

It is possible to register fruit types and fill types when setting the fruit registration, which is also registered as a FillType, You do not need to register this 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.

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

The folders pSystem, testures come in the order maps, in your map.

Example entry for the modDesc.xml, you can see the file Example_modDesc.xml.

The settings, and registration, parameters of the entries.

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

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

Fruits 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.

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.

HasFillGroupUnknown = "false" - no assigned category

HasFillGroupBulk = "true" - FillType Category Bulk, for trailers, blades etc.

HasFillGroupLiquid = "false" - FillType Category for liquids, tanks, tankers etc.

HasFillGroupWindrow = "false" - FillType category for straw etc.

HasFillGroupPiece = "false" - FillType Category for general cargo products.

HasFillGroupCombine = "true" - FillType Category for threshing

HasFillGroupForageHarvester = "false" - FillType Category for corn chopper

HasFillGroupForageWagon = "false" - FillType category for trucks

HasFillGroupSlurryTank = "false" - FillType category for slurry tankers

HasFillGroupManureSpreader = "false" - FillType category for manure spreaders

HasFillGroupSpreader = "false" - FillType category for fertilizer

HasFillGroupSprayer = "false" - FillType category for syringes

HasFillGroupFork = "false" - FillType Category for forks

HasFillGroupTrainWagon = "false" - FillType category for train wagons

HasFillGroupAugerWagon = "true" - FillType category for overloading cart

UseGrainHeader = "true" - Setting the crop type in cuttings.

UseMaizeHeader = "false" - Setting the crop type in the field chopper cutters.

UseDirectCutter = "true" - The crop is entered into the maize poppers.

UsePickup = "false" - Setting the crop type to the pickups.

UsePlanter = "false" - Setting the crop type into the laying machine.

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.
UseAsSheeepGrass = "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.

fillTypeConversion = "false" - setting whether the crop can be chaffed to chaff.
conversionFactor = "4" - factor for Chaff
windrowConversionFactor = "1" - factor for chop reste.
forageWagonConversion = "wheat" - Foragewagon conversion.

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

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

Settings and details for FillTypes registration.

FillTypes Details:

PricePerLiter = "0.8" - Basic price for price calculation.
ShowOnPriceTable = "false" - setting for the display in the price overview.
MassPerLiter = "0.0005" - Base weight, for calculating the weight, FillType.

The FillType categories settings, false means the category is not selected, true, the category is selected.

HasGroupUnknown - no assigned category
HasGroupBulk - FillType Category Bulk, for trailers, blades etc.
HasGroupLiquid - FillType Category for liquids, tanks, tankers etc.
HasGroupWindrow - FillType category for straw etc.
HasGroupPiece - FillType category for general cargo products.
HasGroupCombine - FillType Category for Drescher
HasGroupForageHarvester - FillType category for corn huskies
HasGroupForageWagon - FillType category for loaders
HasGroupSlurryTank - FillType category for slurry tankers
HasGroupManureSpreader - FillType category for dung spreaders
HasGroupSpreader - FillType category for fertilizer
HasGroupSprayer - FillType category for syringes
HasGroupFork - FillType category for forks
HasGroupTrainWagon - FillType category for train wagons
HasGroupAugerWagon - FillType category for overloading vehicles

HasMaterials - setting for Fillplanes, whether Fillplane exists or not.
HasParticles - setting for particles, whether present or not.
UseHeap - setting for anywhere.

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.

Information about the textures and filenames

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.d