

Welcome · Nord Crafting

v6.2.0

Nord Crafting is Nord Lab's advanced crafting, workbench and blueprint system for FiveM. It combines fixed and portable benches, player progression, blueprint-based unlocks, weapon/component workbenches, access control, stashes, database-backed administration and modular bridges for the rest of the server ecosystem.

Highlights

- Fixed and portable crafting benches.
- Craft, blueprint, stash and weapon bench modes.
- In-game **Admin Studio** for benches, recipes, levels, props, blueprints and runtime options.
- Database-backed custom recipes and blueprints.
- Level/XP progression with per-recipe minimum levels.
- Optional level-based craft failure.
- Blueprint drafting, quality, metadata and limited uses.
- Weapon preview environment and component crafting workflow.
- Public, job, gang and organization access rules.
- `nord_crime` and `op-crime` organization bridges.
- Optional `nord_vip` progression rewards.
- Discord logging and bench usage analytics.
- Automatic schema creation and migration through `oxmysql`.
- `nord_staff` Admin Studio integration.
- **Nord Inventory-only automatic installation path** for required inventory setup.

Release identity

The package declares:

```
Resource: nord_crafting
Version: 6.2.0
Build: 610
```

Channel: stable

Keep the resource folder named exactly:

nord_crafting

“ **Important:** Automatic inventory installation in this release is intended **only for** `nord_inventory`. Other inventory systems remain supported through the Crafting bridge, but their item/image setup is manual.

Revision #1

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