Cargo holds

Cargo compartments are defined at the .mdls very end in the block "transportVehicle= {"...

Code

```
transportVehicle                                =                                {

--                                First                                Compartment
                                 {
--              First               compartment,              good              #1
                                       {




                                    sizePolicy = "STRETCH_HEIGHT_SCALEY",


                                           },
                    },
--              First               compartment,              //good              1
      },
--                                //first                                compartment
},
```

Alles anzeigen

The game uses a slightly weird system that will lead to rather long listings in case of larger vehicles. But it is not that complicated, it can be easily understood and one pretty much only needs to watch out for the curled brackets and their correct placement.

Compartments are unsurprisingly defined in the block "compartments = {...". Each one of those is described between the brackets marked in red above, or, as the forum decided to devour my colour editing, between the lines "First compartment" and "//First compartment". And what goes in there and where it is placed is defined in the green area or between "Good 1" and "//Good 1".

Let us now look at the individual entries.

Capacity = 44:

how much goes in there. As with all other capacity values, he game will divide the number entered here by 4 for all its calculations.

cargoBay = {bbMax = { 28.51, 1.62, 7.35, }, bbMin = { 20.14, -1.62, 4.95, },

...defines the space the compartment takes up relative to the coordinates of the part it is attached to in the subsequent line "childID=". Scale is metric along the x, y, z axes. Please take care to fill out the bbMin block properly, the z value needs to show the lower limit of the hold as all crates will be stacked on this level. If by error, the upper limit was to be entered, the crates would sit on top of the compartment and we don´t want that, do we?

cargoFormat = "",

This value is of no importance known to me.

childId = 0,

This defines the part the compartment is attached to. It is smart to use a part here that sits at 0, 0, 0; failing that, you will need to subtract the coordinates of the "master" origin from the coordinates defining your compartment in order to place it properly.

0 refers to the entire model; use other numbers to attach the holds to other parts.n die entsprechenden Teile mit der angegebenen Laufnummer anhängen.

gridSize = { 4, 2, },

This defines the pattern the crates are placed in. The above selection would yield four lines of two crates each sitting in the hold.

The next lines tell the game how You want the load displayed or stored in your holds.

sizePolicy = "STRETCH_HEIGHT_SCALEY",

type = "DISCRETE", },

...will fill the hold with a pattern of crates as defined under "gridSize" and stretch them so as to make them fit the space defined in the above mentioned lines.

sizePolicy = "STRETCH",

type = "LEVEL",

...will fill the hold with bulk cargo, creating a plane covering the holds top with its z position depending on the fill level. Likely, some testing will be required to get the full indication right: the plane shows no side walls and it is possible to see below it if it was to be placed too high.

type = "STEEL",

This ought to be self-explanatory. Select the required commodity as required from "STEEL", "GOODS", "LOGS", "COAL", "IRON_ORE", "STONE", "GRAIN", "CRUDE", "PLANKS", "PLASTIC", "OIL", "CONSTRUCTION_MATERIAL", "MACHINES", "FUEL", "TOOLS" or "FOOD".

Please note: it is not possible to define the volume just once and then list all the goods that go in there at once. If you want the hold to be able to carry more than one good, you will need to repeat the green block for each of them.

A hold that carries both steel and goods would look like this:

Code

```
compartments                                    =                                    {
--                                  first                                  compartment
{
--                                       good                                      #1
        {

       cargoBay = {bbMax = { 28.51, 1.62, 7.35, },bbMin = { 20.14, -1.62, 4.95, },




             },

        },
    },
--//good                                                                            #1
--                                       good                                      #2
    {

       cargoBay = {bbMax = { 28.51, 1.62, 7.35, },bbMin = { 20.14, -1.62, 4.95, },




            },

        },
    },
--                                                                                 //good#2

},
--                                  //first                                  compartment
},
```

Alles anzeigen

Wash, rinse and repeat as required.

If you want another hold defined, just copy the red brackets and all that sits between them (edit: everything between "first compartment" and "//first compartment) and paste the contents between the lower red and black brackets, respectively right behind "//first compartment". Remember to set the coordinates for bbMax and bbMin correctly for the second hold as well.