Installation of the Baler Terminal

This mod is intended for installation into vehicles which can run a baler.

Addon Straw Harvest is required to be active when in game with this mod:
https://farming-simulator.com/mod.php?lang=en&country=us&mod_id=148186&title=fs2019

Required programs

- Giants Editor 8.X.X.X. Download from: https://gdn.giants-software.com/
- Notepad or Notepad++. Download from internet free if needed
- 7-Zip or WinRar. Download from internet free if needed

Example Vehicle Used (Fiatagri 180)

https://farming-simulator.com/mod.php?lang=en&country=us&mod_id=175575&title=fs2019

Adding the Terminal to the Vehicle .i3d and XML

1. Extract the Baler Terminal prefab mod from the .ZIP file into a folder (can be located anywhere and will be deleted later).

2. Create a new folder and extract vehicle which terminal will be added to. Change the name of the folder to name of vehicle.zip (e.g. FS19_Fiat180_90)

3. Copy / Paste ==textures== folder from the Control Unit into the folder of the vehicle.

4. Copy / Paste ==scripts== folder from the Control Unit into the folder of the vehicle.

5. Open .i3d file of the vehicle.

6. Import the control_unit.i3d file into the vehicle. File → Import
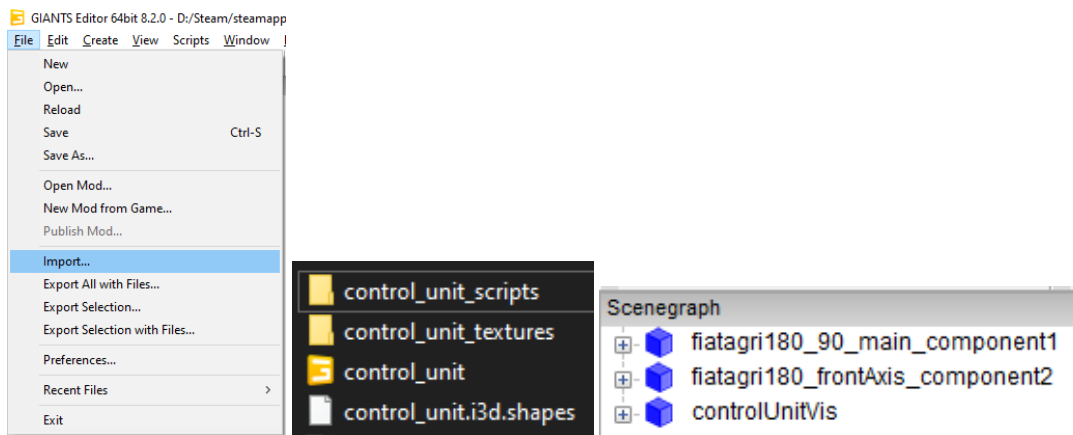
7. **Cut / Paste** controlUnitVis Transform Group into the Vehicle Cabin Transform Group:
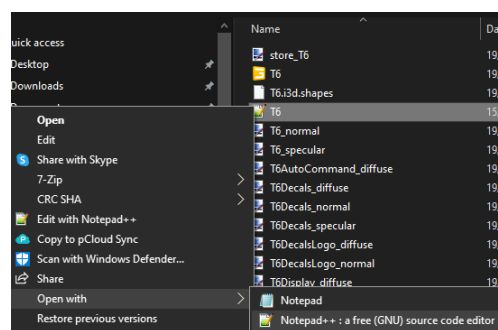   Left Click ==controlUnitVis== → Ctrl X → Locate and Select Cabin → Ctrl V
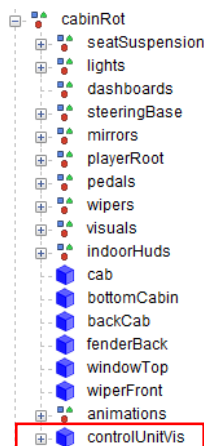
8. Position the controlUnitVis model in the vehicle .i3d as required using reg, green and blue arrows on Gizmo. <u>Adjust the position and scale of the cable if needed.</u>
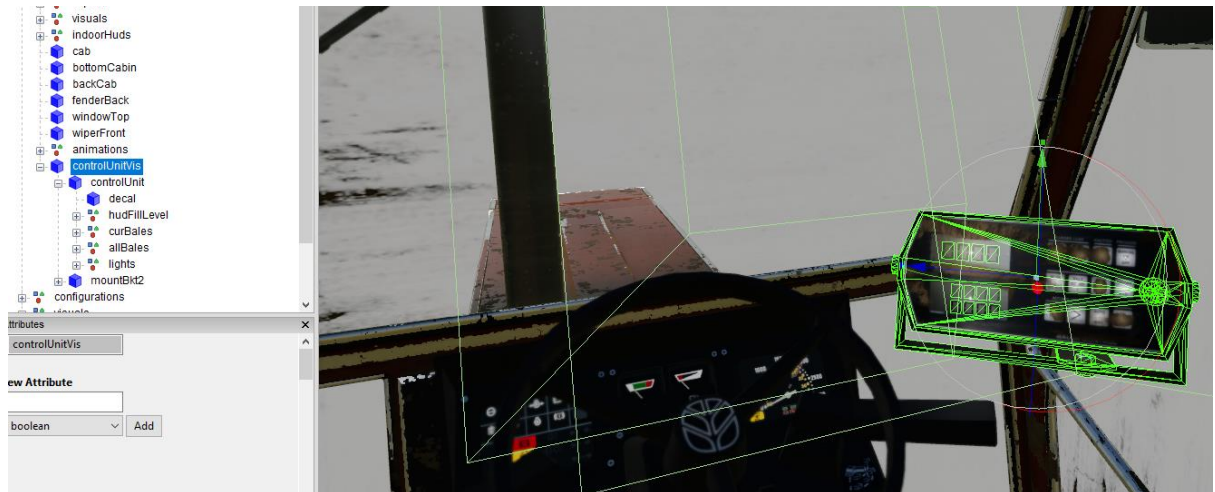
9. Click File → Save (do not close).

10. Open .xml file for vehicle

11. Open delta_terminal.xml file from prefab folder

12. Copy code from control_unit.xml to vehicle .xml file (see below)

13. Copy the .i3d mappings from control_unit.xml ==to vehicle .xml file== (see below)

```
<i3dMapping id="KroneDeltaTerminal" node="PLEASE_ADD_INDEX_PATH_HERE" />
<i3dMapping id="hudFillLevel" node="PLEASE_ADD_INDEX_PATH_HERE" />
<i3dMapping id="curBales" node="PLEASE_ADD_INDEX_PATH_HERE" />
<i3dMapping id="allBales" node="PLEASE_ADD_INDEX_PATH_HERE" />
</i3dMappings>
</vehicle>
```

14. **Important**: From the vehicle .i3d file:

    a. Copy / Paste the Index Paths (X>X) for EACH .i3d Mapping to vehicle XML

          i. controlUnitVis
          ii. hudFillLevel
          iii. curBales
          iv. allBales
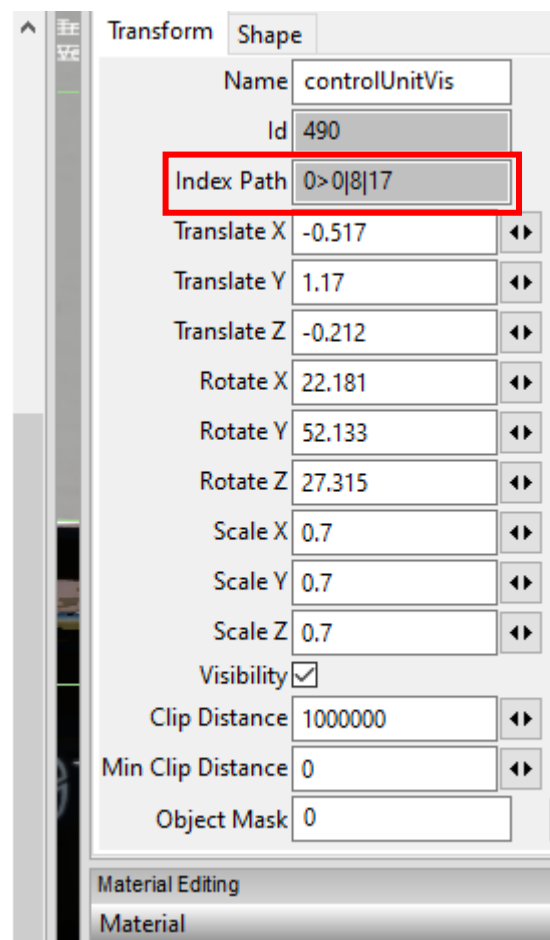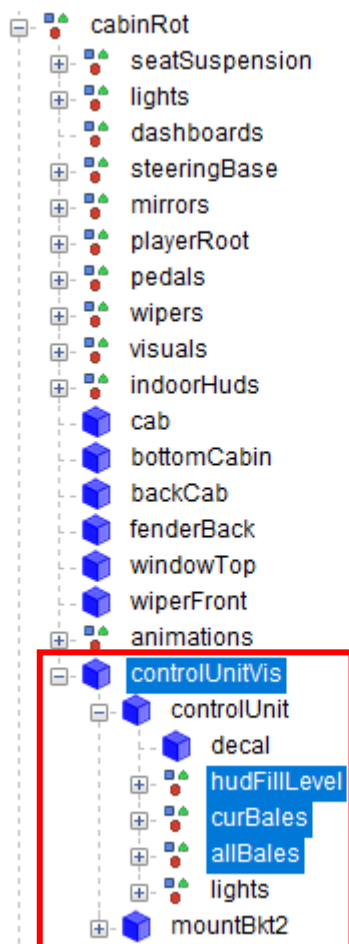
15. When completed it should be like image below:

```
<i3dMapping id="controlUnitVis" node="0>0|8|17" />
<i3dMapping id="hudFillLevel" node="0>0|8|17|0|3" />
<i3dMapping id="curBales" node="0>0|8|17|0|4" />
<i3dMapping id="allBales" node="0>0|8|17|0|5" />
</i3dMappings>
</vehicle>
```

Adding the Script to the ModDesc and Vehicle XML

We need to add the specialization to the vehicle to make the Terminal work.

1. Open Vehicle ModDesc file.

2. Copy / Paste the vehicleTypes code from delta_terminal.xml to vehicle ModDesc.

```
-Configurazione Design
-Configurazione gomme
-Animazione Porte]]>
        </it>
    </description>
    <iconFilename>icon.png</iconFilename>
    <multiplayer supported="true"/>

    <vehicleTypes>
        <type name="AddedTerminal" parent="tractor" filename="$dataS/scripts/vehicles/Vehicle.lua" >
            <specialization name="balerInfo"/>
        </type>
    </vehicleTypes>
    <specializations>
        <specialization name="balerInfo"    className="BalerInfo"    filename="delta_scripts/BalerInfo.lua"/>
    </specializations>

    <l10n>
        <text name="configuration_trumpets">
            <en>Trumpets</en>
            <de>Trompeten</de>
            <it>Trombe</it>
        </text>
        <text name="configuration_lights">
            <en>Beacon Lights</en>
            <de>RUL</de>
        <it>Luci Extra</it>
        </text>
    <text name="configuration_Extralights">
```

3. Click File → Save on vehicle ModDesc.xml file

4. Change the name of the vehicle to AddedTerminal in the .XML file for the vehicle (in this case the Fiat XML file):

```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<vehicle type="AddedTerminal">
    <annotation>Paolo Prencipe-STv-Modding. All Rights Reserved.</annotation>

    <storeData>
        <name>180-90</name>
        <specs>
            <power>180</power>
            <maxSpeed>40</maxSpeed>
```

5. Important: If the vehicle .XML file contains <vehicleTypeConfigurations> the vehicleType needs to be updated. For the Fiat change tractor to AddedTerminal
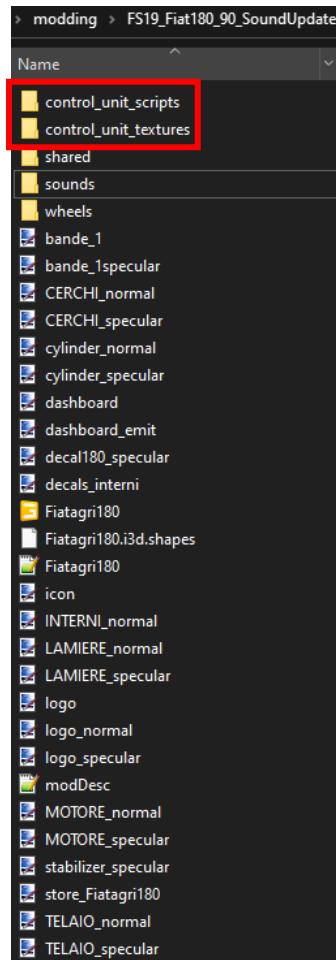
```
<vehicleTypeConfigurations>
    <vehicleTypeConfiguration name="$l10n_configuration_valueDefault" price="0" vehicleType="tractor">
    </vehicleTypeConfiguration>
    <vehicleTypeConfiguration name="$l10n_configuration_trumpets" price="200" vehicleType="tractor">
        <objectChange node="trumpet" visibilityActive="true" visibilityInactive="false"/>
    </vehicleTypeConfiguration>
```

```
<vehicleTypeConfigurations>
    <vehicleTypeConfiguration name="$l10n_configuration_valueDefault" price="0" vehicleType="AddedTerminal">
    </vehicleTypeConfiguration>
    <vehicleTypeConfiguration name="$l10n_configuration_trumpets" price="200" vehicleType="AddedTerminal">
        <objectChange node="trumpet" visibilityActive="true" visibilityInactive="false"/>
    </vehicleTypeConfiguration>
</vehicleTypeConfigurations>
```
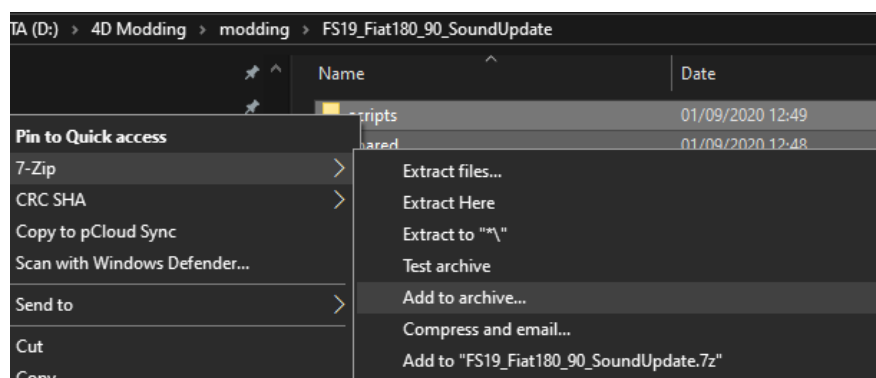
6. Click File → Save on vehicle .xml

7. Close .i3d file of vehicle (save if prompted)

8. Close .XML file for vehicle and Control Unit

9. The vehicle folder should look like this:

10. Create a .ZIP file for the mod:

- Select all Files in vehicle folder → Right Click → 7-Zip → Add to Archive → OK

11. Copy and Paste .ZIP file to mods folder for game

12. Start game and purchase tractor and test

13. If there is a problem check the logfile which is normally located in

C:\Users\YourPC\Documents\My Games\FarmingSimulator2019 and is a notepad file

called log.txt

```
2020-09-01 14:17   Info: Savegame Setting 'plantGrowthRate': 4
2020-09-01 14:17   Info: Savegame Setting 'fuelUsageLow': true
2020-09-01 14:17   Info: Savegame Setting 'plowingRequiredEnabled': false
2020-09-01 14:17   Info: Savegame Setting 'weedsEnabled': true
2020-09-01 14:17   Info: Savegame Setting 'limeRequired': true
2020-09-01 14:17 dataS2/character/humans/player/player02.i3d (196.65 ms)
2020-09-01 14:18 dataS2/character/crow/crow.i3d (8.40 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R28_TM700.i3d (1.95 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R42_TM700.i3d (0.80 ms)
2020-09-01 14:18 D:/FS19_Mods/FS19_Fiat180_90/Fiatagri180.i3d (808.84 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R28_TM700.i3d (2.09 ms)
2020-09-01 14:18 D:/FS19_Mods/FS19_Fiat180_90/wheels/rims.i3d (49.27 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R42_TM700.i3d (1.28 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R28_TM700.i3d (1.93 ms)
2020-09-01 14:18 data/shared/wheels/trelleborg/TM700/R42_TM700.i3d (0.84 ms)
2020-09-01 14:19 D:/FS19_Mods/FS19_NHD1000/wheels/bdm_wheels/wheels.i3d (291.25 ms)
2020-09-01 14:19 data/shared/wheels/lizard/implement/R22_5_DA.i3d (102.46 ms)
2020-09-01 14:20 Application exit request forced.
2020-09-01 14:20 Application exit request forced.
```

Enjoy!

(picture is not representative of exact control unit)