FAQ

Does owning a vehicle automatically recreate a deleted key?

No, not with the default strict physical-key settings. The player must recover or be explicitly issued a new key.

Can I use the resource without Nord Inventory?

Yes for generic access/item checks through supported bridges. The complete physical `vehicle_key` metadata workflow is native to Nord Inventory; a custom inventory can implement the provided physical-key hooks.

Can a player recover a key for a vehicle they do not own?

No. Recovery validates ownership server-side before issuing the key.

Do stolen keys stay forever?

No. They are designed to expire when the player leaves the stolen vehicle and also have a safety timeout.

Can a garage or dealership give keys?

Yes. Use the trusted server export:

```
exports.nord_vehiclekeys:GiveKeys(source, plate)
```

Can I replace notifications or Text UI without editing the core?

Yes. Select `custom` in `config/bridges.lua` and edit only the matching bridge file.

Is the recovery NPC placement persistent?

Yes. NPC definitions and coordinates are stored in the database.

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