v2.0.0 Stabilization Pass

v2.0.0 Stabilization Pass

The stabilization pass keeps existing gameplay logic while hardening failure paths.

Hardened

- Store flow keeps entity tracking until validation and authoritative SQL state change succeed.
- Store mutation rejects conflicting concurrent impound/seizure/transit/service/detached changes instead of overwriting them.
- Impound payment/release uses an atomic transition and can refund the fine if another operation changed state first.
- AutoSQL migrations cover Vehicle OS auxiliary tables and missing legacy columns/indexes.
- Invalid legacy reservations without expiry are cleaned.
- Persistent vehicle fallback scanning is less aggressive while state-bag updates remain immediate.
- NUI POST handling rejects malformed/non-object JSON responses before downstream UI code uses them.

Validation performed

- NUI JavaScript syntax validation.
- Local NUI asset reference checks.
- Internal network event registration/trigger cross-check.
- Merge/conflict marker checks.
- Resource/fxmanifest layout review.

Runtime-specific framework/MLO behaviour still requires staging-server validation.

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