

Nord VIP Integration

Nord VIP support is optional.

```
Config.NordVIP = {  
    Enabled = false,  
    MissionKey = 'crafts',  
    MissionProgressPerCraft = 1,  
    PassXpPerCraft = 50,  
}
```

When enabled and `nord_vip` is started, a successful craft can call:

```
exports['nord_vip']:AddPassXpAndMission(  
    source,  
    passXp,  
    missionKey,  
    missionProgress  
)
```

If the resource is not running, Crafting skips the reward and can log the issue when debug is enabled.

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