

Installation guide under-root fertilization for sowing machines

Specialization urfSeeder 2.0 for Farming Simulator 2013

by webalizer

Required programs:

- Compression program (e.g. WinZIP, WinRAR or Windows send to compressed (zipped) folder)
- Giants Editor 5.0.1+
- Texteditor (e.g. WordPad or Notepad++)

Required files:

- urfSeeder_Areas_Xm.i3d (X = there are files for 3/6/9/12/15 meters working width)
- urfSeeder_xml-entries_Xm.xml (X = there are files for 3/6/9/12/15 meters working width)
- scripts-folder with following content:
 - urfSeeder.lua
 - urfSeederEvents.lua
- textures-folder with following content:
 - fertilizer_bg.dds
 - full_fertilizer_hud.dds
 - half_fertilizer_hud.dds
 - none_fertilizer_hud.dds
 - lime_fertilizer_bar.dds
 - red_fertilizer_bar.dds

Hint:

- Before inserting the specialization create a backup of your sowing machine.
- If the sowing machine is a zip-file you have to extract it and the zip-file should not be in the same folder.

Procedure:

1. Extract zip-file urfSeeder_v2_en.zip to a folder of your choice. Copy the folders „textures“ and „scripts“ into the folder of your sowing machine.
2. Inserting urfSeeder_Areas_Xm.i3d into the i3d-file of the sowing machine
 - 2.1 Open the i3d-file of your sowing machine in Giants Editor (GE)
 - 2.2 Importing the file urfSeeder_Areas_Xm.i3d:
 - „File“ -> „Import...“
 - Choose file „urfSeeder_Areas_Xm.i3d“ for your appropriate working width and click „Open“
 - The file is showing up at the bottom of the window „scenegraph“ with the name „urfSeeder_Areas“
 - 2.3 Click the newly imported entry named „urfSeeder_Areas“ and cut it out (press Ctrl+x)
 - 2.4 Click the main component of the sowing machine (normally the first entry in „scenegraph“) and paste „urfSeeder_Areas“ there (press Ctrl+v).
 - 2.5 After pasting the entry the component expands automatically and shows its content (including the pasted „urfSeeder_Areas“)
 - 2.6 Note the index of the entry „urfSeeder_Areas“ (in window „Attributes“)
 - 2.7 Click the entry „urfSeeder_Areas“ and move the transformgroup back or forth a bit with the colored arrows in the 3D-view. The seeder areas should be at the position of the sowing coulters.
 - 2.8 Save the i3d-file of your sowing machine.

3. Editing of the xml-file of the sowing machine

- 3.1 Open the xml-file which has the name of your sowing machine (e.g. amazone_edx6000.xml) in your text editor.
- 3.2 Paste the lines from between „TEXT 1“ from the file urfSeeder-entries_Xm.xml (use corresponding width) above the last line </vehicle>
- 3.3 In each line <sprayingArea[X] replace every appearing number „999“ with the noted index from part two of this guide.
Hint: Most text editors have the option „search/replace“
- 3.4 The value of <sprayCapacity> sets the size of the fertilizer tank.
- 3.5 The value of <sprayFillLitersPerSecond> sets the speed of filling the tank.
- 3.6 The value of <sprayLitersPerSecond> sets the amount of fertilizer used per second. This should be adapted to the used seeds at a realistic drive speed.
- 3.7 With <hudPos posX=“0.853“ posY=“0.245“ /> you can change the position of the fertilizer hud.
- 3.8 With <allowFullFertilization> you can decide if the machine can do full fertilization. Values are „true“ or „false“.
- 3.9 Save the xml-file.

4. Editing of the modDesc.xml of the sowing machine

- 4.1 Open the file modDesc.xml of the sowing machine in your text editor.
- 4.2 Find the lines <l10n> and </l10n>, if they aren't there type them before the last line </modDesc>.
- 4.3 Between <l10n> and </l10n> insert the lines from between „TEXT 2“ from the file urfSeeder_xml-entries_Xm.xml.
- 4.4 Find the lines <inputBindings> and </inputBindings>, if they aren't there type them before the last line </modDesc>.
- 4.5 Between <inputBindings> and </inputBindings> insert the lines from between „TEXT 3“ from urfSeeder_xml-entries_Xm.xml.
- 4.6 Find the lines <specializations> and </specializations>, if they aren't there type them before the last line </modDesc>.
- 4.7 Between those lines insert the lines from between „TEXT 4“ from urfSeeder_xml-entries_Xm.xml.
- 4.8 Find the lines <extraSourceFiles> and </extraSourceFiles>, if they aren't there type them before the last line </modDesc>.
- 4.9 Between those lines insert the lines from between „TEXT 5“ from urfSeeder_xml-entries_Xm.xml.
- 4.10 Find the lines <vehicleTypes> < type name=“... and </type></vehicleTypes>. Between those four lines insert the line from between „TEXT 6“ from urfSeeder_xml-entries_Xm.xml.
- 4.11 If those four lines aren't there look in the xml-file of the sowing machine (second line) which type is given.
- 4.12 If it's „sowingMachine“ insert the lines from between „TEXT 6.1“ into moddesc.xml before the last line </modDesc>. If it's „sowingMachine_animated“ use the lines from between „TEXT 6.2“.
- 4.13 IMPORTANT: Replace the vehicle type „sowingMachine“ or „sowingMachine_animated“ in the xml-file (second line) and the modDesc.xml (TEXT 6.x) with „urfSeeder“.**
- 4.14 Save the file modDesc.xml.

5. Select all files in the mod folder and compress them into a zip-file and name it unique.

6. Now you can insert your mod into the mod directory of the farming simulator.

For comparison there is an „Amazone EDX 6000-2C“ with integrated under-root fertilization in this pack.

Good luck!

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