

Quick Start

This is the shortest path to a working Nord Inventory installation.

1. Requirements

- FiveM server with OneSync.
- MySQL or MariaDB.
- `oxmysql`.
- Optional framework: ESX, QBCore, Qbox or Nord Core.

2. Install and start

Place the resource as `nord_inventory` and use a safe start order:

```
ensure oxmysql
# ensure qb-core          # or es_extended / qbx_core / nord-core
ensure nord_inventory
# ensure nord_staff       # when used
```

3. Configure admin access

ACE is checked first:

```
add_ace group.admin nord_inventory.admin allow
```

If ACE is unavailable, add trusted FiveM licenses **server-side only**:

```
-- nord_inventory/server/config.lua
Config.AdminAccess.Licenses = {
    'license:0123456789abcdef0123456789abcdef01234567',
}
```

You can also paste only the hash; Nord automatically adds the `license:` prefix.

4. Choose the framework and locale

```
Config.Framework = 'auto' -- auto | esx | qb | qbox | nord | standalone
Config.Locale = 'en'      -- en | pt
```

5. Test in game

Action	Default
Open inventory	<code>TAB</code> or <code>/inventory</code>
Show Fast Slots	<code>Z</code>
Use Fast Slots	<code>1-5</code>
Admin Studio	<code>/norditems</code>
Trunk	<code>/trunkinv</code>
Glovebox	<code>/gloveboxinv</code>

6. First production checks

1. Add an item and reconnect to verify persistence.
2. Open Admin Studio with ACE or license fallback.
3. Open a trunk and glovebox on an unlocked vehicle.
4. Equip a firearm and verify magazine metadata/reload behavior.
5. Test a usable item with an explicit prop and one using prop fallback.
6. If using `nord_staff`, start Nord Inventory first and verify its inventory bridge detects `nord_inventory`.