Integration Examples

Lock a Door From Another Server Resource

```
local success, result =
    exports.nord_doorlock:LockDoor(12)

if not success then
    print(('Failed to lock door: %s'):format(result))
end
```

Unlock a Door Temporarily

If the door has an auto-lock delay, using `UnlockDoor` schedules its normal relock behavior.

```
exports.nord_doorlock:UnlockDoor(12)
```

Toggle by Door Name

```
local door =
    exports.nord_doorlock:GetDoorByName('Bank Main Entrance')

if door then
    exports.nord_doorlock:ToggleDoorState(door.id)
end
```

Check Player Access Before Running Another Action

```
RegisterNetEvent('my_script:server:secureAction', function(doorId)
    local src = source

    if not exports.nord_doorlock:HasAccess(src, doorId) then
        return
    end

    -- Run protected server-side action.
end)
```

Find a Door Near Coordinates

```
local door, distance =
    exports.nord_doorlock:FindDoorByCoords(
        vector3(440.0, -998.0, 30.0),
        10.0
    )

if door then
    print(('Found %s at %.2fm'):format(
        door.name,
        distance
    ))
end
```

Create a Job Door Programmatically

```
local ok, doorOrError, duplicateId =
    exports.nord_doorlock:CreateDoor({
        name = 'EMS Secure Room',
        distance = 2.0,
        locked = true,
        defaultLocked = true,

        parts = {
            {
                model = 123456789,
                coords = {
                    x = 300.0,
                    y = -600.0,
                    z = 43.0
                },
                heading = 180.0
            }
        },

        access = {
            jobs = {
                ambulance = 2
            },
            identifiers = {},
            ace = {}
        },

        lockpick = {
            enabled = false
        }
    })

if not ok then
    print('CreateDoor failed:', doorOrError, duplicateId)
end
```

Add Temporary Custom Access With a Hook

```
local hook = exports.nord_doorlock:RegisterHook(
    'doorAuthorization',
    function(payload)
        if payload.door.name == 'Event Room' then
            return GlobalState.eventRoomOpen == true
        end
    end
)
```

Client HUD Integration

```
CreateThread(function()
    while true do
        local door, distance =
            exports.nord_doorlock:GetNearestDoor()

        if door and distance then
            -- Update your HUD.
        end

        Wait(250)
    end
end)
```

Client Interaction Button

Do not set the local state yourself.

Use:

```
exports.nord_doorlock:RequestToggle(doorId)
```

This preserves server-side permissions and distance validation.

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