Bridges & Integrations

Nord Doorlock keeps integrations outside the core logic.

Client Bridges

```
client/bridge/framework.lua
client/bridge/notify.lua
client/bridge/textui.lua
client/bridge/target.lua
```

Server Bridges

```
server/bridge/framework.lua
server/bridge/inventory.lua
```

This structure allows a server owner or developer to add a custom provider without editing the main door synchronization logic.

Framework Bridge

Responsible for:

- Player job and grade
- Administrator group detection
- Framework player data

Supported:

```
ESX
QB-Core
QBX
```

```
nord-core
standalone
```

Notification Bridge

Supported automatic providers include:

```
ox_lib
nord_notify
QB-Core
ESX
standalone chat fallback
```

The notification type values used internally include:

```
inform
success
error
```

Text UI Bridge

Supported:

```
ox_lib
nord_textui
built-in NUI fallback
```

The standalone fallback is pure NUI and does not rely on GTA text natives.

Target Bridge

Supported:

```
ox_target
qb-target
nord_target
```

When no supported target is active, normal key/NUI interaction remains available.

The current nord_target bridge registers the standard toggle interaction. If your nord_target implementation should expose a separate lockpick option, extend `client/bridge/target.lua`.

Inventory Bridge

Supported:

```
nord_inventory
ox_inventory
QB inventory
ESX inventory
standalone fallback
```

Used primarily for the lockpick item.

Adding a Custom Provider

Prefer editing or extending the corresponding bridge file rather than placing provider-specific code in:

```
client/main.lua
server/main.lua
```

This keeps future updates easier to merge.

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