

Crafting Flow

A standard craft is validated server-side.

Flow

1. Player opens a bench.
2. Server resolves the bench instance and access policy.
3. The selected recipe must be assigned to that bench.
4. Distance is validated.
5. Required level is validated when enabled.
6. Required blueprint is validated when enabled.
7. Ingredient counts are checked.
8. Ingredients are removed.
9. Optional level-based failure is rolled.
10. Output item is awarded on success.
11. Blueprint uses are reduced when applicable.
12. XP, logs, analytics and optional Nord VIP progress are updated.

This design prevents the NUI from deciding whether a player should receive an item.

Distance

Player distance is checked against the bench coordinates, with the configured craft distance used as the baseline.

```
Config.UI.CraftDistance = 2.0
```

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