

# RAGE: Transportation SDK - How-To

## How to activate the SDK functions

1. Load the mod by running command: *LoadPlugin RAGE\_Transportation.dll*
2. Start SDK module by running command: *sdkstart*
3. Press one of the displayed key combination to run a creation tool.
4. Run command: *sdkstop* to stop the SDK module.
5. Use the main menu of the mod to turn it on and test your additions.

## How to create a new type of load

1. Type a file name where your new load will be saved. You can type the name of an existing \*.xml file with previously created loads so the current load will be added to them.
2. Choose a name for your load.
3. Add vehicles which can transport your load. You have to add a name of a vehicle which does not need a trailer or a name of a trailer, eg. MULE, POUNDER, TRAILERS but not PACKER, PHANTOM - they are used to pull a trailer but does not transport any load inside them.
4. Choose freight rate per 1 driven kilometer.
5. Type max damage. When damage > max damage a player will not get paid.
6. Set load fragileness, default == 1.
7. Press "Save" to save your new load to file.

**IMPORTANT: Your load needs at least one producer and one acceptor!**

**Picture:** defining a new type of load



## How to create a new business

1. Type a file name where your new business will be saved. You can type the name of an existing \*.xml file with previously created businesses so the current one will be added to them.
2. Choose a name for your new business.
3. Set a trailer/vehicle location for loading/unloading spot. In case your current vehicle has a trailer attached to it, the position will be set on basis of the trailer position, otherwise the script will get a position of your current vehicle.
4. Exit your vehicle and place yourself in a spot where an entrance/checkpoint of an office could be placed. I suggest to find a closest door (the feature of a business office is planned for the future versions).
5. Add products and demanded articles.
6. Set an icon of your new business (to be used in the next versions).

**Picture:** defining a producer for our new load





**Picture:** defining a purchaser for our new load



**Picture:** our new load is available to transport



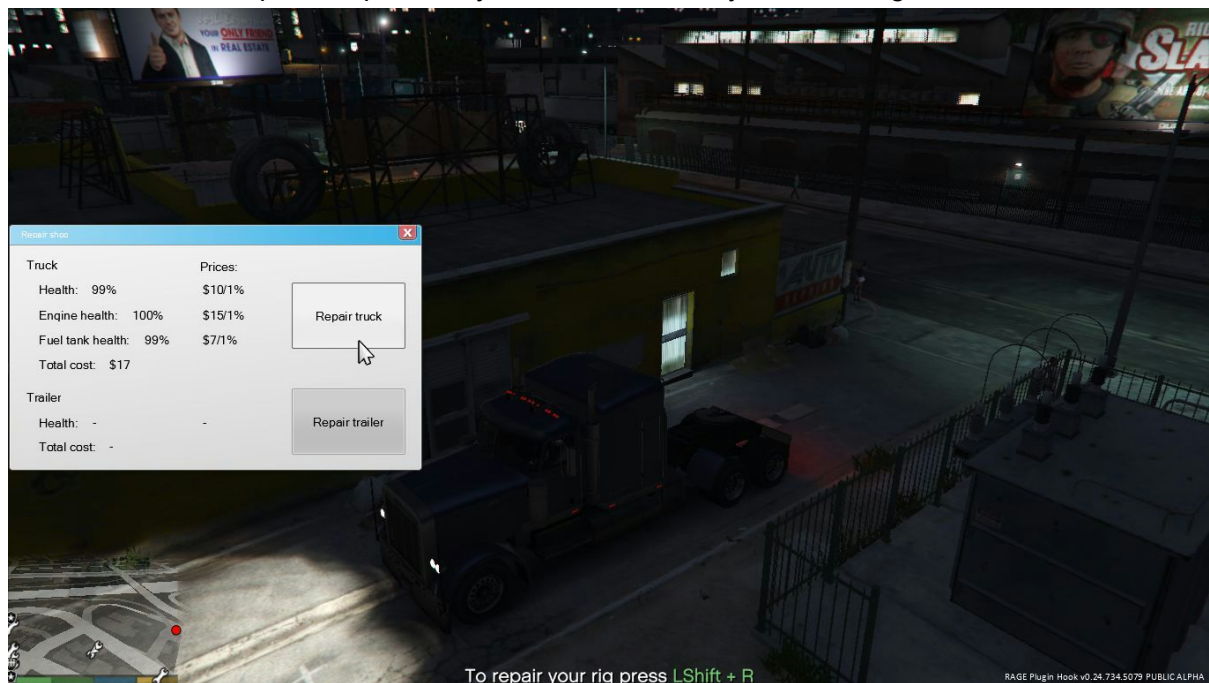
## How to create a new repair shop

1. Type a file name where your new repair shop will be saved. You can type the name of an existing \*.xml file with previously created shops so the current one will be added to them.
2. Choose a name for your new repair shop.
3. Save a position where an activation point will be located.
4. Set prices of repairs.

**Picture:** setting up a new repair shop



**Picture:** our new repair shop is ready to use immediately after turning the mod on



**A word about files organization**

You can place your \*.xml files in subfolders inside the \Businesses, \Loads, \RepairShops, eg. you can distribute your creations to install in \Businesses\MyNickName\Pack1.xml to avoid mess on your and your users GTA installations.

**Editing the existing entries of resource files**

At this moment the SDK pack does not let you to edit the entries, you can use any text editor to do it. The file structure is very simple and does not need any advanced knowledge to understand it.