

Organization Access · Nord Crime / OpCrimes

```
Config.CrimeBridge = 'auto'
```

In automatic mode, Crafting prefers `nord_crime` when available and can fall back to `op-crime`.

Organization access

```
access = {  
  type = 'org',  
  orgId = 12  
}
```

The player's organization state is checked server-side.

Nord Crime-specific modes

The bridge supports Nord Crime organization access patterns including:

- Direct organization ID.
- `zone_owner` mode.
- `org_type` mode.

Bench creation exports

Nord Crime or another compatible server resource can create organization benches using:

```
exports['nord_crafting']:CreateNordCrimeOrgBench(orgId, data)  
exports['nord_crafting']:CreateOrgBench(orgId, data)  
exports['nord_crafting']:AddOrgCraftingBench(orgId, data)
```

These aliases call the same organization bench creation implementation.

Revision #1

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

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