

Industry Sites And Deliveries

Industries are the core of LSOL. Nearly every other system exists to support how efficiently you move cargo between them.

Site Types

LSOL's world is built around several kinds of locations:

- producers that generate commodities
- processors that turn one commodity into another
- warehouses that hold stock and expose storage pressure
- stores and gas stations that act as service sinks
- construction or contract-style sinks that reward specific delivery work
- support sites such as depots and yards that strengthen districts and route coverage

Every site belongs to a district, so even a simple delivery affects your wider territory game.

The Basic Delivery Loop

The normal manual haul looks like this:

1. Bring the right truck or trailer to the source site.
2. Stand near the marker and press **E**.
3. Use the industry tablet to load cargo.
4. Drive to a site that accepts that commodity.
5. Press **E** again and unload.
6. Take the payout, then repeat or chain another leg.



Loading and unloading is how you make money, but it is also how you build district reputation, corridor rights, and future NPC-route viability.

Permits, Ownership, And Owner Cuts

Not every site starts fully open.

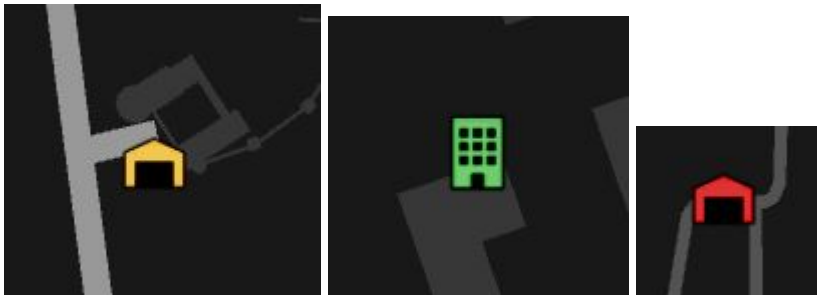
Depending on your current settings and the site definition, you may need:

- contractor permit access
- a site purchase
- enough balance to cover the location's purchase price

Starter-tier sites are starter access, not universal free ownership. If a site still belongs to someone else, owner-cut rules can reduce your effective delivery profit until you buy it.

By opening the game map you can still check whether a site is owned, open or closed:

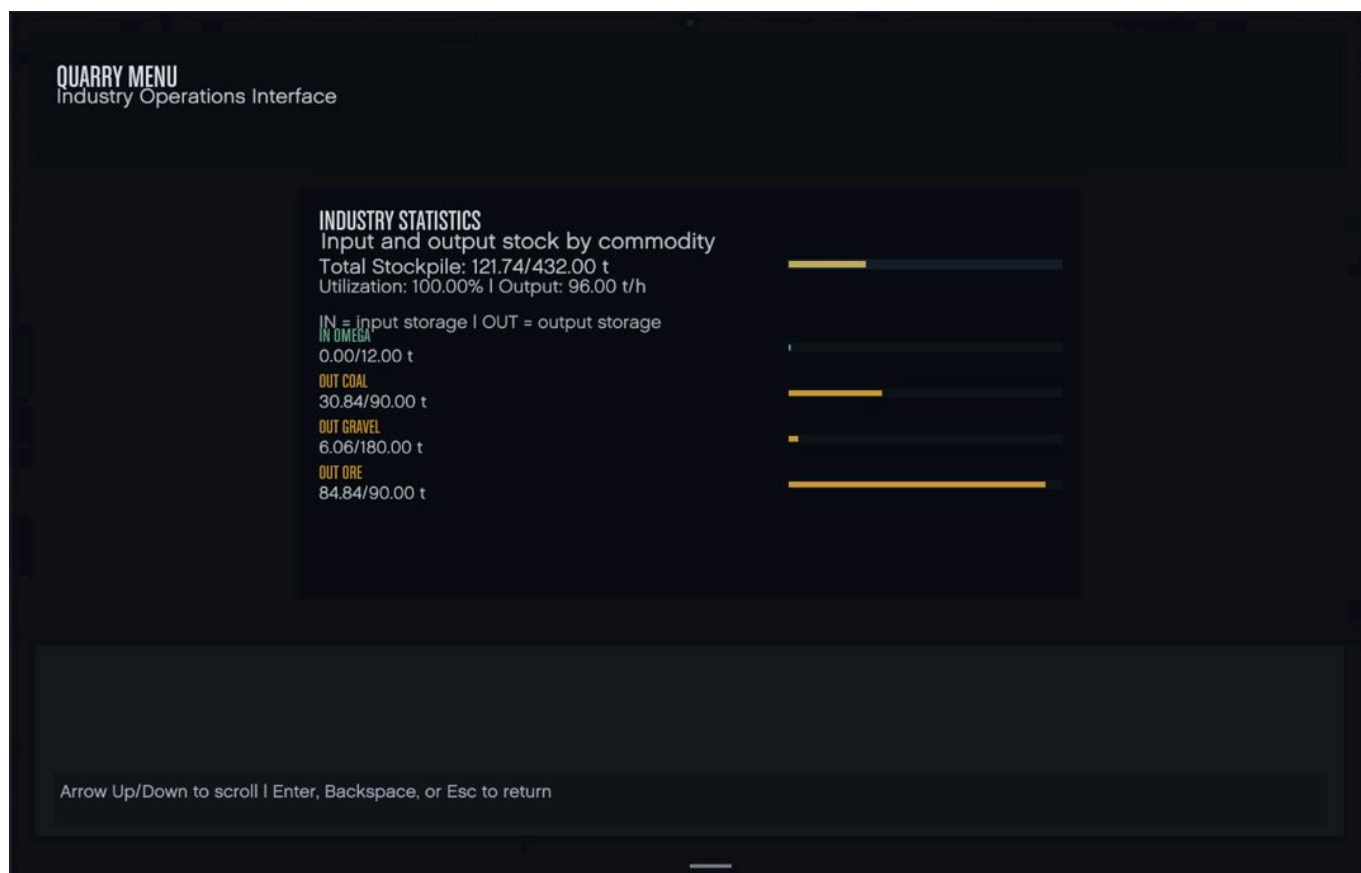
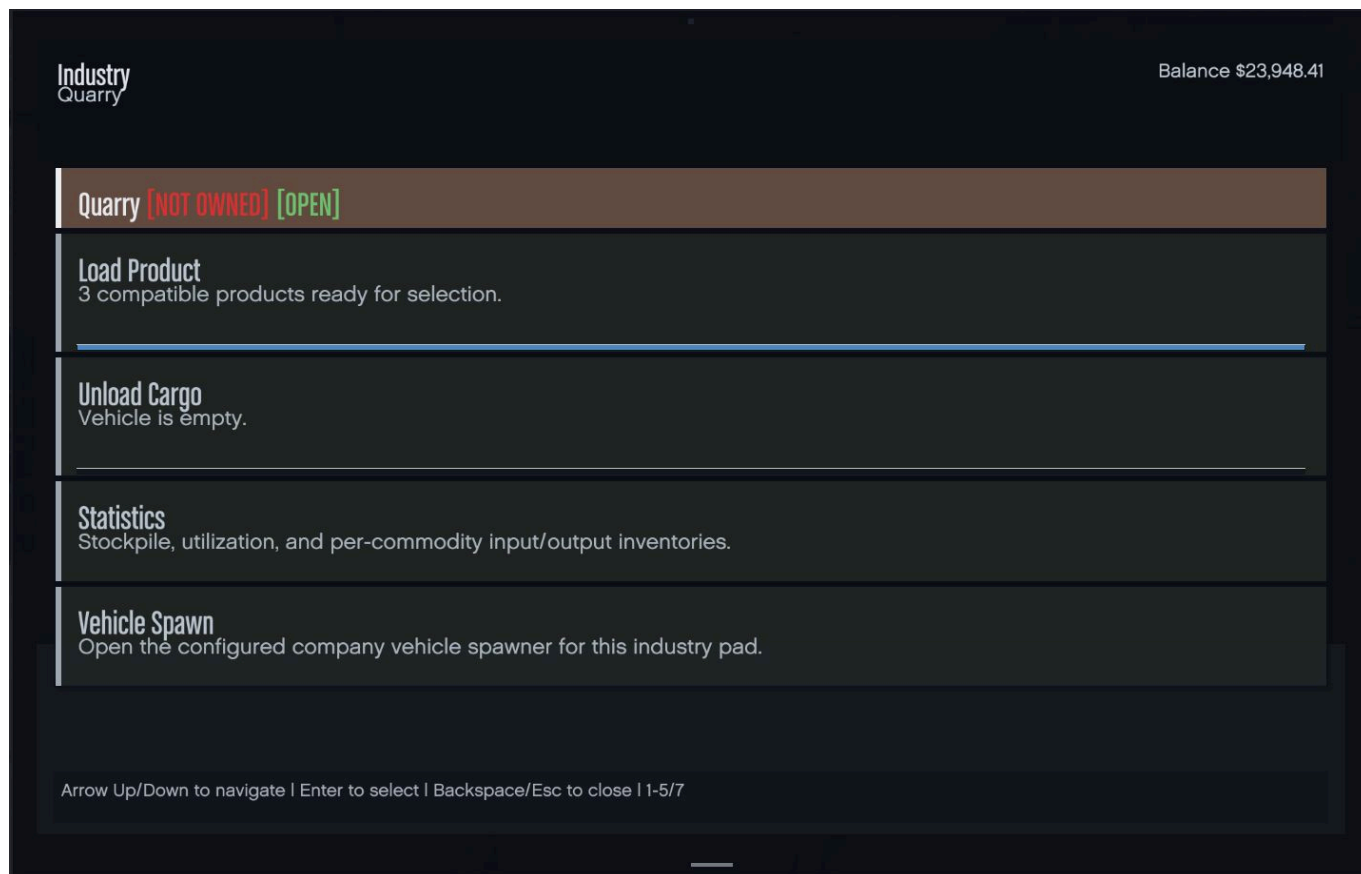
- Green blip color means the site is owned by the player
- Yellow blip color means the site is opened. Site is not owned but still resources can be unload or load.
- Red blip color means the site is not owned nor opened.



What The Industry Tablet Does

The industry tablet is your main site interface. It is where you:

- load and unload cargo
- review stock and storage state
- inspect inputs and outputs
- buy upgrade modules
- buy the site when ownership is required



If you are unsure what a site is missing, the tablet is the first place to look.

Upgrades And Operations

Upgrades expand how much a site can hold or how effectively it runs. Over time, that matters because more capable sites let you:

- sustain longer chains
- feed more sinks consistently
- reduce downtime caused by low stock or tight storage
- support better route planning from the Company Hub

An owned site that never actually moves product contributes less than one that is active and fed.

Stores, Gas Stations, And Service Coverage

Stores and gas stations are not just endpoints for deliveries. They are recurring service sinks that care about ongoing coverage.

In practice, that means:

- they need stock arriving consistently
- they become more valuable when service is maintained
- weak weekly coverage can reduce the effective franchise-style bonus they generate
- staffed service locations matter more than idle ones



Warehouses And Storage Pressure

Warehouses help stabilize longer routes, but they are not free safety nets forever.

Later in the game, LSOL tracks warehouse condition and storage risk. If you let inventory sit too long or run your network carelessly, stored value can start eroding through spoilage or shrinkage on vulnerable cargo.

Use the Company Hub to see where storage is becoming a liability instead of an asset.



A Good Early Expansion Pattern

This route pattern stays useful for a long time:

1. Find one simple producer-to-sink chain.
2. Run it manually until you understand the demand.
3. Buy permits or ownership where it increases your keep.
4. Upgrade the bottleneck site.
5. Repeat the route until the district becomes stable.
6. Only then start automating it or stretching it across districts.

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