

Express Cargo Creator

How to create custom cargos the easy way

What is ExCC and why does it exist



This program has been developed to help some people in our ETS2 convoi to create custom cargo jobs the easy way. The main goal was to provide a piece of software which runs flawless and is usable without any difficulty.

Not every gamer is a Nerd so the decision was done quite fast to create a simple but powerful user interface. Furthermore the Express Cargo Creator doesn't need any save game path provided by the user - the path is determined automatically and existing profiles will be listed in a user friendly list on the top left.

Express Cargo Creator offers a user interface that can be used by both beginners and professionals alike. **Download links are listed on the last page!**

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Prepare the game to be ExCC compatible

Before you can start to use Express Cargo Creator you need to prepare your game for it. First open your game, click on the profile you want to add custom cargos to followed by a click on "Edit" which opens the profile page.



Now that the profile page is open click on the little "Checked" icon to **uncheck** it. This will disable the profiles capability to save savegames in the Steam Cloud. Now they will be saved on your computer instead. Be aware! If your computer crashes heavily, you could lose these data.



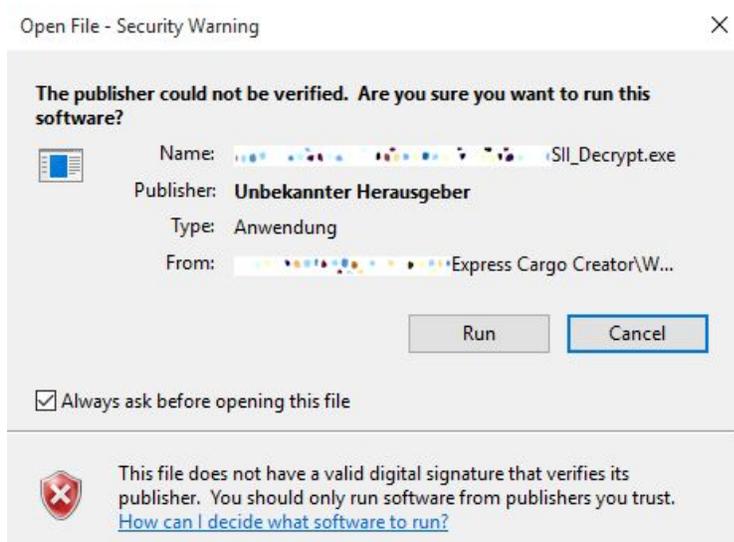
Restart your game once and continue until you are inside your truck on the road. If you haven't already and your profile is new, you need to do some game generated jobs at the beginning until you can buy your own truck.

Once you have your own truck and while being on the road in-game hit the "Screen Lock" key on your keyboard. This will create all data needed by Express Cargo Creator.

Remember: always do a **quick save** (Screen Lock key) before creating new jobs!

If Express Cargo Creator is already open and a quick save has been performed, ensure to reload all game files by clicking on .

The first start



× When starting Express Cargo Creator the first time you might see a Windows dialogue like the one on the left side.

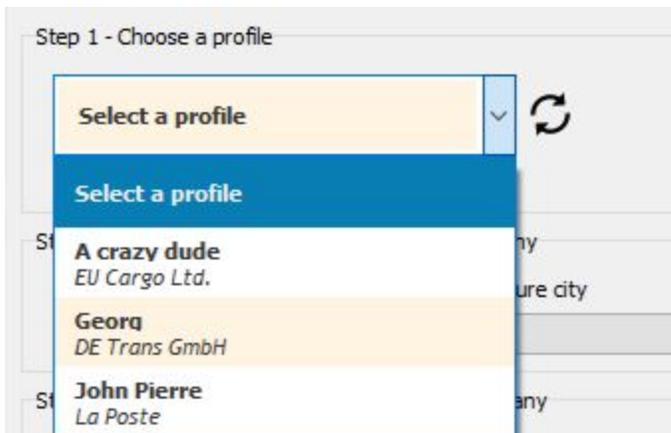
But don't worry! SII_Decrypt.exe is a standalone executable application which decrypts Euro Truck Simulator 2 files.

This step is necessary otherwise Express Cargo Creator can't read the game files. You might see this kind of Windows dialogue for each profile and savegame file Express Cargo Creator needs to decrypt. If you are a simple gamer (one profile only) you might see it twice only.

The user interface

The user interface has been designed to be used both by beginners and professionals alike. To use it most effectively, please continue reading.

1. The profile list

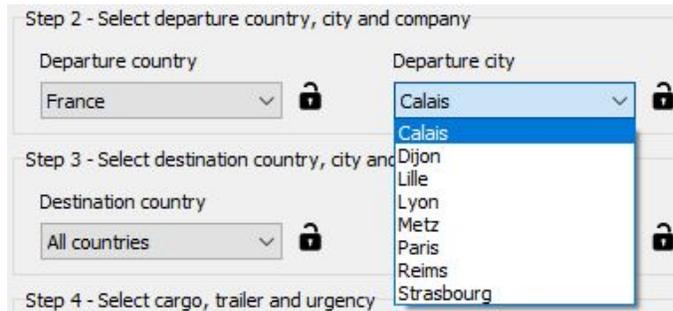


Express Cargo Creator lists all game profiles it detects in a drop down list.

Clicking on it opens a list which displays all existing profiles and the company associated with it.

Clicking on the rounded arrows reloads either the selected profile or all profiles if none is selected.

2. Loading a profile



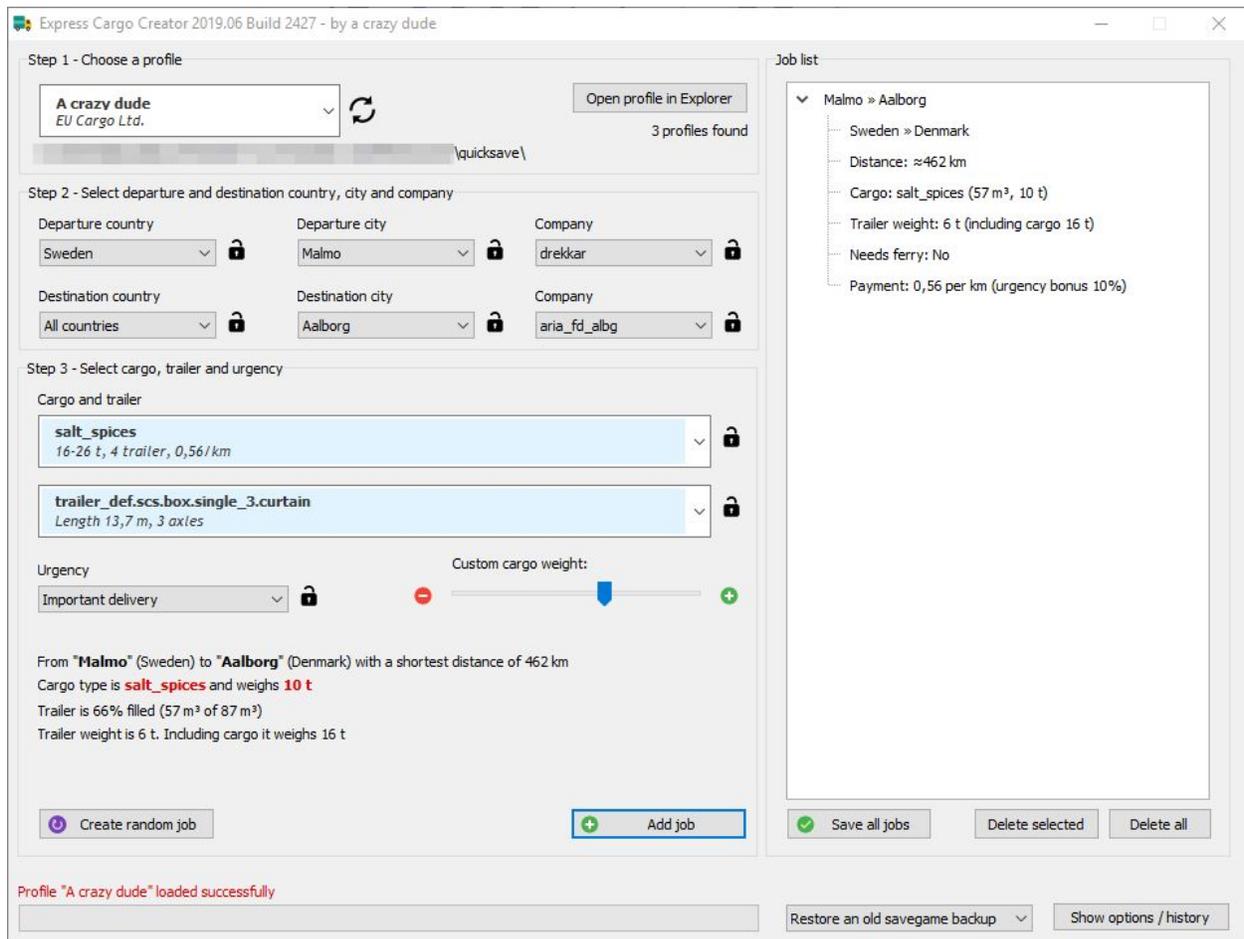
The screenshot shows a multi-step configuration interface. Step 2 is titled "Step 2 - Select departure country, city and company" and contains two dropdown menus: "Departure country" with "France" selected and a lock icon, and "Departure city" with "Calais" selected and a lock icon. Step 3 is titled "Step 3 - Select destination country, city and company" and contains a "Destination country" dropdown menu with "All countries" selected and a lock icon. A dropdown menu is open for "Departure city", listing "Calais", "Dijon", "Lille", "Lyon", "Metz", "Paris", "Reims", and "Strasbourg". Step 4 is titled "Step 4 - Select cargo, trailer and urgency" and is partially visible at the bottom.

Clicking on a profile will load all data existing in the profiles quick savegame file. Only countries, cities and companies which are accessible by your game will be listed. E.g. most french cities won't be listed if you don't own the Vice la France DLC.

3. Creating a custom cargo job

Once a profile has been loaded successfully, you are able to select country, city and company for departure and destination as well as the cargo, trailer and urgency level.

After selecting the desired tour and cargo, a click on "Show job preview" displays a job summary. Based on that the job can be added to the queue with a click on "Add job".



4. Locking job information



All drop down fields can be locked by clicking on the black lock which then becomes red and locked. This prevents these fields from changing when clicking on "Create random job".

This feature is helpful if you want to create random jobs but always with some fixed country, city, company, cargo, trailer or urgency.

5. Create a random job

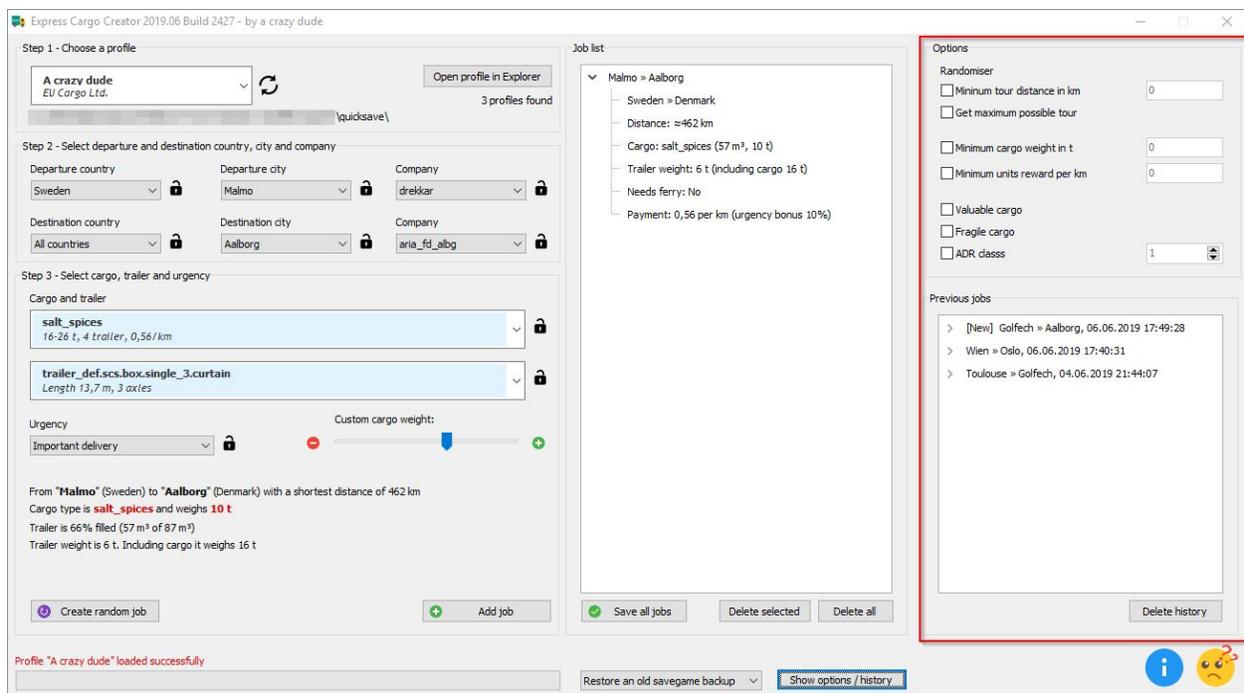


Do you want to create a job but you are tired of always choosing all needed data by yourself? You want some variety in your jobs?

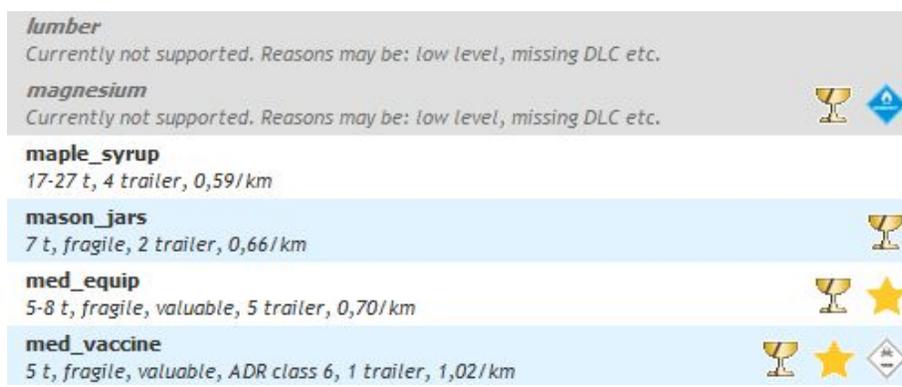
Click on "Create random job"- done! As mentioned before you can also lock some information if you want e.g. a job from France to Norway with all other information randomly chosen.

6. Custom cargo filter options

Creating cargos can be tricky. As mentioned above for solving this problem there is a **randomiser option**. But what if you do not like the custom generated cargo job? Not enough weight, not enough distance ... for solving problem I implemented some advanced filter options. Set the minimum tour distance, cargo weight and reward per km and and you are good to go for nice *half-random* cargo jobs. You can combine the last two mentioned options with the Get maximum possible tour option. Enabling option will calculate, as the title says, the maximum possible tour respecting the departure country and city you've locked.



7. The cargo list

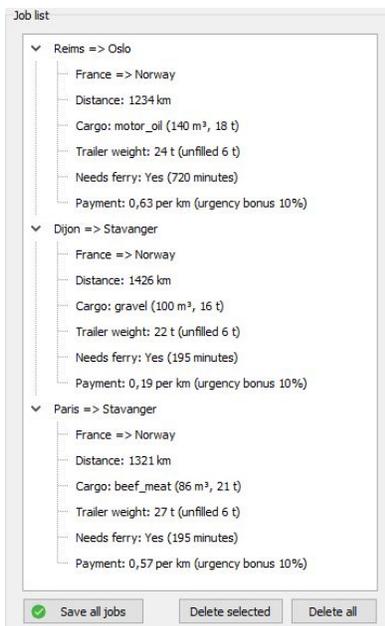


I've put much time and love into the cargo list until it is what it is.

See what cargos you can deliver, their general stats like weight, trailer count ADR class, fragile and high value status.

Also you can see which cargos aren't available and which requirements some of them have (e.g. ADR classes).

8. Adding a job to the queue, saving jobs to the game file



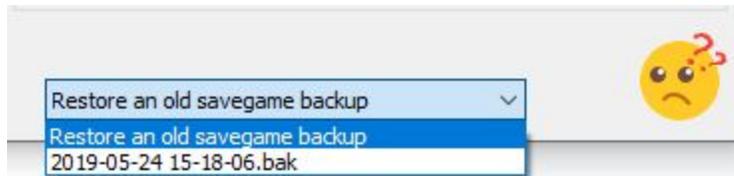
After all jobs have been created it's time to save them to the game file.

Verify all jobs saved in the list. If a job doesn't please you, just click on it (first line) and hit "Delete selected".

Are you unhappy with all of your jobs created? Hit "Delete all" and all created jobs will be removed.

If you are happy on the other site with all jobs, hit "Save all jobs". Every job will now be added to the game file and accessible in-game on the freight market.

9. Restore an old savegame



If something went wrong after all, you can always restore old savegame which are backed up automatically by Express Cargo Creator before overwriting the

savegame of the selected profile. Click on the list. Files are named in ISO 8601 format which means year-month-day hour-minute-second. After clicking on a restore point the program will ask you if you are sure about what you are doing. If so, confirm and the old savegame will be loaded automatically.

Compatible DLCs

Trailer and cargo data used by the game will be updated whenever there is a new DLC which offers new cargos and trailers. Currently the following DLCs are supported (because I simply do not own more of them currently).

- Scandinavia
- Vive la France!
- Heavy Cargo
- High Power Cargo
- Note: Going East! doesn't add any new trailers or cargos.

Compatible game versions

Express Cargo Creator only supports Euro Truck Simulator 2. I prefer to be completely ETS2 compatible instead of being 50% ETS and 50% ATS compatible.

Help, Discord and Twitch

If you still need any help, you can visit the following Discord servers Discord is free, runs inside your browser, looks nice and the perfect place for communities.

Help and Discord

- **Dino Bande by T-Rex:**
 - Twitch: <https://www.twitch.tv/trex91>
 - Discord: <https://discord.gg/xfES6JV>
- **NOCTEMCORP**
 - Twitch: <https://www.twitch.tv/jayc>
 - Discord: <http://noctemcorp.de>

How to download Cargo Express Creator

- Google Drive (latest version)
 - <https://drive.google.com/file/d/1QUdpQbNQ-86V8FZU3KAji1d6V0HDr9QY/view>
- NOCTEMCORP.de (hosted by JayC):
 - <http://jayc.noctemcorp.de/ExpressCargoCreator.7z>

Older versions

- ETS2 1.34: <https://drive.google.com/open?id=1dRMxH2xQ1dyjCcAjDUKfpITv8Pg8gCs5>

Help improving the tool / unknown distance, cargo info etc.

If you discovered a **bug** or a job has an **unknown distance** please let me know! You can contact me on both **Discord** servers mentioned above. Unknown distances can be fixed the best way sending me your **distances-user.dat** file. I will add these missing values whenever someone sends them over to me.

Cargo summary:
From "**Kouvola**" (Finland) to "**Innsbruck**" (Austria). The distance is **unknown**
Cargo type is **volvo_cars** and weighs **~10 t**
Trailer is 100% filled (100 m³ of 100 m³).
Total trailer weight is **~17 t**. Unfilled it weighs 7 t
Payment is **0,26** per km
Distance unknown. Help to improve this tool. Click on the smiley on the bottom right to learn more.

I'm sure you will ask yourself: "**Can I deliver cargos on my own trailer?**"

Short answer: NO! Without going in any details, the game doesn't allow third party tools currently to create custom cargos on custom trailers. I hope this will change in the future! <3

Final words

Hopefully your  has been changed to  now.

Happy trucking!