

Weapon Craft Security

Weapon callbacks perform the same trust-boundary checks expected from standard crafting, plus weapon-specific checks.

Server checks

- Valid request structure.
- Existing bench ID.
- Player distance.
- Access policy.
- Weapon bench type.
- Allowed recipe list.
- Recipe type.
- Weapon item ownership when required by the selected workflow.
- Component compatibility.
- Level requirements.
- Total ingredient requirements.

XP is applied after a valid weapon/component craft, and bench usage analytics are updated.

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