Troubleshooting

`/doors` Does Not Open

Check:

```
add_ace group.admin nord.doorlock.admin allow
```

Confirm:

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

If using framework groups, verify `Config.AdminGroups`.

Door Disappears After Restart

Run:

```
doors_storage
```

Check that:

```
ready=true
error=none
```

In JSON mode, Nord Doorlock uses KVP as the authoritative store and JSON as a mirror.

Do not assume an empty `data/doors.json` means KVP is empty.

Developer check:

```
local health = exports.nord_doorlock:GetStorageHealth()
print(json.encode(health))
```

Same Door Is Locked Twice / Feels Locked From Behind

Run:

```
doors_dedupe
```

Also verify that the same physical object was not captured into two separate definitions.

Nord Doorlock normally blocks this automatically.

Two-Leaf Door Only Controls One Side

Edit the definition and verify that **Door 1** and **Door 2** are both captured.

Both physical objects must be stored in the same double-door definition.

Do not create each leaf as a separate overlapping Nord Doorlock entry.

Door Locks While Still Open

Relevant settings:

```
Config.DoorCloseRate = 10.0
Config.DoorCloseTimeoutMs = 2500
Config.DoorCloseSnapFallback = true
Config.DoorPhysicalFallback = true
```

For unusual MLO doors, increase the timeout before disabling physical fallback.

Cannot Capture a Barred Gate

The capture system uses:

```
Config.AdminCaptureRadius = 0.42
Config.AdminCaptureFallbackRadius = 1.35
Config.AdminCaptureScreenRadius = 0.075
```

Aim near the visual center of the door or gate.

A valid capture candidate should be highlighted.

World Lock Icon Appears Too Far Away

Reduce:

```
Config.DoorStateIconDistance = 6.0
```

Example:

```
Config.DoorStateIconDistance = 4.0
```

Duplicate World Lock Icon

Verify:

```
Config.DoorStateIconMergeDistance = 0.35
```

Then run:

```
doors_dedupe
```

ox_lib `lib` Is Nil

Nord Doorlock only uses ox_lib functions when the corresponding global exists.

If you explicitly configure an ox provider, make sure your ox_lib setup exposes the required functions before Nord Doorlock starts.

Otherwise use:

```
Config.Notify = 'auto'
Config.TextUI = 'auto'
```

Lockpick Always Works on a Standalone Custom Inventory

Integrate your inventory in:

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

The default standalone inventory fallback cannot know whether the player really owns an item.

MySQL Storage Fails

Verify:

```
ensure oxmysql
ensure nord_doorlock
```

and:

```
Config.Storage = 'mysql'
```

Run:

```
doors_storage
```

Check server console errors from:

```
[nord_doorlock:storage]
```

Door State Does Not Update in Another Script

Read the state from the server:

```
local locked =
    exports.nord_doorlock:GetDoorState(id)
```

or request the synchronized client value on the client.

Do not cache the state forever in another resource unless you also handle state changes.

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