

6 · Admin Studio

Operate the complete in-game management interface for recipes, benches, analytics, levels, props, blueprints and updates.

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Admin Studio Overview

Admin Studio Overview

Open the Crafting Admin Studio with:

```
/craftbench
```

or through the `nord_staff` integration.

The current interface covers:

- Dashboard/system overview.
- Recipes.
- Benches.
- Bench Manager and usage analytics.
- Props.
- Levels.
- Blueprints.
- Runtime Options.
- Update status.

Admin actions are validated server-side through the Crafting admin manager.

Recipe Manager

Recipe Manager

The recipe manager can:

- Create custom recipes.
- Edit database-backed custom recipes.
- Delete custom recipes.
- Import recipe data.
- Search and filter recipe sources.
- Configure output item/amount/time.
- Configure ingredients.
- Enable blueprint requirements.
- Enable level requirements.
- Configure minimum level.

Default config recipes are presented as defaults, while database recipes are treated as custom entries.

The server protects the edit/delete path so Admin Studio does not silently rewrite the static Lua config recipe file.

Bench Manager & Usage Analytics

Bench Manager & Usage Analytics

Admin Studio can request an overview of registered benches and usage data.

The interface supports:

- Search by bench/model/ID.
- Edit bench configuration.
- Teleport an admin to a bench location.
- Copy/inspect coordinates.
- Review top benches by usage.
- Review usage series/history where data is available.

Craft and stash activity is tracked by bench ID so administrators can understand which benches are actually being used.

Levels & Runtime Options

Levels & Runtime Options

The Levels tab manages progression tiers stored in `nord_crafting_levels`.

The Options panel persists global runtime values in `nord_crafting_settings`.

Current runtime options

- Level System.
- Base XP per Craft.
- Level-Based Failure.
- Minimum failure percentage.
- Maximum failure percentage.
- Debug Logs.
- Disable updater logs.
- Disable all resource logs.
- OpCrimes toggle.
- Discord Logs.
- Nord VIP integration.

The server applies runtime options back to the active `Config` table, so the change can affect live behavior without rewriting the original configuration file.

Prop Manager

Prop Manager

The Prop Manager combines default and custom bench prop catalogs.

Custom prop records are stored in:

```
nord_crafting_props
```

Admin actions include:

- Create prop entry.
- Update prop entry.
- Delete prop entry.
- Load merged prop list into the bench creation UI.

Static prop catalogs are also shipped in:

```
models/default_props.json  
models/custom_props.json
```

Blueprint Manager

Blueprint Manager

Admin Studio can create and delete blueprint definitions stored in the database.

A blueprint definition can include:

- ID.
- Label.
- Drafting materials.
- Output/reference item fields.
- Maximum uses.
- Image.

The blueprint list is synchronized to the NUI and is also used by blueprint bench drafting flows.

Before publishing a new blueprint-gated recipe, verify:

1. Blueprint definition exists.
2. `blueprint` inventory item exists.
3. Draft materials are valid items.
4. Required recipe `blueprint_type` matches the definition ID exactly after normalization.

Update Checker & Security

Update Checker & Security

Nord Crafting contains a GitHub release checker for private/public repository workflows.

Console command:

```
nordcrafting:update
```

The Admin Studio can also request update status.

Recommended token handling

The updater supports providing the GitHub token through a server convar:

```
set nord_crafting_github_token "YOUR_TOKEN"
```

Do not publish a live GitHub access token inside documentation, screenshots, public ZIPs or shared config examples.

If a token has previously been distributed in plaintext, rotate/revoke it in GitHub and move the replacement to a private server-side secret/convar.

Download behavior

The updater can download the latest release ZIP into the resource directory, but the current flow still expects the server owner to extract/apply it and restart the resource/server manually.