



s4rp_hunting

A complete hunting system for ESX. With a job, contracts, a living game population, floating market prices and a full management panel right inside the game.

Free

For ESX

German & English

Configurable in game

Manual & Overview

Version 10.0.0 · August 2026

scripts4rp.com



OVERVIEW

What the script does

Players sign on with the hunting dealer, go on duty, buy a licence and equipment, accept contracts and sell their loot at the daily rate. Every hunting area carries its own game stock that drops while hunting and grows back over time.

Hunting job with duty

Sign on at the dealer, licence required, automatic sign-off after inactivity and duty weapons that are collected again when duty ends.

Game stock per area

Six areas with their own stock. It drops while hunting, grows back hourly and is shared by every hunter on the server.

Contracts with experience

Offers change daily, several can be held at once. Progress only counts once the animal is skinned.

Floating market prices

Meat, hide and feathers each have a daily rate. You set the swing yourself.

Ranks and marking

Experience unlocks tiers: more animals markable at once and a longer marking time on the binoculars.

Protection against abuse

The server checks the gap between kills, kills per minute, zone tolerance and the distance to the dealer.

FRAMEWORK

ESX - built and tested on it. QBCore and Qbox are not supported.

LANGUAGE

German and English - switchable in the management panel, applies to every player at once. More languages can be added in `locales/`.

EDITABLE

Config and language files are open and can be edited freely.

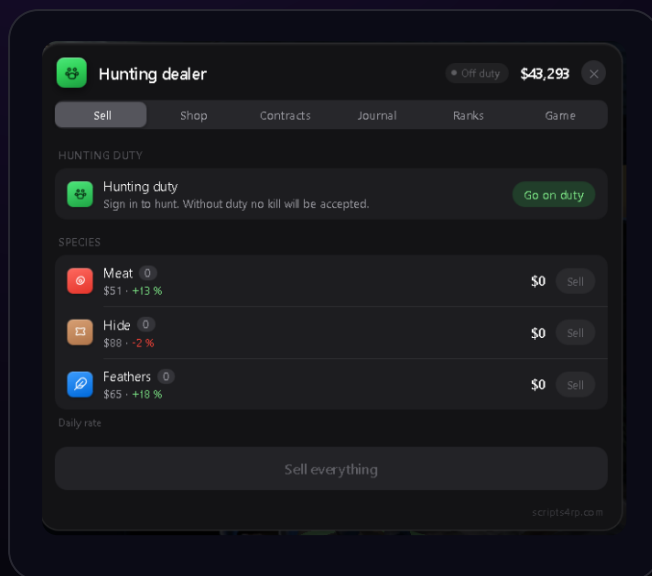
SETTINGS

All in game, no files to edit. Effective at once and kept across a restart.

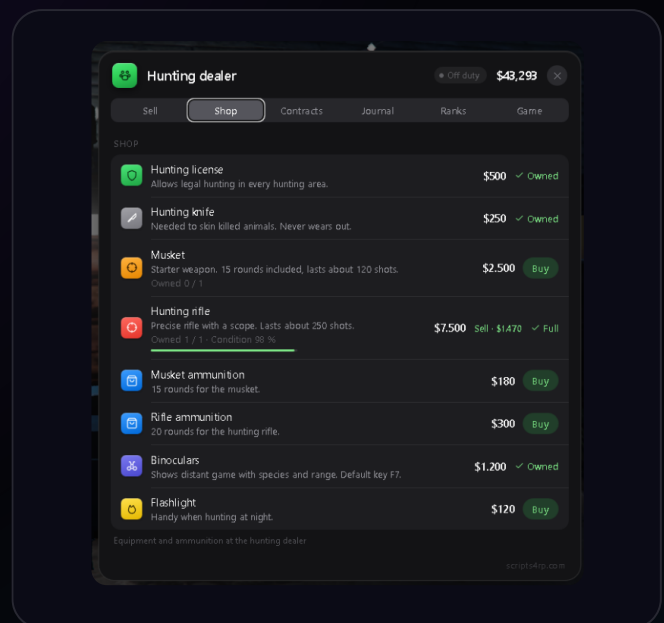
FOR YOUR PLAYERS

The hunting dealer

The central point of contact: this is where players go on duty, buy equipment, accept contracts and sell their loot.



Sell - with a daily rate per species



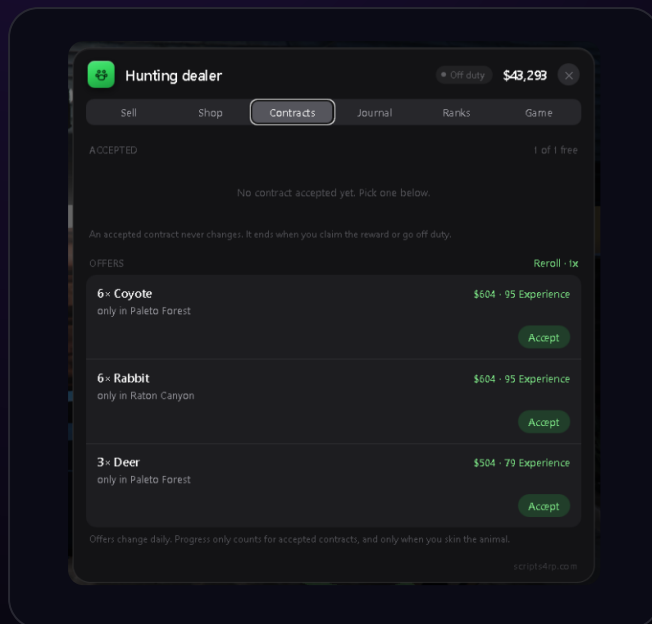
Shop - licence, weapons, ammunition, equipment

What happens here

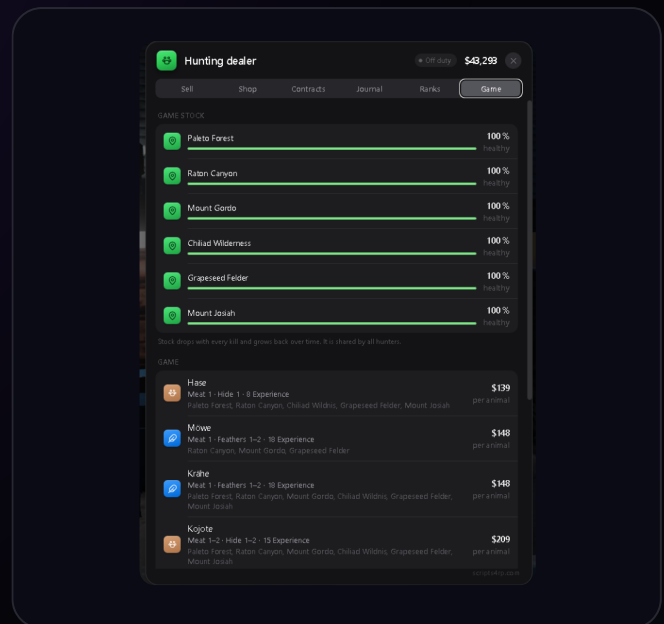
- ▶ **Go on duty.** Without duty no kill is accepted.
- ▶ **Prices move every day.** Meat, hide and feathers each carry their own rate with a premium or a discount.
- ▶ **Equipment with condition.** Weapons wear out and can be sold back, and a scrap value keeps a broken weapon from being a total loss.
- ▶ **Permissions instead of items.** Licence, knife and binoculars unlock what a hunter can do.

FOR YOUR PLAYERS

Contracts and game stock



Contracts - rolled fresh every day

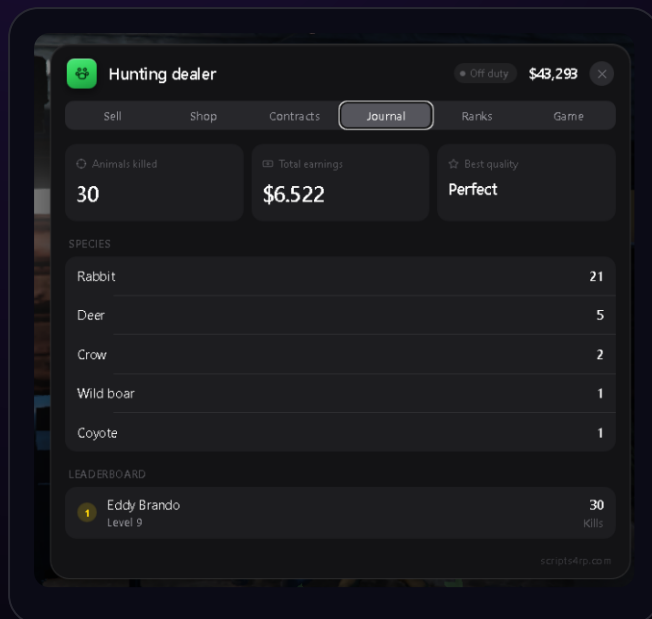


Game stock per area and every species

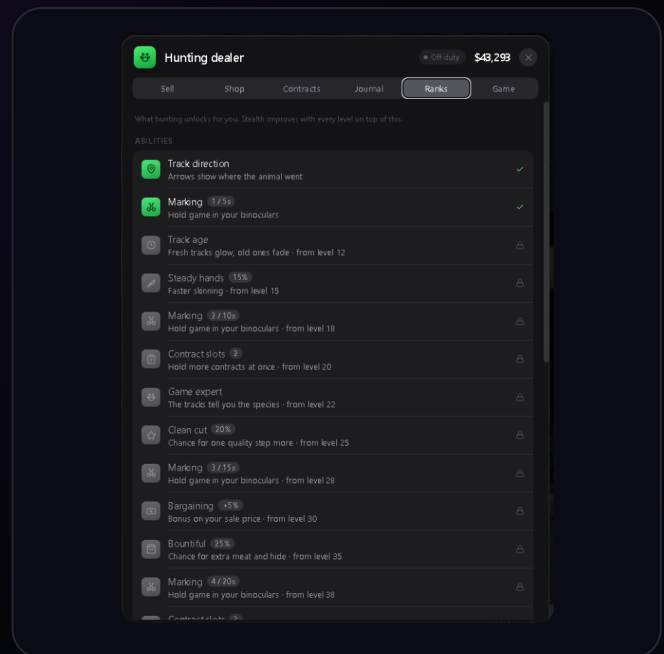
- ▶ **An accepted contract never changes.** It ends with the reward or when duty ends.
- ▶ **Contracts bound to an area.** Some species only live in certain hunting areas.
- ▶ **The stock is shared.** Whoever empties an area finds less there for a while, and so does everybody else.
- ▶ **Every species drops its own loot.** Meat, hide, feathers and experience differ per animal.

LONG-TERM MOTIVATION

Journal and ranks



Journal - kills, earnings and the server leaderboard



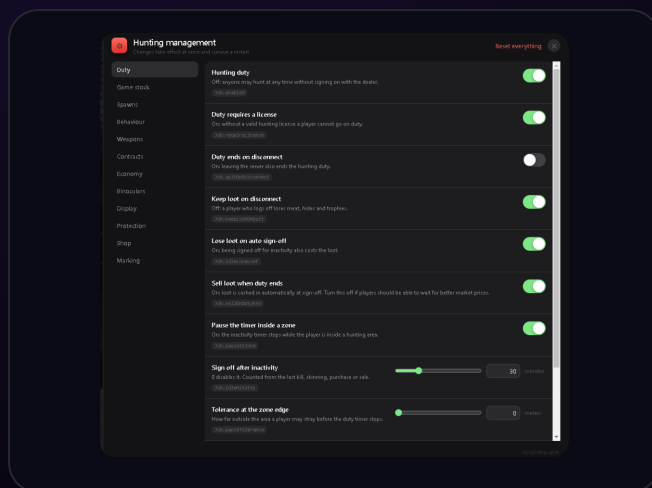
Ranks - what every level unlocks

- ▶ **The journal counts everything.** Animals killed, total earnings, best quality and a breakdown per species.
- ▶ **A leaderboard across the server.** Hunters compare themselves by kills and level.
- ▶ **Abilities unlock with the level.** Track direction, track age, faster skinning, more contract slots, a bonus on the sale price and a higher chance of extra loot.
- ▶ **Stealth improves with every level** on top of the listed abilities.

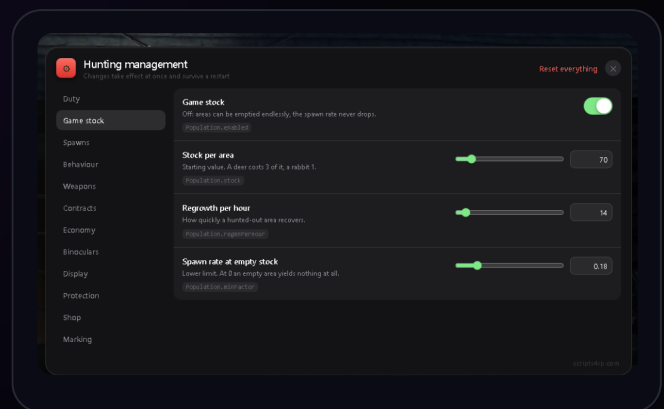
FOR SERVER OWNERS

Everything adjustable - in game

Twelve sections, not a single file to touch. Changes take effect at once and survive a server restart.



Duty - licence, loot, inactivity

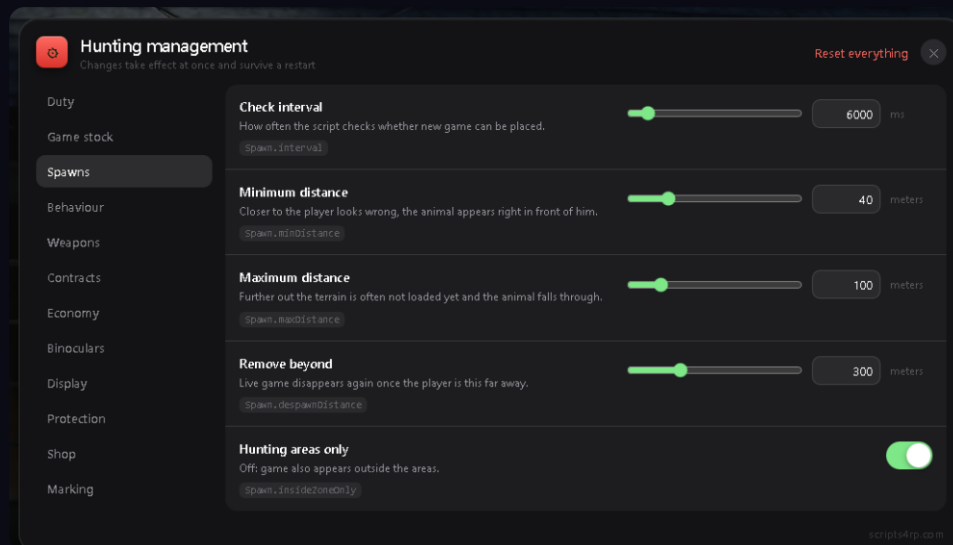


Game stock - stock and regrowth

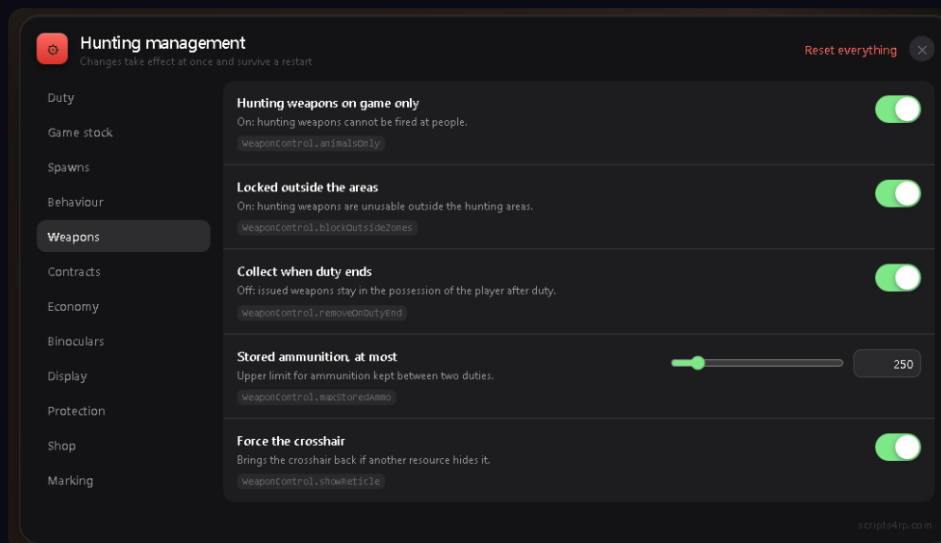
DUTY	Licence required, behaviour on disconnect, automatic sign-off, zone tolerance
GAME STOCK	Stock per area, regrowth per hour, lower limit for hunted-out areas
SPAWNS, BEHAVIOUR	Distances, removal distance, hunting areas only, wariness of birds
WEAPONS	Game only, locked outside the areas, collected when duty ends, ammunition limit
CONTRACTS	How many at a time, same species more than once, dropping and cancelling
ECONOMY	Price swing, buy-back, scrap value, weapon wear
BINOCULARS, DISPLAY	Marking range, position of the display, tracks
PROTECTION, SHOP, RANKS	Limits against farming, shop items freely defined, rank tiers

MANAGEMENT IN DETAIL

Spawns and weapons



Spawns - where and how close game appears

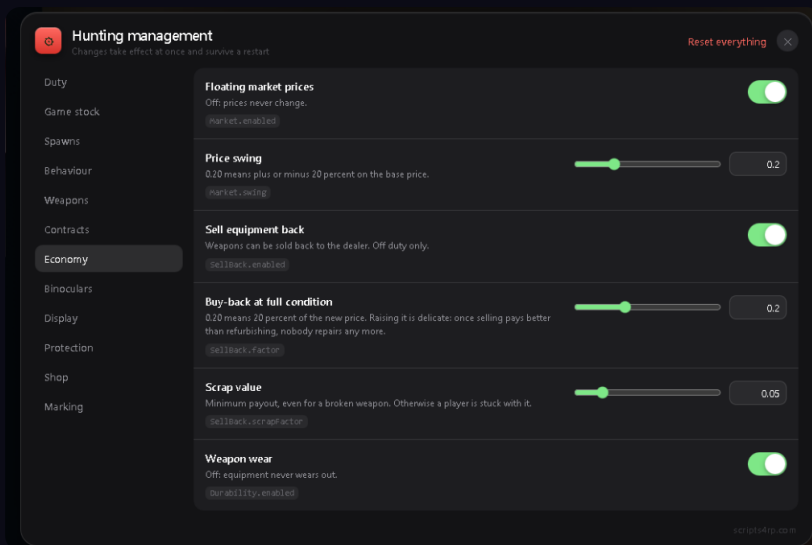


Weapons - hunting weapons on game only, locked outside the areas

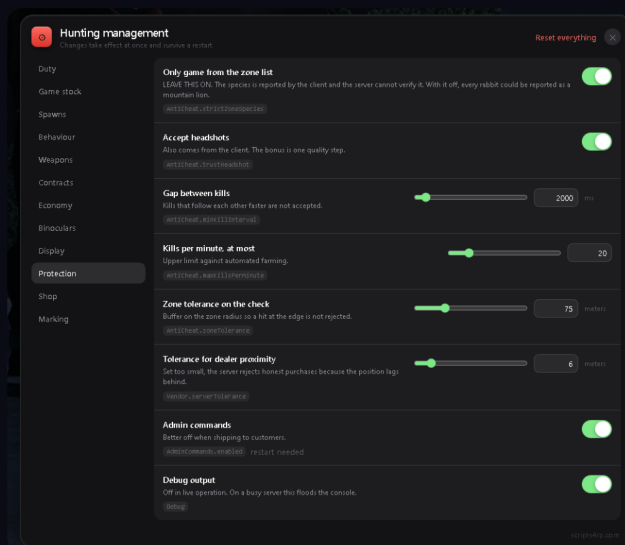
Every setting carries its technical name right under the description, for example `Spawn.minDistance`. That way you find your way around the code immediately.

MANAGEMENT IN DETAIL

Economy and protection



Economy - market prices, buy-back and wear

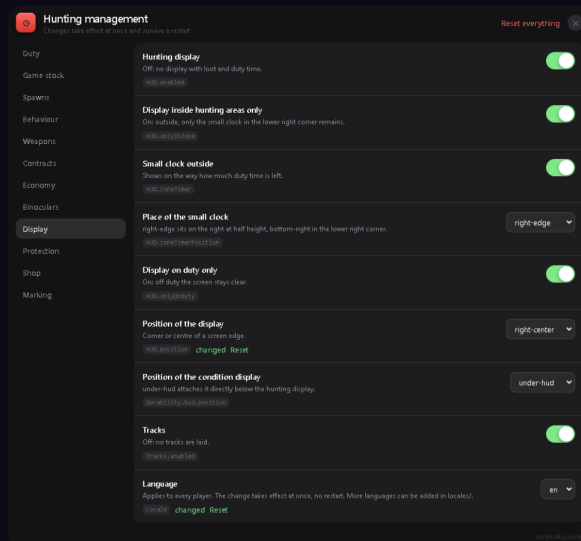


Protection - limits against automated farming

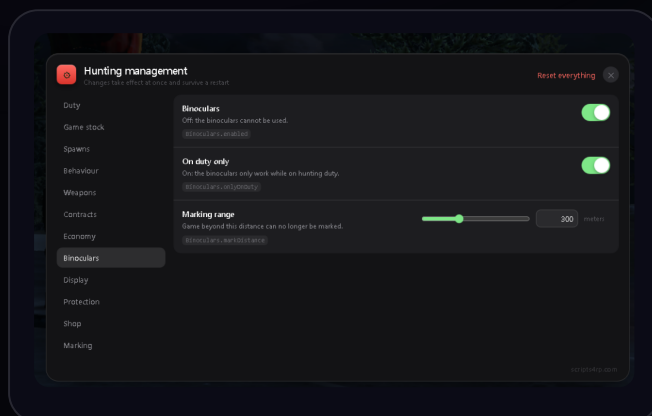
Leave "Only game from the zone list" switched on. The species is reported by the client and the server cannot verify it, so with the check off every rabbit could be reported as a mountain lion.

MANAGEMENT IN DETAIL

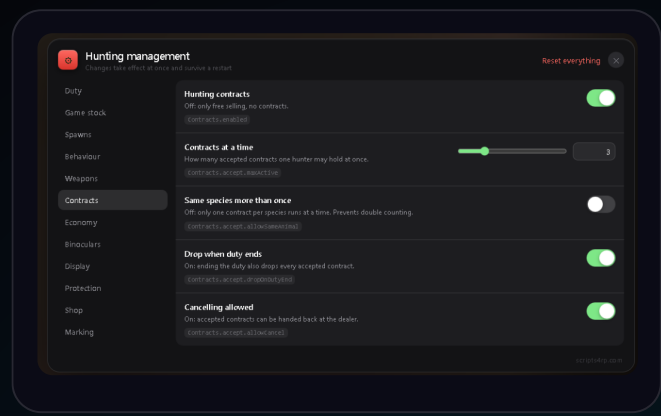
Display and language



Display - position, visibility, tracks and the language for every player



Binoculars - marking range



Contracts - slots and rules

The language switch applies to every player at once and takes effect without a restart. German and English ship with the script, further languages can be added as files in `locales/`.

IN FOUR STEPS

Installation

No external dependencies, no subscription, no running costs.

- ▶ **Download and unpack.** The folder is called `s4rp_hunting`, please do not rename it.
- ▶ **Drop it in.** Copy the folder into your `resources` directory.
- ▶ **Extend server.cfg.** Add one `ensure s4rp_hunting`, after ESX.
- ▶ **Set it up.** Start the server and open the hunting management panel in game.

```
# load after ESX
ensure s4rp_hunting
```

Frequently asked

DOES IT RUN ON QBCORE OR QBOX?	No. ESX only.
WHICH LANGUAGES?	German and English, switchable in game. More can be added in <code>locales/</code> .
DO I HAVE TO EDIT FILES?	No, everything runs through the management panel in game.
CAN I EDIT TEXTS?	Yes. Config and the language files in <code>locales/</code> are freely editable.
DOES IT COST ANYTHING?	No, s4rp_hunting is free.



Happy hunting

Questions, bugs or wishes? Drop by our community. Support is there for everyone, whether a script cost anything or not.

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