

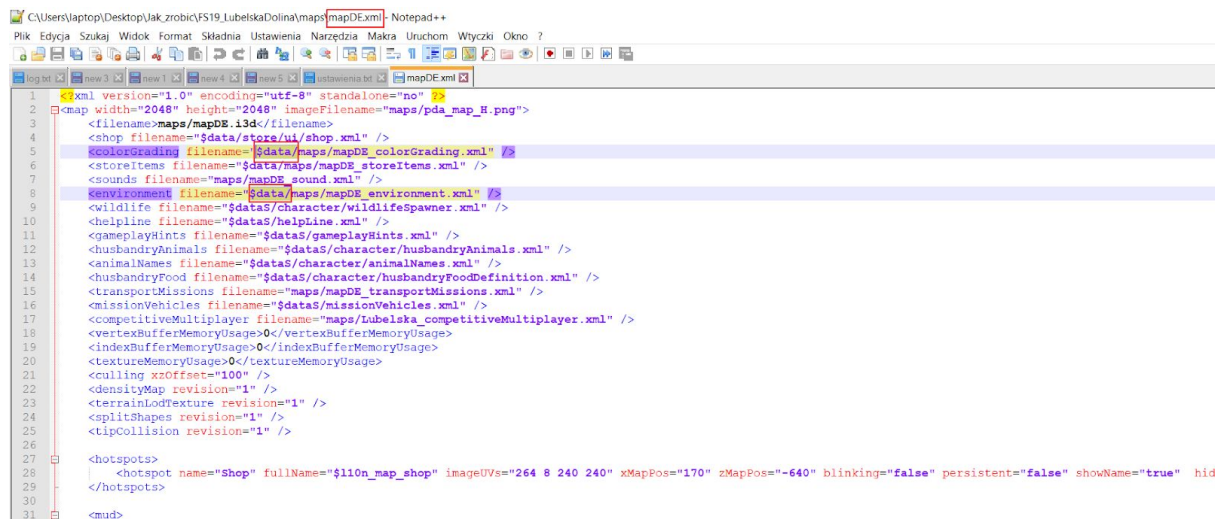
Unpack your map to mapfolder

Open file mapDE.xml with Notepad++

Jak_zrobic > FS19_LubelskaDolina > maps

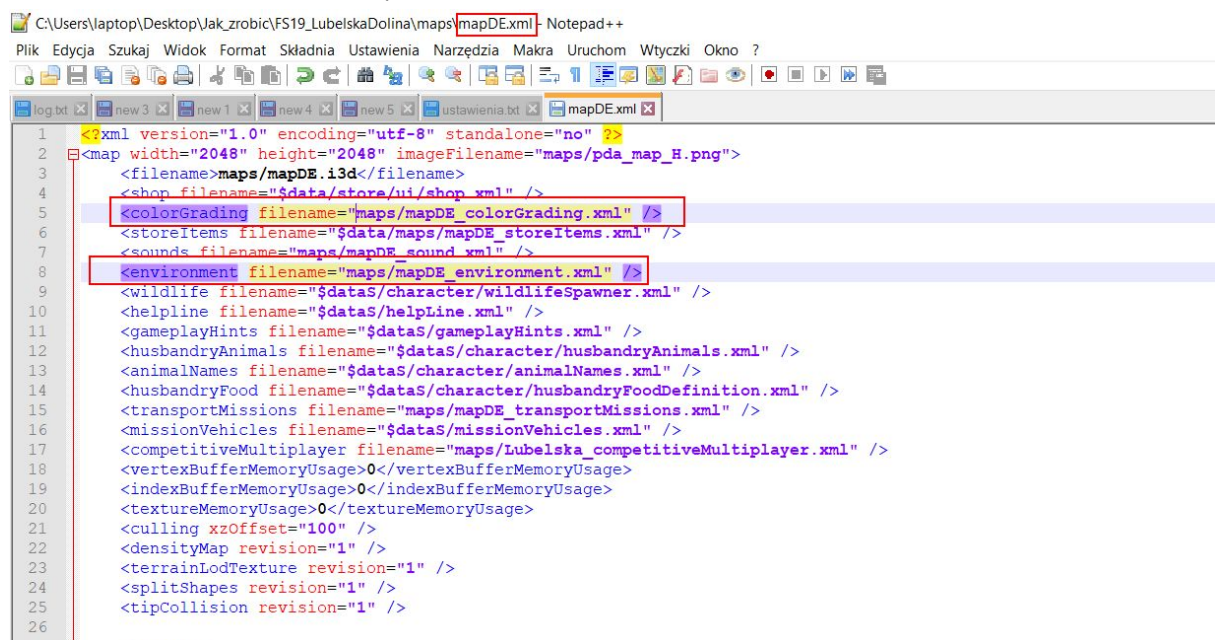
	Nazwa	Data modyfikacji	Typ	Rozmiar
	bales	16.07.2020 20:43	Folder plików	
	foliage	16.07.2020 11:59	Folder plików	
	mapDE	16.07.2020 15:35	Folder plików	
	placeables	27.06.2020 15:34	Folder plików	
	textures	18.07.2020 12:16	Folder plików	
	animatedObjects.xml	07.05.2020 14:37	Dokument XML	14 KB
	Lubelska_competitiveMultiplayer.xml	12.07.2020 19:05	Dokument XML	1 KB
	map_sound.i3d	30.05.2020 13:34	Plik I3D	95 KB
	mapDE.i3d	21.07.2020 23:37	Plik I3D	12 281 KB
	mapDE.i3d.anim	12.07.2020 15:28	Plik ANIM	1 KB
	mapDE.i3d.colMap.grle	21.07.2020 23:22	Plik GRLE	152 KB
	mapDE.i3d.plcColMap.grle	21.07.2020 23:22	Plik GRLE	126 KB
	mapDE.i3d.plcMap.grle	28.02.2019 15:48	Plik GRLE	119 KB
	mapDE.i3d.shapes	21.07.2020 23:37	Plik SHAPES	106 103 KB
	mapDE.i3d.terrain.lod.type.cache	21.07.2020 23:37	Plik CACHE	8 193 KB
	mapDE.i3d.terrain.nmap.cache	21.07.2020 23:37	Plik CACHE	2 048 KB
	mapDE.i3d.terrain.weights.cache	28.02.2019 15:47	Plik CACHE	1 031 KB
	mapDE.xml	16.07.2020 16:04	Dokument XML	5 KB
	mapDE_farmlands.xml	12.07.2020 15:03	Dokument XML	21 KB
	mapDE_sound.xml	21.04.2020 23:44	Dokument XML	6 KB
	mapDE_transportMissions.xml	28.02.2019 16:03	Dokument XML	8 KB
	maps_baleTypes.xml	19.01.2020 13:19	Dokument XML	1 KB
	maps_densityMapHeightTypes.xml	26.04.2020 11:22	Dokument XML	2 KB
	maps_fillTypes.xml	15.07.2020 17:54	Dokument XML	5 KB
	maps_fruitTypes.xml	29.04.2020 18:42	Dokument XML	24 KB
	npc.xml	14.04.2020 12:58	Dokument XML	3 KB
	pda_map_H.dds	01.07.2020 20:41	paint.net Image	2 049 KB

Next step delete this text



```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <map width="2048" height="2048" imageFilename="maps/pda_map_H.png">
3   <filename>maps/mapDE.i3d</filename>
4   <shop filename="$data/store/ui/shop.xml" />
5   <colorGrading filename="$data/maps/mapDE_colorGrading.xml" />
6   <storeItems filename="$data/maps/mapDE_storeItems.xml" />
7   <sounds filename="maps/mapDE_sound.xml" />
8   <environment filename="$data/maps/mapDE_environment.xml" />
9   <wildlife filename="$data/character/wildlifeSpawner.xml" />
10  <helpline filename="$data/helpline.xml" />
11  <gameplayHints filename="$data/gameplayHints.xml" />
12  <husbandryAnimals filename="$data/character/husbandryAnimals.xml" />
13  <animalNames filename="$data/character/animalNames.xml" />
14  <husbandryFood filename="$data/character/husbandryFoodDefinition.xml" />
15  <transportMissions filename="maps/mapDE_transportMissions.xml" />
16  <missionVehicles filename="$data/missionVehicles.xml" />
17  <competitiveMultiplayer filename="maps/Lubelska_competitiveMultiplayer.xml" />
18  <vertexBufferMemoryUsage>0</vertexBufferMemoryUsage>
19  <indexBufferMemoryUsage>0</indexBufferMemoryUsage>
20  <textureMemoryUsage>0</textureMemoryUsage>
21  <culling xzOffset="100" />
22  <densityMap revision="1" />
23  <terrainLodTexture revision="1" />
24  <splitShapes revision="1" />
25  <tipCollision revision="1" />
26
27  <hotspots>
28    <hotspot name="Shop" fullName="$110n_map_shop" imageUVs="264 8 240 240" xMapPos="170" zMapPos="-640" blinking="false" persistent="false" showName="true" hid
29  </hotspots>
30
31  <mud>
```

He must looks like on picture



```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <map width="2048" height="2048" imageFilename="maps/pda_map_H.png">
3   <filename>maps/mapDE.i3d</filename>
4   <shop filename="$data/store/ui/shop.xml" />
5   <colorGrading filename="maps/mapDE_colorGrading.xml" />
6   <storeItems filename="$data/maps/mapDE_storeItems.xml" />
7   <sounds filename="maps/mapDE_sound.xml" />
8   <environment filename="maps/mapDE_environment.xml" />
9   <wildlife filename="$data/character/wildlifeSpawner.xml" />
10  <helpline filename="$data/helpline.xml" />
11  <gameplayHints filename="$data/gameplayHints.xml" />
12  <husbandryAnimals filename="$data/character/husbandryAnimals.xml" />
13  <animalNames filename="$data/character/animalNames.xml" />
14  <husbandryFood filename="$data/character/husbandryFoodDefinition.xml" />
15  <transportMissions filename="maps/mapDE_transportMissions.xml" />
16  <missionVehicles filename="$data/missionVehicles.xml" />
17  <competitiveMultiplayer filename="maps/Lubelska_competitiveMultiplayer.xml" />
18  <vertexBufferMemoryUsage>0</vertexBufferMemoryUsage>
19  <indexBufferMemoryUsage>0</indexBufferMemoryUsage>
20  <textureMemoryUsage>0</textureMemoryUsage>
21  <culling xzOffset="100" />
22  <densityMap revision="1" />
23  <terrainLodTexture revision="1" />
24  <splitShapes revision="1" />
25  <tipCollision revision="1" />
26
27  <hotspots>
28    <hotspot name="Shop" fullName="$110n_map_shop" imageUVs="264 8 240 240" xMapPos="170" zMapPos="-640" blinking="false" persistent="false" showName="true" hid
29  </hotspots>
30
31  <mud>
```

Now go to the install folder /Farming Simulator 19. On my pc is Steam.

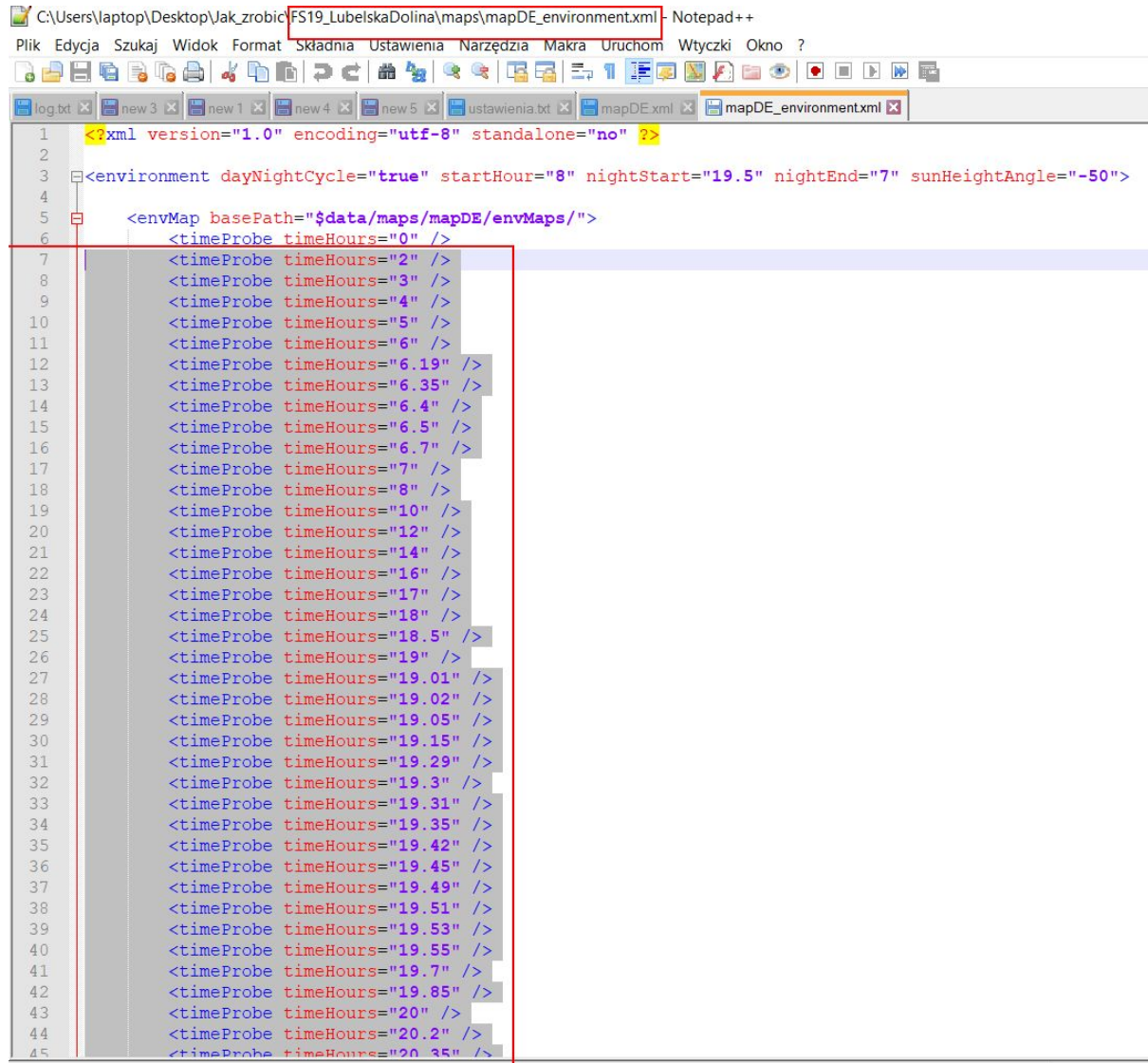
Mark this 3 files and copy to your map.

Ten komputer > Nowy (D:) > Steam > steamapps > common > Farming Simulator 19 > data > maps >				
Nazwa	Data modyfikacji	Typ	Rozmiar	
mapDE	24.07.2020 23:15	Folder plików		
mapUS	24.07.2020 23:15	Folder plików		
textures	24.07.2020 23:15	Folder plików		
trees	24.07.2020 23:15	Folder plików		
tutorials	24.07.2020 23:15	Folder plików		
groundTypes.xml	24.07.2020 23:11	Dokument XML	1 KB	
mapDE.i3d	24.07.2020 23:11	Plik I3D	10 253 KB	
mapDE.i3d.colMap.grle	24.07.2020 23:11	Plik GRLE	351 KB	
mapDE.i3d.plcMap.grle	24.07.2020 23:11	Plik GRLE	119 KB	
mapDE.i3d.shapes	24.07.2020 23:11	Plik SHAPES	178 496 KB	
mapDE.i3d.terrain.lod.type.cache	24.07.2020 23:11	Plik CACHE	8 193 KB	
mapDE.i3d.terrain.nmap.cache	24.07.2020 23:11	Plik CACHE	2 048 KB	
mapDE.i3d.terrain.weights.cache	24.07.2020 23:11	Plik CACHE	1 031 KB	
mapDE.xml	24.07.2020 23:11	Dokument XML	5 KB	
mapDE_colorGrading.xml	24.07.2020 23:11	Dokument XML	1 KB	
mapDE_colorGradingNight.xml	24.07.2020 23:11	Dokument XML	1 KB	
mapDE_environment.xml	24.07.2020 23:11	Dokument XML	13 KB	
mapDE_farmlands.xml	24.07.2020 23:11	Dokument XML	5 KB	

in this tutorial is Lubleska Dolina.

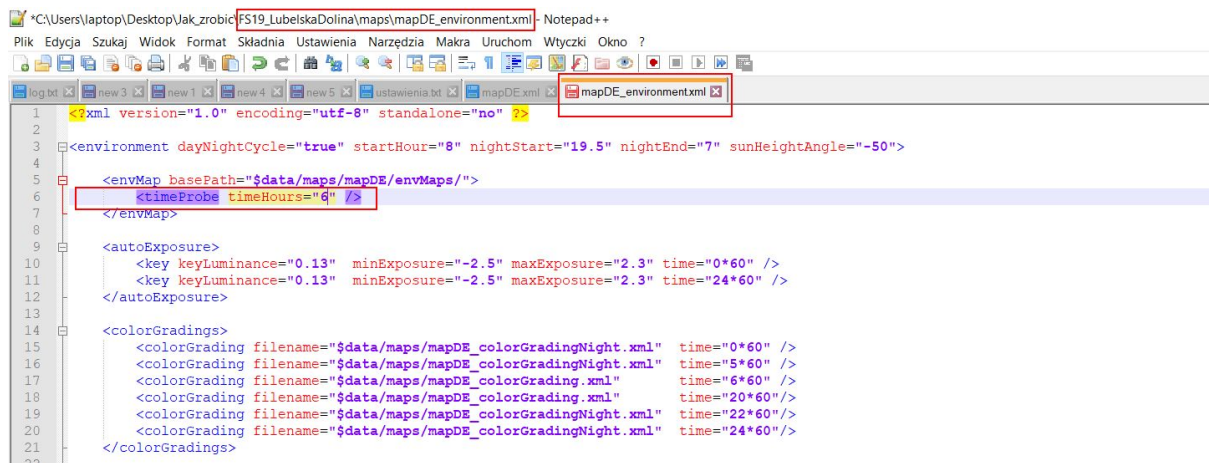
Ten komputer > Desktop > Jak_zrobic > FS19_LubelskaDolina > maps >					
Nazwa	^	Data modyfikacji	Typ	Rozmiar	
bales		16.07.2020 20:43	Folder plików		
foliage		16.07.2020 11:59	Folder plików		
mapDE		16.07.2020 15:35	Folder plików		
placeables		27.06.2020 15:34	Folder plików		
textures		18.07.2020 12:16	Folder plików		
animatedObjects.xml		07.05.2020 14:37	Dokument XML	14 KB	
Lubelska_competitiveMultiplayer.xml		12.07.2020 19:05	Dokument XML	1 KB	
map_sound.i3d		30.05.2020 13:34	Plik I3D	95 KB	
mapDE.i3d		21.07.2020 23:37	Plik I3D	12 281 KB	
mapDE.i3d.anim		12.07.2020 15:28	Plik ANIM	1 KB	
mapDE.i3d.colMap.grle		21.07.2020 23:22	Plik GRLE	152 KB	
mapDE.i3d.plcColMap.grle		21.07.2020 23:22	Plik GRLE	126 KB	
mapDE.i3d.plcMap.grle		28.02.2019 15:48	Plik GRLE	119 KB	
mapDE.i3d.shapes		21.07.2020 23:37	Plik SHAPES	106 103 KB	
mapDE.i3d.terrain.lod.type.cache		21.07.2020 23:37	Plik CACHE	8 193 KB	
mapDE.i3d.terrain.nmap.cache		21.07.2020 23:37	Plik CACHE	2 048 KB	
mapDE.i3d.terrain.weights.cache		28.02.2019 15:47	Plik CACHE	1 031 KB	
mapDE.xml		01.09.2020 20:52	Dokument XML	5 KB	
mapDE_colorGrading.xml		24.07.2020 23:11	Dokument XML	1 KB	
mapDE_colorGradingNight.xml		24.07.2020 23:11	Dokument XML	1 KB	
mapDE_environment.xml		24.07.2020 23:11	Dokument XML	13 KB	

Open file mapDE_environment.xml and delete this text. You must start here <timeProbe timeHours="22" />



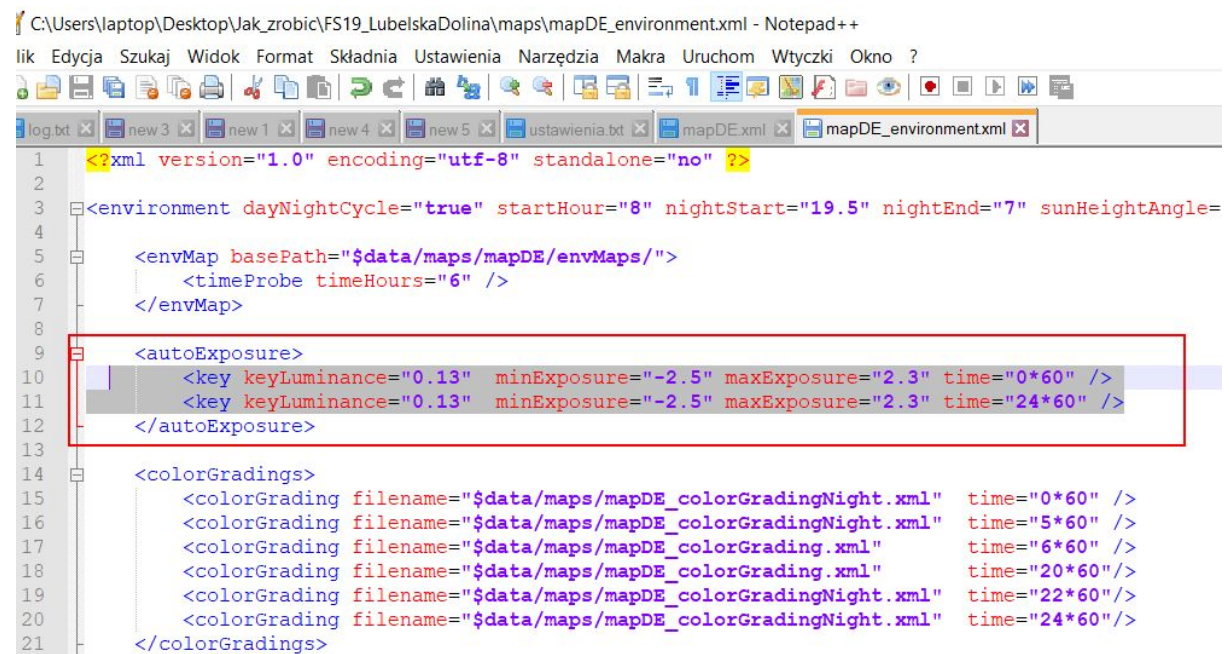
```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2
3 <environment dayNightCycle="true" startHour="8" nightStart="19.5" nightEnd="7" sunHeightAngle="-50">
4
5   <envMap basePath="$data/maps/mapDE/envMaps/">
6     <timeProbe timeHours="0" />
7     <timeProbe timeHours="2" />
8     <timeProbe timeHours="3" />
9     <timeProbe timeHours="4" />
10    <timeProbe timeHours="5" />
11    <timeProbe timeHours="6" />
12    <timeProbe timeHours="6.19" />
13    <timeProbe timeHours="6.35" />
14    <timeProbe timeHours="6.4" />
15    <timeProbe timeHours="6.5" />
16    <timeProbe timeHours="6.7" />
17    <timeProbe timeHours="7" />
18    <timeProbe timeHours="8" />
19    <timeProbe timeHours="10" />
20    <timeProbe timeHours="12" />
21    <timeProbe timeHours="14" />
22    <timeProbe timeHours="16" />
23    <timeProbe timeHours="17" />
24    <timeProbe timeHours="18" />
25    <timeProbe timeHours="18.5" />
26    <timeProbe timeHours="19" />
27    <timeProbe timeHours="19.01" />
28    <timeProbe timeHours="19.02" />
29    <timeProbe timeHours="19.05" />
30    <timeProbe timeHours="19.15" />
31    <timeProbe timeHours="19.29" />
32    <timeProbe timeHours="19.3" />
33    <timeProbe timeHours="19.31" />
34    <timeProbe timeHours="19.35" />
35    <timeProbe timeHours="19.42" />
36    <timeProbe timeHours="19.45" />
37    <timeProbe timeHours="19.49" />
38    <timeProbe timeHours="19.51" />
39    <timeProbe timeHours="19.53" />
40    <timeProbe timeHours="19.55" />
41    <timeProbe timeHours="19.7" />
42    <timeProbe timeHours="19.85" />
43    <timeProbe timeHours="20" />
44    <timeProbe timeHours="20.2" />
45    <timeProbe timeHours="20.35" />
```

Next `<timeProbe timeHours="0" />` change to 6 and save file.



```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2
3 <environment dayNightCycle="true" startHour="8" nightStart="19.5" nightEnd="7" sunHeightAngle="-50">
4
5   <envMap basePath="$data/maps/mapDE/envMaps/">
6     <timeProbe timeHours="6" />
7   </envMap>
8
9   <autoExposure>
10     <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="0*60" />
11     <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="24*60" />
12   </autoExposure>
13
14   <colorGrading>
15     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="0*60" />
16     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="5*60" />
17     <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="6*60" />
18     <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="20*60"/>
19     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="22*60"/>
20     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="24*60"/>
21   </colorGrading>
22
```

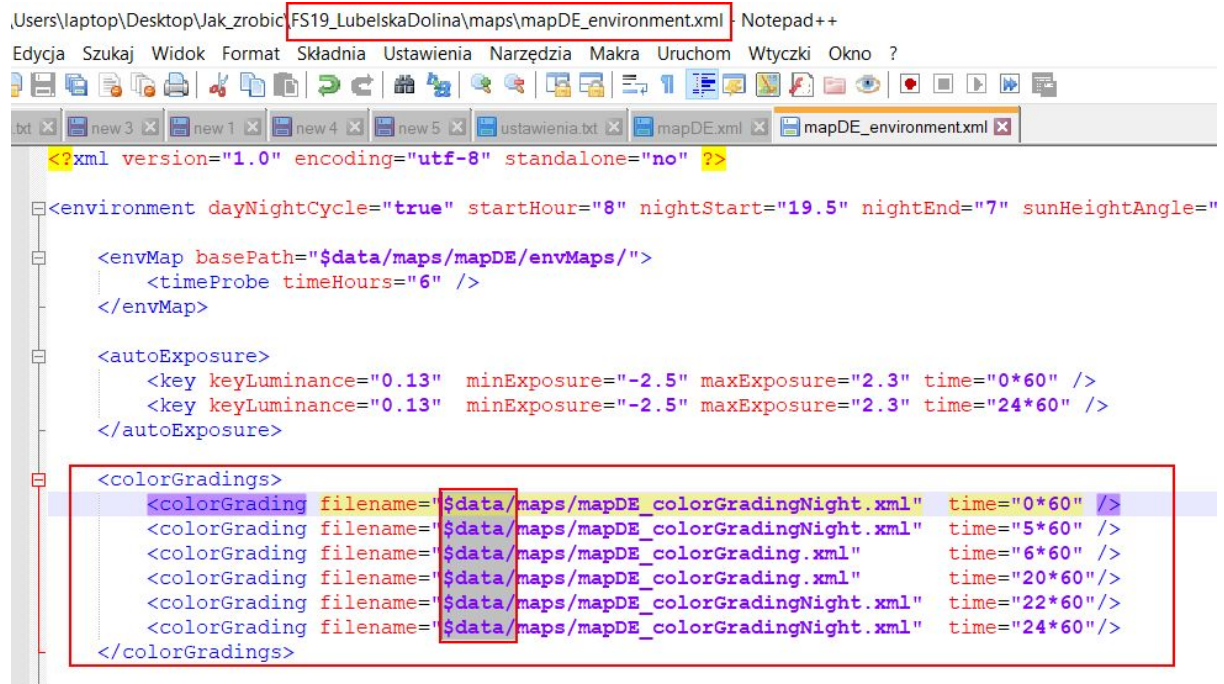
If you want change your shadows/darker or lighter you must check this values.



```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2
3 <environment dayNightCycle="true" startHour="8" nightStart="19.5" nightEnd="7" sunHeightAngle=
4
5   <envMap basePath="$data/maps/mapDE/envMaps/">
6     <timeProbe timeHours="6" />
7   </envMap>
8
9   <autoExposure>
10     <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="0*60" />
11     <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="24*60" />
12   </autoExposure>
13
14   <colorGrading>
15     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="0*60" />
16     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="5*60" />
17     <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="6*60" />
18     <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="20*60"/>
19     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="22*60"/>
20     <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="24*60"/>
21   </colorGrading>
22
```

I will not describe here what is from what. You have to try and make mistakes.

To make your map have different colors or a darker night, you change the approach to Color Grading. You delete the selected lines.



```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>

<environment dayNightCycle="true" startHour="8" nightStart="19.5" nightEnd="7" sunHeightAngle="

  <envMap basePath="$data/maps/mapDE/envMaps/">
    <timeProbe timeHours="6" />
  </envMap>

  <autoExposure>
    <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="0*60" />
    <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="24*60" />
  </autoExposure>

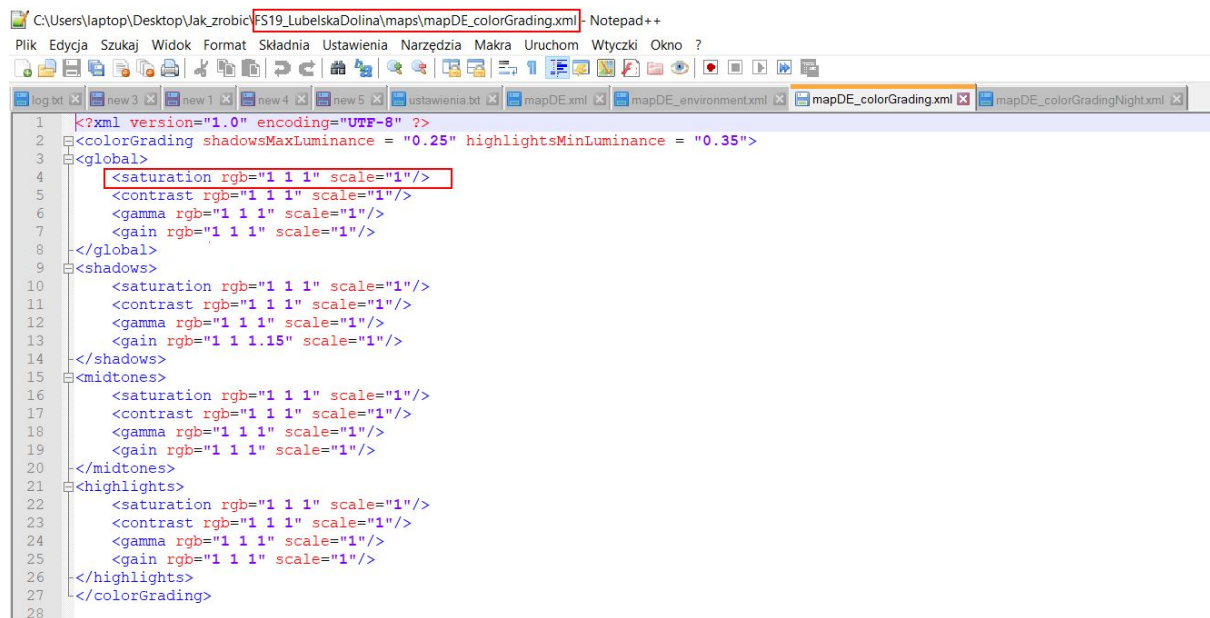
  <colorGrading>
    <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="0*60" />
    <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="5*60" />
    <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="6*60" />
    <colorGrading filename="$data/maps/mapDE_colorGrading.xml" time="20*60"/>
    <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="22*60"/>
    <colorGrading filename="$data/maps/mapDE_colorGradingNight.xml" time="24*60"/>
  </colorGrading>
```

this is how it is supposed to be



```
6      <timeProbe timeHours="6" />
7    </envMap>
8
9    <autoExposure>
10      <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="0*60" />
11      <key keyLuminance="0.13" minExposure="-2.5" maxExposure="2.3" time="24*60" />
12    </autoExposure>
13
14    <colorGrading>
15      <colorGrading filename="maps/mapDE_colorGradingNight.xml" time="0*60" />
16      <colorGrading filename="maps/mapDE_colorGradingNight.xml" time="5*60" />
17      <colorGrading filename="maps/mapDE_colorGrading.xml" time="6*60" />
18      <colorGrading filename="maps/mapDE_colorGrading.xml" time="20*60"/>
19      <colorGrading filename="maps/mapDE_colorGradingNight.xml" time="22*60"/>
20      <colorGrading filename="maps/mapDE_colorGradingNight.xml" time="24*60"/>
21    </colorGrading>
22
23    <sunRotation heightAngleLimitRotation="60" heightAngleLimitRotationStart="56" heightAngleLimitRot
24      <key value="0" time="0*60" />
```


In saturation you have 3 colors. R - red, G - green and B - blue



```
1 <?xml version="1.0" encoding="UTF-8" ?>
2 <colorGrading shadowsMaxLuminance = "0.25" highlightsMinLuminance = "0.35">
3 <global>
4   <saturation rgb="1 1 1" scale="1"/>
5   <contrast rgb="1 1 1" scale="1"/>
6   <gamma rgb="1 1 1" scale="1"/>
7   <gain rgb="1 1 1" scale="1"/>
8 </global>
9 <shadows>
10  <saturation rgb="1 1 1" scale="1"/>
11  <contrast rgb="1 1 1" scale="1"/>
12  <gamma rgb="1 1 1" scale="1"/>
13  <gain rgb="1 1 1.15" scale="1"/>
14 </shadows>
15 <midtones>
16  <saturation rgb="1 1 1" scale="1"/>
17  <contrast rgb="1 1 1" scale="1"/>
18  <gamma rgb="1 1 1" scale="1"/>
19  <gain rgb="1 1 1" scale="1"/>
20 </midtones>
21 <highlights>
22  <saturation rgb="1 1 1" scale="1"/>
23  <contrast rgb="1 1 1" scale="1"/>
24  <gamma rgb="1 1 1" scale="1"/>
25  <gain rgb="1 1 1" scale="1"/>
26 </highlights>
27 </colorGrading>
28
```

contrast - the lower the game looks like a plastic one. The higher the game gets darker.

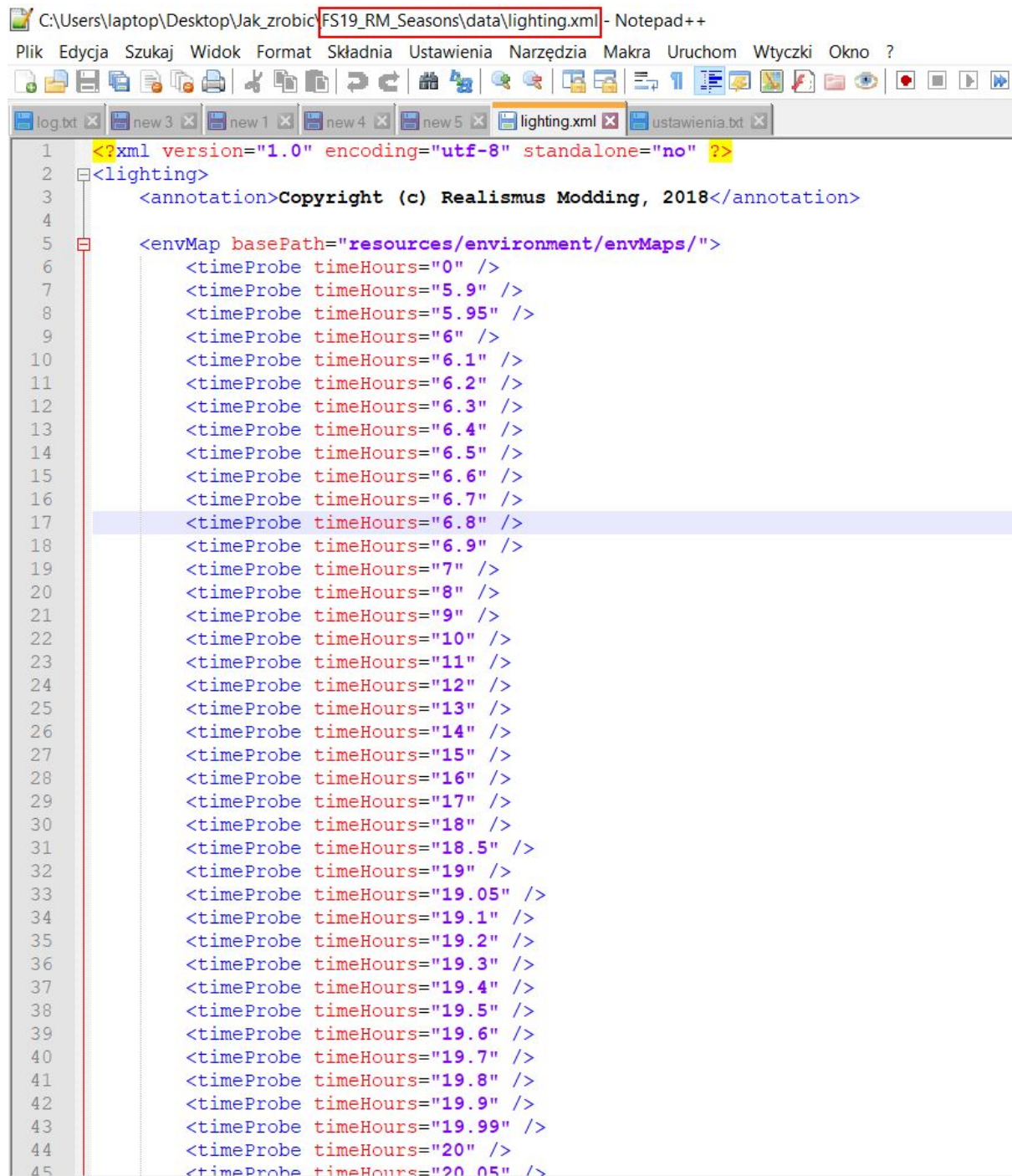
gamma and gain - otherwise brightening. The higher the brighter. The lower the darker.

You change the saturation of the shadows in the mapDE_environment.xml file as I mentioned before.

global - these are general settings for each category.

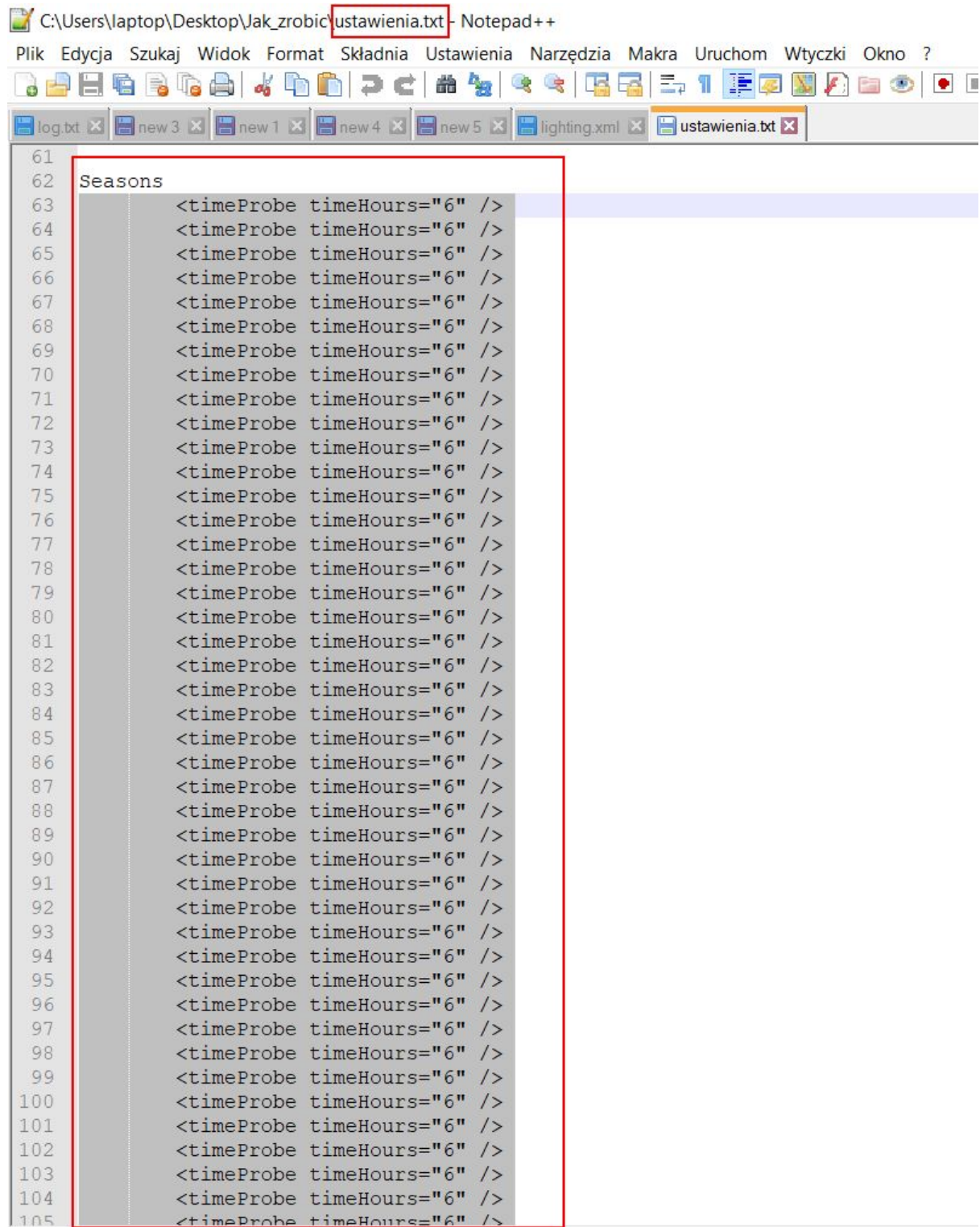
you can set the others as you like, but I don't recommend moving midtones and highlights. The sky can go crazy then

Now you need unpack file ustawieniaSettings.zip to folder. You do the same for the seasons. After unpacking the Seasons, you come here



```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <lighting>
3   <annotation>Copyright (c) Realismus Modding, 2018</annotation>
4
5   <envMap basePath="resources/environment/envMaps/">
6     <timeProbe timeHours="0" />
7     <timeProbe timeHours="5.9" />
8     <timeProbe timeHours="5.95" />
9     <timeProbe timeHours="6" />
10    <timeProbe timeHours="6.1" />
11    <timeProbe timeHours="6.2" />
12    <timeProbe timeHours="6.3" />
13    <timeProbe timeHours="6.4" />
14    <timeProbe timeHours="6.5" />
15    <timeProbe timeHours="6.6" />
16    <timeProbe timeHours="6.7" />
17    <timeProbe timeHours="6.8" />
18    <timeProbe timeHours="6.9" />
19    <timeProbe timeHours="7" />
20    <timeProbe timeHours="8" />
21    <timeProbe timeHours="9" />
22    <timeProbe timeHours="10" />
23    <timeProbe timeHours="11" />
24    <timeProbe timeHours="12" />
25    <timeProbe timeHours="13" />
26    <timeProbe timeHours="14" />
27    <timeProbe timeHours="15" />
28    <timeProbe timeHours="16" />
29    <timeProbe timeHours="17" />
30    <timeProbe timeHours="18" />
31    <timeProbe timeHours="18.5" />
32    <timeProbe timeHours="19" />
33    <timeProbe timeHours="19.05" />
34    <timeProbe timeHours="19.1" />
35    <timeProbe timeHours="19.2" />
36    <timeProbe timeHours="19.3" />
37    <timeProbe timeHours="19.4" />
38    <timeProbe timeHours="19.5" />
39    <timeProbe timeHours="19.6" />
40    <timeProbe timeHours="19.7" />
41    <timeProbe timeHours="19.8" />
42    <timeProbe timeHours="19.9" />
43    <timeProbe timeHours="19.99" />
44    <timeProbe timeHours="20" />
45    <timeProbe timeHours="20.05" />
```

Open file ustawienia and copy all values timeProbe



C:\Users\laptop\Desktop\Jak_zrobic\ustawienia.txt - Notepad++

Plik Edycja Szukaj Widok Format Składnia Ustawienia Narzędzia Makra Uruchom Wtyczki Okno ?

log.txt x new 3 x new 1 x new 4 x new 5 x lighting.xml x ustawienia.txt x

```
61
62 Seasons
63     <timeProbe timeHours="6" />
64     <timeProbe timeHours="6" />
65     <timeProbe timeHours="6" />
66     <timeProbe timeHours="6" />
67     <timeProbe timeHours="6" />
68     <timeProbe timeHours="6" />
69     <timeProbe timeHours="6" />
70     <timeProbe timeHours="6" />
71     <timeProbe timeHours="6" />
72     <timeProbe timeHours="6" />
73     <timeProbe timeHours="6" />
74     <timeProbe timeHours="6" />
75     <timeProbe timeHours="6" />
76     <timeProbe timeHours="6" />
77     <timeProbe timeHours="6" />
78     <timeProbe timeHours="6" />
79     <timeProbe timeHours="6" />
80     <timeProbe timeHours="6" />
81     <timeProbe timeHours="6" />
82     <timeProbe timeHours="6" />
83     <timeProbe timeHours="6" />
84     <timeProbe timeHours="6" />
85     <timeProbe timeHours="6" />
86     <timeProbe timeHours="6" />
87     <timeProbe timeHours="6" />
88     <timeProbe timeHours="6" />
89     <timeProbe timeHours="6" />
90     <timeProbe timeHours="6" />
91     <timeProbe timeHours="6" />
92     <timeProbe timeHours="6" />
93     <timeProbe timeHours="6" />
94     <timeProbe timeHours="6" />
95     <timeProbe timeHours="6" />
96     <timeProbe timeHours="6" />
97     <timeProbe timeHours="6" />
98     <timeProbe timeHours="6" />
99     <timeProbe timeHours="6" />
100    <timeProbe timeHours="6" />
101    <timeProbe timeHours="6" />
102    <timeProbe timeHours="6" />
103    <timeProbe timeHours="6" />
104    <timeProbe timeHours="6" />
105    <timeProbe timeHours="6" />
```


and copy to Seasons in the same place

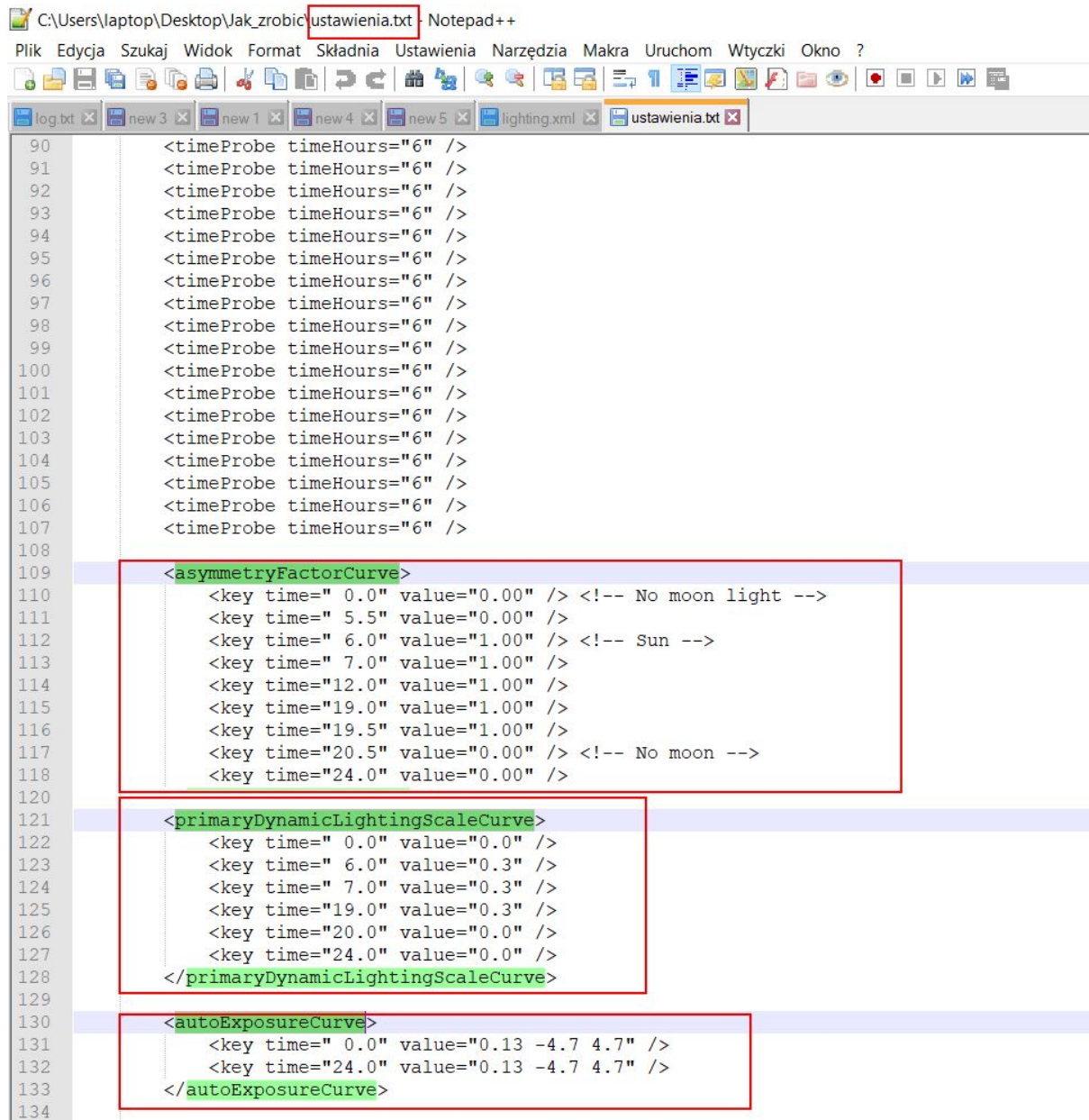


```
1  <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2  <lighting>
3      <annotation>Copyright (c) Realismus Modding, 2018</annotation>
4
5      <envMap basePath="resources/environment/envMaps/">
6          <timeProbe timeHours="6" />
7          <timeProbe timeHours="6" />
8          <timeProbe timeHours="6" />
9          <timeProbe timeHours="6" />
10         <timeProbe timeHours="6" />
11         <timeProbe timeHours="6" />
12         <timeProbe timeHours="6" />
13         <timeProbe timeHours="6" />
14         <timeProbe timeHours="6" />
15         <timeProbe timeHours="6" />
16         <timeProbe timeHours="6" />
17         <timeProbe timeHours="6" />
18         <timeProbe timeHours="6" />
19         <timeProbe timeHours="6" />
20         <timeProbe timeHours="6" />
21         <timeProbe timeHours="6" />
22         <timeProbe timeHours="6" />
23         <timeProbe timeHours="6" />
24         <timeProbe timeHours="6" />
25         <timeProbe timeHours="6" />
26         <timeProbe timeHours="6" />
27         <timeProbe timeHours="6" />
28         <timeProbe timeHours="6" />
29         <timeProbe timeHours="6" />
30         <timeProbe timeHours="6" />
31         <timeProbe timeHours="6" />
32         <timeProbe timeHours="6" />
33         <timeProbe timeHours="6" />
34         <timeProbe timeHours="6" />
35         <timeProbe timeHours="6" />
36         <timeProbe timeHours="6" />
37         <timeProbe timeHours="6" />
38         <timeProbe timeHours="6" />
39         <timeProbe timeHours="6" />
40         <timeProbe timeHours="6" />
41         <timeProbe timeHours="6" />
42         <timeProbe timeHours="6" />
43         <timeProbe timeHours="6" />
44         <timeProbe timeHours="6" />
45         <timeProbe timeHours="6" />
```

Swapping numbers will make the seasons have shadows, but they will be so dark that they cannot be played. You have it shown in the video.

To make them brighter, copy the remaining lines from the settings file.

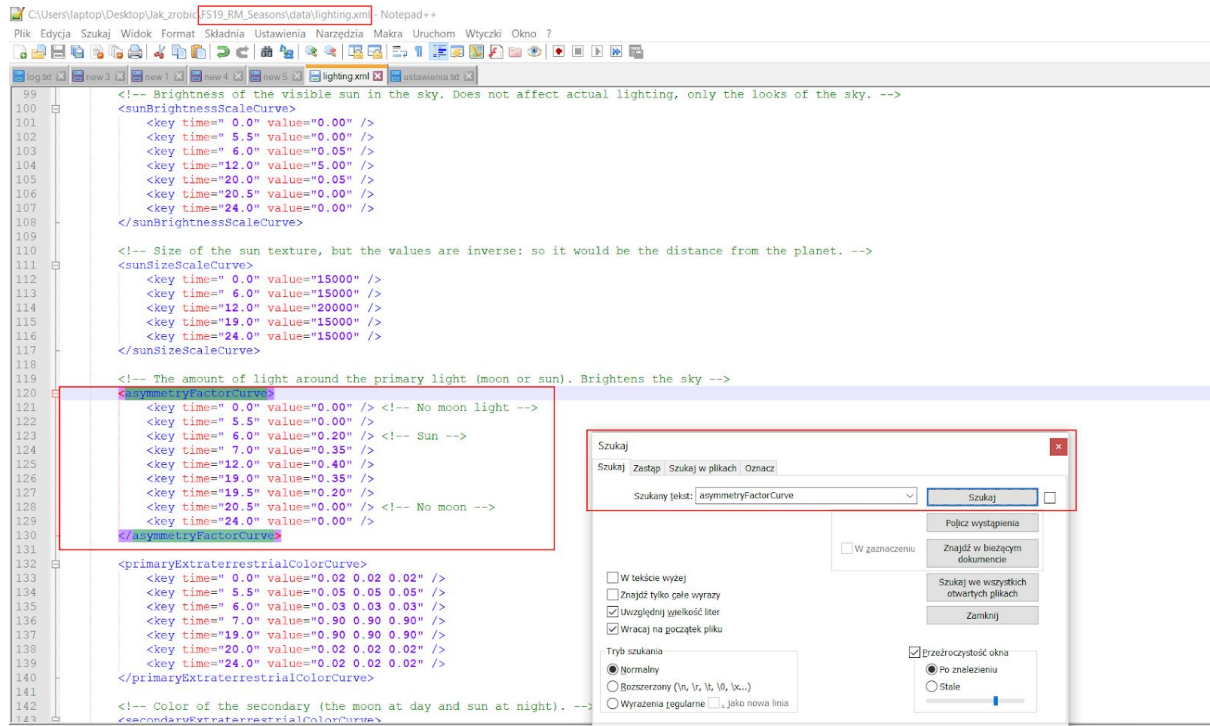
Rulers marked in green



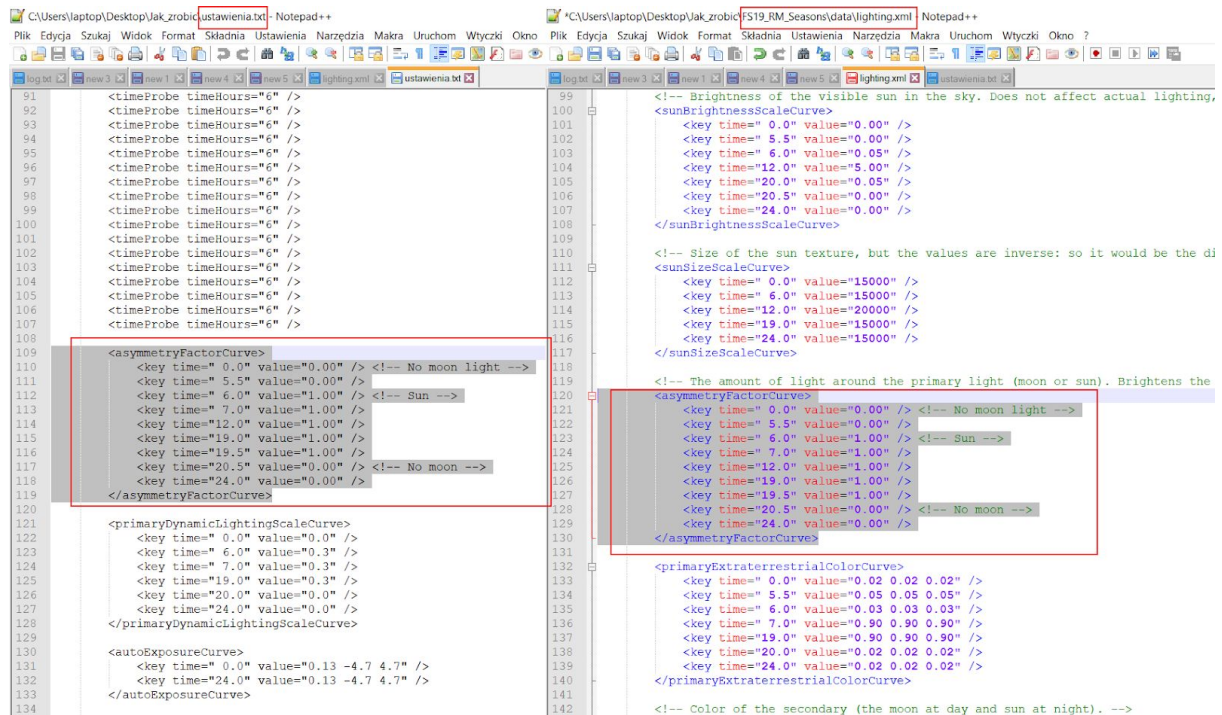
```
C:\Users\laptop\Desktop\Jak_zrobic\ustawienia.txt Notepad++
Plik Edycja Szukaj Widok Format Składnia Ustawienia Narzędzia Makra Uruchom Wtyczki Okno ?

log.txt new 3 new 1 new 4 new 5 lighting.xml ustawienia.txt
90 <timeProbe timeHours="6" />
91 <timeProbe timeHours="6" />
92 <timeProbe timeHours="6" />
93 <timeProbe timeHours="6" />
94 <timeProbe timeHours="6" />
95 <timeProbe timeHours="6" />
96 <timeProbe timeHours="6" />
97 <timeProbe timeHours="6" />
98 <timeProbe timeHours="6" />
99 <timeProbe timeHours="6" />
100 <timeProbe timeHours="6" />
101 <timeProbe timeHours="6" />
102 <timeProbe timeHours="6" />
103 <timeProbe timeHours="6" />
104 <timeProbe timeHours="6" />
105 <timeProbe timeHours="6" />
106 <timeProbe timeHours="6" />
107 <timeProbe timeHours="6" />
108
109 <asymmetryFactorCurve>
110 <key time=" 0.0" value="0.00" /> <!-- No moon light -->
111 <key time=" 5.5" value="0.00" />
112 <key time=" 6.0" value="1.00" /> <!-- Sun -->
113 <key time=" 7.0" value="1.00" />
114 <key time="12.0" value="1.00" />
115 <key time="19.0" value="1.00" />
116 <key time="19.5" value="1.00" />
117 <key time="20.5" value="0.00" /> <!-- No moon -->
118 <key time="24.0" value="0.00" />
119
120
121 <primaryDynamicLightingScaleCurve>
122 <key time=" 0.0" value="0.0" />
123 <key time=" 6.0" value="0.3" />
124 <key time=" 7.0" value="0.3" />
125 <key time="19.0" value="0.3" />
126 <key time="20.0" value="0.0" />
127 <key time="24.0" value="0.0" />
128 </primaryDynamicLightingScaleCurve>
129
130 <autoExposureCurve>
131 <key time=" 0.0" value="0.13 -4.7 4.7" />
132 <key time="24.0" value="0.13 -4.7 4.7" />
133 </autoExposureCurve>
134
```


looking in the Seasons file, in lighting.xml
Press Ctrl + F and enter the name you are looking for.



You select the content of the green lines and paste them to the selected elements.



You do this with each line previously marked in green.

These 3 fragments are responsible for the shadows, i.e. their intensity. In these 3 fragments there are also settings from the incident light.

```
<asymmetryFactorCurve>
  <key time=" 0.0" value="0.00" /> <!-- No moon light -->
  <key time=" 5.5" value="0.00" />
  <key time=" 6.0" value="1.00" /> <!-- Sun -->
  <key time=" 7.0" value="1.00" />
  <key time="12.0" value="1.00" />
  <key time="19.0" value="1.00" />
  <key time="19.5" value="1.00" />
  <key time="20.5" value="0.00" /> <!-- No moon -->
  <key time="24.0" value="0.00" />
</asymmetryFactorCurve>
```

```
<primaryDynamicLightingScaleCurve>
  <key time=" 0.0" value="0.0" />
  <key time=" 6.0" value="0.3" />
  <key time=" 7.0" value="0.3" />
  <key time="19.0" value="0.3" />
  <key time="20.0" value="0.0" />
  <key time="24.0" value="0.0" />
</primaryDynamicLightingScaleCurve>
```

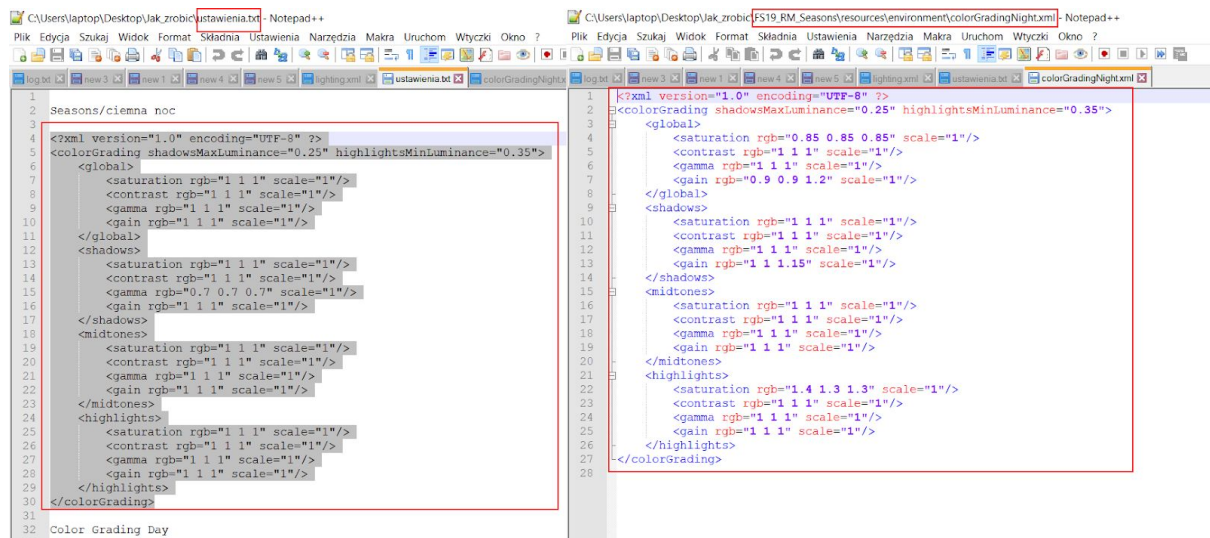
```
<autoExposureCurve>
  <key time=" 0.0" value="0.13 -4.7 4.7" />
  <key time="24.0" value="0.13 -4.7 4.7" />
</autoExposureCurve>
```

It is difficult to define exactly what is from what. I will not mislead anyone here. It took me about 3 hours to get to the settings like in the movie.

So if you want to make a difference to the shadow lighting in the Seasons, you need to take care of these 3 pieces.

By trial and error, you can find out what's from what.

If you want to change the brightness of the night, copy the content from the settings file and paste it into the colorGradingNight.xml file in Seasons.



```
1 Seasons/ciemna noc
2
3
4 <?xml version="1.0" encoding="UTF-8" ?>
5 <colorGrading shadowsMaxLuminance="0.25" highlightsMinLuminance="0.35">
6   <global>
7     <saturation rgb="1 1 1" scale="1"/>
8     <contrast rgb="1 1 1" scale="1"/>
9     <gamma rgb="1 1 1" scale="1"/>
10    <gain rgb="1 1 1" scale="1"/>
11  </global>
12  <shadows>
13    <saturation rgb="1 1 1" scale="1"/>
14    <contrast rgb="1 1 1" scale="1"/>
15    <gamma rgb="0.7 0.7 0.7" scale="1"/>
16    <gain rgb="1 1 1" scale="1"/>
17  </shadows>
18  <midtones>
19    <saturation rgb="1 1 1" scale="1"/>
20    <contrast rgb="1 1 1" scale="1"/>
21    <gamma rgb="1 1 1" scale="1"/>
22    <gain rgb="1 1 1" scale="1"/>
23  </midtones>
24  <highlights>
25    <saturation rgb="1 1 1" scale="1"/>
26    <contrast rgb="1 1 1" scale="1"/>
27    <gamma rgb="1 1 1" scale="1"/>
28    <gain rgb="1 1 1" scale="1"/>
29  </highlights>
30 </colorGrading>
31
32 Color Grading Day
```

```
1 <?xml version="1.0" encoding="UTF-8" ?>
2 <colorGrading shadowsMaxLuminance="0.25" highlightsMinLuminance="0.35">
3   <global>
4     <saturation rgb="0.85 0.85 0.85" scale="1"/>
5     <contrast rgb="1 1 1" scale="1"/>
6     <gamma rgb="1 1 1" scale="1"/>
7     <gain rgb="0.9 0.9 1.2" scale="1"/>
8   </global>
9   <shadows>
10    <saturation rgb="1 1 1" scale="1"/>
11    <contrast rgb="1 1 1" scale="1"/>
12    <gamma rgb="1 1 1" scale="1"/>
13    <gain rgb="1 1 1.15" scale="1"/>
14  </shadows>
15  <midtones>
16    <saturation rgb="1 1 1" scale="1"/>
17    <contrast rgb="1 1 1" scale="1"/>
18    <gamma rgb="1 1 1" scale="1"/>
19    <gain rgb="1 1 1" scale="1"/>
20  </midtones>
21  <highlights>
22    <saturation rgb="1.4 1.3 1.3" scale="1"/>
23    <contrast rgb="1 1 1" scale="1"/>
24    <gamma rgb="1 1 1" scale="1"/>
25    <gain rgb="1 1 1" scale="1"/>
26  </highlights>
27 </colorGrading>
28
```

What can I add?

After looking up to the sky and back down to earth, our shadows brighten. There may be other values to change in the Seasons lighting.xml file. Unfortunately, I'm not going to waste any more time on this.

I think the current season and standard game settings are fine. If someone does not like them, configure them yourself.

by Nismo :D