



# Motorex Oil Addon

## Add To Mods Guide

In order to add custom support in your mod, follow the steps below:

- 1) Add oil fill type in vehicle xml file:

In mod's xml file find the `<fillUnit>` tag, and under it, add the following lines:

```
<fillUnit unitTextOverride="$l10n_unit_literShort"
fillTypes="ENGINEOIL"
capacity="38" startFillType="ENGINEOIL" showInShop="false"
startFillLevel="38" oilChangeIntervalHours="5" showOnHud="false" />
<fillTrigger litersPerSecond="1"/>
```

For example, this is a complete fillUnitConfiguration entry:

```
<fillUnit>
  <fillUnitConfigurations>
    <fillUnitConfiguration>
      <fillUnits>
        <!-- Other fill units go here -->

        <fillUnit unitTextOverride="$l10n_unit_literShort"
fillTypes="ENGINEOIL" capacity="38" startFillType="ENGINEOIL"
showInShop="false" startFillLevel="38" oilChangeIntervalHours="5"
showOnHud="false" />

        <fillTrigger litersPerSecond="1"/>
      </fillUnits>
    </fillUnitConfiguration>
  </fillUnitConfigurations>
</fillUnit>
```

- 2) Edit `capacity`, `startFillLevel`, `oilChangeIntervalHours` to your preference.
  - a. Note that capacity and startFillLevel must be the same, otherwise the vehicle won't have oil when you purchase it.
  - b. oilChangeIntervalHours indicate how much operating time is needed for an oil change, in hours obviously.
- 3) Add mod dependency in your modDesc.xml:

```
<dependencies>
  <dependency>FS22_MotorexOilAddon</dependency>
</dependencies>
```