

Compatibility Validation

The weapon system groups weapons into families such as:

- pistol
- smg
- rifle
- shotgun
- sniper
- other

Component compatibility is validated against the weapon/component profile data used by the workbench.

When a selected component is not compatible with the target weapon, the server rejects the selection before consuming the combined materials.

This prevents a client from forcing an arbitrary component recipe onto an incompatible weapon through NUI manipulation.

Revision #1

Created 2026-09-03 18:18:54 UTC by Riguita

Updated 2026-09-03 18:18:54 UTC by Riguita