Modular Configuration

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All supported owner configuration is split by responsibility under `config/`.

Applies to: `Nord Inventory v2.0.0`

File	Responsibility
`config/core.lua`	framework, debug, ecosystem visibility, inventory command/key
`config/inventory.lua`	capacities, sessions, ammo, durability/history
`config/operations.lua`	Operations/forensics limits, persistent placement, clothing bridge and movement policies
`config/ui.lua`	UI, Fast Slots, special slots, hotbar, item feedback
`config/admin.lua`	server-only ACE/license/Nord Staff admin access
`config/commands.lua`	Admin Studio and administration command aliases
`config/bridges.lua`	notify, TextUI, target and interaction mode
`config/locales.lua`	active language and fallback
`config/player_interactions.lua`	search/rob/hands-up rules
`config/world.lua`	ground item/drop/throw behavior
`config/vehicles.lua`	registry, trunks, gloveboxes, locks, NPC loot
`config/items.lua`	prop rules, back weapons, use animations, aliases
`config/stashes.lua`	static stashes
`config/rarities.lua`	rarity levels and UI behavior

Rule for upgrades

Merge your intentional values into the new files. Do **not** blindly copy an old `config/` directory over a newer release.

Revision #1
Created 2026-09-30 01:04:34 UTC by Riguita

Updated 2026-09-30 01:04:34 UTC by Riguita