Throwable Weapons

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Consume inventory only after a projectile is actually thrown.

Applies to: `Nord Inventory v2.0.0`

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Throwable GTA weapons use one real native projectile when equipped.

Definitions use:

```
weapon = { name = 'WEAPON_GRENADE' },
unique = true,
metadataDefaults = {
    throwable = true
}
```

The item is not consumed when merely equipped. Nord waits for GTA's ammo to transition from `1` to `0`, which indicates that the projectile was actually released, and only then removes the exact inventory instance by UID.

This applies to grenades, sticky bombs, pipe bombs, Molotovs, proximity mines, gas/smoke/tear gas, flares, snowballs and balls.

Putting the throwable away before throwing keeps the item in the inventory. Throwables do not use firearm reload logic, magazine persistence, or the empty-firearm auto-restore behavior.

Revision #1
Created 2026-09-30 01:04:40 UTC by Riguita
Updated 2026-09-30 01:04:40 UTC by Riguita