

# Quality Guidelines for Payware vehicles

It's not easy to develop a payware addon for LOTUS. To set a clear difference to freeware vehicles, who are not subject to regulations, the quality requirements are so high that you have to have access to the model yourself, or at least a reliable partner with access to the vehicles, in order to implement every aspect in a way that it is above (almost) any criticism.

Examples of what is expected from a payware vehicle addon at least:

- Models are absolutely prototypical
- different prototypical vehicle variants included in the add-on, if applicable
- Usage of all graphic effects possible in LOTUS that are matching the model, such as normal maps, [detail textures](#), ambient occlusion, etc.
- For the sake of performance, unnecessary meshes and objects are reduced, AI meshes are clean, visibility settings are made, etc.
- driving experience (through operation, handling, system depth and sounds) corresponds to reality
- prototypical vehicle modules (displays, on-board computers), module slots that comply with existing conventions
- complete repaintability (also full coats)
- full multiplayer functionality
- since we are still in the EA, the willingness for later adaptations, if features are added or changes have occurred

Payware add-ons at LOTUS are definitely not the quick money, but may require a special passion for a specific vehicle, otherwise you might not have much sense for the idiosyncrasies that ultimately give the add-on its soul.