

Blueprint Developer API

Server exports

```
exports['nord_crafting']:GetPlayerBlueprintRecipes(source)
exports['nord_crafting']:GetBlueprintDefinition('pistol')
exports['nord_crafting']:BuildBlueprintMetadata(blueprintRow, 85)
exports['nord_crafting']:CreateBlueprintItem(source, 'pistol', 85)
```

Custom uses and metadata can be supplied:

```
local ok, metadata = exports['nord_crafting']:CreateBlueprintItem(
    source,
    'pistol',
    85,
    3,
    {
        recipes = { 'weapon_pistol' }
    }
)
```

`GetPlayerBlueprintRecipes` reads `metadata.recipes` from blueprint items and returns the unlocked recipe set.

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