Quick Start

This is the shortest workflow for creating a working door.

Create a Door

Open:

```
/doors
```

Select **New door**.

The wizard contains three steps.

Step 1 — General

Configure:

- Door name
- Interaction distance
- Auto-lock delay
- Default locked state
- Lockpick enabled/disabled

Step 2 — Door Objects

Capture **Door 1**.

Aim the crosshair at the physical GTA door object. When the object is valid it is highlighted and the capture indicator changes state.

Press:

```
E
```

For a double door, repeat the process for **Door 2**.

Step 3 — Access

Optionally add:

- Jobs and minimum grades
- Identifiers
- ACE permissions

Leave all access fields empty for a public door.

Finish and save the door.

Test It

Walk close to the door.

The default standalone interaction key is:

```
E
```

The default lockpick key is:

```
H
```

Lockpicking only appears when it is globally enabled and enabled for that specific door.

Confirm Persistence

After creating the door:

```
doors_storage
```

Then restart:

```
restart nord_doorlock
```

Open `/doors` again. The saved door should still exist.

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