Server Limits & Privacy

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The production configuration allows a limited number of active Keymasters per Forge account.

Default limit

The default platform limit is:

```
3 active servers / Keymasters per Forge Key
```

The server administrator can change this platform limit with:

```
NORD_FORGE_MAX_KEYMASTERS=3
```

One customer per active Keymaster

An active FiveM Keymaster cannot be registered to two different Forge customers at the same time.

If it is already linked elsewhere, Nord Forge returns:

```
keymaster_already_registered_to_another_forge_key
```

Raw Keymaster storage

Nord Forge does **not** store the raw `cfxk_` value.

The backend normalizes it and stores a cryptographic hash. The interface can use a masked display value instead of exposing the full key.

Removing a server

Removing a server changes its registration status to removed.

A protected resource running from that server will no longer validate until the server is registered and active again.

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