Guide contents

What can you make?

Choose the project

Tools and file flow

Maps

Work safely

Sharing

A complete first project: one cube map asset

Status

Sources / References

Documentation: In progress **Quick start: In progress**

Offline copy from ModDocs. Source links remain clickable.

SCS truck simulator modding

Euro Truck Simulator 2 and American Truck Simulator share SCS Software's official modding wiki. Keep each game's data and version targets separate when building or testing a mod.

> **Quick start:** choose ETS2 or ATS and one small project, such as a simple accessory or map asset. Follow the matching SCS tutorial through conversion and game testing before building a larger map or vehicle.

What can you make?

The SCS wiki covers game data, models, map editing, tool setup, conversion, and publishing. Decide on one small outcome before installing every tool. The beginner tutorials include a simple cube map asset and a truck accessory; each walks from preparation to a packaged mod.

Goal	Main route
New 3D map asset or truck accessory	SCS Blender Tools, conversion tools, game test
Map or road changes	In-game Map Editor and its sector workflow
Data or configuration change	Documentation for the relevant game-data format
Workshop release	SCS Workshop Uploader after local testing

Choose the project

Decide whether you are changing a truck or accessory, building a map, or creating another supported asset. The SCS wiki organizes its documentation by topic and lists the supported games. Select the tools and export path for the game you actually have installed.

1. Choose ETS2 or ATS and note the installed game version. The official Games page lists both, but that does not mean every asset file is interchangeable.
2. For a first model, follow the simple cube tutorial sequence in order: prepare tools, create/export the cube, configure it as a map asset, convert and pack, then use it in the map editor.
3. For a truck part, follow the truck accessory tutorial sequence. It covers configuring an accessory, making the model, and testing it in-game.
4. Save your source project separately from the converted game files. Repeat the tutorial once with your own unique names and a small visual change.

Tools and file flow

SCS Blender Tools add SCS-specific properties and export functions to Blender. Their documentation recommends reading installation, terminology, global settings, and conversion setup before modeling. A model can include material, variant, part, and locator settings that matter to the game. Start with the SCS Blender Tools documentation rather than assuming a normal Blender export is enough.

The Conversion Tools convert intermediate mod resources to game-ready binary resources. They cover models, definitions, sounds, maps, and other resources. Choose a conversion-tools build compatible with your target ETS2/ATS version. The wiki describes using them through Blender's conversion helper or directly from the command line. After conversion, package the resulting game-ready files, not only the Blender source.

```text
Editable project → SCS export/intermediate files → conversion → game-ready mo
```

The Game Archive Extractor can help inspect installed game content for learning and compatibility. Keep extracted files local; your mod package should contain your own changed or required content, not an unnecessary copy of the full game assets.

Maps

Map work uses the game's Map Editor and a sector/file workflow. Before building a large map, practice launching the editor, creating or changing a tiny test area, saving it, reopening it, and driving through it in-game. The Map Editor tutorial list covers launching, basic functions, sectors, roads, and prefab connections. A model that looks correct in Blender still needs road connections, placement, collision, and play testing in the target game.

- SCS Modding Wiki - official entry point.
- Supported games - check ETS2 and ATS coverage.
- Documentation index - formats and workflows.
- Tutorials - task-specific walkthroughs.

Work safely

Keep the original game files intact. Work from a separate mod project, use the wiki's tools for your asset type, then test the exported mod in the matching game version. Record which game and version your package targets so players do not assume ETS2 and ATS files are interchangeable.

When a mod fails, check the conversion log and game log before changing several things at once. Confirm the archive contains the expected paths, the correct game is running, and the tool versions match the game version. If the model appears but has a visual or collision problem, return to its SCS Blender settings and re-export. Test the final package in a clean profile, including any required dependencies.

Sharing

After a clean local test, state whether the package targets ETS2, ATS, or separately tested builds for both. Include the supported game version, required DLC or other mods, a short install instruction, and a change log. The SCS Workshop Uploader documentation covers Workshop publishing and versioning.

A complete first project: one cube map asset

The official beginner tutorial sequence uses a simple cube to teach the full asset pipeline. Select **one** game, set up SCS Blender Tools and Conversion Tools for that game's current version, and create the cube with its material and SCS properties. Export it through the SCS Blender workflow, convert the intermediate output, and create the map-asset definitions the tutorial requires. A plain Blender `.blend` file is source, not a game-ready mod.

Place the converted asset in a tiny test area with the target game's Map Editor. Save and reopen the sector; then drive to the object in game. Confirm scale, texture, collision, and appearance at a distance. If conversion fails, read the conversion log. If the map editor can find the asset but the game cannot, check the mod's converted paths and definitions. If the asset appears without material, revisit its material and texture references rather than the road sector.

Package **only** the game-ready output, install it in a clean test profile, and repeat the editor and driving checks. Keep the Blender project separately as source. Once that works, the truck accessory sequence builds on the same export/conversion skills while adding truck-specific locators and definitions. Do not publish one archive as both ETS2 and ATS compatible until both games have been tested independently.

Status

Unfinished: this page explains the full tool flow, but it has not independently built a complete vehicle or map package. The SCS Modding Wiki, Documentation, and Tutorials remain the original instructions for each asset type and current tool release.

Sources / References

External project and documentation links cited in this guide. Check the upstream release and version before following version-sensitive steps.

- Games page
- simple cube tutorial sequence
- SCS Blender Tools documentation
- Conversion Tools
- Game Archive Extractor
- SCS Modding Wiki
- Documentation index
- SCS Workshop Uploader documentation
- beginner tutorial sequence