Fast Slots, Hotbar & Special Slots

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Default slots 1–7 and quick-use behavior.

Applies to: `Nord Inventory v2.0.0`

Special Slots & Quick Actions

Nord Inventory reserves two dedicated real player inventory slots after the Fast Slots.

Default slots

```
Config.UI.specialSlots = {
    enabled = true,
    slots = {
        { key = 'keys', slot = 6, category = 'key', label = 'Keys', icon = 'fa-key' },
        { key = 'technology', slot = 7, category = 'technology', label = 'Technology', icon = 'fa-microchip' }
    }
}
```

With the normal 5 Fast Slots:

- slots 1–5 = Fast Slots;

- slot 6 = Keys;
- slot 7 = Technology;
- normal inventory grid begins at slot 8.

The server validates the item category before every move. Client-side validation is only visual feedback.

Existing inventories

When an older player inventory already has an incompatible item in slot 6 or 7, Nord Inventory relocates it to the first free normal slot on load. If the inventory is completely full, the item is never deleted: it remains visible in the special slot with a warning until the player moves it out.

Amount control

The bottom `Amount` field controls drag quantity.

Example:

- stack contains 10;
- Amount = 3;
- drag the stack to another empty slot;
- server moves 3 and leaves 7 in the original slot.

This works for same-inventory splitting and cross-inventory transfers.

Use

Select a player item and press **Use**. Containers open normally; usable items call the standard server-authoritative use flow.

Give

Select a player item and press **Give**. The configured amount is given. If several players are within 3 meters, a compact player chooser is shown.

Unified bottom dock

Fast Slots, Special Slots, Amount, Use and Give share the same bottom row.

Personal Studio > Layout now controls the bottom player tools with:

- Fast Slots width;
- Player tools size;
- Fast / tools spacing.

The new tools also inherit the player's slot opacity, border opacity, corner radius, item image size, accent and icon color settings.

Personal Studio · Player Tools

The complete right-side bottom group is configurable from a dedicated **Player Tools** page in Personal Studio.

Per-player settings include:

- overall Player Tools size;
- Special Slot size;
- Amount control size;
- Use / Give button size;
- spacing between Fast Slots and Player Tools;
- Special Slot label visibility;
- helper-text visibility.

Appearance and Layout settings still provide the shared slot opacity, border visibility, corner radius, accent, item-image scale and icon color.

Drag directly to Use / Give

Use and Give are real drag targets.

- Drag a player-inventory item onto **Use** to execute the standard use flow.
- Drag a player-inventory item onto **Give** to open/execute the nearby-player flow.
- **Give** respects the Amount control.
- Items dragged from a secondary inventory must first be moved into the player inventory.
- Pinned Fast Slot items cannot be given until unpinned.

Quantity zero means all

The Player Tools Amount input accepts `0`.

- `0` = the complete current stack;
- `1+` = exactly that quantity, clamped to the available stack;
- dragging with `0` moves the full stack;
- dragging with a smaller value splits the stack;
- Give uses the same rule, so `0` gives the complete selected stack.

The NUI always resolves `0` to a positive server-side amount before sending the action, so the inventory core does not need unsafe zero-amount transfers.

```
-- Nord Inventory - player UI, hotbar and received-item feedback

Config = Config or {}

Config.UI = {
    theme = 'dark',
    columns = 7,
    slotSize = 'medium',
    showWeight = true,
    animations = true,

    -- Slots 1-5 are reserved for the normal Fast Slots.
    hotbarSlots = 5,
    hotbarKeybinds = true,

    -- Dedicated player slots shown in the bottom action dock.
    -- They are REAL inventory slots and are validated server-side by category.
    -- With the default 5 Fast Slots these reserve slots 6 and 7.
    specialSlots = {
        enabled = true,
        slots = {
            {
                key = 'keys',
                slot = 6,
                category = 'key',
                label = 'Keys',
                icon = 'fa-key'
            },
```

```
            {
                key = 'technology',
                slot = 7,
                category = 'technology',
                label = 'Technology',
                icon = 'fa-microchip'
            }
        }
    }
}

-- Standalone quick hotbar. This is independent from the full inventory NUI and
-- never takes mouse/keyboard focus, so the player can keep moving normally.
Config.Hotbar = {
    Enabled = true,
    Command = 'hotbar',
    OpenKey = 'Z',
    Mode = 'timed', -- timed | toggle
    Duration = 3200, -- milliseconds when Mode = timed
    ShowOnSlotUse = false -- automatic use feedback uses compact item cards, not the full
hotbar; pressing 1-5 also reveals the hotbar
}

-- Compact OX-style item feedback. Multiple different item cards can be shown
-- at the same time, so reward/crafting bursts no longer wait in a long queue.
-- Repeated feedback for the same item is merged into the visible card.
Config.ItemNotifications = {
    Enabled = true,
    Receive = true,
    Duration = 1800, -- milliseconds each visible card remains on screen
    MaxVisible = 8   -- safety cap for simultaneous cards; oldest is replaced first
}
```

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