Database Safety

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Do not edit active state casually

Directly changing a vehicle row while the resource is running can desynchronize:

- Framework ownership state
- OneSync entity tracking
- Keys
- Phone/Staff caches
- Impound rules
- Vehicle OS history

Use server exports wherever possible.

Backups

Before a major upgrade, back up both:

1. Your framework ownership table (`owned_vehicles` or `player_vehicles`).
2. All `nord_garage_*` tables.

Stale spawning state

Startup SQL repairs stale `spawning` rows back to `stored` so a crash/restart does not permanently lock a vehicle.

Legacy showroom points

Older `showroom` and `camera` point types are removed because v2 uses the native showroom implementation.

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