Events & Live Sync

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Nord Garages emits events so Staff, Phone and other integrations can refresh without polling the full database continuously.

Vehicle changed

```
AddEventHandler('nord_garages:server:vehicleChanged', function(payload)
    -- refresh local integration cache
end)
```

Vehicle OS event bus

```
AddEventHandler('nord_garages:server:event', function(eventName, payload)
end)

AddEventHandler('nord_garages:server:vehicleChangedV2', function(payload)
end)
```

Garage changes

Garage create/update/delete operations emit the garage change flow used by live admin/staff integrations.

Integration recommendation

Prefer event-driven cache invalidation plus occasional reconciliation. Avoid high-frequency SQL polling for every player/vehicle.

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