



Utility 3000R Trailer – README

Author: Dro Modding

Mod Feature: Functional Rear Doors (Developer Console Method)

Game: American Truck Simulator



Functional Trailer Doors – Overview

This trailer includes **working rear doors**, enabled using a temporary method tied to the **developer console** and **trailer cable commands**.

This allows you to open and close the doors without detaching the trailer. It's a simple workaround for now, but it functions reliably.



Enabling the Developer Console

To control the doors, you must enable the in-game **developer console**. Here's how:

Step-by-Step:

Navigate to:

Documents/American Truck Simulator/config.cfg

1. Open **config.cfg** with **Notepad** or any text editor.

Find these two lines:

```
uset g_developer "0"  
uset g_console "0"
```

Change both values from "0" to "1":

```
uset g_developer "1"  
uset g_console "1"
```

2. **Save the file** and launch the game.



Opening and Closing the Trailer Doors

Once the developer console is enabled:

1. In-game, press the **tilde (~)** key to open the console.
2. Use the following commands:

To open the doors:

```
g_trailer_cables_mode 0
```

To close the doors:

```
g_trailer_cables_mode 2
```

These commands toggle the **cables_on** / **cables_off** system, which has been repurposed in Blender to control the door animations.



How It Works (Behind the Scenes)

In Blender:

- The door models are assigned to **cables_on** and **cables_off** parts within the SCS part structure.
- This simulates door open/close behavior using the trailer cable system instead of the standard animation attributes.

This is a **temporary solution** until proper support through **def/config** files is added.



Known Limitations

- Doors may automatically open when detaching the trailer.
 - You can **drive with the doors open**, but the open state persists unless changed manually.
 - This method is basic but functional and allows door control **without detaching**.
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Need Help?

For support, updates, or general questions, visit:

<https://www.dromodding.com>

Or reach out on Discord / Patreon.

Thank you for your support!

— **Dro Modding**