

How to install this script in your own gritter

When you are going to attempt this, I'm assuming that you have at least:

- Some experience in Giants Editor
- Some experience in XML files

If you haven't got a clue about either of these things, it might be advisable to read up about them before attempting this.

To make sure you have an example that you can follow along with for this tutorial, I'm going to go over the process of converting the Kverneland Exacta EL that comes with the game. Keep in mind that for your own gritter, the process will not be exactly the same. Refer to the end of this file to get some notes on what you need in your own ModDesc file.

A mod containing this specialization script can be freely distributed, but the script can not be altered.

Step 1 - Copying the required files

You definitely do NOT want to change any of your game's files, so you'll want to copy them over first. If you have another model that you want to implement this script on, you can skip this step.

1. Create a folder in which you'll be working. I'll refer to this folder as your '**work folder**'.

In the next step, I'll refer to the "**Farming Simulator 17**" folder. Depending on how you installed the game (Steam or DVD / Download), the location of this folder may be different for you.

For Steam installs, it's usually located at "C:\Program Files (x86)\Steam\steamapps\common\Farming Simulator 17 ". For a DVD / Download install, it will probably be somewhere in Program Files as well, but I can't tell you in detail. I suggest you search for it, and look online if you can't find it.

2. Create a folder in your work folder, and name it "**i3D**"
3. Open the following file in Giants Editor:
 - Farming Simulator 17\data\vehicles\tools\kverneland\kvernelandExactaEL.i3d
4. In the Scenegraph, click on the node called "kvernelandExactaEL"
5. Click on: **File > Export selection with files.**
6. Navigate to the **i3D** folder in your work folder, enter "kvernelandExactaEL.i3d" as the filename, and click Save.
7. When it asks you if you want to get the parent directory structure, click **Yes**. You can close GE now.
8. Copy the following file to your work folder:
 - Farming Simulator 17\data\vehicles\tools\kverneland\kvernelandExactaEL.xml

9. Create a new folder in your work folder, and name it "**shaders**"
10. Copy the following files to the **shaders** folder in your work folder:
 - Farming Simulator 17\data\shaders\emissiveLightsShader.xml
 - Farming Simulator 17\data\shaders\vehicleShader.xml
11. Create a new folder in your work folder, and name it "**shared**"
12. Copy the following files to the **shared** folder in your work folder:
 - Farming Simulator 17\data\shared\coronaOrange_diffuse.dds
 - Farming Simulator 17\data\shared\coronaRed_diffuse.dds
 - Farming Simulator 17\data\shared\default_cube.dds
 - Farming Simulator 17\data\shared\default_normal.dds
 - Farming Simulator 17\data\shared\dirt_normal.dds
 - Farming Simulator 17\data\shared\rough_cube.dds
 - Farming Simulator 17\data\shared>window_diffuse.dds
 - Farming Simulator 17\data\shared>window_specular.dds
13. Create a new folder in your work folder, and name it "**store**"
14. Copy the following file to the **store** folder in your work folder:
 - Farming Simulator 17\data\store\store_kvernelandExactaEL.dds

In the next step, you'll need to copy a file **from this mod**. The folder that contains this file is located in the same location as this file.

15. Create a new folder in your work folder, and name it "**scripts**"
16. Copy the following file to the **scripts** folder in your work folder:
 - FS17_T93_Gritters\scripts\Gritter.lua
17. Copy the following file to your **work folder**:
 - FS17_T93_Gritters\modDesc.xml

Now you're ready to move onto editing the files.

Step 2 - Fixing the i3D file

Because it got moved, the i3D file is a bit upset, we need to fix that.

1. Open the "kvernelandExactaEL.i3d" file in the **i3D** folder in your work folder in a text editor.

In the '**Files**' node, you'll see a few files that have "../.." or something similar in front of the actual text. Remove 4 dots and 2 forward slashes, so the list looks like this:

```
<File fileId="9" filename="../shaders/emissiveLightsShader.xml" relativePath="true"/>
<File fileId="6" filename="../shaders/vehicleShader.xml" relativePath="true"/>
<File fileId="11" filename="../shared/coronaOrange_diffuse.png" relativePath="true"/>
<File fileId="8" filename="../shared/coronaRed_diffuse.png" relativePath="true"/>
<File fileId="18" filename="../shared/default_cube.dds" relativePath="true"/>
<File fileId="12" filename="../shared/default_normal.dds" relativePath="true"/>
<File fileId="20" filename="../shared/default_normal.png" relativePath="true"/>
<File fileId="5" filename="../shared/rough_cube.dds" relativePath="true"/>
<File fileId="16" filename="../shared/window_diffuse.png" relativePath="true"/>
<File fileId="17" filename="../shared/window_specular.png" relativePath="true"/>
<File fileId="19" filename="kvernelandExactaELDecal_diffuse.png" relativePath="true"/>
<File fileId="21" filename="kvernelandExactaELDecals_specular.png" relativePath="true"/>
<File fileId="13" filename="kvernelandExactaELWire_diffuse.png" relativePath="true"/>
<File fileId="14" filename="kvernelandExactaELWire_normal.png" relativePath="true"/>
<File fileId="15" filename="kvernelandExactaELWire_specular.png" relativePath="true"/>
<File fileId="2" filename="kvernelandExactaEL_diffuse.png" relativePath="true"/>
<File fileId="3" filename="kvernelandExactaEL_normal.png" relativePath="true"/>
<File fileId="4" filename="kvernelandExactaEL_specular.png" relativePath="true"/>
```

2. Save and exit the i3D file in your text editor, and open it in Giants Editor (also known as GE). If you have the console open, and you get no errors, you managed that part correctly.

Step 3 - Changing the i3D file

Now we need to make some changes to the i3D file, to make the spreader look better, and function. If you closed the file after step 2, open it again.

In this section of the tutorial, I'll be referencing index paths.

1. Navigate to index path **0>0|8|0**. You should now have the spread effect called "**effectNode**" selected.
2. In the attributes window, change the scaling of this effect to something that you like. I chose 0.3 for X, and 0.5 for Z, while leaving Y at 1.
3. Navigate to index path **0>0|6**. You should have "**workAreas**" selected.
4. Move the "**workAreaWidth**" and "**workAreaHeight**" childs of this node in such a way that they are more fitting to the new spread pattern. If you used my settings for the scaling above, I suggest using the coordinates {2,0,-2.3} (x,y,z translation) for the width node, and {-2,0,-2.3} for the height node.
5. Save and exit GE.

Step 4 - Changing the XML file

1. Open the file named "**kvernelandExactaEL.xml**"
2. Change the vehicle type from "**sprayer_animated**" to "**gritter_vehicle**"
3. Change the function from "**\$l10n_function_fertilizer**" to "**\$l10n_function_gritter**"
4. Change the **workingWidth** spec from 12.0 to 4.0, or to how wide you made your spread pattern.
5. Change the **image** value from "data/store/store_kvernelandExactaEL.png" to "store/store_kvernelandExactaEL.png"
6. Change the price / upkeep / store category to your liking.
7. Change the **typeDesc** value from "**\$l10n_typeDesc_fertilizerSpreader**" to "**\$l10n_typeDesc_gritter**"
8. Change the **filename** value from "data/vehicles/tools/kverneland/kvernelandExactaEL.i3d" to "i3D/kvernelandExactaEL.i3d"
9. Change the **speedLimit** value from 20 to your liking. I chose 40 km/h.
10. Change the **workArea** type from "**sprayer**" to "**gritter**"
11. Save and close the file.

Step 5 - Changing the ModDesc file

1. Open the **ModDesc** file that you copied over earlier
2. Change the **iconFilename** value from "**store.dds**" to "store/store_kvernelandExactaEL.png"
3. Scroll down to the storeItems, and remove the line that has "**bredalF2WS4000.xml**" on it, since we only converted the Kverneland.
4. Save and exit again.

Notes on your own ModDesc file

The gritter needs a specialization, and a custom vehicleType. Refer to the included modDesc, look for the 'specializations' and 'vehicleTypes' nodes on how to set these up. Don't forget to also set this vehicle type in the vehicle's XML file.