

Install one resource. Know what changed.

A practical checklist for your next FiveM script. Start with the resource author's instructions and one behavior you can test.

01 Check the requirements

Read the README and fxmanifest.lua. Confirm the framework, supported versions and dependencies. A framework label alone does not prove compatibility with your setup.

02 Use a real test environment

Work in a development copy. Check that it points to a development database too. Save the original files and a database backup before making changes.

03 Read the SQL before running it

Check whether the SQL is for a fresh install or an upgrade, and which tables it changes. If a statement fails, find out what already ran before trying again.

Keep the original resource archive and version information with your test notes.

Test the behavior.

A resource starting successfully is one check. The player interaction still needs to work.

04 Check what FXServer can see

After completing the author's setup steps, use the development server console. Replace `resource_name` with the actual resource name.

```
refresh  
  
ensure resource_name
```

`refresh` rescans resource manifests. `ensure` starts a stopped resource or restarts an already running one. Run it when you intend that effect.

05 Join and repeat one specific test

Watch the server console, join the development server and test the expected interaction. For a job script, try it with the intended player job. Check the client console when the failure happens there.

File recovery and database recovery are separate. A copy of a Lua file cannot restore database contents.

Make the next step clear.

If the test fails, change one relevant thing at a time. Keep a short record so the next person can reproduce the problem.

COPY THIS INTO YOUR SUPPORT REQUEST

Resource + version

Which release are you installing?

Framework + version

What is your server running?

Expected behavior

What should the player be able to do?

Actual behavior + first error

What happened, and what triggered it?

Steps already tried

What changed, and did the result change?

Remove passwords, tokens and connection details before sharing logs.

Review the proposal in Boltise

The Script Installer lets you inspect proposed setup actions and file, SQL and configuration changes. Review the plan, then perform your in-game test.

Open the Boltise installer guide

References checked September 12, 2026. [Cfx.re: resource manifests](#) | [Cfx.re: server commands](#)