Permissions

Door access can be restricted by jobs, identifiers and ACE permissions.

If all access fields are empty, the door is public.

Jobs & Grades

Wizard format:

```
police:0, ambulance:2
```

This means:

Job	Minimum Grade
police	0
ambulance	2

A player with the matching job must meet or exceed the minimum grade.

Door data representation:

```
access = {
    jobs = {
        police = 0,
        ambulance = 2
    }
}
```

Identifiers

Add one identifier per line.

Example:

```
license:xxxxxxxxxxxxxxx
discord:123456789012345678
```

Door data:

```
access = {
    identifiers = {
        'license:xxxxxxxxxxxxxxx',
        'discord:123456789012345678'
    }
}
```

ACE Permissions

Add one ACE string per line.

Example:

```
door.pd
door.staff
```

Then grant the ACE in your server configuration as appropriate.

Example:

```
add_ace group.police door.pd allow
```

Administrator Access

Administrators can be recognized through:

```
Config.AdminAce = 'nord.doorlock.admin'
```

and/or:

```
Config.AdminGroups = {
    admin = true,
```

```
    superadmin = true,
    god = true
}
```

Custom Authorization

External scripts can extend or override authorization with the `doorAuthorization` hook.

See the **Authorization Hooks** page.

Server Authority

Do not trust a client-side permission check for security-sensitive logic.

`HasAccess` is available as a server export and should be preferred when another server resource needs to determine whether a player may use a Nord Doorlock door.

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