Client Exports

Client exports are useful for UI, vehicle interactions and custom gameplay.

```
local hasKey = exports.nord_vehiclekeys:HasKey(vehicleOrPlate)
local hasLocal = exports.nord_vehiclekeys:HasLocalKey(vehicleOrPlate)

exports.nord_vehiclekeys:ToggleLock(vehicle)
exports.nord_vehiclekeys:LockVehicle(vehicle)
exports.nord_vehiclekeys:UnlockVehicle(vehicle)

local vehicle, distance = exports.nord_vehiclekeys:GetClosestVehicle(10.0)
exports.nord_vehiclekeys:OpenKeyRemote(slot)
```

The theft module also exposes:

```
exports.nord_vehiclekeys:StartLockpick(vehicle)
exports.nord_vehiclekeys:StartHotwire(vehicle)
exports.nord_vehiclekeys:StartCarjack(vehicle, driver)
```

Physical item-use handlers are also exposed internally for inventory integration, but normal external resources should use the higher-level key exports.

Revision #1
Created 2026-09-07 19:49:32 UTC by Riguita
Updated 2026-09-07 19:49:32 UTC by Riguita