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DayZ

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FuelControl

★★★★★
43 ratings

Description   Change Notes

Type: Mod

Mod Type: Economy, Environment, Mechanics, Vehicle

File Size	6.499 MB
Posted	Jul 12, 2022 @ 6:06pm
Updated	Apr 22 @ 2:13am

28 Change Notes (view)

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REQUIRED ITEMS
This item requires all of the following other items

CF

IEF

DESCRIPTION

FuelControl

This mod provides tools to control your sever's fuel economy.

For support, join my discord server [discord.gg]

Features:

CREATED BY

Istar Eldritch
Offline

See all 53 collections (some may be hidden)

3,864   Unique Visitors

- Enable / Disable fuel stations
- Set fuel limit per station.
- Refuel a car directly if its placed close to a fuel pump.
- Refuel a barrel directly if its placed close to a fuel pump.
- Stations can provide Gasoline, Diesel and Aviaton Fuel (avgas).
- Siphon fuel out of a car fuel tank.
- Disable / Enable being able to use fuel pumps that were damaged / exploded.
- Automatically spawn fuel on stations.
- Configurable liquid transfer rates for arbitrary containers (using class names)
- Configurable consumption rates (autonomy) per vehicles (using class names)
- Configurable fuel type per vehicle, GASOLINE, DIESEL or AVGAS.
- Measure the fuel in a car or fuel pump with a long stick.
- Configuration to require stations to be powered with electricity (Requires battery with wire / generator & cable reel)
- Configuration for how many energy units are consumed per liter of fuel.
- Administration UI (If COT is installed)

All this features are configurable. Check Configuration or use the COT UI.

Dependencies

- Community Framework
- [OPTIONAL for Admin UI] Commmunity Online tools
- [OPTIONAL for liquid compatibility with other mods] Rag_Liquid_Framework

Compatibility

Mods that just add vehicle types without deviating from the vanilla logic will work out of the box. (eg RUSForma Vehicles)

Some notable mods are:

- Red Falcon Heliz: All works.
- RedFalcon Watercraft / Boatz (RFWC): Custom fuel types works. Autonomy doesn't work.
- HypeTrain: Everything works

Configuration:

If possible use the COT admin UI. For an explanation on the profiles configurations check the project page [github.com] .

Example configuration files (for chernarus) can be found here [github.com] .

Some administrators have contributed their own configuration files for other maps on the discussions section.

Enjoying my work?

[ko-fi.com]
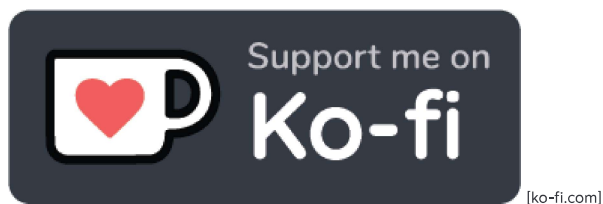
Translations by

- -DL- Büskermolen (German / Russian)
- Panda (Chinese simplified)
- Red Dragon Group (Russian Review)

- Viktor_nonfasurf (Italian)

License:

LICENSE LINK [github.com]

TLDR:

- Its open source.
- You can fork the project
- You can use it in monetised servers.
- You can't distribute / pack it unless you've made custom changes, if you do changes, it must be released under the same license.