Installation of the Krone Delta 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
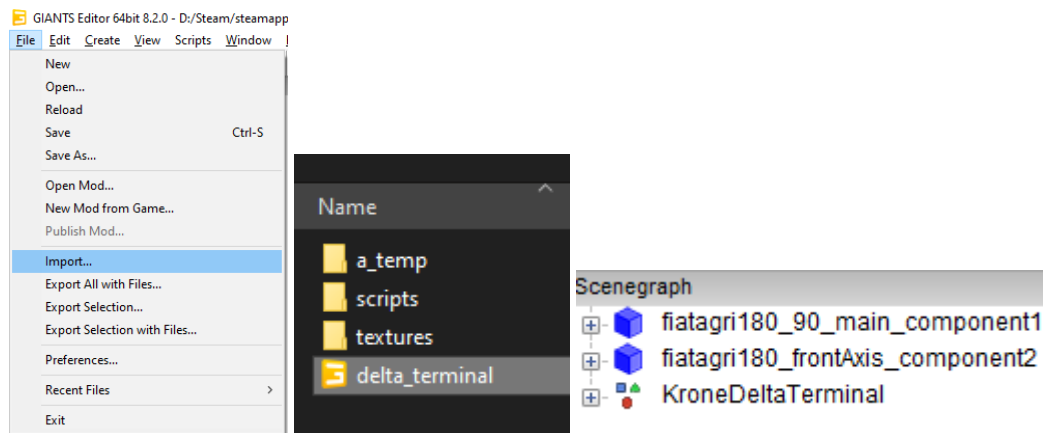
Required programs

- 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
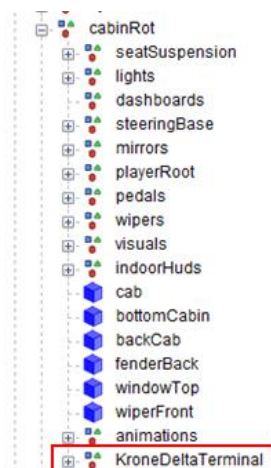
Example Vehicle Used (Fiatagri 180)

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

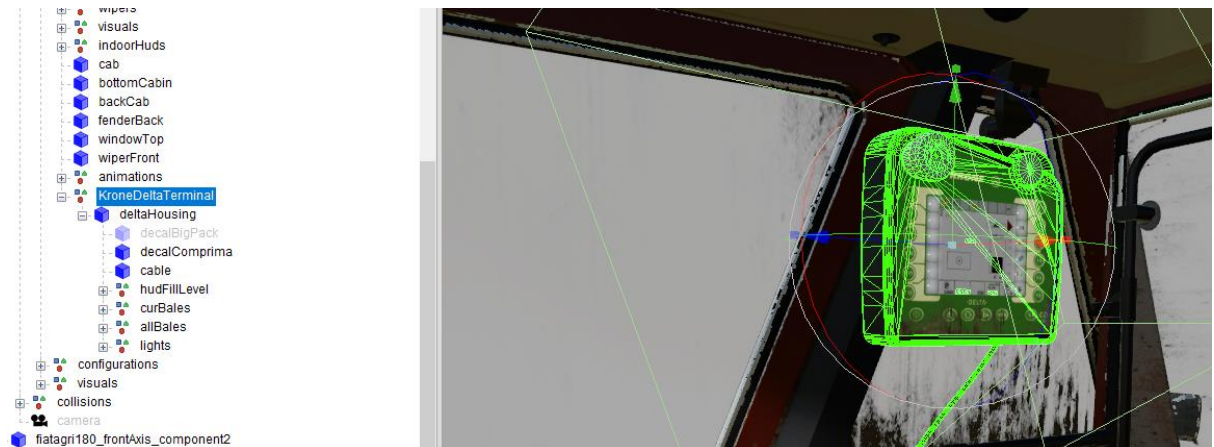## Adding the Terminal to the Vehicle .i3d and XML

1. Extract the Krone Delta 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 delta_textures folder from the Krone Delta into the folder of the vehicle.
4. Copy / Paste delta_scripts folder from the Krone Delta into the folder of the vehicle.
5. Open .i3d file of the vehicle.
6. Import the delta_terminal.i3d file into the vehicle. File → Import

7. **Cut / Paste** Krone Delta Transform Group into the Vehicle Cabin Transform Group:
   Left Click KroneDeltaTerminal → Ctrl X → Locate and Select Cabin → Ctrl V
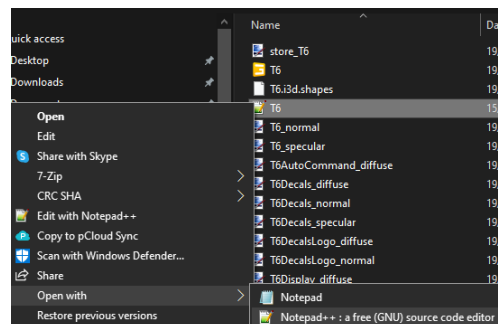
8. Position the delta_terminal model in the vehicle .i3d as required using reg, green and blue arrows on Gizmo. <u>Adjust the position and scale of the cable if needed.</u>

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 delta_terminal.xml <mark>to vehicle .xml file</mark> (see below)

```
    <objectChanges>
        <objectChange node="bluePowerDecals" visibilityActive="false"/>
        <objectChange node="bluePowerCabinDecals" visibilityActive="false"/>
        <objectChange node="bluePowerSeat" visibilityActive="false"/>
        <objectChange node="bluePowerSmallSeat" visibilityActive="false"/>

        <objectChange node="normalDecals" visibilityActive="true"/>
        <objectChange node="normalSeat" visibilityActive="true"/>
        <objectChange node="normalSmallSeat" visibilityActive="true"/>
    </objectChanges>
</base>

<!-- add baler terminal controller and i3d mappings for numbers -->
<balerInfo>
    <dashboards>
    <!-- krone delta terminal -->
        <dashboard valueType="fillLevel"    displayType="NUMBER" precision="0" numbers="hudFillLevel2"  groups="MOTOR_ACTIVE" />
        <dashboard valueType="baleCount"    displayType="NUMBER" precision="0" numbers="curBales2"  groups="MOTOR_ACTIVE" />
        <dashboard valueType="allBaleCount" displayType="NUMBER" precision="0" numbers="allBales2"  groups="MOTOR_ACTIVE" />
    </dashboards>
</balerInfo>

<wheels>
    <wheelConfigurations>
        <wheelConfiguration name="$l10n_configuration_valueDefault" price="0" brand="TRELLEBORG">
            <wheels autoRotateBackSpeed="2.2">
                <wheel filename="$data/shared/wheels/trelleborg/TM700/420_70R28.xml" isLeft="true" hasTireTracks="true" hasParticles="
```
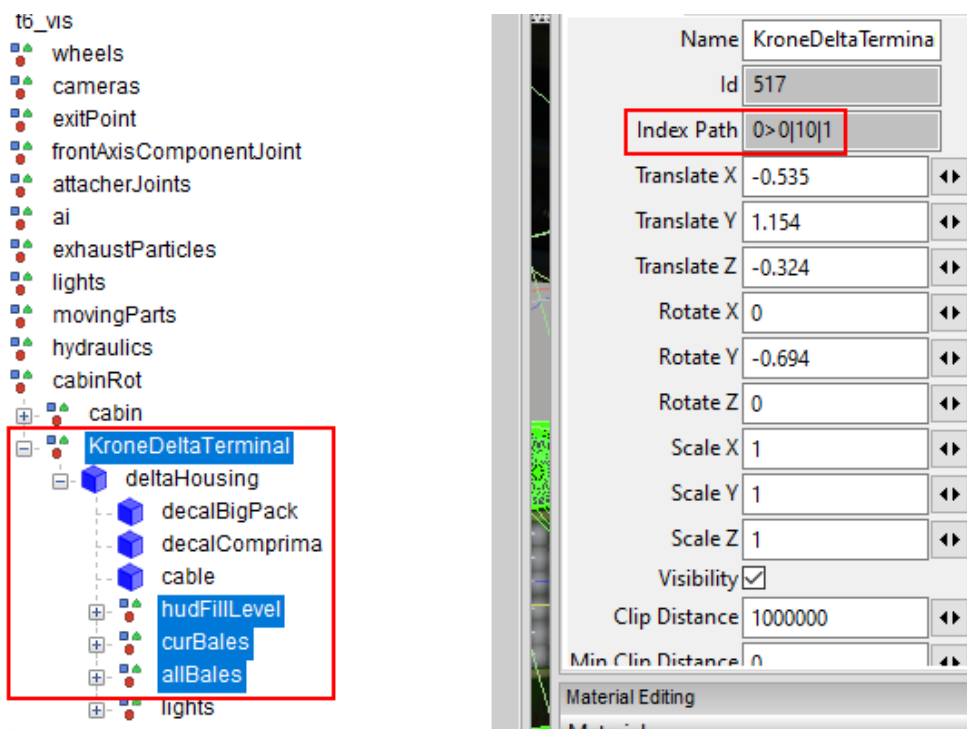
13. Copy the .i3d mappings from delta_terminal.xml ==to vehicle .xml file== (see below)

```
<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. KroneDeltaTerminal,
        ii. hudFillLevel
        iii. curBales
        iv. allBales

t6_vis
- wheels
- cameras
- exitPoint
- frontAxisComponentJoint
- attacherJoints
- ai
- exhaustParticles
- lights
- movingParts
- hydraulics
- cabinRot
- cabin
- KroneDeltaTerminal
  - deltaHousing
    - decalBigPack
    - decalComprima
    - cable
    - hudFillLevel
    - curBales
    - allBales
  - lights

Name KroneDeltaTermina
Id 517
Index Path 0>0|10|1
Translate X -0.535
Translate Y 1.154
Translate Z -0.324
Rotate X 0
Rotate Y -0.694
Rotate Z 0
Scale X 1
Scale Y 1
Scale Z 1
Visibility ☑
Clip Distance 1000000
Min Clip Distance 0
Material Editing
Material

15. When completed it should be like image below:

```
<i3dMapping id="KroneDeltaTerminal" 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 Krone 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
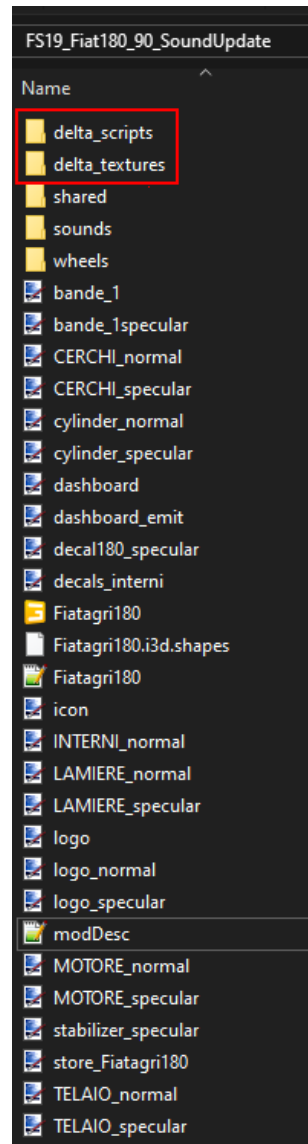
```
<vehicleTypeConfigurations>
    <vehicleTypeConfiguration name="$l10n_configuration_valueDefault" price="0" vehicleType="tractor">
    </vehicleTypeConfiguration>
    <vehicleTypeConfiguration name="$l10n_configuration_trumpets" price="200" vehicleType="tractor">
        <objectChange node="trumpet" visibilityActive="true" visibilityInactive="false"/>
    </vehicleTypeConfiguration>
```

```xml
<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>
```
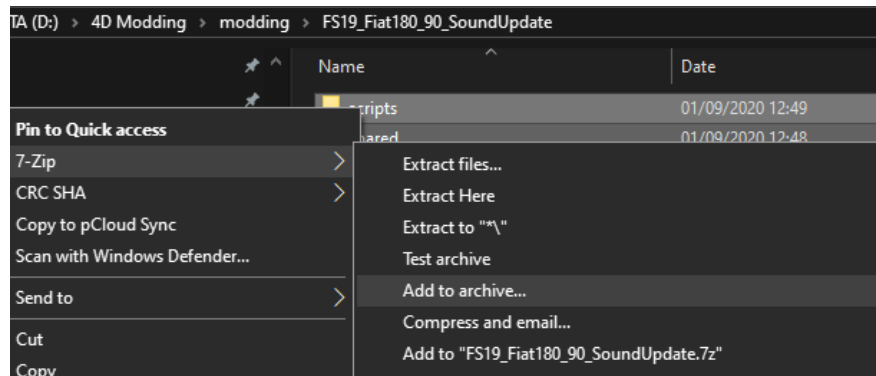
6. Click File → Save on vehicle .xml

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

8. Close .XML file for vehicle and Krone Delta Terminal

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.
```
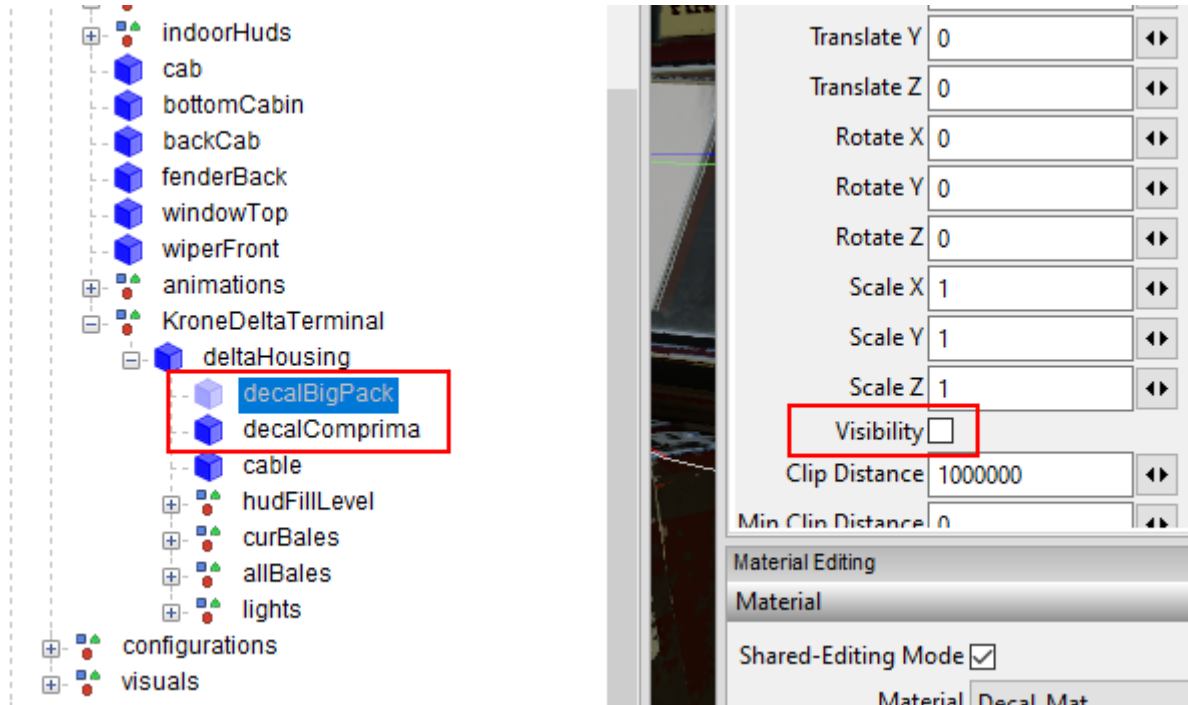
Enjoy!

Configurations (Advanced)

The baler terminal can be configured for the Krone Big Pack or Comprima. You can do this 2 ways.

1. Making either one or the other decal visible in the .i3d file (Comprima is visible by default)

OR

2. Adding a design configuration to the .XML for the vehicle (example below). This makes either the decal or the Terminal visible depending on how you code the XML.

```xml
<designConfigurations>
    <designConfiguration name="$l10n_frontFender" >
        <objectChange node="fenderFrontRight" visibilityActive="true" />
        <objectChange node="fenderFrontLeft" visibilityActive="true" />
        <objectChange node="baleCommandTerminal" visibilityActive="false" />
        <objectChange node="KroneDeltaTerminal" visibilityActive="false" />
        <objectChange node="KroneComprimaTerminal" visibilityActive="false" />
    </designConfiguration>
    <designConfiguration name="$l10n_withoutFrontFender" price="-250">
        <objectChange node="fenderFrontRight" visibilityActive="false" />
        <objectChange node="fenderFrontLeft" visibilityActive="false" />
        <objectChange node="baleCommandTerminal" visibilityActive="false" />
        <objectChange node="KroneDeltaTerminal" visibilityActive="false" />
        <objectChange node="KroneComprimaTerminal" visibilityActive="false" />
    </designConfiguration>
```