



Project Faded Car

Player & Server Guide — the complete vehicle workshop for Build 42

EDITION 2.3.1 · PROJECT ZOMBOID 42.20.4 · SINGLEPLAYER & MULTIPLAYER

What is in this guide

Project Faded Car turns vehicle maintenance from a two-click chore into a workshop you actually run. This guide is written for players first: what each system does, how to use it, and what it costs you. Server settings are at the back.

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NEW IN 2.2.0

Engine bay

~35 real engine components, five fluids, an engine lift and diagnostic tools.

Forklift yard

An industrial forklift with swappable decks, and a pallet crate you push.

Wrecker

Hook-and-boom towing that works with tow trucks from other packs too.

Diesel

Trucks take diesel only. Not every pump stocks it.

Corpse plow

A weldable push blade that fits 392 vehicles.

Road & cabin

Breakable barricades, wet-road spray, cabin heat, muzzle blast.

Car lift

Two-post workshop lift. Park on it, raise the car, work under it.

ONE RULE WORTH KNOWING UP FRONT

Nothing here replaces vanilla mechanics. Project Faded Car **hosts** the vanilla mechanics window inside a larger workshop, so every part, requirement and action you already know is still there — on the first tab.

Getting started

Enable **Project Faded Car** in the mod list. Nothing else is required — no vehicle framework, no library mod. If you use Into the River, load it first.

YOUR FIRST FIVE MINUTES

1. Walk up to any vehicle and open mechanics the way you always have. The window that opens is the **Vehicle Workshop**.
2. The first tab, **Vehicle Parts**, is the vanilla mechanics list, unchanged.
3. Open the **Guide** button inside the workshop for a short in-game version of this document.
4. Open the engine. If the engine bay is on, you will see real components in there — pistons, pumps, belts, filters — not just a condition number.
5. Check the fluids. A vehicle you found in the world has probably not had an oil change since before the outbreak.

WHAT YOU WILL WANT EARLY

Tools

- Wrench, screwdriver, jack, lug wrench — the vanilla set.
- An **oil dipstick** to read oil level and quality.
- A **pyrometer** to read temperatures.
- A **vehicle ECU reader** for the full diagnostics picture.

Consumables

- Engine oil and coolant, in bottles.
- Transmission fluid — automatic and manual take different fluid.
- A **Diesel Can** if you are running trucks.
- Spare filters. They are cheap and they are always the problem.

MULTIPLAYER

Every state change — service, engine swaps, towing, carrier loading, plow damage — is validated and applied on the server. You cannot desync yourself into free parts, and an admin can turn any subsystem off from the sandbox settings without touching the rest.

WHAT IS COSMETIC AND WHAT IS NOT

Wet-road tyre spray is purely visual and runs entirely on your own machine: no server traffic, no saved state. Everything else in this guide changes the world and is server-authoritative.

The Vehicle Workshop

The workshop is a three-pane window: diagnostics on the left, the active tab on the right, and controls along the bottom. The middle stays open so you can still see your character and the vehicle, with a faint silhouette highlighting the part you are working on.

Tab	What lives there
Vehicle Parts	The complete vanilla mechanics list, with every vanilla requirement and right-click action intact.
Service	Internal systems and fluids: cooling, oil, ignition, belts, charging, transmission, steering, brakes, climate.
Automation	Train Mechanics and category batch jobs — install or uninstall everything, or just the tires, brakes, suspension, doors, windows, seats or lights.
Garage	Engine swaps, wreck restoration, and the physics bridge when IKFRVP is installed.
Supplies	Turn ordinary maintenance items into the service supplies the Service tab consumes.

AUTOMATIC MECHANICS

The Automation tab does real work, not instant work. It queues genuine vanilla actions: it walks your character to the part, checks the skill, the tools and the recipe, rolls for success, awards XP on the vanilla 24-hour cooldown, and orders jobs so a part that depends on another is done second.

- Interrupt it and it resumes from where it stopped.
- Change game speed mid-job and it recovers.
- If your hands are full it puts things down; if it drops something it picks it back up.
- In multiplayer it waits for the server to confirm each step.

WHY IT IS SLOWER THAN YOU EXPECT

Because it is doing the same work you would. A batch of twenty parts takes twenty parts' worth of time and twenty rolls against your Mechanics level. That is the point: automation saves you the clicking, not the skill.

ENGINE SWAPS AND WRECK RESTORATION

In the Garage tab, at Mechanics 5 with a wrench, you can **pull an engine** into a Salvaged Engine item and drop it into another vehicle. The item remembers the engine's real condition, quality, loudness and power, plus its internal wear, so a good engine stays a good engine.

Wreck restoration turns a supported burnt or smashed vanilla wreck back into a rough drivable vehicle. It needs Mechanics 6, Metalworking 4, a welding torch with charge, a welder's mask, and a pile of materials. The result is deliberately not pristine: you get a running vehicle that still needs work.

The engine bay

An engine is no longer a number. Open one and you find the parts that make it run — each with its own condition, its own class, and its own way of failing.

Park on a two-post workshop lift (the vanilla garage posts, or a pair you crafted) and right-click the vehicle to **raise** it. The car leaves the ground. Shut the engine off first. A jack is not required while it is on the lift.

Rotating assembly

Pistons · Crankshaft · Camshaft · Flywheel · Timing drive

The expensive half. Overheating and running dry damage these first.

Top end

Cylinder head · Head gasket · Spark plugs · Ignition coil

A blown head gasket is the classic overheating consequence.

Fuel and air

Fuel pump · Fuel filter · Injectors · Air filter

Cheap, wear fast, and the usual reason an engine will not start.

Lubrication

Oil pump · Oil pan · Oil filter

A damaged pan leaks. A tired pump kills everything above it.

Cooling

Radiator · Water pump · Thermostat · Fan · Hoses · Heater core

The system that decides whether a long drive is survivable.

Accessories & drivetrain

Alternator · Starter · Fan belt · AC · Mounts · Clutch · Torque converter · Transmission

Manual and automatic gearboxes exist, and they take different fluid.

COMPONENT CLASSES

Every component is **standard**, **heavy-duty** or **performance**. Fitting the wrong class for the vehicle works — but it works badly, and the mismatch shows up in diagnostics as compatibility stress. Occasionally you will find an exceptional example of a part; those are worth carrying home.

WORKING ON COMPONENTS

- **Uninstall** a component to carry it away. Some depend on others being out first; the workshop tells you the order.
- **Repair** in the workshop for a real gain, or roadside for a smaller one with what you have on you.
- Every repair is a little less effective than the last. Parts do not come back forever.
- **Salvage** a dead component for materials rather than leaving it in the vehicle.

THE ENGINE LIFT

Build the lift rig and you can pull a **whole engine assembly** out of a vehicle and set it on the ground, then drop it — or a different one — back in. A vehicle whose engine is sitting on the floor is not going anywhere, and the Vehicle Workshop will refuse to "pull the engine" out of a bay that is already empty.

Fluids, heat and diagnostics

Fluid	Lives in	What happens when it runs out
Engine oil	Oil pan	The rotating assembly grinds itself down. This is the expensive failure.
Used engine oil	Oil pan	What clean oil becomes. Drain it and refill; do not top up over it.
Coolant	Radiator	Temperature climbs, then the head gasket goes, then everything else.
Transmission fluid	Automatic transmission	The drivetrain stops transmitting anything useful.
Manual transmission oil	Manual transmission	Same, with a different bottle. Check which gearbox you have.

HEAT

The engine warms up as you drive and cools when you stop. Load, revs, a slipping fan belt, a stuck thermostat, a blocked radiator and mismatched components all push it up. Cross roughly **112 °C** and internal components start taking damage; keep going and the damage accelerates sharply.

THE FAILURE CHAIN

Low coolant → high temperature → head gasket → coolant in the oil → the rotating assembly. Every step is visible before the next one happens, if you are carrying something that can read it.

DIAGNOSTICS: WHAT YOU CAN SEE DEPENDS ON WHAT YOU CARRY

Tool	Unlocks
Nothing	Component condition only. You can see something is wrong, not what.
Oil dipstick	Oil level, oil quality and cleanliness.
Pyrometer	Engine, oil and transmission temperatures.
Vehicle ECU reader	The complete diagnostics window: fluid purity, compatibility stress, power loss, electrical output, drivetrain state.

ELECTRICAL

The battery, alternator and starter are modelled together. A weak battery with a tired starter will crank slowly and may not catch at all; a dead alternator will run you flat over a long drive with the headlights on. The diagnostics window shows the actual output.

PUSHING A VEHICLE

You can push a vehicle by hand. How well depends on your Strength and Fitness against the vehicle's weight, and the effort readout tells you whether it is worth trying before you start. Side pushing can be turned off server-side if you want front and rear only.

Forklift & pallet yard

A working forklift, and a pallet crate you push instead of carry. Between them they turn "I cannot move this" into a logistics problem you can actually solve.

THE FORKLIFT

Look for one at warehouses, distribution yards, junkyards and factory lots. It is slow, it is tough, and it runs on propane rather than petrol.

Deck load	What it does	Notes
Low pallet	A ground-level cargo deck.	Prerequisite for the high pallet and the generator bays.
High pallet	A second deck above the low one.	Blocks the generator bays.
Crowbar rack	Tool rack on the deck.	Cosmetic.
Generator bays	Carry generators on the deck.	Needs the low pallet fitted.
Propane tank	The forklift's fuel store.	Fill and drain from the vehicle menu with ordinary propane tanks.

WORKS WITH OTHER MODS

Propane refuelling keys off the **part**, not the vehicle. Any vehicle from any mod that has a propane storage container gets the same fill and drain options, without either mod knowing about the other.

THE PALLET CRATE

Right-click a pallet crate on the ground and choose **Push**. Your character takes it in both hands and wheels it along at about 90% run speed. It holds a pallet's worth of weight — far more than a backpack — which is the whole point. Right-click again to set it down.

A crate in a vehicle trunk is lifted out first, so it will not get stuck behind its own weight.

WHAT YOU CAN BUILD

Carpentry

- **Pallet crate** — 12 planks, 30 nails, hammer, Woodwork 5.
- Dismantle it back into 6 planks at Woodwork 2.

Metalworking

- **Fuel drum** at MetalWelding 4; bundle four into a **drum rack**.
- **Pallet water tank** at MetalWelding 5 — collects rain.
- **Forklift propane tank** at MetalWelding 4.
- Every one of them dismantles back into sheet metal.

Wrecker recovery

A medium-duty wrecker with a boom, and a towing system that works with every tow truck you own — including the ones from other people's mods.

TOWING A VEHICLE

1. Reverse the wrecker until its boom is close to the front or rear of the target.
2. Open the vehicle radial menu (**V** by default).
3. Choose **Attach — by hook**. Your character walks to the boom and hooks up.
4. Use **Increase / Decrease towing height** to lift or drop the nose.
5. **Detach** when you get where you are going.

FLIPPING A ROLLED VEHICLE

A vehicle on its roof shows a **Flip Over** option in the same menu when the boom is near it. That is often faster than trying to nudge it with a bumper, and much less expensive.

EVERY TOW TRUCK, FROM EVERY PACK

The system looks for a boom hook on the vehicle. Almost no modded tow truck ships one, because nothing in the base game uses it. At world load, Project Faded Car gives a boom hook to any vehicle whose script reads as a wrecker — placed from [that vehicle's own chassis](#), at the rear, at wheel-hub height. A vehicle whose author already added a hook keeps theirs untouched.

VEHICLES THAT COULD NOT BE TOWED AT ALL

Some modded vehicles ship with no tow points, so nothing could ever tow them. The server setting **Fit missing tow points to every vehicle** (on by default) gives those a pair derived the same way. Vehicles that already have them are never touched.

THE BOOM LIFT NEEDS FADED JAVA LOADER

Raising the nose is done by the optional Faded Java Loader plugin, which shifts the tow anchor rather than teleporting the vehicle. Without FJL the tow still works perfectly well — it is simply flat, like a rope tow. Nothing breaks, and no game file is replaced either way.

Diesel fuel

Trucks, vans and heavy vehicles drink diesel. Cars do not. Putting the wrong fuel in is not something you have to remember — the game simply will not offer it.

THREE WAYS TO GET DIESEL

Find it

Diesel Cans turn up wherever petrol cans do: auto-parts shelves, station storage, emergency shelves, garages.

Siphon it

Any diesel vehicle can be siphoned into a can with a hose, exactly like petrol.

Pump it

Stations that stock diesel offer **Take Fuel (Diesel)** at the pump and refuelling at the vehicle.

NOT EVERY STATION HAS IT

Whether a pump stocks diesel is decided by [where it is](#). That means the answer never changes, every player on a server gets the same answer, and a station's pumps all agree with each other. Turn the chance down in the server settings and running a truck becomes a supply-line problem rather than a formality.

WHAT IS DIESEL

The list is curated, not guessed. It covers the base game's pickups, vans and step vans; the Project Faded Car heavy fleet, wrecker and forklift; and the genuinely diesel heavy vehicles of the supported vehicle packs — deuce-and-a-halves, five-tons, HMMWVs, CUCVs, fire pumpers, street sweepers, buses, box trucks, one-ton duallies, farm tractors and the diesel-engined armour.

Anything not on the list runs on petrol exactly as it would without the mod. That is deliberate: guessing wrong the other way leaves you unable to refuel with no explanation. Two server settings widen it — a mode that treats every heavy-duty vehicle as diesel, and a free-text field for extra vehicle IDs.

BETTER ECONOMY

Diesel engines go further on the same tank — up to about a quarter further at the default setting. The bonus works by returning a share of what the game just burned, so it combines correctly with other mods that change fuel consumption rather than fighting them.

The corpse plow

A commercial push blade for the front of a truck. Built for snow and gravel. Not tested on corpses.

GETTING ONE

- **Weld it** at MetalWelding 3: 6 sheet metal, 4 metal pipes, 2 blowtorches, a welding mask.
- **Find it** — rare in garages, mechanic shops, metal shops and welding workshops.
- **Inherit it** — some world vehicles spawn with one already bolted on, most often at junkyards and work sites.

FITTING IT

Install it with a wrench at Mechanics 3 through the vehicle's mechanics menu, like any other part. It repairs in place: a proper welded repair, or a cheaper screwed patch when you are short on kit. Uninstall it the same way.

DRIVING WITH IT

- Bodies pack into layers ahead of the blade and turn to lie along it.
- They ride the blade through corners rather than sliding off the moment you steer.
- When the blade fills, bodies spill off the edges — faster when you are going faster.
- A loaded blade drags. You can always creep forward; you cannot charge with a full one.
- Reverse and the blade lets go, dragging what is under it clear before it releases.
- Live zombies get walled by the blade face and shoved, rather than walking through it.

IT WEARS OUT

Hitting solid objects damages the blade in proportion to the speed you lose, and running bodies over at speed costs a little too. In exchange it shields the hood and engine behind it from part of every impact. A broken blade pushes nothing until you repair it.

WHAT CAN CARRY ONE

392 vehicles across seven sources: the base game's pickups, vans, step vans and SUVs, the Project Faded Car heavy fleet, Massive Vehicle Pack, Massive K15 Pack, Chaded Military Convoy, Military Vehicles Reborn and Vehicles By Faded. The mount is measured from each vehicle's own chassis, so the blade sits correctly whatever the vehicle's scale, and a pack you do not have installed simply does nothing.

Road & cabin

BREAKABLE ROAD BARRICADES

The lightweight folding barricades that block roads now collapse when you hit them at speed, leaving a flattened wreck on the tarmac instead of stopping a two-ton truck dead.

The minimum speed is a server setting, so you can decide whether nudging one aside at a crawl should work.

OTHER ROAD MODS TOO

Project Faded Car does not overwrite the base game's tile definitions — it declares only its own new wreck sprites and applies the breakage at world load. That means it never fights another road mod over the same tiles, and it also [finds](#) barricades added by other packs and makes those breakable as well. A pack that already ships its own breakage keeps it.

WET-ROAD TYRE SPRAY

Driving on a wet road throws spray from each tyre. It starts at around 18 km/h, scales with speed and how wet the surface is, follows your direction of travel, reverses when you back up, and keeps going after the rain stops while the road is still wet.

It is cosmetic and entirely local: no server traffic, no saved state, nothing that can desync. Two settings bound what it costs you — a density multiplier and a hard ceiling on live particles — and you can switch it off outright.

CABIN HEATER

A running heater in a closed cabin now actually warms you and works off cold damage. Wind a window down and most of the benefit escapes. In a cold snap, a truck with a working heater core is genuinely worth more than one without.

MUZZLE BLAST

Firing a gun inside a sealed cab briefly deafens you — a ringing that fades over a few seconds. Firing with a window down does not. Suppressed and lighter weapons are much gentler than a shotgun in a hatchback.

BOTH ARE OPTIONAL

Heater comfort and muzzle blast each have their own on/off switch and their own strength slider, on the **Cabin** settings page.

Heavy fleet & carrier

Project Faded Car ships a heavy truck and trailer fleet: sleeper and day-cab semis, box trucks, a car-hauler trailer, a container trailer with a detachable shipping container, a tanker, dry vans including livestock and military, and a lowbed.

THE SIX-POSITION CARRIER

The **Faded Six-Position Vehicle Carrier** stores up to six vehicles. Load and unload from the carrier's own controls; both are resolved on the server.

- Hitching and unhitching are always **explicit**. Nothing attaches itself because you parked near it.
- Large trucks pulling under the kingpin at low speed can auto-attach; ordinary cars hitch manually.
- Seated in the tractor, the radial menu offers Hitch and Unhitch directly.
- A stored vehicle keeps its script, paint, rust, hotwire state, engine features, parts, clothing visuals, claims and interior contents when it comes back out.

THE TANKER

Holds fuel or water — one or the other, never both. Fill and drain from the vehicle menu.

RV INTERIORS

Box trucks, dry vans and shipping containers register as RV interiors when RVs Reborn is loaded, without either mod editing the other.

ARTICULATION

PFC trailers use the game's own trailer joint. With Faded Java Loader active, the optional plugin damps only dangerously high articulation angles with a bounded physics nudge — it never teleports the trailer or flattens your turning arc. Without FJL a guarded Lua fallback does the same job more coarsely.

Roadside systems

Things that go wrong away from a workshop, and what you can do about them.

Jump pack & cables

Revive a flat battery from a charged pack, or from another running vehicle with jumper cables.

Push

Move a dead vehicle by hand, or out of the way of one that still runs.

Precision engine repair

A careful field repair that buys you distance without a full workshop.

Door lock kit & duplicate keys

Get into a locked vehicle, and stop losing the only key to it.

Remote vehicle link

Check on a vehicle you are not standing next to.

Turn signals & hazards

Indicators that other players can actually see. Useful in convoy.

Fuel pump control

Fuse, lock and repair a station's pump so it is there when you come back.

Car wash

Functional. Blood does not clean itself off a windscreen.

ROAD INCIDENTS

Rare events that happen while you drive — the sort of thing that turns a routine supply run into a story. They are sandbox-controlled and can be switched off entirely.

FAILURE EFFECTS AND HAZARDS

If you neglect the internals, they will find you: overheating, poor oil quality, oil, coolant and transmission fluid loss, alternator and belt battery drain, engine damage and, at high severity, stalling. Service work itself can spark, smoke, burn your hands or fail partway — and, rarely and only if the server allows it, set the engine bay alight. Every one of these is a sandbox option.

Server settings

All settings live under sandbox options, on six pages. The main **Project Faded Car** page covers the workshop, automation, wear, hazards, carrier and fleet. The five below are new in 2.2.0.

FUEL

Setting	Default	What it does
Which vehicles need diesel	Curated list	Curated list, every heavy-duty vehicle, or no restriction at all.
Extra diesel vehicles	empty	Comma-separated vehicle IDs to add. Partial names cover every variant.
Chance a pump has diesel	0.6	1.0 is every pump; 0.0 is none. Decided by pump position, so it never changes.
How much less diesel vehicles burn	0.2	Share of fuel not burned. 0.2 means the tank goes about a quarter further.

ROAD

Setting	Default	What it does
Breakable road barricades	On	Barricades fold when hit and leave a wreck sprite.
Barricade minimum impact speed	3 km/h	How fast you must be going for one to fold.
Tyre spray on wet roads	On	Cosmetic, client-side only.
Tyre spray density	1.0	0.25–2.0 multiplier on droplets per tyre.
Tyre spray particle ceiling	180	Hard cap on live particles. This is what bounds the cost.

RECOVERY & YARD

Setting	Default	What it does
Wrecker towing	On	Hook-and-boom towing and vehicle flipping.
Fit missing tow points to every vehicle	On	Gives tow attachments to modded vehicles whose authors left them out.
Wreckers spawn in the world	On	Off keeps the vehicle craftable and admin-spawnable only.
Forklifts spawn in the world	On	As above, for the forklift.
Some vehicles spawn with a plow fitted	On	Off makes every plow player-made or looted.
Plow drag from a loaded blade	1.0	0 removes the drag; 2 makes a full blade a serious load.

Server settings

CABIN

Setting	Default	What it does
Vehicle heater warms the occupants	On	A closed heated cabin raises body temperature and works off cold damage.
Vehicle heater strength	1.0	0.25–2.0 multiplier on how fast it warms you.
Muzzle blast inside a closed cabin	On	Firing in a sealed cab briefly deafens. Windows down: no effect.
Muzzle blast severity	1.0	0.5–2.0 multiplier on how long it lasts.

ENGINE BAY

Setting	Default	What it does
Condition of factory-fitted components	Average	Worn out → nearly new. How healthy a found vehicle's components are.
How often components are missing	Often	Never → stripped. The main dial for how much scavenging costs you.
Chance of a mismatched component	10%	How often a vehicle is found with the wrong engine class fitted.
Chance of a manual gearbox	50%	Manual and automatic take different transmission fluid.
Exceptional component: one in	500	Higher is rarer.
Component wear rate	1.0	0 stops component wear entirely.
Fluid loss rate	1.0	0 stops fluid consumption and leaks.
Temperature units	Match the game	Or force Celsius / Fahrenheit.
Allow pushing a vehicle from the side	On	Off restricts hand-pushing to front and rear.
Component spawn rates ×3	1.0	Separate rates for standard, heavy-duty and performance parts.
Oil and coolant spawn rate	1.0	How much fluid supply the world holds.

TUNING SUGGESTIONS

- **Lighter maintenance:** missing parts [Rarely](#), component wear 0.5, fluid loss 0.5, pump diesel chance 1.0.
- **Harsh survival:** missing parts [Stripped](#), factory condition [Worn out](#), fluid loss 2.0, pump diesel chance 0.25.
- **Low-spec machine:** tyre spray density 0.25 and ceiling 40, or off.

Other mods & troubleshooting

LOAD ORDER

Nothing is required beyond **ProjectFadedCar** itself. If you also run Into the River, put it first: `IntoTheRiver;ProjectFadedCar`.

KNOWN-GOOD COMPANIONS

Mod	How they interact
Common Sense Reborn	PFC owns the mechanics window and keeps every CSR addition available inside it. No CSR file is edited.
Other engine-overhaul mods	Conflicts. The engine bay reaches every vehicle by extending the base game's shared engine template, and only one mod can do that. Run one or the other.
RVs Reborn	PFC box trucks, dry vans and containers register as RV interiors.
IKFRVP	Optional physics bridge in the Garage tab. IKFRVP stays the physics authority.
Vehicle packs (MVP, MKP, Chaded, MVR, VBF)	Plow mounts, diesel classification, wrecker booms and carrier hitching all cover them.
Knox Reborn and road packs	Their barricades are made breakable automatically; their tile definitions are never overwritten.
Gasoline Goes Bad / Pay & Pump	Diesel is taught to both, and both are left alone when absent.
Paint Your Ride	The wrecker registers itself when the mod is present.
Faded Java Loader	Optional. Adds atomic carrier transactions, articulation damping and the wrecker boom lift.

TROUBLESHOOTING

Symptom	Cause and fix
A truck will not accept fuel	It is a diesel vehicle. Use a Diesel Can, siphon another diesel vehicle, or find a pump that stocks diesel.
The tow boom will not lift	The lift needs Faded Java Loader. Without it the tow is flat by design.
A tow truck offers no hook option	Its script name is not recognisable as a wrecker. Get it closer, or check that wrecker towing is enabled server-side.
The plow does not push anything	Check its condition — a broken blade pushes nothing until repaired.
Barricades still stop the car	You are below the minimum impact speed, or the setting is off.
The engine will not start after a rebuild	Open diagnostics: a required component is missing or dead. An ECU reader will name it.
Frame rate dips in the rain	Lower tyre spray density and the particle ceiling, or turn spray off.
Cannot pull the engine in the Garage tab	The engine has already been lifted out of the bay. Look on the ground next to the vehicle.

Quick reference card

Skill gates

Fit the plow	Mechanics 3
Weld the plow	MetalWelding 3
Pull / install an engine	Mechanics 5
Restore a wreck	Mechanics 6 + MetalWelding 4
Forklift brakes / suspension	Mechanics 6
Forklift propane tank	Mechanics 2
Build a pallet crate	Woodwork 5
Build a water tank	MetalWelding 5

Numbers to remember

Engine overheat threshold	~112 °C
Tyre spray starts at	~18 km/h
Barricade folds above	3 km/h
Carrier capacity	6 vehicles
Pallet crate capacity	180
Diesel economy bonus	up to 20%
Plow-capable vehicles	392
Engine components	~35

WHERE THINGS ARE

You want to...	Go to
Change a tyre, fit a door, repair a hood	Vehicle Workshop → Vehicle Parts
Top up oil or coolant, service an internal system	Vehicle Workshop → Service
Train Mechanics, batch install or strip a vehicle	Vehicle Workshop → Automation
Swap an engine or restore a wreck	Vehicle Workshop → Garage
Make service supplies out of ordinary parts	Vehicle Workshop → Supplies
Pull a piston, fit a water pump, drain the oil	Open the engine → engine bay
Hook, lift or flip a vehicle	Vehicle radial menu ()
Hitch or unhitch the carrier	Vehicle radial menu, or the carrier's own controls
Push a pallet crate	Right-click the crate on the ground
Fill the forklift	Vehicle menu → Add Propane To Storage Tank

IN-GAME GUIDE

The workshop's own **Guide** button carries a condensed version of this document, including a **Yard** tab covering everything new in 2.2.0. It is always current with the build you are running.