

Registering Stashes & Custom Inventories

RegisterInventory

```
exports.nord_inventory:RegisterInventory('mechanic_storage', {  
  label = 'Mechanic Storage',  
  type = 'stash',  
  slots = 80,  
  maxWeight = 200000,  
  jobs = { mechanic = 0 },  
  coords = vector3(-347.1, -133.3, 39.0)  
})
```

Supported registration options are normalized to:

- `id`
- `label`
- `type`
- `slots` (1-500)
- `maxWeight`
- `coords`
- `jobs` or `groups`
- `owner`
- `public`

RegisterStash compatibility helper

```
exports.nord_inventory:RegisterStash(  
  'burgershot_freezer',  
  'Burger Shot Freezer',  
  60,
```

```
200000,  
false,  
{ burgershot = 0 },  
vector3(-1195.4, -893.8, 14.0)  
)
```

Signature:

```
RegisterStash(id, label, slots, maxWeight, owner?, groups?, coords?)
```

Per-player owner storage

When `owner = true`, Nord namespaces the storage to the player identifier when opened through the compatible owner path.

Security recommendation

For private inventories without world coordinates, validate the player's access in the server resource and open the storage server-side. Do not rely on an arbitrary client event to decide who can access a private stash.

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