

calculated vehicle capacities with payload and loading volume

If you have already updated a vehicle-mod for the old CCW of TPF1, you know the steps already:

Payload and loading volume have to be defined in the model definition (*.mdl file). Add new lines for `maxWeight` and `maxVolume` in block of `transportVehicle` and you are done.

The maximum payload must be given in metric ton (t). Payload just means the allowed weight of cargo without the weight of the vehicle itself.

The maximum loading volume must be given in cubic meter (m³). Loading volume means the full volume of the loading area. In most cases, this will be equal to the volume that can be calculated through the coordinates given to `bbMin` and `bbMax` if given.

Please use only real values. Unreal values will just break fun of the wanted challenge.

The block for `transportVehicle` is documented in TPF2-Wiki here: https://www.transportfever2.co...layer_controlled_vehicles
Just add the two mentioned values there and the script mod will calculate real capacities.

illustrative example:

Code

1. `transportVehicle = {`
2. `... -- already given block`
3. `maxWeight = 60.0, -- payload in t`
5. `maxVolume = 100.0, -- loading volume in m3`
6. `},`

hint: don't forget the comma at the end of the last already given line 😊