Welcome · Nord Inventory

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Nord Inventory is Nord Lab's production inventory platform for FiveM. It combines server-authoritative item state, metadata, durability, containers, vehicle storage, Admin Studio, Operations & Forensics, a provider-aware developer SDK, player inventory customization and modular integrations in one resource.

Applies to: `Nord Inventory v2.0.0`

What this documentation covers

This book is audited against the production `2.0.0` resource. It covers:

- installation, startup order, SQL and production packaging;
- ESX, QB-Core, QBX/Qbox, Nord Core, Standalone and custom framework modes;
- item definitions, metadata, durability, expiration, rarity and containers;
- Fast Slots, hotbar, Equipment Slots 2.0, ground drops and player interactions;
- Admin Studio, provider registry, diagnostics, backups, audit and recommended scripts;
- Operations & Forensics: Ledger, Anti-Dupe, Item Instance Explorer, Inventory Manager and snapshots;
- persistent placed items and per-item/per-category movement policies;
- the public server/client export surface present in v2.0.0;
- vehicle trunk/glovebox storage and lock/session security;
- Nord ecosystem integrations and migration patterns from OX/QB-style inventories.

Design principle

Nord Inventory treats the **server as the authority**. NUI state is presentation only. Item mutations, ownership, capacity, metadata, robbery transfers, vehicle sessions, persistent placement and administrative changes are validated server-side.

Resource name

Keep the resource folder named exactly:

```
nord_inventory
```

Many integrations intentionally call `exports.nord_inventory:...`.

Documentation status

This edition is the v2.0.0 reference. When older notes disagree with this book, use the v2.0.0 configuration, SQL map, permissions and export index documented here as the source of truth.

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