Common Issues

Physical key exists but does not open the remote

Check that:

- `nord_inventory` starts before `nord_vehiclekeys`.
- The `vehicle_key` item is non-stackable.
- The slot metadata contains a normalized plate.
- The key is not expired.
- The physical-key item use handler is registered.

Player keeps getting a key back after deleting it

Strict physical-key mode should use:

```
RequirePhysicalItemForAccess = true
OwnerAccessWithoutPhysicalItem = false
StoredAccessWithoutPhysicalItem = false
AllowClientOwnerClaim = false
```

A missing key should then only return through recovery/admin/trusted server exports.

Recovery NPC is underground

Use the visual placement editor and save the final position. The saved Z is authoritative and the final NPC should not run a second ground snap.

Recovery NPC is stuck in a broken scenario pose

Use a valid GTA scenario name. The resource applies the scenario without a destructive intro sequence and freezes the NPC after the final placement is applied.

Fullscreen dark NUI overlay

The key remote NUI should be transparent and hidden while closed. If you replaced the web files, ensure `html` and `body` do not force a dark background or `color-scheme: dark`.

"The action is no longer valid" during carjacking

Make sure all resource files are from the same build and that OneSync is enabled. The carjack completion validates the reserved vehicle/action rather than relying on the NPC remaining in the same network seat state.

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