EDIT ANY MOD MAP

HOW TO EDIT MAP.XML TO PAINT VARIOUS TEXTURES AND FOLIAGE WITHIN THE GAME

Within the game some textures are painted and maybe a kind of grass.

In order to find a way to edit the .xml map file I had to open the Fs19 map editor “GIANT EDITOR” and see each texture and each grass and shrub model that had the corresponding names..

The grass is classified as follows within the GIANT EDITOR:

Foliage layer:

Grass

BushUS01

Layer State:

Grass:

Invisible “value 1”

Green small “value 2”

Green Middle “value 3”

Green Big “value 4”

Green Big (cut) “value 5”

BushUS01:

State 1 “value 1”

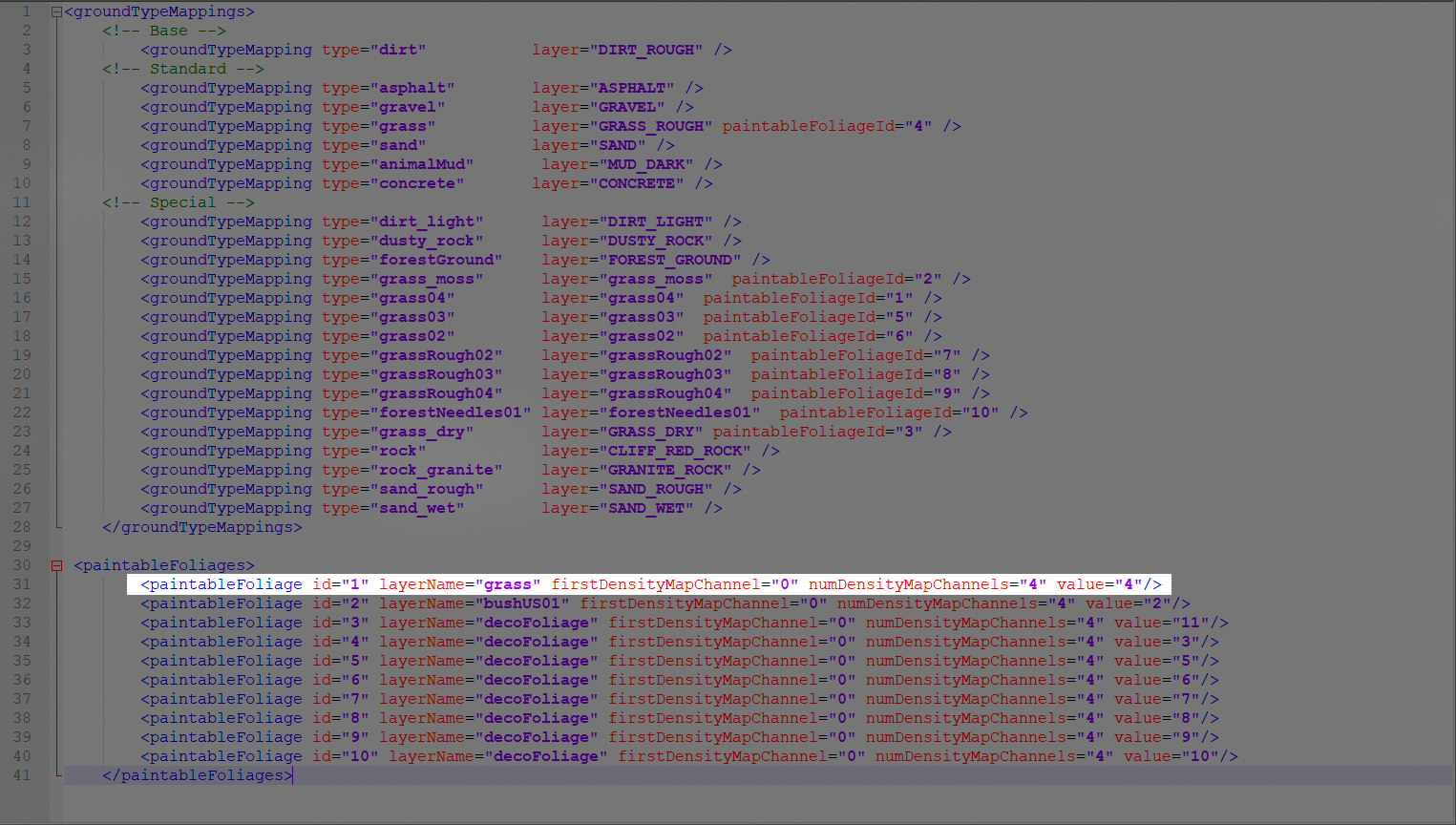
State 2 “value 2”

State 3 “value 3”

State 4 “value 4”

There are two kinds of maps in the game; mapsDE and mapsUS. So the grass and shrub classes change according to the map within the game and also in the editor.

In my case I am editing a US map where the grass is not what I like, because the grass that I like is from the DE maps, in addition to the fact that there are no different grasses to paint.



In the image there is selected a row with a kind of grass to paint.

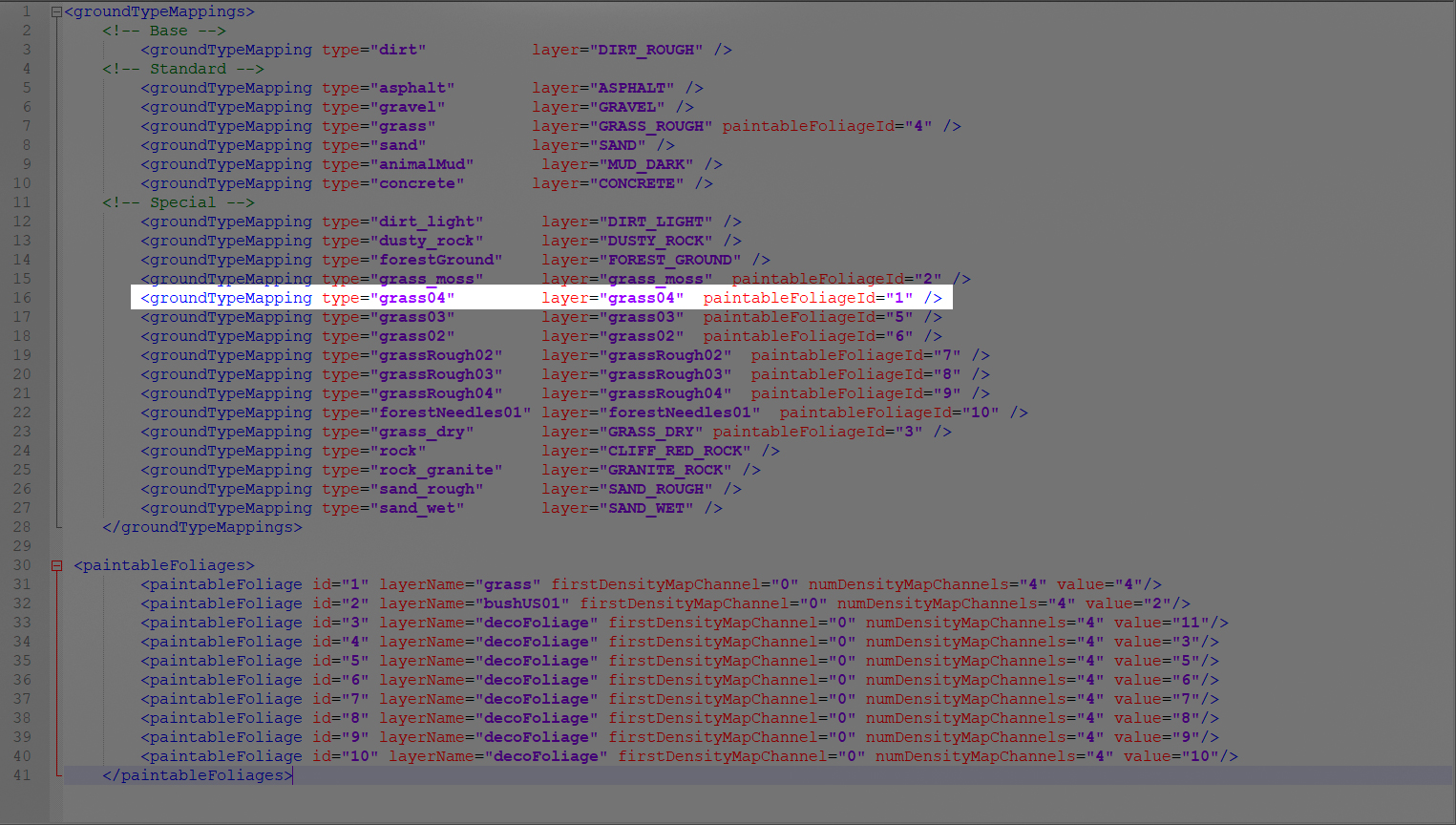
Where it says "value" the number of the type of grass chosen is put as a figure in the editor from top to bottom. In this case the type of grass is 4 which is called "Green Big".

Do not confuse "value" with amount of grass or height of grass, it is only the type of grass with the name indicated in the editor.

Then there is another field that is called “layer name”, there does not go any name, but there goes the name of the selected model, which in this case is “grass” and that appears in the editor's list called “foliage layer”.

Then the other important field is the ID of the object. In this case it is the id = "1" because each object must have a different id, it cannot have an entire id number 1, as I saw a lot on the internet, because if you enter the game, all the models with id number 1 are overwritten and only going to paint an object that the game chooses.

So each plant or each grass must have a different id.



This image shows that it should be written next to each layer - paintableFoliageId = ”1” -

Which corresponds to each id as explained before; each model has a different id.

The field that says "type" and "layer" is the name that the editor originally has in the "texture layers" list, which is the base texture where this texture will be painted next; the grass or shrub pattern. and the exact name must be used as figure there for it to take the same model. In this case it is “grass04” in the two fields the same name is placed.

In this case, use the editor's “grass04” texture to paint a grass class on it later in the game.

So with this information I have for the US maps the following example configuration:

<groundTypeMappings>

<!-- Base -->

<groundTypeMapping type="dirt" layer="DIRT\_ROUGH" />

<!-- Standard -->

<groundTypeMapping type="asphalt" layer="ASPHALT" />

<groundTypeMapping type="gravel" layer="GRAVEL" />

<groundTypeMapping type="grass" layer="GRASS\_ROUGH" paintableFoliageId="4" />

<groundTypeMapping type="sand" layer="SAND" />

<groundTypeMapping type="animalMud" layer="MUD\_DARK" />

<groundTypeMapping type="concrete" layer="CONCRETE" />

<!-- Special -->

<groundTypeMapping type="dirt\_light" layer="DIRT\_LIGHT" />

<groundTypeMapping type="dusty\_rock" layer="DUSTY\_ROCK" />

<groundTypeMapping type="forestGround" layer="FOREST\_GROUND" />

<groundTypeMapping type="grass\_moss" layer="grass\_moss" paintableFoliageId="2" />

<groundTypeMapping type="grass04" layer="grass04" paintableFoliageId="1" />

<groundTypeMapping type="grass03" layer="grass03" paintableFoliageId="5" />

<groundTypeMapping type="grass02" layer="grass02" paintableFoliageId="6" />

<groundTypeMapping type="grassRough02" layer="grassRough02" paintableFoliageId="7" />

<groundTypeMapping type="grassRough03" layer="grassRough03" paintableFoliageId="8" />

<groundTypeMapping type="grassRough04" layer="grassRough04" paintableFoliageId="9" />

<groundTypeMapping type="forestNeedles01" layer="forestNeedles01" paintableFoliageId="10" />

<groundTypeMapping type="grass\_dry" layer="GRASS\_DRY" paintableFoliageId="3" />

<groundTypeMapping type="rock" layer="CLIFF\_RED\_ROCK" />

<groundTypeMapping type="rock\_granite" layer="GRANITE\_ROCK" />

<groundTypeMapping type="sand\_rough" layer="SAND\_ROUGH" />

<groundTypeMapping type="sand\_wet" layer="SAND\_WET" />

</groundTypeMappings>

<paintableFoliages>

<paintableFoliage id="1" layerName="grass" firstDensityMapChannel="0" numDensityMapChannels="4" value="4"/>

<paintableFoliage id="2" layerName="bushUS01" firstDensityMapChannel="0" numDensityMapChannels="4" value="2"/>

<paintableFoliage id="3" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="11"/>

<paintableFoliage id="4" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="3"/>

<paintableFoliage id="5" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="5"/>

<paintableFoliage id="6" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="6"/>

<paintableFoliage id="7" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="7"/>

<paintableFoliage id="8" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="8"/>

<paintableFoliage id="9" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="9"/>

<paintableFoliage id="10" layerName="decoFoliage" firstDensityMapChannel="0" numDensityMapChannels="4" value="10"/>

</paintableFoliages>

All this text is copied as is and pasted into the mapUS.xml or .xml with the name of the map that is inside the .zip of the mod.

And the text in the same section of the map.xml is replaced

I gave an example before because in this text I set up grasses and bushes, and various flowers.

But you can change base textures for others that you choose from the Giant Editor, or use this one that also works.

In this way you can create areas and places with grasses and plants and flowers within the game with the tool to create landscapes.

IF IT HAPPENS THAT YOU COPY THE CODE BUT IT DOES NOT WORK TO PAINT ANYTHING, YOU MUST EDIT IT MANUALLY, THIS IS IN THE FOLLOWING WAY:

ANY MOD MAP CAN BE CUSTOMIZED WITH ITS OWN TEXTURES AND 3D MODELS THEN INSIDE THE ZIP IS THE MAP.i3d FILE THAT MUST BE OPENED WITH THE GE EDITOR –GIANT EDITOR- AND SEE WHAT TEXTURES ARE AVAILABLE FOR THEM TO USE , FLOWERS, AND BUSHES.

THEN COPY EVERYTHING ON THE MAP.XML AS EXPLAIN ABOVE AND READY.