Lockpicking

Nord Doorlock includes an optional lockpick workflow.

Enable Globally

```
Config.EnableLockpick = true
```

Enable Per Door

Enable **Lockpick** in the door wizard.

Door structure:

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

Default Key

```
Config.LockpickKey = 74 -- H
```

Lockpick Configuration

```
Config.Lockpick = {
    item = 'lockpick',
    consumeOnSuccess = false,
    consumeOnFail = true,
    fallbackSuccessChance = 45,
    oxDifficulty = { 'easy', 'easy', 'medium' },
```

```
    oxInputs = { 'w', 'a', 's', 'd' }
}
```

item

Inventory item required before the attempt starts.

consumeOnSuccess

When `true`, one configured lockpick item is removed after a successful attempt.

consumeOnFail

When `true`, one configured lockpick item is removed after a failed attempt.

fallbackSuccessChance

Percentage used when an ox_lib skill check is unavailable.

oxDifficulty / oxInputs

Passed to `lib.skillCheck` when supported.

Server Validation

Before starting a lockpick attempt, the server checks:

- The door exists
- The player is near the door
- Lockpicking is globally enabled
- Lockpicking is enabled for the door
- The inventory bridge reports the required item

The server stores a short-lived pending attempt and validates it again when the client returns the result.

Standalone Inventory Warning

The default standalone inventory fallback cannot verify a real inventory item and therefore returns success for inventory checks.

If your standalone server uses a custom inventory, integrate it in:

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

This is strongly recommended when lockpick items must be enforced.

Revision #1
Created 2026-09-08 13:05:55 UTC by Riguita
Updated 2026-09-08 13:05:55 UTC by Riguita