Magazine Ammunition · Server Authority

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Current magazine model and reload transaction rules.

Applies to: `Nord Inventory v2.0.0`

Weapon ammunition persistence

Nord Inventory stores the rounds currently loaded in a firearm in the weapon instance metadata (`metadata.ammo`).

When a firearm is holstered through the inventory, the final magazine count is now sent to the server in the same `CompleteUseItem` transaction. This avoids an event-order race where the player could reload, holster, and re-equip the same weapon but receive an empty magazine.

If holstering happens while the native reload animation/transaction is still active, Nord uses the server-approved loaded value already held in `equippedWeapon.ammo` instead of GTA's temporary clip staging value.

The server never trusts this path to add ammunition. `UpdateWeaponAmmo` can only reduce the current server magazine count. Actual increases still require `LoadWeaponAmmo`, which removes matching ammunition items first.

```
-- Nord Inventory - inventory limits, weapon ammo and runtime rules

Config = Config or {}

Config.DefaultPlayerSlots = 40
Config.DefaultPlayerWeight = 80000 -- grams
Config.DefaultStashSlots = 60
Config.DefaultStashWeight = 150000
Config.TrunkSlots = 50
Config.TrunkWeight = 120000
Config.GloveboxSlots = 10
Config.GloveboxWeight = 15000

-- Weapon magazine handling. Nord keeps ONLY the currently loaded magazine on the
-- weapon metadata; reserve ammunition always remains as inventory items until a
-- reload transaction removes exactly the rounds that fit in the magazine.
Config.WeaponAmmo = {
    Enabled = true,
    DefaultMagazineSize = 30, -- used only until a weapon instance has magazineSize metadata
    MaxMagazineSize = 999,
    DetectMagazineFromGame = true, -- first equip can seed metadata.magazineSize from GTA's native clip size

    -- Keep the weapon physically equipped when the magazine reaches 0.
    -- GTA may try to switch the ped to WEAPON_UNARMED when the last round is
    -- fired; Nord immediately restores the empty weapon. The weapon is only
    -- holstered when the player uses/clicks that same inventory item again.
    KeepEquippedWhenEmpty = true,

    -- Automatic mode is intentionally slower than pressing R manually.
    -- First Nord waits before requesting the reload, then it keeps the weapon
    -- empty for an additional preparation period before the native reload starts.
    AutoReloadDelay = 1400, -- ms after the magazine reaches zero before automatic reload is requested
    AutomaticReloadPrepareTime = 900, -- extra ms before the automatic reload animation / rounds enter the weapon

    ReloadCooldown = 650, -- protects against duplicate reload requests
    ManualReloadControl = 45, -- INPUT_RELOAD (R)
}
```

```
Config.InventorySessionSeconds = 300
Config.SaveIntervalSeconds = 30
Config.MaxTransferAmount = 100000
Config.MaxContainerDepth = 3

Config.EnableWeight = true
Config.EnableVolume = false
Config.EnableDurability = true
Config.EnableItemHistory = true
Config.TransactionLogRetentionDays = 14
```

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