

Add-ons And Mission Packs

This page is for players installing extra LSOL content, not for authors building it.

The important thing is understanding which folders are actually live at runtime.

Live Runtime Paths

LSOL currently loads extra content from two places under `scripts/LSOL/` :

- `scripts/LSOL/LSOL_Config/` for base loose XML content
- `scripts/LSOL/LSOL_Addons/` for packaged add-ons with `addon.xml`

If a pack is not in one of those runtime roots, LSOL will not use it.

Loose Mission Packs

Loose mission packs are simple `.xml` files placed in:

- `scripts/LSOL/LSOL_Config/missions/`

This is the easiest way to add standalone mission content.

Packaged Add-ons

Packaged add-ons live in:

- `scripts/LSOL/LSOL_Addons/<package-id>/`

Each package needs its own `addon.xml` manifest.

Current packaged content support includes:

- missions
- resources
- sites
- vehicles
- office objects

That means add-ons can do more than just add contracts. They can extend parts of the wider company ecosystem too.

What Happens If An Add-on Is Bad

Package loading is designed to fail soft.

In practice:

- one broken add-on should only disable that package
- valid packages can still load
- manifest problems, conflicts, duplicates, or unsupported capabilities are treated as validation issues instead of total startup failure when possible

Legacy Folders To Ignore

These repository folders are not runtime-loaded:

- root `configs/`
- root `missions/`

They are archive and migration references only.

Where To Read The Author Docs

If you are installing content made by someone else, you usually do not need the author docs.

If you do want the full file-format rules, read:

- `.../LSOL_Addons/README.md`
- `.../LSOL_Config/missions/README.md`

Read Next

- `SPECIAL_MISSIONS_AND_JOB_BOARD`
- `INSTALLATION_AND_FIRST_STEPS`