

# BETTER TRUNK CAPACITY



PLAYER GUIDE / VERSION 1.0.0

## PACK MORE. STAY FADED.

Per-vehicle cargo settings. Powered by Faded's Java Loader.

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## 01 / INSTALLATION

# GET IT RUNNING

Install the loader, enable the mod, then choose your capacity settings.

PROJECT ZOMBOID

**42.20.4**

FADED'S JAVA LOADER

**0.3.4+**

JAVA RUNTIME

**25****1**

## Install Faded's Java Loader

Follow the loader's normal installation process for your game or server. Its Java agent is required; subscribing to a Workshop mod alone does not install it.

**2**

## Install and enable Better Trunk Capacity

Install the mod through your usual Project Zomboid mod setup. For a manual package, the folder to install is:

Contents/mods/BetterTrunkCapacity

Enable **FadedJavaLoaderBridge** and **BetterTrunkCapacity**, along with your vehicle mods.

**3**

## Fully restart, then open the sandbox settings

Restart the game after installing or updating the Java mod. In your sandbox settings, open **Better Trunk Capacity**. Each detected vehicle type with cargo storage receives a control.

**START AT 1**

Every newly detected type starts at 1. Change only the vehicles you want to adjust.

02 / SANDBOX CONTROLS

# MAKE ROOM YOUR WAY

Open **Sandbox Options** → **Better Trunk Capacity**. Each vehicle model or variant has its own multiplier.

0.5×

HALF CAPACITY

1×

CURRENT CAPACITY

2×

DOUBLE CAPACITY

EXAMPLE: NORMAL CARGO CAPACITY OF 100

Before character storage bonuses; examples use a stable, unchanged vehicle condition.

| SANDBOX VALUE | CARGO CAPACITY | EFFECT        |
|---------------|----------------|---------------|
| 0.1           | 10             | 10% of normal |
| 0.5           | 50             | Half          |
| 1             | 100            | Default       |
| 1.5           | 150            | 50% more      |
| 2             | 200            | Double        |
| 5             | 500            | Five times    |

Range: **0.1 to 100**. Results round to whole capacity units. Positive adjusted capacity is bounded from 1 to 1,000,000; native zero-capacity storage stays at zero.

LARGE LOADS

The result can exceed the normal 1,000 limit. A trunk reporting 1,000 becomes 2,000 at 2×, or 500 at 0.5×.

## 03 / COVERAGE &amp; BEHAVIOR

# KNOW YOUR CARGO

One vehicle setting applies to all of that type's eligible cargo compartments.

## Included storage

Trunks and truck beds  
Trailer cargo storage  
Roof racks and side lockers  
Other vehicle cargo compartments  
Ordinary ammunition lockers

## Keeps its normal behavior

Passenger seats  
Gloveboxes and center consoles  
Fuel and other liquid tanks  
Mounted weapon feeds  
Bags and ordinary world containers

## VEHICLE TYPES, EXPLAINED

A type is an exact vehicle definition, such as `Base.CarNormal`. Different variants can have separate controls. Labels identify the vehicle; long labels are shortened, with the complete ID in the tooltip. Detection uses loaded vehicle metadata, so unfamiliar modded cargo names can be included automatically.

## Upgrades & damage

The multiplier uses the current capacity after damage, storage upgrades and installed cargo modules. Organized/Disorganized effects still apply.

## Existing contents

Lowering capacity leaves stored items in place. Further transfers follow the new limit. Repeated reads do not compound the multiplier.

Item weights, vehicle physics and Inventory Tetris grid dimensions keep their existing rules. Extra capacity increases the weight allowance, not the number of grid cells.

04 / SERVERS & TROUBLESHOOTING

# PLAY TOGETHER

Match the installation across the server and players. The server sets the capacity.

### MULTIPLAYER & SAVED WORLDS

Use matching loader, bridge and Better Trunk Capacity installations on the server and every client, with the same vehicle mods enabled. Restart after Java updates. Settings use the game's native sandbox save and synchronization system.

For an existing world, edit **that world's sandbox settings** through the game's admin sandbox editor. New-game settings do not rewrite an existing save.

QUICK FIXES

|                               |                                                                                                                                                               |
|-------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| No sandbox section            | Check PZ 42.20.4, FJL 0.3.4+, both enabled mod IDs and a complete restart. If the agent did not load the JAR, the controls will not appear.                   |
| A vehicle is missing          | Enable its vehicle mod before opening the sandbox settings. Only types with eligible cargo get controls; check its model or variant name.                     |
| Capacity looks different      | Check the selected variant, vehicle damage, upgrades, cargo modules and character traits. A multiplier of 1 preserves the current native result.              |
| Tetris space is unchanged     | The mod adjusts cargo weight capacity. Grid dimensions and item shapes remain controlled by the inventory-grid mod.                                           |
| Another mod controls capacity | A separate mod that replaces capacity getters or writes its own multipliers can change the result. Check that mod's settings when diagnosing the combination. |

VALIDATION NOTE

Client/server headless engine checks passed. A played session with the full modpack and the rendered UI have not been verified. This guide describes Better Trunk Capacity v1.0.0.