

Update Guide · v1.6.8 → v1.6.11

Use this page when updating from the previous prop-fallback build.

1. Replace resource files

Back up your existing resource and database, then update the code while preserving intentional server-specific configuration changes.

2. Review the new server-only config

v1.6.11 adds:

```
server/config.lua
```

Configure `Config.AdminAccess` there. Do not put license identifiers in shared `config.lua`.

3. Confirm ACE object

Use:

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

The corrected default ACE object is `nord_inventory.admin`.

4. Review weapon ammo behavior

The largest behavior change is v1.6.9:

- old weapon reserve values must no longer be treated as `metadata.ammo`;
- `metadata.ammo` is loaded-magazine rounds only;
- `metadata.magazineSize` stores the capacity;
- reserve ammo stays in inventory items.

Nord includes migration logic for older weapon metadata with excess reserve ammunition whenever it can identify the matching ammo item.

5. Review Personal Studio

Players can choose Automatic or Manual reload behavior. Test both modes with your common weapon/ammo definitions.

6. Review ammo props

v1.6.10 intentionally suppresses hand props for ammo/magazine use. Do not re-add those props unless you also accept the visual conflict with the equipped weapon reload flow.

7. Verify integrations

Test scripts that call `AddItem`, `RemoveItem`, search/metadata exports, and your `nord_staff` inventory bridge after updating.

8. Production test

Test persistence, a full reload cycle, manual/auto reload, weapon durability, Admin Studio access, vehicle storage and server restart before deployment.

Revision #1

Created 2026-09-03 18:18:13 UTC by Riguita

Updated 2026-09-03 18:18:13 UTC by Riguita