

Welcome · Nord Inventory

Nord Inventory is Nord Lab's production-ready, server-authoritative inventory system for FiveM. It combines a modern dual-inventory interface with a complete in-game administration workflow, persistent database-backed item definitions, vehicle storage management, universal metadata, weapon ammunition control and a broad integration API for other resources.

Why Nord Inventory

- Complete slot inventory with configurable slots and weight limits.
- Server-authoritative movement, use, metadata, ammunition and persistence.
- **Admin Studio** for item creation, categories, lifecycle, imports/exports and Vehicle Storage.
- **Personal Studio** for player-side layout and reload preferences.
- Trunks and gloveboxes with category/model-specific capacity.
- Addon vehicle trunk detection, placement overrides and no-trunk protection.
- Ground drops with physical props, pickup, place and throw actions.
- Container items, stashes, metadata schemas, durability and expiration.
- Five Fast Slots plus a standalone no-focus hotbar.
- Weapon magazine ammunition stored per weapon instance.
- Automatic/manual Nord-managed reload modes.
- Runtime item prop fallback with calibrated hand attachments.
- Framework support for **ESX, QBCore, Qbox, Nord Core and standalone**.
- **Nord Staff integration** through the Nord Inventory bridge/API.
- 52 server exports and 11 client exports for third-party scripts.

Administrator license fallback

Nord Inventory includes a secure **server-only administrator license fallback**. Admin access is resolved in this order:

1. Server console.
2. ACE permission.
3. Configured FiveM `license:` identifier fallback.

The license list lives only in `server/config.lua`, which is never loaded client-side.

Resource identity

Keep the resource directory named:

nord_inventory

The examples throughout this book assume that resource name.

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