

# Server Exports · Add, Remove & Carry

## AddItem

```
local ok, result = exports.nord_inventory:AddItem(  
    source,  
    'water',  
    2,  
    { quality = 100 },  
    nil  
)
```

Signature:

```
AddItem(target, itemName, amount, metadata?, slot?, callback?)
```

On success, the returned result is public slot data. Common failure strings include `invalid_inventory`, `invalid_item` and `inventory_full`.

## RemoveItem

```
local ok, reason = exports.nord_inventory:RemoveItem(  
    source,  
    'water',  
    1,  
    { quality = 100 },  
    nil,  
    false,  
    false  
)
```

Signature:

```
RemoveItem(target, itemName, amount, metadata?, slot?, ignoreTotal?, strict?)
```

# Currency helpers

Nord treats the default currency items as inventory items:

```
exports.nord_inventory:AddCash(source, 500)
exports.nord_inventory:RemoveCash(source, 250)
exports.nord_inventory:AddDirtyMoney(source, 100)
exports.nord_inventory:RemoveDirtyMoney(source, 50)
```

These use the item names `money` and `black_money`.

# Carry checks

```
local canCarry = exports.nord_inventory:CanCarryItem(source, 'water', 5)
local fits, freeWeight = exports.nord_inventory:CanCarryWeight(source, 5000)
local maxAmount = exports.nord_inventory:CanCarryAmount(source, 'water')
local canSwap = exports.nord_inventory:CanSwapItem(source, 'water', 2, 'repairkit', 1)
```

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