Overview

Nord Vehicle Keys is a server-authoritative vehicle access system for FiveM. It combines physical vehicle keys, vehicle locking, theft gameplay, temporary stolen keys, recovery NPCs and a modular bridge layer for frameworks, inventories and UI providers.

Main features

- Physical `vehicle_key` items with plate metadata.
- Server-authoritative lock state using entity state bags.
- Lock / unlock from keybind, commands or the physical-key remote.
- Permanent owner keys, shared keys, temporary keys and stolen/session keys.
- Carjacking of NPC drivers by aiming a valid firearm.
- Lockpick and hotwire flows with configurable difficulty and alarm chances.
- Stolen-key expiry when leaving the stolen vehicle plus a safety timeout.
- Persistent key-recovery NPCs for owned vehicles.
- In-game admin panel for recovery NPC management.
- Ghost NPC placement editor with movement, rotation, height and ground snapping.
- Framework, inventory, notification and Text UI bridges isolated from the core.
- Server exports for garages, dealerships, rentals and other trusted resources.

Design principle

Normal access is intentionally strict when physical keys are enabled:

> If the player no longer has the matching physical key item, the resource does not silently recreate it during an access check.

A missing owner key must be deliberately reissued through the recovery NPC, an admin action or a trusted server export.

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