



Adding custom saddles in Snowrunner:

Part 1: Mod File Structure

Within your mod file you will need the following in bold for your saddles. If you are using custom models and not just editing the XML, you will also need to follow part 4 of my guides for how to export custom models.

- **mod_name**
 - **classes**
 - customization_presets
 - engines
 - gearboxes
 - suspensions
 - **trucks**
 - **addons**
 - cargo
 - **trailers**
 - vehicle_name_tuning
 - winches
 - meshes
 - trucks
 - addons
 - cargo
 - trailers
 - vehicle_name_tuning
 - textures
 - trucks
 - ui
 - textures

Part 2: Truck XML File

This file will be saved within the **classes/trucks** folder. Within the truck's xml file you will need the following to make the trailers attachable. Also note that (0.000; 0.000; 0.000) represents the origin and will need adjusting to fit your mod.

```
789 <!--trailer addons-->
790 <AddonSockets>
791 <Socket
792     Names="ScoutTrailer"
793     Offset="(0.000; 0.000; 0.000)"
794     ParentFrame="BoneChassis_cdt"
795 />
796 <Socket
797     Names="Trailer"
798     Offset="(0.000; 0.000; 0.000)"
799     ParentFrame="BoneChassis_cdt"
800 />
801 <Socket
802     Names="Semitrailer, SemitrailerOiltank"
803     Offset="(0.000; 0.000; 0.000)"
804     CablesName="env/trailer_cable"
805     TruckCablesPos="(0.000; 0.000; 0.000)"
806     ParentFrame="BoneChassis_cdt"
807 />
```

```
808 <Socket
809     Names="LargeSemitrailer, LargeSemitrailerOiltank"
810     Offset="(0.000; 0.000; 0.000)"
811     CablesName="env/trailer_cable"
812     TruckCablesPos="(0.000; 0.000; 0.000)"
813     ParentFrame="BoneChassis_cdt"
814 />
815 <Socket
816     Names="SemitrailerCat770g"
817     Offset="(0.000; 0.000; 0.000)"
818     ParentFrame="BoneChassis_cdt"
819 />
820 <Socket
821     Names="Goosenecktrailer"
822     Offset="(0.000; 0.000; 0.000)"
823     ParentFrame="BoneChassis_cdt"
824 />
825 </AddonSockets>
```

You will also need to add a saddle addon tag for any trailer that also requires a saddle to be equipped:

```
838 <Socket
839     Names="SaddleLow"
840     NamesBlock=""
841     Offset="(0.000; 0.000; 0.000)"
842     ParentFrame="BoneChassis_cdt"
843 />
```

This will need to match the corresponding trailer's install sockets. For example SaddleLow, SaddleHigh etc.



Adding multiple required saddles in Snowrunner:

Part 3: Trailer XML File

This file will be saved within the **classes/trucks/trailers** folder. Within the trailer's xml file you will need the following to make your trailer compatible with each saddle type:

Scout Trailers:

```
643 <!--hitch position-->
644 <InstallSocket
645     Offset="(0.000; 0.000; 0.000)"
646     Type="ScoutTrailer"
647     ParentFrame="BoneChassis_cdt"
648 />
```

Bumper-Pull Trailers:

```
649 <!--hitch position-->
650 <InstallSocket
651     Offset="(0.000; 0.000; 0.000)"
652     Type="Trailer"
653     ParentFrame="BoneChassis_cdt"
654 />
```

Low Saddle Semitrailers:

```
655 <!--hitch position-->
656 <InstallSocket
657     Offset="(0.000; 0.000; 0.000)"
658     CablesPos="(0.000; 0.000; 0.000)"
659     Type="Semitrailer"
660     ParentFrame="BoneChassis_cdt"
661 />
662 <RequiredAddon _template="SaddleLow" />
663 <!--hitch position-->
664 <InstallSocket
665     Offset="(0.000; 0.000; 0.000)"
666     CablesPos="(0.000; 0.000; 0.000)"
667     Type="SemitrailerOiltank"
668     ParentFrame="BoneChassis_cdt"
669 />
670 <RequiredAddon _template="SaddleLow" />
```

High Saddle Semitrailers:

```
671 <!--hitch position-->
672 <InstallSocket
673     Offset="(0.000; 0.000; 0.000)"
674     CablesPos="(0.000; 0.000; 0.000)"
675     Type="LargeSemitrailer"
676     ParentFrame="BoneChassis_cdt"
677 />
678 <RequiredAddon _template="SaddleHigh" />
679 <!--hitch position-->
680 <InstallSocket
681     Offset="(0.000; 0.000; 0.000)"
682     CablesPos="(0.000; 0.000; 0.000)"
683     Type="LargeSemitrailerOiltank"
684     ParentFrame="BoneChassis_cdt"
685 />
686 <RequiredAddon _template="SaddleHigh" />
```

Special Mining Trailers:

```
687 <!--hitch position-->
688 <InstallSocket
689     Offset="(0.000; 0.000; 0.000)"
690     Type="SemitrailerCat770g"
691     ParentFrame="BoneChassis_cdt"
692 />
693 <RequiredAddon _template="SaddleLow" />
```

Gooseneck Trailers:

```
694 <!--hitch position-->
695 <InstallSocket
696     Offset="(0.000; 0.000; 0.000)"
697     Type="Goosenecktrailer"
698     ParentFrame="BoneChassis_cdt"
699 />
```

Again note that (0.000; 0.000; 0.000) represents the origin and will need adjusting to fit your mod. Additionally if you do not want the trailer to use the vanilla trailer wires and breakline pipes, then you should remove lines 658, 666, 674 and 682 respectively.



Adding multiple required saddles in Snowrunner:

Part 4: Saddle XML File

This file should be saved within the **classes/trucks/addons** folder. Name the saddle file something different to the vanilla files. For example I have my low saddle xml name as ggms_saddle_low.

Within your saddle xml file you will need the following code at the top of the file: Noting that on line 4, you should replace **ggms_saddle_low** with your own saddle xml file name.

```
1 <_parent File="saddle_low" />
2 <_templates Include="trucks">
3   <RequiredAddon>
4     <SaddleLow Types="ggms_saddle_low, saddle_low, saddle_low_1, saddle_ank_mk38_low, saddle_low_royal_bm17, cat_770g_saddle" />
5   </RequiredAddon>
6 </_templates>
```

Within the saddle xml file adding this at the bottom of your mod file:

```
41 <GameData
42   CameraPreset="addon_1"
43   Category="frame_addons"
44   IsCustomizable="true"
45   Price="0"
46   SaddleType="low"
47   UnlockByExploration="false"
48   UnlockByRank="1"
49 >
50   <UiDesc
51     UiDesc="GGMS saddle low"
52     UiIcon30x30=""
53     UiIcon40x40=""
54     UiName="GGMS Saddle Low"
55   />
56
57   <!--install position-->
58     <RequiredAddonType Type="SaddleLow" TypeUiName="UI_REQUIRED_ADDON_TYPE_SADDLE_LOW" />
59     <InstallSocket Type="GMSSaddleLow"/>
60   </GameData>
61 </TruckAddon>
```

Noting that on line 46, you should replace **low** with low or high for the saddle types. You can replace the description and name from lines 51 and 54 to anything suitable for your saddle.

Line 58 is required if you want your saddle to work with low saddle trailer types, including for the special mining trailers from the Cat770g. If you want your saddle to work with high saddle trailer types then you will need to replace line 58 as follows:

```
57 <!--install position-->
58   <RequiredAddonType Type="SaddleHigh" TypeUiName="UI_REQUIRED_ADDON_TYPE_SADDLE_HIGH" />
```

Finally you will need to define which trucks your saddle is compatible with. To make the saddle compatible for any truck that uses the base game low saddle you should replace GMSSaddleLow on line 59 with SaddleLow. Likewise for high saddles you should use SaddleHigh. If you want your saddle to be equipped by only your mod trucks, then you should use a custom install socket. For example I have my low saddle install sockets as **GMSSaddleLow**