FAQ

Does Nord Doorlock require ox_doorlock?

No.

Does it require a database?

No. Default persistence uses FiveM KVP with JSON mirrors.

Can I use oxmysql?

Yes.

```
Config.Storage = 'mysql'
```

Can one entry contain two physical doors?

Yes. Capture Door 1 and Door 2 in the wizard.

Can I give access by job grade?

Yes.

Example:

```
police:2
```

Can I restrict access by Discord identifier or license?

Yes. Add identifiers in the access step.

Can another script lock or unlock a door?

Yes. Use server exports such as:

```
exports.nord_doorlock:LockDoor(id)
exports.nord_doorlock:UnlockDoor(id)
```

Can another script add a custom permission system?

Yes. Use the `doorAuthorization` hook.

Can I create doors programmatically?

Yes.

Use:

```
exports.nord_doorlock:CreateDoor(payload)
```

Can a client script directly force a door unlocked?

The public client API intentionally exposes request functions rather than an authoritative `SetDoorState`.

Use a server export for trusted state changes.

Why does Nord Doorlock reject my new door as a duplicate?

One of the physical door parts is already owned by another entry inside the configured duplicate tolerance.

Find the existing door or run:

```
doors_dedupe
```

How do I check whether Nord Doorlock is ready before calling exports?

```
local ready, err = exports.nord_doorlock:IsReady()

if not ready then
    print(err)
    return
```

```
end
```

Where should I add support for my custom notification/target/inventory?

Use the bridge files instead of editing the core.

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