Weapon Preview Shell

The preview environment is configured in `config/config.lua`.

```
Config.WeaponPreviewShell = {
    coords = vector3(1048.34, -3107.5, -39.0),
    heading = 0.0,
    mode = 'wall', -- wall | center
    wallOffset = 0.06,
    heightOffset = 1.10,
    cameraDistance = 2.65,
    cameraHeight = 0.08,
    spin = false
}
```

Important

Nord Crafting does **not** create the preview shell/interior. The configured coordinates must already be a suitable location on your server.

Wall mode

Place the coordinates at the desired wall position. `heading` should point from the wall toward the camera. If the weapon faces the wrong direction, adjust the heading by 180 degrees.

Center mode

Use a free central preview point where the weapon can be displayed without a wall offset.

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