

Server Exports · Catalog & Opening

Inventory/catalog exports

Export	Purpose
<code>GetInventoryType()</code>	Returns <code>nord_inventory</code>
<code>GetItemDefinition(name)</code>	Get one definition
<code>GetItems()</code>	Public item registry list
<code>GetItemList()</code>	Alias-style public registry list
<code>Items(itemName?)</code>	Registry keyed by name or single definition
<code>ItemList(itemName?)</code>	Same familiar keyed shape
<code>RegisterItem(name, definition)</code>	Register a trusted transient runtime definition
<code>RegisterInventory(id, options)</code>	Register a runtime storage definition

Opening inventories

```
exports.nord_inventory:OpenInventory(source, inventoryType, id, options)
```

Aliases:

```
exports.nord_inventory:openInventory(...)  
exports.nord_inventory:forceOpenInventory(...)
```

Supported opening types include:

- `player`
- `container`
- `drop` / `ground`
- `stash`

- `society`
- `evidence`
- `locker`
- `custom`
- `chest`
- `safe`

Register on open

```
exports.nord_inventory:OpenInventory(source, 'society', 'mechanic_society', {  
  label = 'Mechanic Society',  
  slots = 100,  
  maxWeight = 300000,  
  jobs = { mechanic = 0 }  
})
```

When options are supplied and that ID is not already registered, Nord can register it with the requested type before opening.

Nearby player

```
exports.nord_inventory:OpenInventory(source, 'player', targetServerId)
```

Opening another player's inventory uses Nord's nearby-player access path rather than giving arbitrary remote access.

Revision #1

Created 2026-09-03 21:04:54 UTC by Riguita

Updated 2026-09-03 21:04:54 UTC by Riguita