

# Thank you for downloading my mod!

Mod is compatible with 1.51-1.52 version of the game.

So far 6 vehicles from the AI traffic pack were made drivable.

All cars can be purchased from Peterbilt dealership.

Interiors are not animated. Mod uses interiors of the AI vehicles.

Camera adjustment limits were set to higher values in case the interior camera hangs somewhere outside a vehicle.

Cars have been given fuel tanks anywhere from 11 to 25 gal. (depending on the model specifications) so they should only be driven with Realistic Fuel Consumption ON.

## Installation instructions:

1. Extract files from the archive. Put both .scs archives in your mod folder.
2. Download the latest "AI Traffic Pack by Jazzycat". Can be found at <https://www.modland.net/american-truck-simulator-mods/other/ai-traffic-pack-by-jazzycat-19.html>
3. Make sure you have installed Sk3lecreeper's "Driveable AI". As well as Jazzycat's pack this mod is **absolutely necessary**, my mod is **not standalone**, it won't work without it. You can find it on steam: <https://steamcommunity.com/sharedfiles/filedetails/?id=2894380342>
4. Activate all mods it in the Mod Manager. "Drivable Jazzycat's AI traffic pack" should be activated with the higher priority than Sk3lecreeper's "Driveable AI" and "AI Traffic Pack by Jazzycat"

Please note, that my mod comes with optional “invisible driver model” mod. I recommend keeping it so since smaller can have driver’s head sticking out. This little mod will fix this issue.



Can be switched ON and OFF whenever you like.

If you like my mod and want to know about updates, report issues or make suggestions, please feel free to join my group on Steam:

<https://steamcommunity.com/groups/DjcTP>

Credits:

- Kawaii Anime Waifu Hunter (author)
- Noeny (author of ETS2 Drivable AI mod who helped out a lot and gave permission to use some of the files)
- Sk3lecreeper (author of the original “Driveable AI” mod)
- Jazzycat (author of the “AI Traffic Pack”)