

Weapon Durability & Back Display

Durability per fired round

For firearms, `durability.lossPerUse` is interpreted as durability loss **per fired round**. Equipping, holstering and reloading do not consume weapon durability.

When a weapon reaches zero durability, Nord removes the broken item and immediately unequips it.

Back weapon display

Large weapons can be displayed cosmetically on the player's back:

```
Config.BackWeapons = {  
    Enabled = true,  
    MaxVisible = 2,  
    HideInVehicle = true,  
    HideWhenDead = true,  
    RefreshInterval = 750,  
    ...  
}
```

The back props are cosmetic only. Ammo, durability and ownership remain inventory state.

Equipped weapon UIDs are excluded from the visible back set, and the display refreshes when equipping/holstering, entering vehicles or changing death state.

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