# Nord Staff Integration

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Nord Staff should use the trusted server exports instead of directly manipulating Nord Garages rows.

## Give/store vehicle

After creating framework ownership, call `ReconcileOwnedVehicleByPlate` or `AddVehicleToGarage` so the new vehicle appears immediately without restart.

## DV / remove from world

Use:

```
exports['nord_garages']:StaffDeleteWorldVehicle(plate, nil, {
    source = source,
    netId = netId,
})
```

This reconciles world tracking/garage state **without deleting ownership**.

## Delete ownership

Use the explicit ownership deletion export only when the staff action genuinely removes the vehicle from the player's ownership database.

## Global list

Use `GetStaffVehicleSnapshot(limit)` for bulk state and `SyncAllFrameworkVehicles(limit, force)` when a full framework sync is required.

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