

# AdditionalMapTypes V1.0.0.7

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### New Added!

You can register fruit types and fill types, if you register the fruit registration, which is also registered as a FillType, you do not need to register it as a FillType, which is registered automatically with the fruit registration.

The FillType registration, is intended for species such as sand, lime, compost, gravel, etc., thus all that has no field crop.

### First.

**Please make a backup of the complete map folder, if something should go wrong during the installation!**

The folder foliage, fruitHuds, tipOnGround, **baleTypes** are placed in the main directory of the map where the modDesc.xml is located.

The folders pSystem, textures come in the order maps, in your map. Sample entries for the modDesc.xml can be found in the file Example\_modDesc.xml.

#### 1. Registration of new categories.

Fruit groups.

`<NewFruitCategory name="food" />` - entry for the modDesc.xml to create a new fruit group, in this example named food.

You must also create corresponding language variables, this is done in the `<l10n> </l10n>` section of modDesc.xml, which should look like this.

`<text name="food">`

`<en>Foods</en>`

<de>Food</ de>

</text>

**FillType categories.**

<NewFillCategory name="industry" /> - entry for the modDesc.xml to create a new FillType category, in this example named industry.

You must also create corresponding language variables, this is done in the <l10n> </ l10n> section of modDesc.xml, which should look like this.

<text name="industry">

<en>Industry</ en>

<en>Industry</ de>

</text>

## **2. Registration of Food Groups.**

<NewAnimalfoodgroup animalname="sheep" groupname="bulk" weight="0.50" filltypenames="silage millet" />

Animalname - the animal species is determined (cow, sheep, chicken)

Groupname - the group name is defined here

Weight - here the weight of the group is determined, to reach the 100%

Filltypenames - this is where the FillTypes is defined, which should be in the group, separated by blank space.

## **3. Allocation of fruit and groups fillType categories f o r originals FRUITS and FillTypes.**

<AddFruitcategory name="wheat" toCategory="maizeheader" /> - entry for the fruit groups.

<AddFillcategory name="fertilizer" toCategory="trainWagon" /> - entry for the FillType catrories

## **4. The recruitment and registration, the parameter entries.**

HudsDirectory="fruitHuds /" - Specifies the directory where the Huds are located

GroundTipDirectory="tipOnGround /" - Specifies the directory where the TipOnGround textures reside

### **4.1 Crops and settings.**

AlignsToSun="false" - setting whether the crop should be aligned with the sun, Sunflowers.

ShowOnPriceTable="false" - set whether the crop should be displayed in the price overview.

**ShownOnMap="true"** - Sets whether the crop is to be displayed on the map map.

**UseForFieldJob="true"** setting whether this crop can be used for field emissions.

**GrowthStateTime="28800000"** - setting the growth time per stage, in milliseconds or default  $7 * 3600000$  for 7h.

**IsEarthfruit="false"** - setting whether the crop is an earth fruit.

**HasWindrow="true"** - setting whether the swt has the species.

**HasStraw="false"** - whether this crop has straw.

**strawName="straw"** - For Standard Straw use „straw“, additional eg. „millet\_windrow“

**HasFill="true"** - whether this type of fruit has a FillType, which is also co-registered.

**HasMaterials="false"** setting for Fillplanes, whether Fillplane exists or not.

**HasParticles="false"** - setting for particles, whether present or not.

**UseHeap="true"** setting for anywhere to unload.

**fillTypeConversion="true"** - Setting for Conversion (ForageHarvester)

**convertType="chaff"** – Setting for Type to Convert , eg. Klee where klee or. klee\_windrow

**conversionFactor="4"** **windrowConversionFactor="1"** – Factor for Conversion Standard 4:1 and for Klee, set to 1:1

**hasBale = "true"** - This is where the FruitType has bales.

**baleFruitName="triticale\_windrow"** This set the Name for the Bales. (squarebale\_triticale\_windrow\_240.i3d) or (roundbale\_triticale\_windrow\_w112\_d130.i3d).

**hasSquareBale = "true"** - Here you can specify if the FruitType has a quarderball.

**hasRoundBale = "true"** - This is where the fruit type has a round ball.

**forageWagonConversion="wheat"** – Foragewagon Conversion for klee is „klee“ Standard is it „wheat“

## 4.2 Entry of the fruit species into the fruit groups

**ToFruitGroups="false"** This parameter (true) activates the entry into the fruit group "fruitTypeGroups"

**FruitTypeGroups="grainHeader maizeHeader maizeCutter directCutter pickup weederplanter"**

**Groups in the order of:**

**GrainHeader=Grain cutting machine**

**MaizeHeader=Maispflücker**

**MaizeCutter=corn cutting plants**

**DirectCutter=direct cutting**

**SowingMachine=sowing machines**

**Pickup=truck**

**Weeder=harrow**

**Planter=laying machine**

#### **4.3 Enter fruit type into the FillType categories**

**ToFillCategorys="true"** This parameter (true) activates the entry into the fruit groups  
**"fillTypeCategorys"**

**FillTypeCategorys="bulk liquid windrow piece combine forageHarvester forageWagon slurryTank fork  
trainWagon augerWagon"**

#### **Categories in sequence**

**Bulk=**basic category for trailer

**Liquid=**liquids

**Windrow=**straw

**Piece=**piece, piece goods

**Combine=**thresher

**ForageHarvester=**field chopper

**ForageWagon=**loading wagon

**Slurry tank**

**Forks, forks, tongs**

**TrainWagon=**train wagons

**AugerWagon=**overloading car

#### **4.4 Entry into animal feed categories**

**UseAsCowBasefeed="false"** - Used as the basic feed for cows.

**UseAsCowGrass="false"** - Is entered into the grass group for cows.

**UseAsCowPower="false"** - Used as power feed for cows.

**UseAsSheepGrass="false"** - is entered as a basic feed for sheep.

**UseAsPigBasefeed="false"** - is entered as a basic feed for pigs.

**UseAsPigGrain="false"** - Used as a grain feed for pigs.

**UseAsPigProtein="false"** - Used as protein feed for pigs.

**UseAsPigEarthfruit="false"** - is entered as an earth feed for pigs.

These settings are only required for soil fruits, Potatoes, sugar beet, carrots etc.

**MinPreparingGrowthState="4"** **maxPreparingGrowthState="6"** **preparedGrowthState="9"**

## **5. Settings and parameters for FillTypes registration.**

### **5.1 FillTypes Parameters:**

**PricePerLiter="0.8"** - Basic price for price calculation.

**ShowOnPriceTable="false"** - setting for the display in the price overview.

**LitersPerSecond="0.010"** - indication Spray and streak for FillTypes used as fertilizer.

**MassPerLiter="0.0005"** - Base weight, for calculating the weight, FillType.

**UseForSpray="false"** (true) whether the FillType should be used as a fertilizer.

**SprayerCategorys="sprayer spreader manureSpreader"** - type of use for fertilizer, sprayer, spreader, dung spreader

**HasMaterials** - setting for Fillplanes, whether Fillplane exists or not.

**HasParticles** - setting for particles, whether present or not.

**UseHeap** - setting for anywhere.

### **5.2 Enter FillTypes into the FillType categories**

**ToCategorys="true"** This parameter (true) activates the entry into the fruit groups "fillTypeCategorys"

**FillTypeCategorys="bulk liquid windrow piece combine forageHarvester forageWagon slurryTank fork trainWagon augerWagon"**

#### **Categories in sequence**

**Bulk**=basic category for trailer

**Liquid**=liquids

**Windrow**=straw

**Piece**=piece, piece goods

**Combine=thresher**

**ForageHarvester=field chopper**

**ForageWagon=loading wagon**

**Slurry tank**

**Forks, forks, tongs**

**TrainWagon=train wagons**

**AugerWagon=overloading car**

### **5.3 Registration FillTypes in existing animal feed categories (FoodGroups)**

**IsCowBasefeed** - Is entered as a basic feed for cows.

**IsCowGrass** - Is entered into the grass group for cows.

**IsCowPower** - Used as a power feed for cows.

**IsSheepGrass="false"** - is entered as a basic feed for sheep.

**IsPigBasefeed** - Is entered as a basic feed for pigs.

**IsPigGrain** - Used as a grain feed for pigs.

**IsPigProtein** - Used as a protein feed for pigs.

**IsPigEarthfruit** - Is registered as an agricultural food for pigs.

### **5.4 Registration of existing FillTypes into existing animal feed categories (FoodGroups)**

**Name = "clover"** - Specify the name of the FillType.

**IsCowBasefeed = "true"** - Is entered as the basic feed for cows.

**IsCowGrass = "true"** - Is entered into the grass group for cows.

**IsCowPower = "true"** - Is entered as power feed for cows.

**IsSheepGrass = "true"** - Is entered as a basic feed for sheep.

**IsPigBasefeed = "true"** - Is entered as a basic feed for pigs.

**IsPigGrain = "true"** - Is entered as grain feed for pigs.

**IsPigProtein = "true"** - Is entered as protein feed for pigs.

**IsPigEarthfruit = "true"** - Is recorded as an earth food for pigs.

## 6. Information about the textures and filename

Hud texture format: DTX5 256x256px and small DTX5 64x64px

Hud Textures File name format:

For FruitTypehuds: hud\_fruit\_rye.dds and hud\_fruit\_rye\_small.dds

For FillTypehuds: hud\_fill\_sand.dds and hud\_fill\_sand\_small.dds

For Windrow Types: hud\_oat\_windrow.dds and hud\_oat\_windrow\_small.dds

**GroundTip Textures Format:**

Diffuse DTX5 with MipMap 512x512px

Normal DTX1 with MipMap 512x512px

Distance DTX1 with MipMap 256x256ps

**GroundTip Textures File format:**

For diffuse textures: lime\_diffuse.dds eg .fruit or fillTypeName\_diffuse.dds

For normal textures: lime\_normal.dds eg .fruit or fillTypeName\_normal.dds

For distance Textures: limeDistance\_diffuse.dds eg .fruit or fillTypeName\_Distance\_diffuse.dds

I3D filenames for the Holder.

FillPlane\_materialHolder.i3d

EffectMap\_materialHolder.i3d

ParticleMap\_materialHolder.i3d

## 7. Conversion of fruit\_density.gdm f o r the installation of more than two kinds of fruit.

**First, you should create a backup of the whole map if something goes wrong!**

You have the (GRLE Converter 7.0.1 [can be found here](#) ) the fruit\_density.gdm to fruit\_density.png convert, then copy them to your MAP01 (map02) directory that fruit\_density.gdm delete from the MAP01 (map02) directory, then open your You have the map.i3d with Notepad ++ and look for the following.

<FoliageMultiLayer densityMapId

**The line should look something like this (the ID can be different), please only change the color-coded entries!**

<FoliageMultiLayer densityMapId="49" numChannels="9" numTypeIndexChannels="4" compression channels="4"> **Blue old entries**

**change to**

<FoliageMultiLayer densityMapId="49" numChannels="12" numTypeIndexChannels="5" compression channels="5"> **red new entries**

Then save the map.i3d with Notepad ++, then open the map with the GE, save it only once with the GE.

After that, your fruit\_density.gdm has 12 channels and you can add more fruits, but then the channels change with the growth stages in the GE.

You must also use the FoliageLayer of all fruits

```
densityMapChannelOffset="4" numDensityMapChannels="4"
```

Adapt to

```
densityMapChannelOffset="5" numDensityMapChannels="5"
```

The entries should then look something like this (of course do not change the .blockShapeId, distanceMapIds, etc., leave them as they are in your map).

```
<FoliageSubLayer name="wheat" densityMapTypeIndex="1" densityMapChannelOffset="5"
numDensityMapChannels="5" materialId="100" cellSize="8" viewDistance="80"
objectMask="16711935" "decalsLayer =" 0 "distanceMapIds =" ; 1 "atlasSize =" 1
"atlasOffsets =" 1 0 "numBlocksPerUnitDefault=& Quot; 1.5 & quot; numBlocksPerUnitMin=&
quot; 1 & quot; numBlocksPerUnitMax=& quot; 1.8 & quot; width=& quot ;, 0.25, 0.5, 0.9,
1.9, 1.9, 1.9, 0.9, 1.1, Height, 0.25, 0.5, 0.9, 1.3, 1.3, 1.3; 0.9; 1 "texCoords =" ; 0 0
1 1 "widthVariance =" 0.1 "heightVariance =" 0.2 "horizontalPositionVariance =" 0.5
"numStates =" 9 "blockShapeId =" ; 1; 2; 3; 4; 4; 4; ; 6; "/>
```