Door Data Structure

A Nord Doorlock door is represented as a Lua table.

Example — Single Door

```
{
    id = 1,
    name = 'Police Front Door',
    distance = 2.0,
    autoLock = 0,
    locked = true,
    defaultLocked = true,

    parts = {
        {
            model = 123456789,
            coords = {
                x = 440.1234,
                y = -998.5678,
                z = 30.1234
            },
            heading = 90.0
        }
    },

    access = {
        jobs = {
            police = 0
        },

        identifiers = {},

        ace = {}
```

```
    },

    lockpick = {
        enabled = false
    }
}
```

Example — Double Door

```
{
    name = 'Main Double Door',

    parts = {
        {
            model = 111111111,
            coords = {
                x = 100.0,
                y = 200.0,
                z = 30.0
            },
            heading = 90.0
        },

        {
            model = 222222222,
            coords = {
                x = 102.0,
                y = 200.0,
                z = 30.0
            },
            heading = 270.0
        }
    }
}
```

Field Reference

Field	Type	Description
`id`	number	Persistent internal ID
`name`	string	Friendly door name
`distance`	number	Interaction distance
`autoLock`	number	Seconds before relocking, `0` disables
`locked`	boolean	Current persistent state
`defaultLocked`	boolean	Default configured state
`parts`	array	One or two physical door parts
`access`	table	Jobs, identifiers and ACE rules
`lockpick`	table	Lockpick settings

Part Structure

```
{
    model = 123456789,

    coords = {
        x = 0.0,
        y = 0.0,
        z = 0.0
    },

    heading = 0.0
}
```

The captured heading is important for physical fallback behavior on doors that do not correctly close through GTA DoorSystem alone.

Access Structure

```
access = {
    jobs = {
        police = 0
    },
```

```
    identifiers = {
        'license:...'
    },

    ace = {
        'door.police'
    }
}
```

Lockpick Structure

```
lockpick = {
    enabled = true
}
```

Developer API Copies

`GetDoor`, `GetDoors` and similar read exports return copies.

Changing the returned table does not edit the actual Nord Doorlock definition.

Use `UpdateDoor` for persistent server-side edits.

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