

Quick Start · Nord Inventory Recommended

This is the cleanest setup when you use the Nord ecosystem.

1. Start the required resources

```
ensure oxmysql
ensure ox_lib

# Framework when used
ensure qb-core
# or: ensure es_extended

ensure nord_inventory
ensure nord_crafting

# Optional Nord integration
ensure nord_staff
```

2. Keep automatic database setup enabled

```
Config.AutoCreateTables = true
Config.AutoMigration = true
```

Nord Crafting creates and migrates its own database schema on first boot.

3. Use the Nord Inventory auto-installer

When `nord_inventory` is the inventory used by the server, use the built-in automatic installation workflow. It is the supported no-manual-copy path for Nord Crafting inventory requirements.

After the first boot, verify that the Crafting system items required by the modules you use are registered in Nord Inventory. In particular:

- `blueprint` for the blueprint system.
- The configured portable bench item when portable benches are enabled; default: `craft_bench`.

// Auto-install limitation: Do not expect the auto-installer to modify OX, QS, QB or ESX inventory files. Those inventories require manual setup.

4. Configure admin access

Add your FiveM license to `Config.AdminLicenses`:

```
Config.AdminLicenses = {  
    ['license:YOUR_LICENSE_HERE'] = true  
}
```

Then use:

```
/craftbench
```

5. Create the first bench

Open Admin Studio, create or import recipes, configure levels if required, then create a bench and assign the recipes to it.

6. Production check

Before opening the server to players, test:

1. Crafting one normal recipe.
2. Missing ingredient rejection.
3. Job/gang/org access where used.
4. Blueprint creation and consumption.
5. Stash opening.
6. Level XP and level-locked recipes.
7. Weapon workbench if enabled.

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