

Delete, Disable & Restore Items

Nord Inventory current builds uses **source-aware deletion**. The Delete action does not treat every item source the same way.

Reference/base item

An item originating from:

```
shared/items.lua  
shared/weapons.lua
```

is never physically removed from those Lua files by Admin Studio.

Deleting it performs two actions:

1. removes any database override from `nord_inventory_custom_items`;
2. stores the item name in `nord_inventory_disabled_reference_items`.

The base definition is therefore disabled but remains safely maintained in the reference file.

Restoring a base item

Use **Restore item** in Admin Studio. Nord removes the disabled-reference marker and the original Lua definition becomes active again.

Restoring does **not** create a new database item unless you later edit/save the definition.

Database-only item

An item created only through Admin Studio/database is deleted from:

```
nord_inventory_custom_items
```

It has no Lua fallback, so it disappears from the active registry after deletion.

Base item with a DB override

If a base item was edited in Admin Studio, deleting it:

- deletes the override row;
- disables the underlying reference item;
- prevents the original Lua version from reappearing after restart.

Runtime-only item

A runtime item registered by another resource is owned by that resource. Admin Studio does not permanently delete it.

Stop/change the resource or its registration code if the runtime item should no longer exist.

Why Nord stores a tombstone

The table:

```
nord_inventory_disabled_reference_items
```

contains only the reference item name, who disabled it and the timestamp. It avoids duplicating the full item definition in SQL while preserving the administrator's disabled state across restarts.

Upgrade note

The table is created automatically by Nord's schema bootstrap. It is also included in the current `nord_inventory.sql` attachment for manual database deployment.

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