

Compatibility Validation

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The weapon system groups weapons into families such as:

- pistol
- smg
- rifle
- shotgun
- sniper
- other

Component compatibility is validated against the weapon/component profile data used by the workbench.

When a selected component is not compatible with the target weapon, the server rejects the selection before consuming the combined materials.

This prevents a client from forcing an arbitrary component recipe onto an incompatible weapon through NUI manipulation.

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