



DZR Development

DZR Roleplay

Everything you need to know about testing, feedback, and expectations.
Written for new playtesters. Useful as a reference for everyone.

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dZRdevelopment.com

*DZR Roleplay - a whitelisted FiveM roleplay server
Subject to review and revision as development progresses*

TABLE OF CONTENTS

- 01** About This Document
- 02** What You're Walking Into
- 03** Getting Connected
- 04** Server Schedule
- 05** Your Role as a Playtester
- 06** Tester Tools
- 07** The Feedback System
- 08** Media and Streaming Policy
- 09** Client Maintenance
- 10** Rules and Boundaries
- 11** Removal and Access

ABOUT THIS DOCUMENT

01

This is your reference guide for alpha playtesting on DZR Roleplay. It covers how to connect, what's expected of you, how to submit feedback, and what not to do. If you're new, read it front to back. If you've been around, skim it when you need a refresher.

If you're reading this before joining, this is what the role looks like. If you're already in, this is your reference.

This guide reflects how things work right now.

Processes, tools, and expectations may change as development progresses.

Major changes will be announced in Discord.

WHAT YOU'RE WALKING INTO

02

DZR Roleplay is in active alpha development. The server is a development environment first and a game second. That distinction matters.

Features will be incomplete, broken, or missing entirely. The server will restart without warning when changes are being pushed. Things you tested yesterday may work differently today. Entire systems may appear or disappear between sessions. This is normal and expected.

This is not a live roleplay server. Do not treat it as one.

You are welcome to have fun. It's a video game. Mini RP scenarios are encouraged when they help test the flow of a system or interaction. But the server exists to build and validate systems, not to provide a persistent roleplay experience. Your progress, vehicles, money, and inventory may be reset at any time if development requires it.

If something is broken, that's not a failure. That's why you're here.

GETTING CONNECTED

03

FiveM Setup

You need a legal copy of Grand Theft Auto V and FiveM installed. If you already play on other FiveM servers, you're set. Connection details are pinned in the pt-information Discord channel and displayed at the top of that channel.

First Connection

Your first connection will take longer than usual. FiveM needs to download all custom assets - vehicles, clothing, maps, and more. This is mostly a one-time process, though assets will update between sessions as development progresses.

Once connected, create a character and get familiar with the basics. Explore. Open menus. Try things. The first session is about orientation, not structured testing.

Troubleshooting Connection Issues

If you cannot connect or experience repeated crashes, check the server status in pt-information first. The server may be down for an update. If the server shows as online and you still cannot connect, post in pt-chat with your error message or crash details. Do not submit this through the feedback system - it's not a gameplay bug, it's an access issue.

SERVER SCHEDULE

04

Availability

The server is online 24/7 with the exception of scheduled restarts and unplanned downtime for development work. You can connect any time.

Scheduled Restarts

The server restarts four times daily to clear memory and apply changes:

- 12:00 AM EST
- 6:00 AM EST
- 12:00 PM EST
- 6:00 PM EST

These restarts are automatic. You will be disconnected briefly and can reconnect once the server is back up, usually within a minute or two.

Unscheduled Downtime

When development work is actively happening, the server may restart frequently and without warning. This is most common during the daytime and evening hours when code is being pushed. If you get disconnected unexpectedly, wait a moment and try reconnecting. If the server stays down for more than a few minutes, check pt-information or pt-chat for updates.

YOUR ROLE AS A PLAYTESTER

05

You have access because you're here to help build something. That means most of your time on the server should be productive. Not every second needs to be structured testing, but the balance should lean heavily toward useful activity.

What productive testing looks like:

Working through an active test post in pt-feedback.

Exploring a system and noting what feels off.

Trying to break something on purpose to find edge cases.

Running through a workflow as a normal player would to check the experience.

Session time and activity are visible. What you do each session, how long you stay, and what you engage with is tracked. Nobody is micromanaging your minute-to-minute activity, but a pattern of connecting to drive around and do nothing will be noticed.

You are welcome to have fun. Just remember why you have access.

RDM chaos, messing around with friends, building cars - all fine in moderation. If there are active tests that need attention, those come first.

TESTER TOOLS

06

You have access to a set of tester tools that normal players will never see. These exist to help you test efficiently.

Accessing Tools

Open the tester menu with `/tester` in chat or press F3. This gives you access to spawn items, teleport, manage your character, and other utilities needed for testing.

Give Commands

Most test posts will include `/giveitem` commands for items you need. The format is:

`/giveitem [your server id] [item name] [quantity]`

Example: `/giveitem 1 lockpick 3`

Your server ID is visible in the tester menu or at the top of your screen.

Don't Abuse the Tools

Tester tools are for testing. Using them to grief other playtesters, spawn excessive items for no reason, or interfere with someone else's testing session is not acceptable. The line between messing around and being a problem is usually obvious. If someone asks you to stop, stop.

THE FEEDBACK SYSTEM

07

All testing feedback goes through the `pt-feedback` forum channel in Discord. This is where test posts are created, where you reply with your findings, and where issues get tracked and resolved.

How It Works

Each system or feature being tested gets its own forum post in `pt-feedback`. The post includes what to test, what items or setup you need, specific scenarios to try, and what is not being tested yet.

Your job is to work through the test, then reply to the post with your feedback. One reply per testing session is fine. If you test more later and find new things, add another reply.

What to Include

You don't need to write that you tested everything listed. That's assumed. Focus your reply on:

- What worked the way you expected
- What felt off, broken, or wrong
- Steps to reproduce, if you can identify them
- Anything that surprised you - good or bad
- Suggestions, if you have any

If something is visually broken or hard to describe, include a screenshot in your feedback reply. Screenshots inside pt-feedback are encouraged. For urgent issues like crashes or money exploits, mention it in pt-chat immediately in addition to your feedback reply.

What Good Feedback Looks Like

"Autopilot UI stayed on my screen after deactivating it. Stayed visible in and out of the vehicle. Deactivating again didn't fix it."

Specific. Reproducible. Clear about what happened and what was expected.

"Cash showed I had 2x the actual amount. Bought a 125k car with 100k cash and got it for free. Bank payments worked correctly."

Identifies the exact failure, notes what did work, and gives enough detail to reproduce.

Less Useful Feedback

"Doesn't work."

What doesn't work? What did you try? What happened?

You don't need to write an essay. A few clear sentences beat a wall of text. If you're not sure whether something is a bug or intentional, report it anyway and say you're not sure.

MEDIA AND STREAMING POLICY

08

No public streaming, screenshots, or recordings without explicit permission.

Features change constantly between testing and release. A screenshot or clip of an unfinished system creates false expectations and reveals work that isn't ready to be public. What you see today may not exist tomorrow.

This applies to sharing outside the playtester group - social media, other Discord servers, streams, YouTube, anywhere public. Screenshots and recordings used inside pt-feedback to document bugs or issues are always fine and encouraged.

What's Okay

- Screenshots and recordings in pt-feedback to show bugs or issues

- Occasional, non-revealing posts in the media channel - a cool car, a sunset, a funny moment
- Anything that doesn't reveal a system, feature, or test in progress

What's Not Okay

Anything that reveals a feature, system, or test in progress. Drug production, street races you built, police systems, NUI screenshots, economy details, unreleased locations. If the content shows something a regular player wouldn't know about yet, don't post it.

Not Sure? Ask First.

Post in pt-chat or DM TheDanzar. The answer will be quick and it's always better to ask than to post something that needs to be taken down.

Intentional or malicious violations result in permanent removal.

Accidents happen. If you post something you shouldn't have, take it down immediately and let TheDanzar know. Honest mistakes get a correction and a conversation. Deliberately leaking content or ignoring a previous warning is what gets you removed.

CLIENT MAINTENANCE

09

FiveM caches assets locally on your computer. Because DZR's resources and assets change frequently during development, stale cache data can cause visual glitches, crashes, or loading issues.

Clearing Your Cache

Regularly delete all folders inside this location:

C:\Users\YOUR_COMPUTER_NAME\AppData\Local\FiveM\FiveM.app\data

Replace YOUR_COMPUTER_NAME with your actual Windows username.

Tip: Press Win+R, type %localappdata%\FiveM\FiveM.app\data and hit Enter.

This is especially important if you also play on other FiveM servers. Different servers write different assets to the same cache, and conflicts between them cause problems on both ends.

Do this any time you experience unexpected visual issues, crashes on connect, or after a large update has been announced. When in doubt, clear it.

RULES AND BOUNDARIES

10

Development Environment Rules

- Do not scout systems, locations, or mechanics for a personal advantage when the server goes live. It's obvious when someone is doing it.

- Do not grief or abuse other playtesters unless it's consensual. Testing combat or vehicle interactions together is fine. Repeatedly killing someone who's trying to test a shop is not.
- Do not exploit bugs for personal benefit. Find it, report it, move on. That's the whole point.

Respect the Process

When active tests are posted, prioritize them. When fixes are pushed and a retest is requested, follow up - retests are just as valuable as the initial pass because they confirm whether the fix actually worked. When another tester reports an issue, try to reproduce it yourself if you can. Two reports confirming the same bug get it fixed faster than one.

Communication

TheDanzar's DMs are open to all playtesters. The pt-chat channel is open for general discussion, questions, and coordination. If something feels off, expectations are unclear, or you're not sure about something - ask. There are no stupid questions in a development environment.

REMOVAL AND ACCESS

11

Access to the alpha playtesting group is a privilege, not a guarantee. It can be revoked at any time for any reason, though it rarely happens without cause.

What Gets You Removed

- Intentional or repeated media policy violations
- Persistent inactivity with no communication
- Consistently unproductive sessions with no testing contribution
- Griefing, toxicity, or interfering with other testers' work
- Scouting or hoarding knowledge for competitive advantage at launch

If You Need a Break

Life happens. If you need to step away for a while, just say so in pt-chat or DM TheDanzar. Nobody gets removed for being busy. People get removed for disappearing without a word and contributing nothing when they do show up.

DZR Development

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