installed) not sure how to install RedM onto linux however. Hello, excuse me for bothering you, I am trying to install a Redm server, however when I try to start it gives me several error. Building resource webpack failed Error data: yarn failed Building resource sessionmanager-rdr3 failed Error data: yarn failed! Can you help me or tell me where I can get help? When I browsed natives.json, the highest game build I could find, was 1436. You could try to add +set sv_enforceGameBuild 1436 to the end of +set gamename rdr3 when starting up your server. 2 Likes What IP Adress i have to put in at the KeyMaster? Your server’s public IPv4 usually. Hi I tried and tried a lot of times, read a lot of time the tutorial and it’s impossible for me to join in local. i see my server but it’s loading in loop for the infinite... What is wrong? EDIT: After hours of trying, I realized i need red dead redemption solo campaing because I only had red dead online. It’s not working even if it’s all the same game files. Someone on reddit make me wrong about that, so the problem is only about that.] please help git clone is this legit? i dont know about networks Im getting this when setting up server. Any fix or ideas? 2 Likes Hello, How can we install gta legacy from epic games since gta enhanced cant run on five m The legacy version on Epic Games should be called just “Grand Theft Auto V” without enhanced. 1 Like Image stolen from @Gogsi123 2 Likes Enhanced wont work with FiveM? I have been trying, and cant figure it out. FiveM currently does not support the enhanced version of GTA5, while they are working on it you need the legacy version for now to play FiveM. [image] Earlier today, Rockstar Games announced that a free upgrade is coming to GTAV and GTA Online to add features previously only available in the PlayStation 5 and Xbox Series X|S versions. This upgrade will bring a range of features to the PC for the first time, including improved graphics options, faster loading times, and much more. You can read the full details over at the Rockstar Newswire. FiveM servers will soon support this upgrade – until then, server owners should maintain serve... Topic Replies Views Activity Releases Rules and FAQ The Releases category exists for people to share their creations like scripts, maps, vehicles and more. To keep the category clean and to a high standards there are rules which must be followed. This post is an overview ... 9 132378 October 25, 2024 Azure Framework | vMenu Framework | Money | Jobs | Addons 0 357 June 24, 2025 STANDALONE | Free Custom Duty Menu 0 271 June 24, 2025 [PROPS] Kitchen props 1 91 June 24, 2025 Station 24 - Richman 4 453 June 24, 2025 [PAID] Fivebuild - Park Little Soul (Low Price) 0 104 June 24, 2025 DRUGS HOUSE 2 70 June 24, 2025 Lore-Friendly New Series Police Fugitive Cruiser 0 44 June 24, 2025 Interaction Script | Flexible In-Game Interactions for FiveM 1 118 June 24, 2025 Spencer - Add On Custom Ped FiveM 0 27 June 24, 2025 Sharktower 5 Star Hotel 0 92 June 24, 2025 [PAID][CAR] Lore Friendly 9 SEATER CUSTOM CONTENDER | LIVERY 0 72 June 24, 2025 [PAID] [QBCore/QBOX/ESX/Standalone] Web Admin Panel 0 90 June 24, 2025 WongRules - Simple STANDALONE Rules UI 0 126 June 24, 2025 Greater Fire and Rescue Training and Safety Centre 0 60 June 24, 2025 [Standalone] AFK Script 0 38 June 24, 2025 FiveM Notify System | Modern, Simple & Customizable 0 39 June 24, 2025 (FiveM script) CAR MENU [ESX/QB] 0 59 June 24, 2025 Malina X - Panic Button Script [FREE] [ESX/QB-CORE] 0 141 June 24, 2025 [Release] :sparkles: Ko1-Tasks – Custom Task System | Player Onboarding & Retention Tool 0 29 June 24, 2025 MG_ExtraTuning – Additional Vehicle Tuning System 0 73 June 24, 2025 Universal Trailer Script 1 397 June 24, 2025 [CLOTH] [FREE] Crocodile Corset 0 434 June 23, 2025 [PAID] Generic Wheel Pack 2 – 175 Wheels, 700 Variations 0 213 June 23, 2025 Palmora Park | Fivem Map 0 277 June 23, 2025 [MLO] New Motel Chamber / Room - Interior (Shell Furnished) 2 159 June 23, 2025 labrador Retriever K9 - Addon Dog Ped 0 83 June 23, 2025 Vehicle Cover Script [QB/QBX/ESX] [NEW] 2 386 June 23, 2025 Underground Surgery [MLO] [FREE] 7 979 June 24, 2025 [MLO] Sheriff Station 0 239 June 23, 2025 Category Topics Announcements about the global Cfx.re project will be posted here. 61 This is a category the @server_owners group can use to discuss matters. 879 Small documentation snippets and/or large formal documentation may be posted here. 24 The Cfx.re Development Kit. 0 This is a category for Element Club subscribers to discuss things that affect them. 391 Announcements regarding FiveM, the community, new updates and other things that should interest you. 44 General discussion about the FiveM project. 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For issues with your server, use Server Support 1415 Information and discussion about modifying and developing resources for RedM goes in Resource Development & Modding. 0 Server Development is the place for discussion on setting up, configuring or expanding your server. If you have an issue setting up your server, this is the place to get support too. 1 The place for sharing creations such as scripts, maps, vehicles and more. Please review the rules before posting. 2745 An internal backing category for server reviews. 141124