Production Checklist

Production Checklist

Before release to players:

- [ ] `oxmysql` starts before Nord Garages.
- [ ] Framework auto-detection resolves the intended core.
- [ ] Correct key, fuel and inventory providers resolve.
- [ ] `/garageadmin` is restricted to the intended ACE/admin source.
- [ ] At least one land garage stores/spawns correctly.
- [ ] Boat/air garages are tested if used.
- [ ] Impounds are tested separately from normal garages.
- [ ] Job impound grades/categories are verified server-side.
- [ ] Capacity `0` behaves as unlimited where intended.
- [ ] Vehicle transfer completes and restores state.
- [ ] Physical keys do not duplicate across store/spawn cycles.
- [ ] Fuel persists across store/spawn.
- [ ] Showroom preview vehicles do not leak into normal target/inventory logic.
- [ ] Staff DV and ownership deletion use different integration paths.
- [ ] Phone/Staff lists refresh without resource restart.
- [ ] VIP persistent parking is restricted as intended.
- [ ] Server restart restores/repairs vehicle state correctly.
- [ ] Database backup exists before rollout.

Revision #1
Created 2026-10-02 18:41:24 UTC by Riguita
Updated 2026-10-02 18:41:24 UTC by Riguita