Inventory UI & Dual Inventory

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Player inventory behavior and the left/right storage model.

Applies to: `Nord Inventory v2.0.0`

Nord uses a dual-inventory layout: the player inventory remains on the left, while the active stash/container/vehicle/ground/player inventory is shown on the right. Server sessions determine what the right-hand inventory represents and when that session must close.

Key properties

- slot-based item instances;
- weight authority on the server;
- per-instance metadata;
- Fast Slots and dedicated special slots;
- drag/drop and context actions;
- live item feedback without requiring the full inventory to be open;
- storage session invalidation when access conditions change.

The default player capacity is **40 slots / 80,000 g**.

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