

# Troubleshooting

## `blueprint` item not found

**Nord Inventory:** run/verify the Nord Inventory-only automatic installation flow, then confirm the item exists.

**Other inventories:** install the item definition/image manually from `install/items/`.

## Portable bench cannot be used

Verify the active inventory contains the item configured by:

```
Config.Portable.ItemName
```

Default: `craft_bench`.

## No inventory detected

Check `Config.Inventory` and make sure the inventory resource starts before Crafting. For the generic bridge, valid configured modes include OX, QS, QB and ESX.

## Bench appears but cannot be opened

Check:

- Player distance.
- Access type and minimum grade.
- Job/gang/org state.

- Bench cache synchronization.
- Assigned recipes.

# Craft recipe missing from UI

Confirm the recipe ID is assigned to the selected bench and, when blueprint gating is enabled, that the player has the matching blueprint.

# Database does not initialize

Verify `oxmysql` is started, database credentials are valid and the DB user can create/alter tables when automatic migration is enabled.

# Admin Studio denied

Add the correct FiveM `license:` identifier to `Config.AdminLicenses` or use the runtime Admin Manager API.

# Weapon preview is empty/wrong position

The resource does not create the shell. Correct `Config.WeaponPreviewShell.coords`, `heading`, mode and offsets.

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Revision #1

Created 2026-09-03 18:18:56 UTC by Riguita

Updated 2026-09-03 18:18:56 UTC by Riguita