

GR8MOD



READ ME FIRST

CATERPILLAR D11T

Installation, quick start and controls · by Grade8

Author: Grade8

Thank you for buying GR8MOD D11T!

This is a fully physical Caterpillar D11T track-type tractor. Everything on it is a real, working part with its real weight: the track chains wrap around real sprockets, idlers and rollers, the blade and ripper move on real hydraulic cylinders, the doors latch, the glass breaks, the hoses can be torn off, and the machine weighs what a real D11T weighs - about 104 tonnes.

You get a working cab with clickable switches, two live cab monitors (an operator monitor and a grade-control screen), a diesel cold start, climate control with fogging glass, wipers, lights, a beacon, a backup beeper and a cab radio.

This file gets you running in a few minutes. Two more guides come with the mod:

GR8MOD D11T - Complete Feature Guide.pdf every system, button and screen explained in detail

GR8MOD D11T - Cab Radio Guide.pdf the cab radio: local music, live stations and Spotify

Installation

1. Do NOT unzip the mod. BeamNG reads the zip file directly.
2. Put the GR8MOD D11T zip file into your BeamNG "mods" folder:
%LOCALAPPDATA%\BeamNG\BeamNG.drive\current\mods (Copy that line into the Windows Explorer address bar and press Enter.) Older BeamNG installs use Documents\BeamNG.drive\mods instead - if that is the folder your other mods are in, use that one. Tip: in BeamNG's main menu, Mods > Repository / Manage Mods has an "Open mods folder" button.
3. Start BeamNG.drive (or restart it if it was running). Check Mods > Manage Mods: the mod should be listed and active.

Updating: replace the old zip with the new one (same folder, delete the old file). Uninstalling: delete the zip.

Finding The Dozer



SU Blade, Single-Shank Ripper



SU Blade, Triple-Shank Ripper



SU Blade (Upper Tilt Mount)



Push Dozer (No Ripper)



Ripping Tractor (No Blade)



Bare Tractor

The six factory configurations in the vehicle selector

Open the vehicle selector and look for:

Brand: Caterpillar

Model: D11T (type: Heavy Machinery)

It comes in six factory configurations:

**D11T SU Blade, Single-Shank
Ripper**

(default)

D11T SU Blade, Triple-Shank Ripper D11T SU Blade (Upper Tilt Mount), Single-Shank Ripper D11T Ripping Tractor (No Blade), Triple-Shank Ripper D11T Push Dozer, SU Blade (No Ripper) D11T Bare Tractor (No Blade, No Ripper)

Paints: CAT Yellow (default), Hi-Viz White, Military Green, Safety Orange and Black. You can also mix and match the blade, ripper, ripper shanks, work-light bulbs and beacon in the Parts menu - see the Feature Guide.

Your First 5 Minutes



Key on: the operator monitor and grade screen wake up



A cold diesel coughs white smoke until it warms up

1. SPAWN. Pick the default configuration on a flat, open map (Gridmap, Johnson Valley and Utah are good). The machine spawns with the engine OFF, like a real machine parked overnight. For the first few seconds it lifts its blade and ripper off the ground by itself - leave the controls alone until that is done.
2. GET IN THE CAB. Switch to the driver camera (BeamNG's normal camera key, usually C). You sit in the operator seat. Look around with the mouse: almost every switch, key and knob in the cab can be clicked.

3. **START THE ENGINE.** Click the ignition key on the right console once (it cranks until the engine catches), or hold your normal BeamNG ignition / start key. A cold diesel cranks slowly for several seconds, coughs, puffs white smoke and then idles rough and uneven. That is normal - it smooths out and the white smoke clears as it warms up (2 to 3 minutes). Go easy on the throttle while it is cold. The operator monitor on the dash and the grade screen on the right pillar wake up when the key is on.
4. **RAISE THE BLADE.** Press T to raise the blade, G to lower it. Lift it about half a metre off the ground for driving.
5. **PICK A GEAR AND DRIVE.** Use your normal BeamNG gear and throttle controls. The D11T has 3 forward and 3 reverse speeds. Start in first. Steer with your normal steering keys: the inside track slows and brakes, the outside track keeps pushing, just like the real clutch / brake steering. Steering with no throttle in gear turns the machine on the spot. If the machine will not move, check the parking brake (a red "(P) BRAKE" lamp on the monitor).
6. **PUSH.** Drive towards a pile or a slope, lower the blade with G until it bites, and keep driving. Raise the blade a little (T) if the tracks start to slip or the engine bogs down. Use I / K to tilt the blade and Alt+I / Alt+K to pitch it.
7. **RIP.** Lower the ripper with Shift+G while driving slowly forward in first gear, so the shank digs in behind the machine. Raise it again with Shift+T before you turn or reverse. Shift+I / Shift+K tips the shank.

That's it - you are dozing. Read the Feature Guide to discover AutoCarry, auto blade assist, grade control, the ripper pin puller, the climate control and everything else.

Controls



Right console keypad - every function also has a keyboard action

All D11 actions can be changed in Options > Controls (type "D11" in the search box). Driving, steering, brakes, gear changes, horn, engine start / ignition, the parking brake, camera and the door actions use your normal BeamNG controls.

T / G	blade raise / lower
I / K	blade tilt (I drops the left corner, K drops the right corner)
Alt+I / Alt+K	blade pitch (cutting edge forward / back)
RIPPER	
Shift+T / Shift+G	ripper raise / lower
Shift+I / Shift+K	ripper tip (Shift+I tips the shank back, Shift+K tips it forward)
Alt+Home	ripper pin puller (pull / re-insert the shank pin)
Alt+PageUp	ripper shank up one hole (shallower)
Alt+PageDown	ripper shank down one hole (deeper)
ENGINE	
U (hold)	decelerator pedal - pulls the engine speed down towards idle
CAB	
Alt+End	front work lights
Alt+Insert	rear work lights
Alt+F	cab flood lights
Alt+Y	cab dome light
Shift+W	wipers on / off
Alt+W (hold)	washer (sprays the glass and runs the wipers)
RADIO	
Alt+R	radio on / off
Alt+M	radio source (LIVE / SPOTIFY / LOCAL)
Alt+. / Alt+,	next / previous station or track
Alt+= / Alt+-	volume up / down

Actions with no key by default (bind them in Options > Controls if you want them, or just click them in the cab): beacon, mirror heat, HVAC fan / temperature / air mode / A/C, high idle, AutoShift, AutoCarry, auto blade assist, reversing fan, implement lockout, F-N-R rocker, upshift / downshift, monitor keys and grade-control keys.

If one of the D11 keys clashes with one of your own BeamNG bindings, just rebind one of them.

Quick Help

- The dozer doesn't appear in the vehicle list: the zip must sit directly in the mods folder, not in a sub-folder and not unzipped. Restart the game after adding it.
- The machine won't move: is the engine running, is a gear selected, is the parking brake off?
- The blade / ripper don't move: is the implement lockout switch on, or is the ripper pin pulled? The monitor shows a yellow message for both. A torn hydraulic line also stops them - reset the vehicle to repair it.

- The windows are fogged: turn the HVAC fan on and set the air mode to DEFROST (see the Feature Guide, "Climate control and fogging glass").
- The radio says "RELAY OFF": LOCAL music works without any helper; live stations and Spotify need the free GR8 Radio Relay. See the Cab Radio Guide.

Enjoy the machine!

Author: Grade8