

Installation of the Vicon Tellus 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

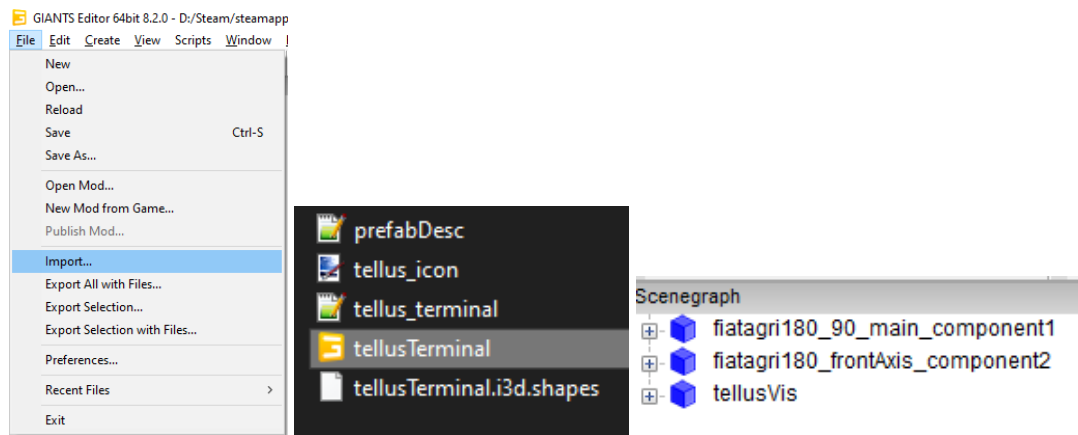
- Giants Editor 8.X.X.X. Download from: <https://gdn.giants-software.com/>
- Notepad or Notepad++. Download from internet free if needed
- 7-Zip or WinRar. Download from internet free if needed

Example Vehicle Used (Fiatagri 180)

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

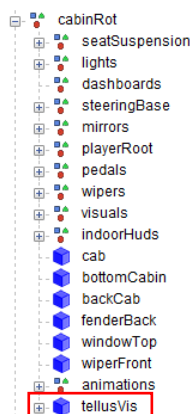
Adding the Terminal to the Vehicle .i3d and XML

1. Extract the Vicon Tellus 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 **tellus_textures** folder from the Vicon Tellus into the folder of the vehicle.
4. Copy / Paste **tellus_scripts** folder from the Vicon Tellus into the folder of the vehicle.
5. Open .i3d file of the vehicle.
6. Import the tellusTerminal.i3d file into the vehicle. File → Import

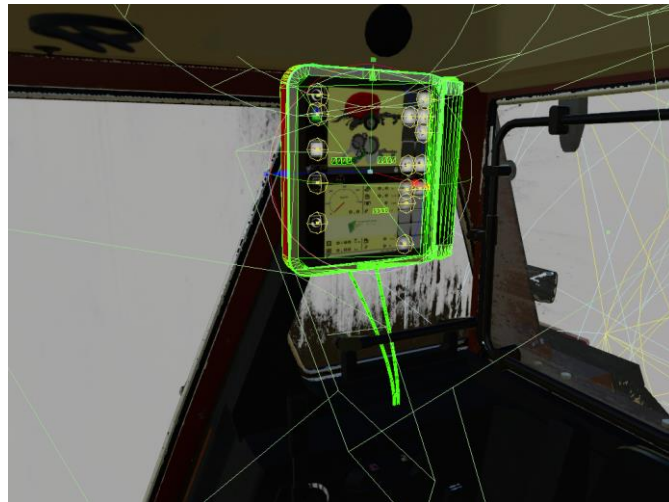


7. **Cut / Paste** Vicon Tellus Transform Group into the Vehicle Cabin Transform Group:

Left Click **tellusVis** → Ctrl X → Locate and Select Cabin → Ctrl V

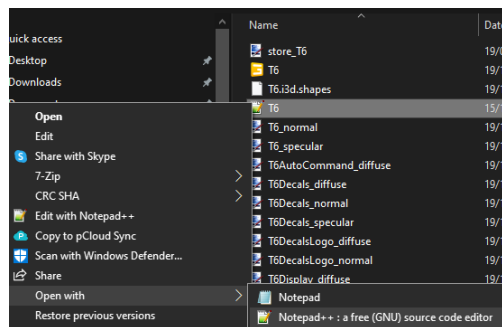


8. Position the tellusVis model in the vehicle.i3d as required using red, green and blue arrows on Gizmo. Adjust the position and scale of the cable if needed.



9. Click File → Save (do not close).

10. Open .xml file for vehicle



11. Open tellus_Terminal.xml file from prefab folder

12. Copy code from tellus_Terminal.xml to vehicle.xml file (see example 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>
    <!-- vicon tellus 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>

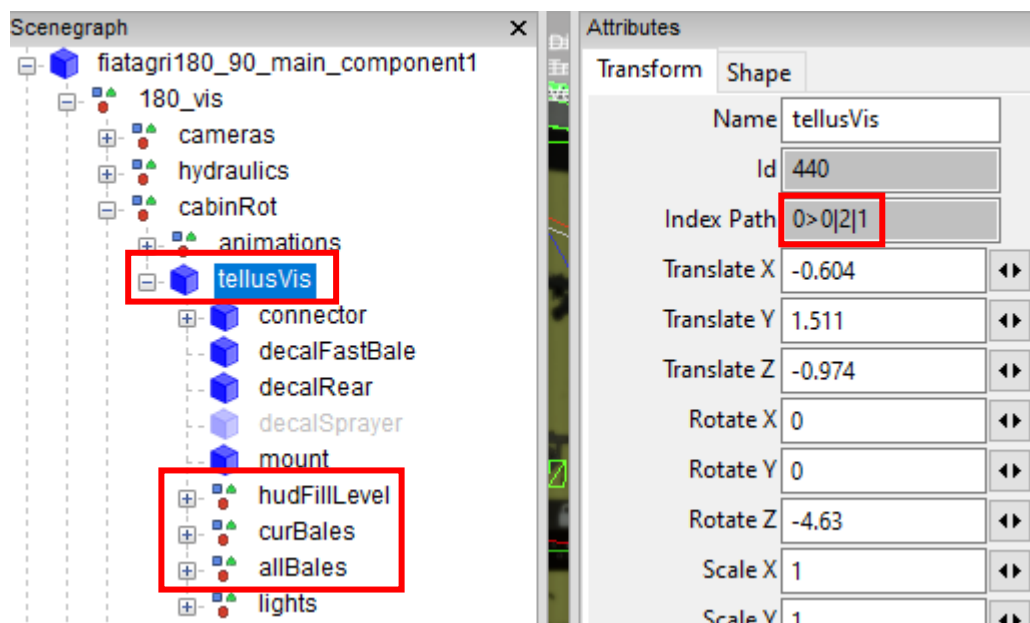
<wheels>
  <wheelConfigurations>
    <wheelConfiguration name="$l10n_configuration_valueDefault" price="0" brand="TRELLEBORG">
      <wheels autoRotateBackSpeed="2.2"/>
      <wheel filename="$data/shared/wheels/trelleborg/TM700/420_70R28.xml" isLeft="true" hasTireTracks="true" hasParticles="
```

13. Copy the .i3d mappings from tellusTerminal.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. tellusVis
 - ii. hudFillLevel
 - iii. curBales
 - iv. allBales



15. When completed it should be like the example 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 Vicon Terminal work.

1. Open Vehicle ModDesc file.
2. Copy / Paste the vehicleTypes code from tellus_Terminal.xml to vehicle ModDesc.

```
-Configurations Design
-Configurations gomme
-Configurations Portell]
    </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 Principe-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

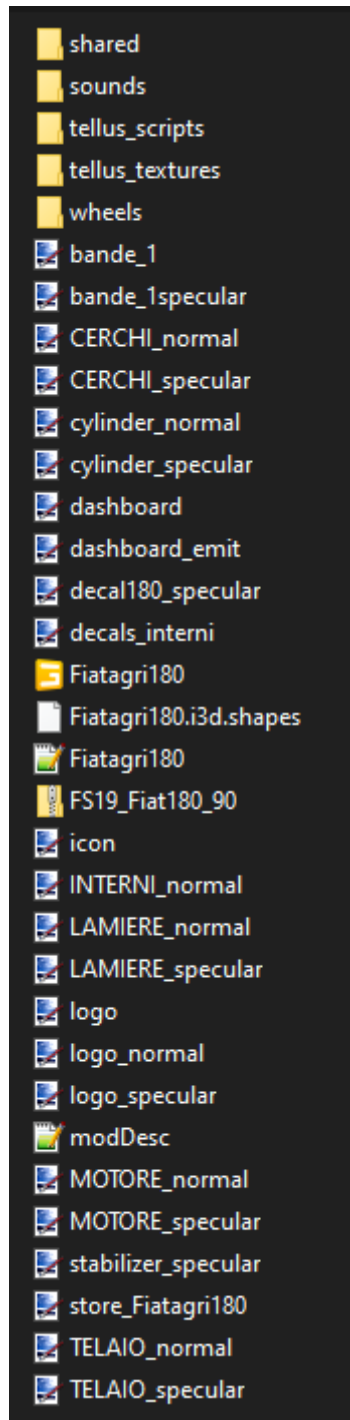
```
<vehicleTypeConfigurations>
  <vehicleTypeConfiguration name="$l10n_configuration_valueDefault" price="0" vehicleType="tractor">
  </vehicleTypeConfiguration>
  <vehicleTypeConfiguration name="$l10n_configuration_trumpets" price="200" vehicleType="tractor">
    <objectChange node="trumpet" visibilityActive="true" 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>

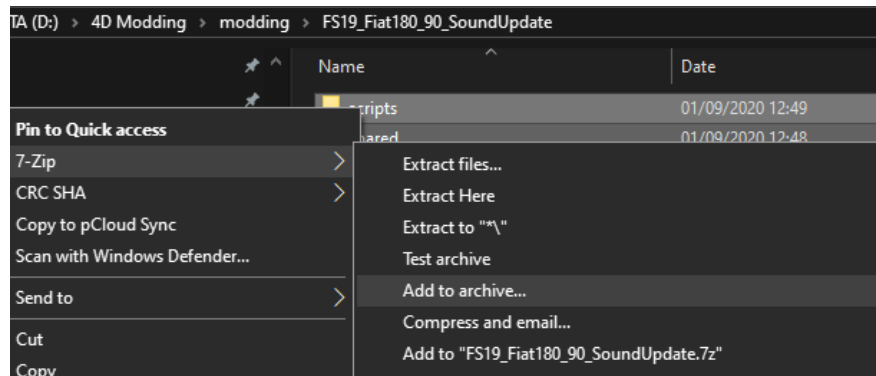
```

6. Click File → Save on vehicle .xml
7. Close .i3d file of vehicle (save if prompted)
8. Close .XML file for vehicle and Vicon Tellus 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

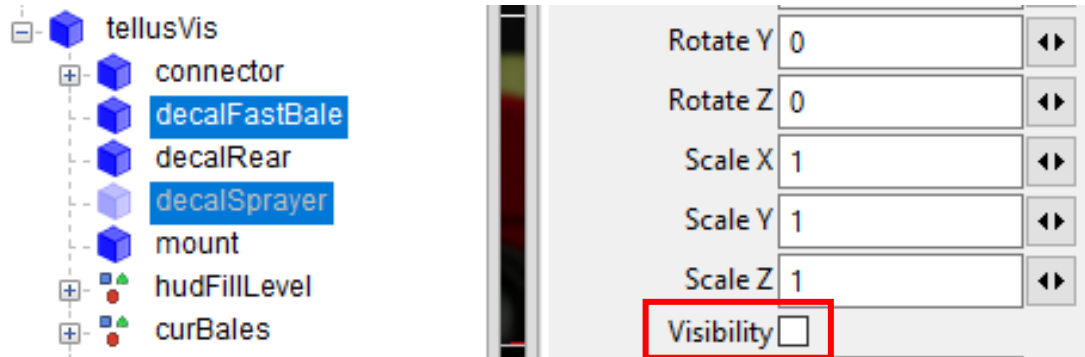
```
2020-09-01 14:17 Info: Savegame Setting 'plantGrowthRate': 4
2020-09-01 14:17 Info: Savegame Setting 'fuelUsageLow': true
2020-09-01 14:17 Info: Savegame Setting 'plowingRequiredEnabled': false
2020-09-01 14:17 Info: Savegame Setting 'weedsEnabled': true
2020-09-01 14:17 Info: Savegame Setting 'limeRequired': 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 Sprayer or Baler. You can do this 2 ways.

1. Making either one or the other decal visible in the .i3d file (Baler 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.

```
<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>
</designConfigurations>
```