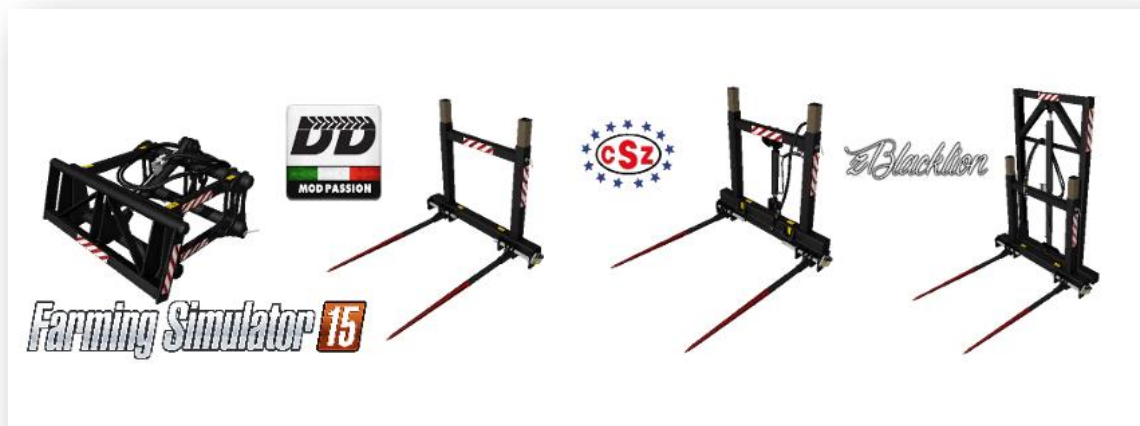


# DD ModPassion - zBlacklion

present

## CSZ Equipment

## Farming Simulator 15



## INDICE

- Package content mod CSZ  
3 page
- Features common to mod CSZ  
4 page
- Features and functionality of the mod:  
    CSZ ADAPTER  
6 page
- Features and functionality of the mod:  
    FIXED BALE FORK  
7 page
- Features and functionality of the mod:  
    BALE FORK WITH HYDRAULIC RECLINING TIPS  
8 page
- Features and functionality of the mod:  
    BALE FORK WITH EXTRA ELEVATION  
9 page
- Thanks and CSZ project  
10 page

Welcome to the CSZ, the manual is designed to help you learn about and learn how best to use the mod there.

All MODs have been tested thoroughly, in single player mode and multi player, to give you the best gaming experience possible and to guarantee a clean game without registry errors and/or warnings. The files are all sorted and grouped by type, the images have been optimized to the maximum without losing quality and occupy as little space as possible, in order to guarantee the best quality/space, obviously except for omissions and/or errors not detected during our countless tests.

Language made currently available in the game, are as follows:

- Italian;
- English;
- German;
- French;
- Russian.

The CSZ package consists of the following mod:

- ADAPTER currently only for mod CSZ
- FIXED BALE FORK
- BALE FORK WITH HYDRAULIC RECLINING TIPS
- BALE FORK WITH EXTRA ELEVATION

The store interface of the game Farming Simulator 15:



All mods were made reflecting faithfully the 3d models, characteristics and features, present in the original products and actually marketed by CSZ.

All mod CSZ are equipped with the following features:

- When using the mod automatically become dirty, you can clean them with the cleaner of the game;
- You can use it with any type of agricultural vehicle, listed below:
  - front loader;
  - Telehandler;
  - wheel loader;
  - CSZ adapter;
  - skid-steer loaders; you need the mod JCB SKID STEER ADAPTER at the following link <http://fs-uk.com/mods/view/36156/jcb-skid-steer-adapter>

*If the script fails to figure out which vehicle consumes the mod CSZ, Analyzer displays a warning message, in which you are prompted to select the correct vehicle, in case the automatic detection is not correct-no key, just attacked a mod CSZ is possible, within a short span of time, change the choice of the vehicle, done automatically by the script;*

Interface to select the correct vehicle for use with mod CSZ



All the forks are equipped with the following features:

- Bale loading manual or automatic mode-using the button V;
- the automatic loading of the normal round bales; *automatically detects the type of dancing that you intend to carry and allows you to upload automatically bales, approaching the gallows to the same and to proceed with their placement in a very fast and smoothly, then once the fork remains firmly in place to store them, you can remove the bales from the gallows-Z button, loading wakes up automatically once you proceed to move away from newly deposited bales and approaches those to be moved, load default positions of the bales are set based on the position to take tips, for tips internal*

*location: round bales are stacked with quantity position from one to two, central position: the round bales are stacked with no position amount due, the external position: for the exclusive use of ordinary bales with two to three both the other two positions can be used for normal bales, the amount is variable according to the position taken by the pylons;*

- manual loading of any object-using the button X;
- the additional room dedicated to better use the forks-using the C key. *the room is not available if you use the mod CSZ with adapter;*
- the displacement of the pylons is possible placing near the gallows-via the green button; *allows you to increase the capacity of automatic loading, for round bales on the stack, the amount is changed from one to two as for normal bales, spends two to three instead for manual loading is purely a cosmetic change only;*
- moving tips you can placed near the gallows-key NumPad 1 (*internal tip*)/NumPad 2 (*central points*)/NumPad 3 (*external bits*); *allows you to change the position and the selection of the bales in the event that you use the automatic loading, positions have been listed above, in the case of manual load changes are purely aesthetic, the procedure to be followed is: remove the split pin-Q button, change the-C button, remove the stop-button Q, change the-C button and remove the tips-Q button, the reverse operation will attach the tips in order to use the gallows;*
- in case the procedure of fixing is not completed properly or in the particular case where there is no visible attack on the vehicle, you will not be able to use the functionality of the mod CSZ and if you continue to use the mod CSZ will be detached automatically and peremptorily by the vehicle.

## ADAPTER



### USE

The adapter allows you to use any CSZ mod CSZ, with all tractors that do not have a frontloader, exploiting the hydraulic front or rear available.

### The capabilities

The adapter allows you to rotate the media mobile-using the left mouse button, allowing you to facilitate unloading of cargo.

## FIXED BALE FORK



### USE

The fixed bale fork allows you to carry normal round bales, with any type of agricultural vehicle, suitable for use exclusively in the farm, because the tips are not retractable, therefore you cannot use on the road.

### The capabilities

The gallows allows moving the pylons, moving of bits (two positions).

## BALE FORK WITH HYDRAULIC RECLINING TIPS



### USE

The Bale fork with hydraulic reclining tips allows you to carry normal round bales, with any type of agricultural vehicle, suitable for use on the road, thanks to the possibility of hydraulically close tips.

### The capabilities

The gallows allows moving the pylons and take advantage of all three of positions and closing roads along the tips to the transport position. Obviously all aspects of cargo can be used only when the tips are in the operating position.



## EXTRA ELEVATION FORK



### USE

The gallows with extra height allows to carry normal round bales, with any type of agricultural vehicle, suitable for use in farm and in particular allows you to place bales on the unreachable heights with regular forks.

### The capabilities

The gallows allows moving of the pylons, the moving of bits (two positions) and to use the extension of the mobile frame to place the bales in the unreachable heights with regular forks. Please note that you cannot take advantage of the extension if the load is carried out manually.

We hope to have helped with this handbook to learn and enhance all mod in this package CSZ, we remind all that is strictly prohibited, without our prior permission, modify this file in any portion thereof and invite you to contact us directly, to allow us to review your request and to evaluate the possibility of being able to be made in future versions.

Special thanks of course to the CSZ, for allowing us to propose their fantastic products in this game Farming Simulator 15. Thank you so much to all of you!

Our work does not end here and will continue with all remaining products hoping to collect the interest. See you at the next publishing package with other new mod CSZ very interesting.

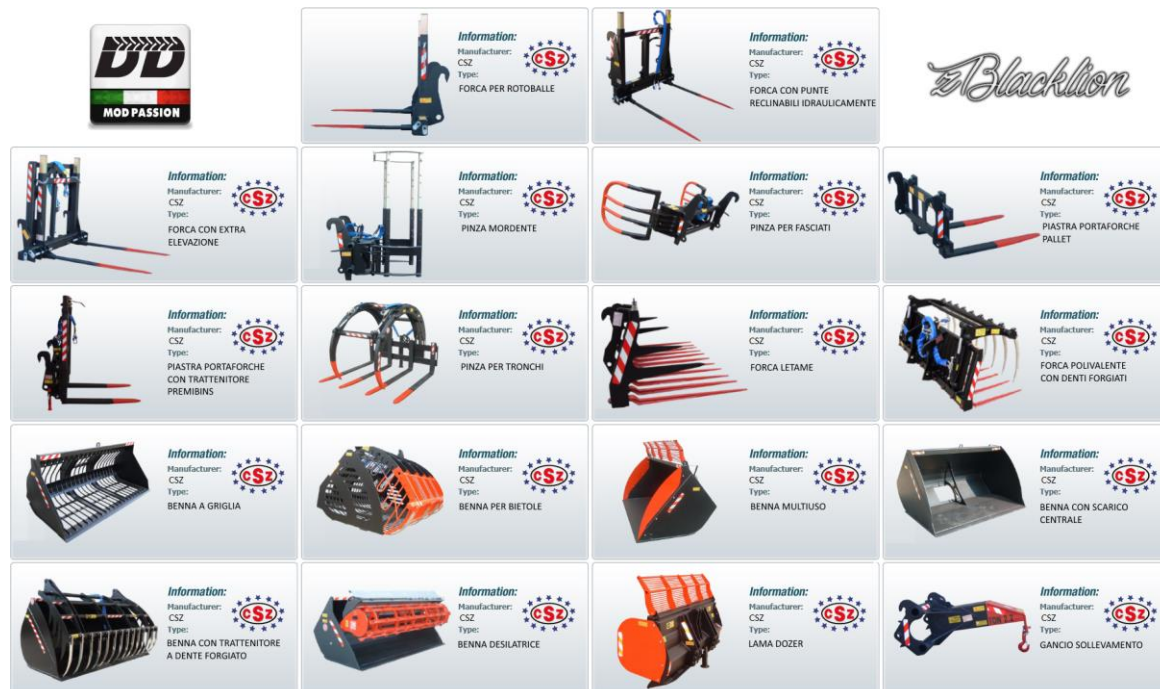
If you appreciate our work and want to contribute with a donation you can do so freely at the following link [https://www.paypal.com/cgi-bin/webscr?cmd=\\_donations&business=RTYPJZKQBCZQS&lc=IT&item\\_name=DD%20ModPassion&item\\_number=CSZSet&currency\\_code=EUR&bn=PP%2dDonationsBF%3abtndonateCC LG%2egif%3aNonHosted](https://www.paypal.com/cgi-bin/webscr?cmd=_donations&business=RTYPJZKQBCZQS&lc=IT&item_name=DD%20ModPassion&item_number=CSZSet&currency_code=EUR&bn=PP%2dDonationsBF%3abtndonateCC LG%2egif%3aNonHosted)

### Donation

Donazione



You will find in this image, the full package of mod CSZ



**Thanks to all from DD ModPassion and zBlacklion!!!!**