

Server Exports · Benches

```
exports['nord_crafting']:GetFixedBenches()  
exports['nord_crafting']:GetPlacedBenches()  
exports['nord_crafting']:GetAllBenches()  
exports['nord_crafting']:GetBench('fixed_1')  
exports['nord_crafting']:ReloadBenches()
```

Add a placed bench:

```
exports['nord_crafting']:AddPlacedBench(ownerCid, payload, def)
```

Access/opening helpers:

```
local payload, err = exports['nord_crafting']:GetBenchOpenPayload(source, 'fixed_1')  
local allowed, reason = exports['nord_crafting']:CanPlayerAccessBench(source, 'fixed_1')  
local ok, reason = exports['nord_crafting']:OpenBenchForPlayer(source, 'fixed_1')
```

`OpenBenchForPlayer` performs the normal payload/access path and then opens the bench on the target client.

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