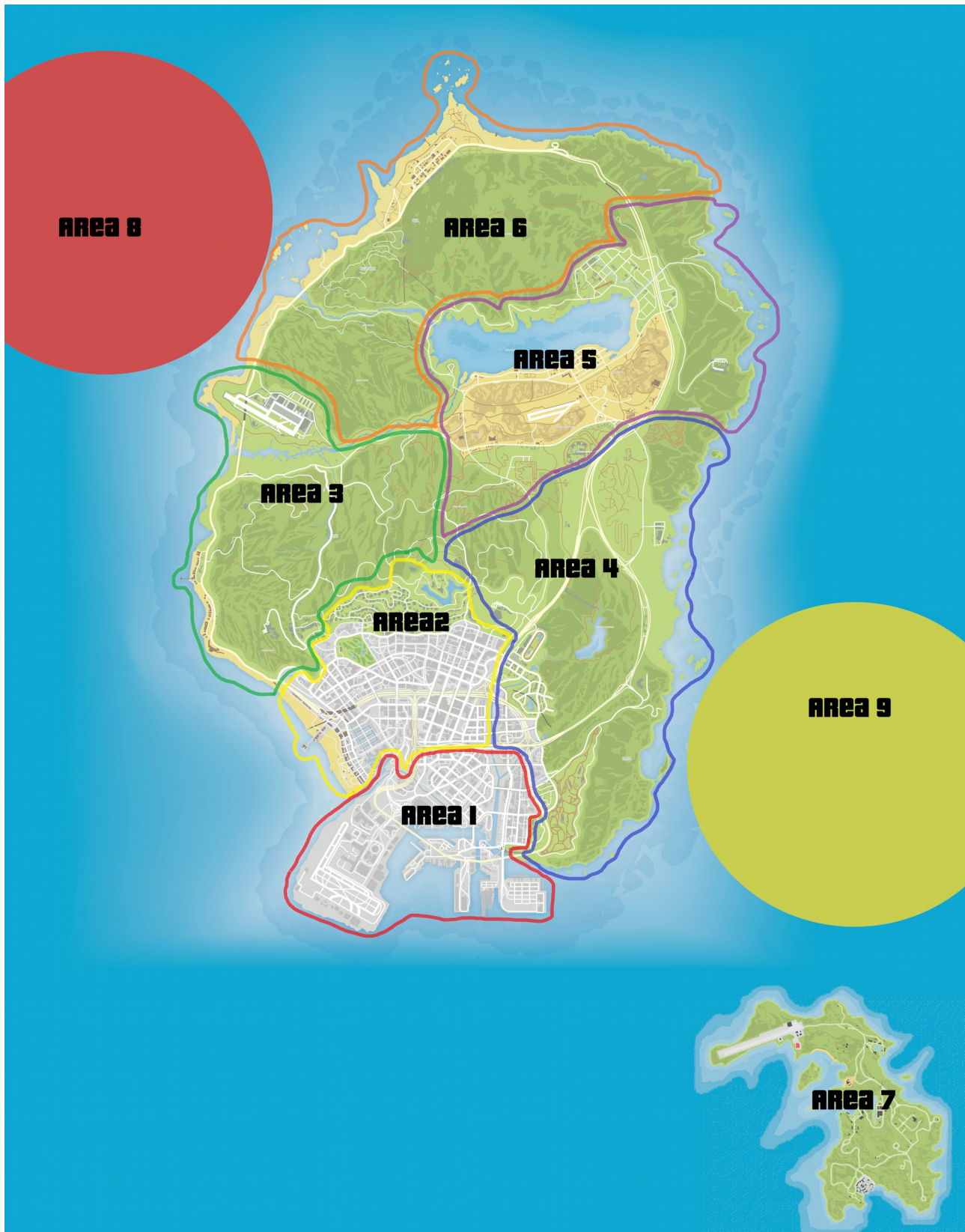


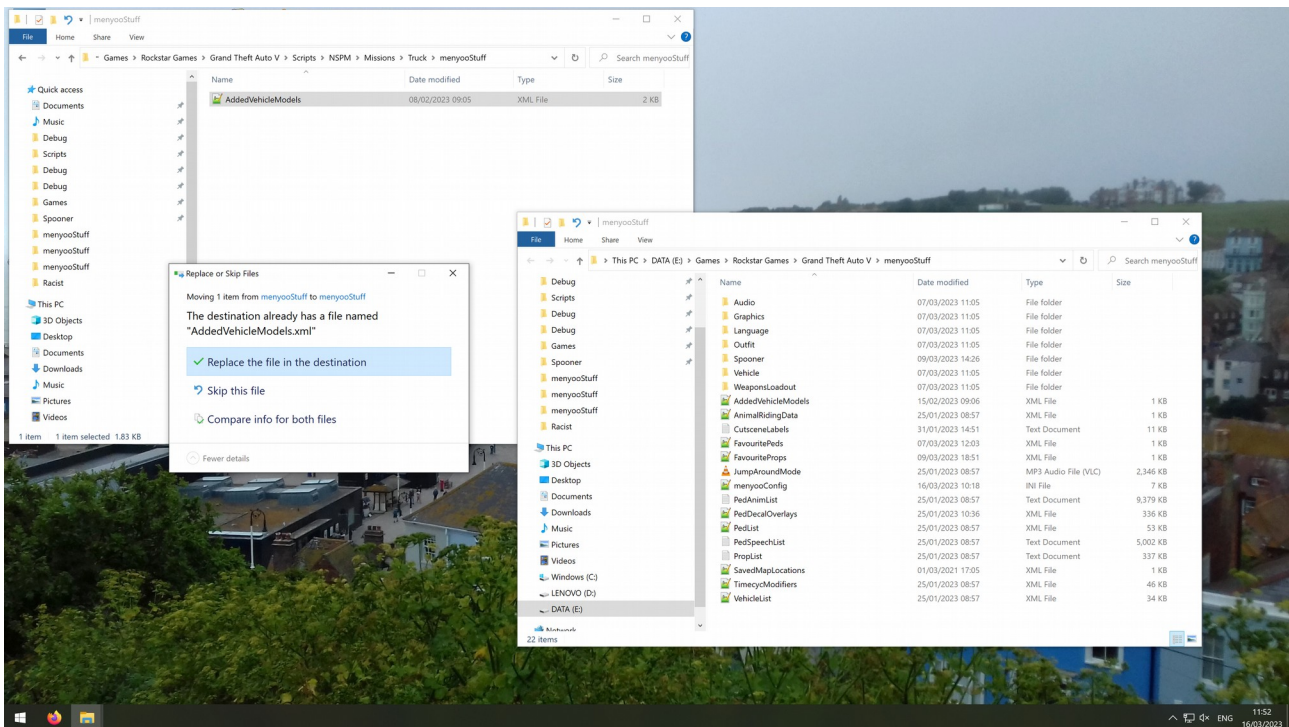
TRUCKING MISSIONS:

the trucking missions are contained in (.xml) format. each (.xml) contains a list of locations, they can be constructed using a combination of menyoo and my spoon conversion program.



<Area>1</Area>//this is the area the truck location is in.

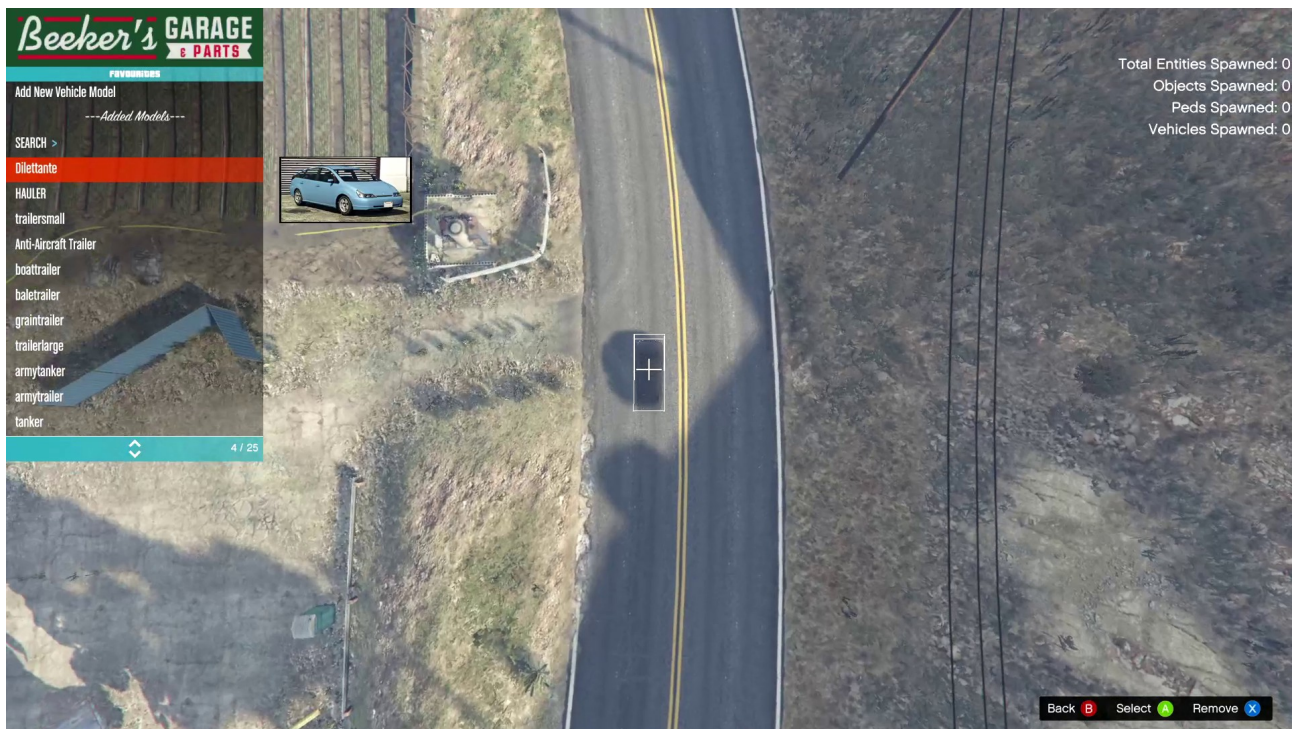
<Type>1</Type> **//this is the trailer type used to match the start location to the end.**
 <Trailer>trailersmall2</Trailer> **//the spawn name of the trailer.**
 <FuStop> **//the location for fast travel to.**
 <TruckStop> **//where the truck is parked.**
 <TrailStop> **//where the trailer is parked.**
 <ExitDoor> **//the location the player exits from.**



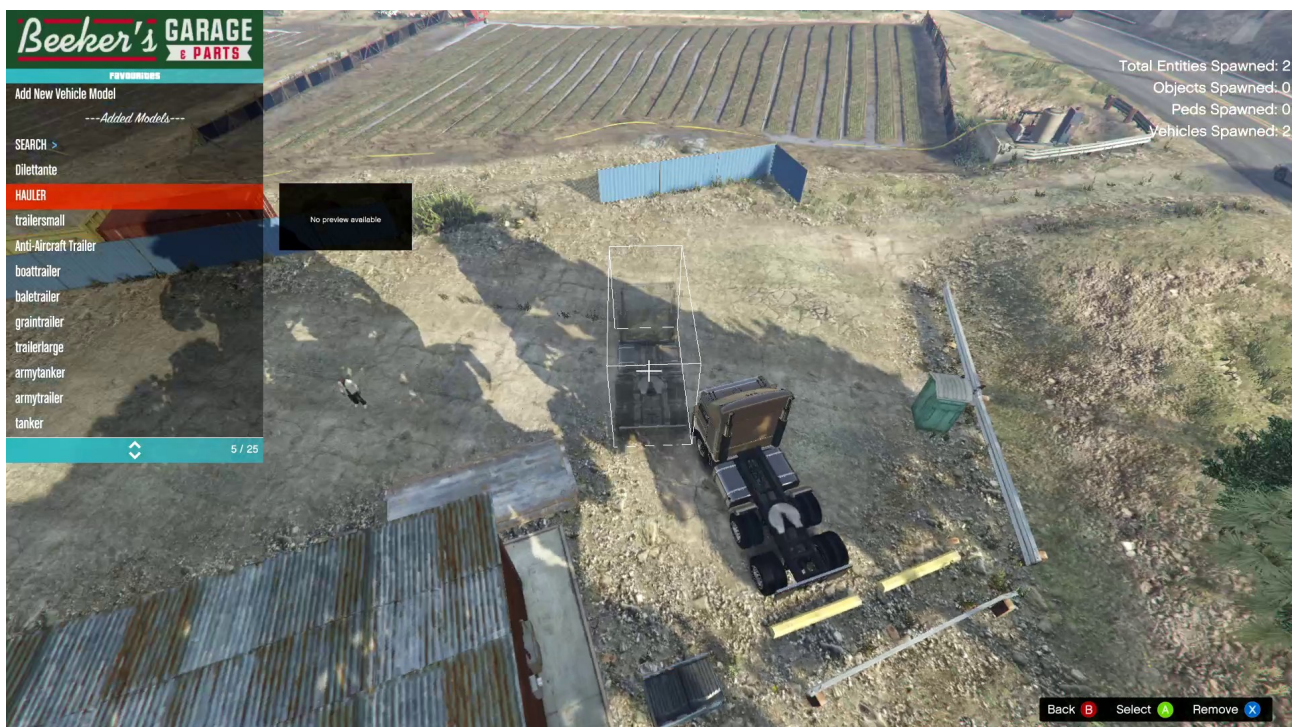
to add truck locations with menyoo, first import the vehicle list from the racist folder.



then open up gta with menyoo on your mod list.



FIRST PLACE A DILETTANTE THIS REPRESENTS THE FAST TRAVEL LOCATION.



NEXT PLACE THE HAULER TRUCK THIS REPRESENTS THE PICK VEHICLE LOCATION.



now place the trailer only the trailers on the list are supported.



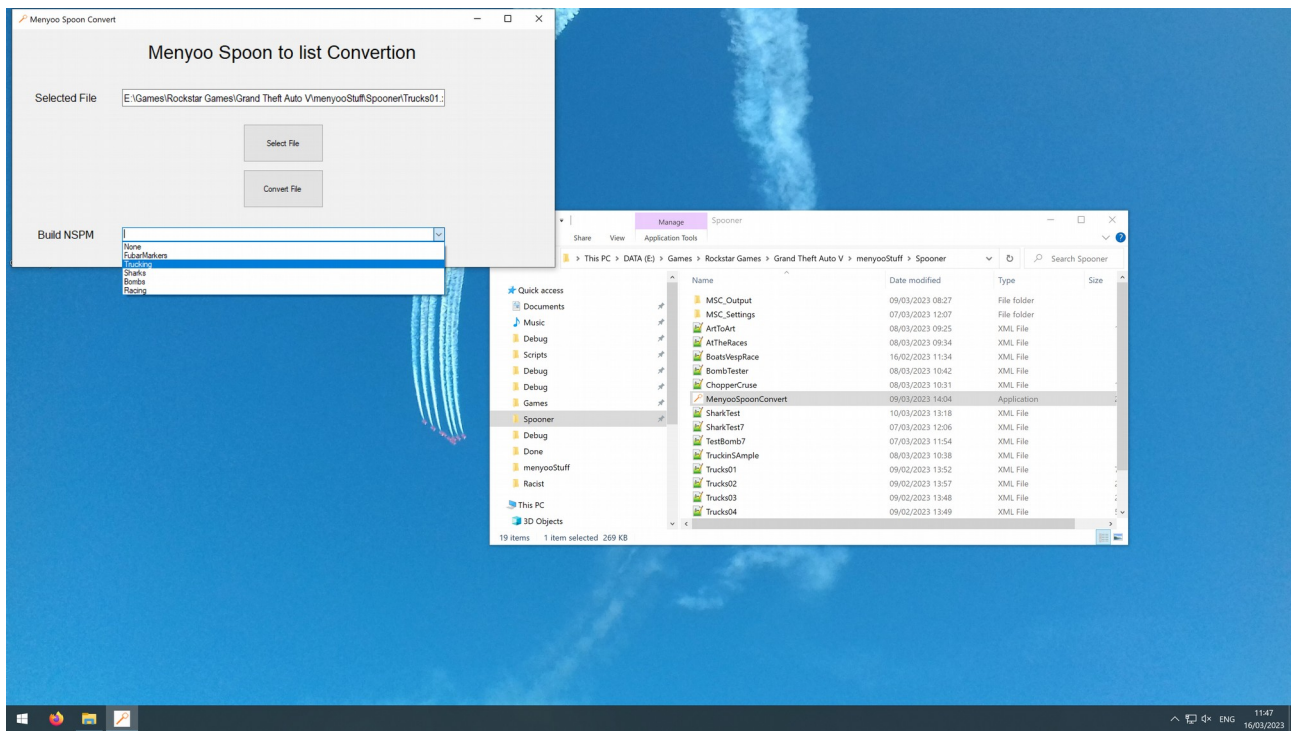
finally place any ped they will be in the location that you want the player to be at the end of mission and also represent spawn points for fuban missions.



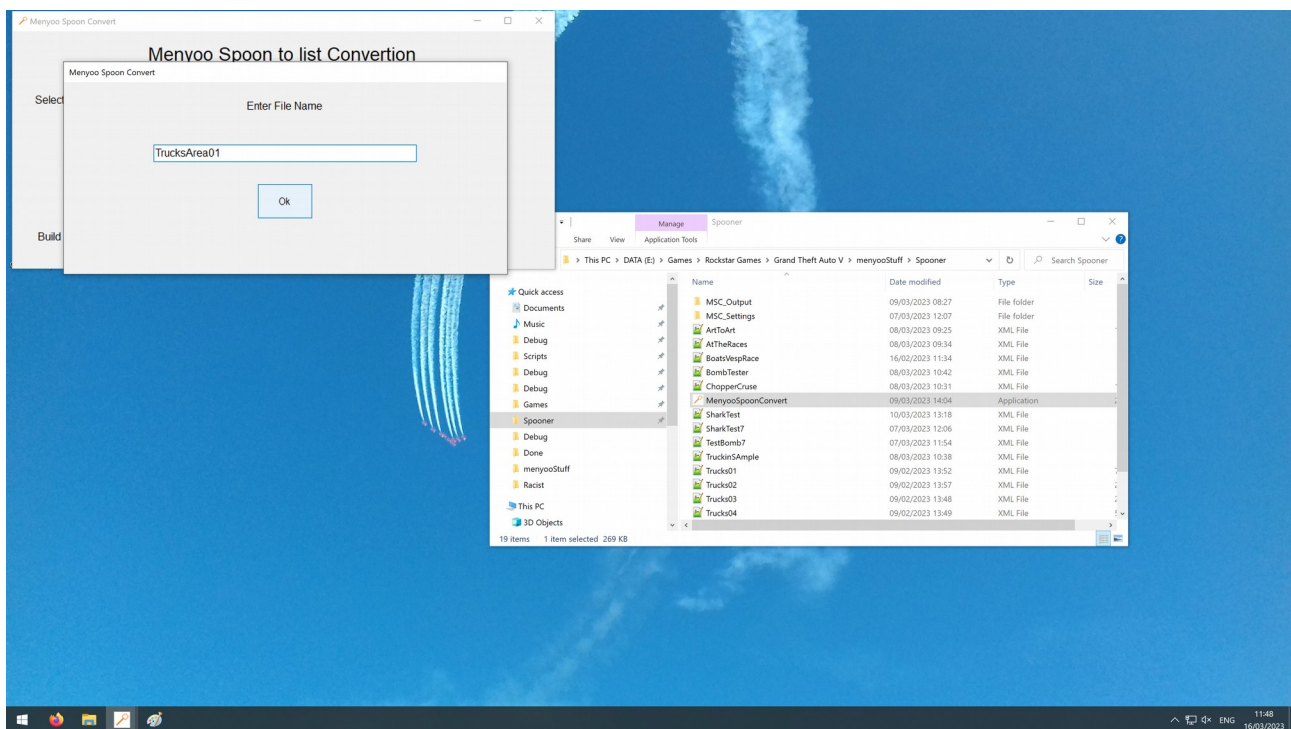
you can repeat this process to add more truck locations.



save your placements.



**now open spoon convert, and select the file you've just made.
select the trucking option**



**name your file.
then open the (.xml) and set the <Area>1</Area> to the area your placements are in.**