Editable Files & escrow_ignore

Editable Files & `escrow_ignore`

Nord Forge keeps common configuration and documentation files editable in protected customer packages.

Default public/editable content includes patterns such as:

- `fxmanifest.lua`
- `__resource.lua`
- `config.lua`
- `config/**`
- `shared/config.lua`
- `locales/**`
- `lang/**`
- `languages/**`
- `translations/**`
- Markdown and text documentation
- JSON
- SQL
- CFG
- INI files

`escrow_ignore`

During protected build generation, Nord Forge reads `fxmanifest.lua` or `__resource.lua` and honors `escrow_ignore` rules.

Example:

```
fx_version 'cerulean'
game 'gta5'

escrow_ignore {
    'config.lua',
    'shared/config.lua',
    'locales/*.lua',
    'data/*.json'
}
```

Files matched by `escrow_ignore` remain clean and editable.

Extra public patterns can also be configured at platform level with:

```
NORD_FORGE_PUBLIC_FILE_PATTERNS=
```

Revision #1
Created 2026-09-05 16:53:55 UTC by Riguita
Updated 2026-09-05 16:53:55 UTC by Riguita