

LSOL Player Documentation

LSOL turns GTA V into a logistics, property, and company-management game.

You start with a small operation, move cargo between industries, build district presence, expand into offices and apartments, automate routes with hired NPCs, and eventually manage a much larger network with budgets, doctrine, prestige, missions, and add-on content.

This folder is the player-first documentation set. It is organized by the systems you actually use in game instead of by source files or config catalogs.

Start Here

If you are new to LSOL, read these in order:

1. INSTALLATION_AND_FIRST_STEPS
2. INDUSTRY_SITES_AND_DELIVERIES
3. OFFICES_GARAGES_AND_SUPPORT_SITES
4. COMMERCIAL_VEHICLES_FUEL_AND_CARGO
5. DISTRICTS_AND_CORRIDORS
6. NPC_LOGISTICS_AND_WORLD_DISPATCH

Quick Start

The shortest reliable opening sequence is:

1. Install LSOL so `LSOL.dll` and `LSOL.ini` stay in `scripts/`, and LSOL's runtime content stays under `scripts/LSOL/`.
2. Launch GTA V and open the `F7` Mod Control menu.
3. Create a save if you want a clean named profile.
4. Visit an office marker and rent or buy your first office.
5. Visit the commercial dealership and buy a starter truck or trailer setup.
6. Drive to an industry marker and press `E` to open the industry tablet.
7. Load cargo, deliver it, and start building money and district influence.

Game Mod Control

Activate mechanics and configure gameplay

Activate: **On**

Saving Options

Difficulty settings

Options

Notifications

Close

Left/Right to adjust.

Runtime Content Roots

These folder roles matter when you install content:

- `scripts/LSOL/LSOL_Config/` is the active base runtime content root.
- `scripts/LSOL/LSOL_Addons/` is the active packaged add-on root.
- `scripts/LSOL/LSOL_Config/missions/` is the active loose mission-pack folder.
- Root `configs/` and root `missions/` are legacy reference folders and are not runtime-loaded.

If you only remember one rule: place live content under `scripts/LSOL/`, not in the repository's legacy reference folders.

Default Controls

These are the shipped defaults:

- F8 : Company Hub

- **F7** : Mod Control menu
- **F9** : Debug menu
- **E** : Interact with industry tablets, property markers, dealerships, banks, office-object facilities, mission prompts, and apartment or garage interactions
- **U** : Legacy upgrade shortcut used by older interaction flows
- **Up / Down / Left / Right** : Menu navigation and selectors
- **Enter** : Confirm or drill into a selection
- **Backspace** : Back out of a menu or close a page

Documentation Map

- **INSTALLATION_AND_FIRST_STEPS**: install layout, first launch, controls, and your first playable session
- **INDUSTRY_SITES_AND_DELIVERIES**: site types, permits, ownership, tablets, upgrades, and delivery flow
- **DISTRICTS_AND_CORRIDORS**: district growth, reputation, charters, support sites, and corridor progression
- **OFFICES_GARAGES_AND_SUPPORT_SITES**: offices, commercial garages, office objects, depots, and support-site specialization
- **COMMERCIAL_VEHICLES_FUEL_AND_CARGO**: truck buying, deployment, fuel, cargo condition, maintenance, and resale pressure
- **APARTMENTS_AND_PERSONAL_VEHICLES**: apartment ownership or rental, personal garages, motels, and personal cars
- **NPC_LOGISTICS_AND_WORLD_DISPATCH**: hiring drivers, route automation, district and corridor blockers, and ambient dispatch
- **COMPANY_HUB_AND_MANAGEMENT_APPS**: what the F7 and F8 interfaces do and when to use each one
- **COMPANY_MAP_AND_ROUTE_PLANNER**: metro-style district map, planner overlays, route ranking, and map handoffs
- **SPECIAL_MISSIONS_AND_JOB_BOARD**: built-in rotating contracts and optional mission-pack content
- **SAVES_AND_PROFILES**: default saves, named slots, save files, and what persists
- **SUCSESSES_PRESTIGE_AND_DOCTRINE**: late-game identity, HQ progression, and doctrine-driven play
- **ADDONS_AND_MISSION_PACKS**: how players install loose mission packs and packaged add-ons safely

Authoring References

These two files stay outside this folder because they are primarily for content authors:

- [.../LSOL_Addons/README.md](#)
- [.../LSOL_Config/missions/README.md](#)