**To add vehicles to New Logistics system:**  
  
Info: **Important -> replace all quotes, they are not recognized by arma as proper quote marks  
Everything you need to touch is in -> Logistics/fn\_logistics\_initNodes.sqf**  
for vehicles you need to add the Hardpoint nodes to logistics\_VehicleHardpoints, they look like this.

[Model , [1, Hardpoint Location, Seats that are blocked by use of node]]

for stuff to be loaded onto/into vehicles you need to add the cargo nodes to logistics\_attachmentOffset, they look like this.

[Model, offset, rotation, size (how many nodes it uses)]

And if it’s a weapon you need to add its model to logistics\_weapons  
  
**getting the info needed for adding new vehicles:**

To get the model use: **getText (configFile >> “CfgVehicles” >> typeOf cursorTarget >> “model”)** while looking at the vehicle in game.

To get the offset can use the function **A3A\_fnc\_logistics\_generateNodes** using the relative position from the model of the “cargo plane”, to find start and end of the cargo plane I recommend doing this: assigne the vehicle the variable “vic” and place down a small object like a soda can and assign it a variable name like “can” then run this command in debug console; **can attachTo [vic, [0,0,0]]** this will attach the can to the vehicle at which point you can adjust the offset until it’s at the appropriate position of what you consider the start and end of the cargo plane.

Once you have the start and end offset pass it to the node generator to get ok nodes generated for you:  
**[startofCargoPlane, EndOfCargoPlane] call A3A\_fnc\_logistics\_generateNodes**   
  
Now to get the seats to lock:

pass the nodes from the node generator into the initNodes and start it up and load it full of small cargo type, I recommend using “Basic Weapons [AAF]” supply crates (to make them loadable put this in the init of the crates: **[this] call A3A\_fnc\_logistics\_addLoadAction**) then use this in the debug console and look which seats have the character model clipping or “to close” to the crates and pass them into the empty array at the end of the node arrays in logistics\_VehicleHardpoints of the corresponding crates:  
**moveout Player; Player moveInCargo [vic, 0]**  
increasing the 0 until you move back to the same position as 0 was.  
  
**Adding new cargo/weapon types:**

get the model as shown above, the offset, rotation, and the required nodes to load/mount the cargo/weapon to logistics\_attachmentOffset, this is all trial and error.

**if your adding a weapon** you also need to add the model to logistics\_weapons.