Overview

Nord Doorlock is a modular FiveM door-locking resource designed for server owners and developers who need in-game door management, persistent state, framework bridges, double-door support, access control and a developer API.

It is standalone at its core and does not require ox_doorlock.

Core Features

- In-game administrator panel opened with `/doors`
- Wizard-based door creation and editing
- Aim-and-capture placement
- Single doors and double doors
- GTA DoorSystem synchronization
- Locked/unlocked state synchronization for all clients
- Persistent doors across resource and server restarts
- Job and minimum-grade access rules
- Identifier access rules
- ACE permission access rules
- Optional lockpicking
- Automatic relocking
- Native world-space locked/unlocked icons
- Custom interaction NUI
- Duplicate physical-door protection
- Automatic duplicate cleanup
- JSON/KVP persistence without a database dependency
- Optional oxmysql persistence
- ESX, QB-Core, QBX, nord-core and standalone framework support
- Notification, Text UI, Target and Inventory bridges
- Server-authoritative access and distance validation
- Client and server exports
- Custom authorization hooks

Design Principles

Door state changes are authoritative on the server. The client may request a lock, unlock or lockpick action, but permissions, distance and persistence are validated server-side.

Door definitions are copied when returned through the developer API. This allows external resources to inspect them without accidentally mutating Nord Doorlock's internal state.

The same physical GTA door object cannot belong to multiple Nord Doorlock entries. This prevents invisible duplicate locks and conflicting DoorSystem registrations.

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