

Installation Instructions for Water Mod v3.0

The downloaded file WaterMod.zip must be unzipped and put in your map folder.

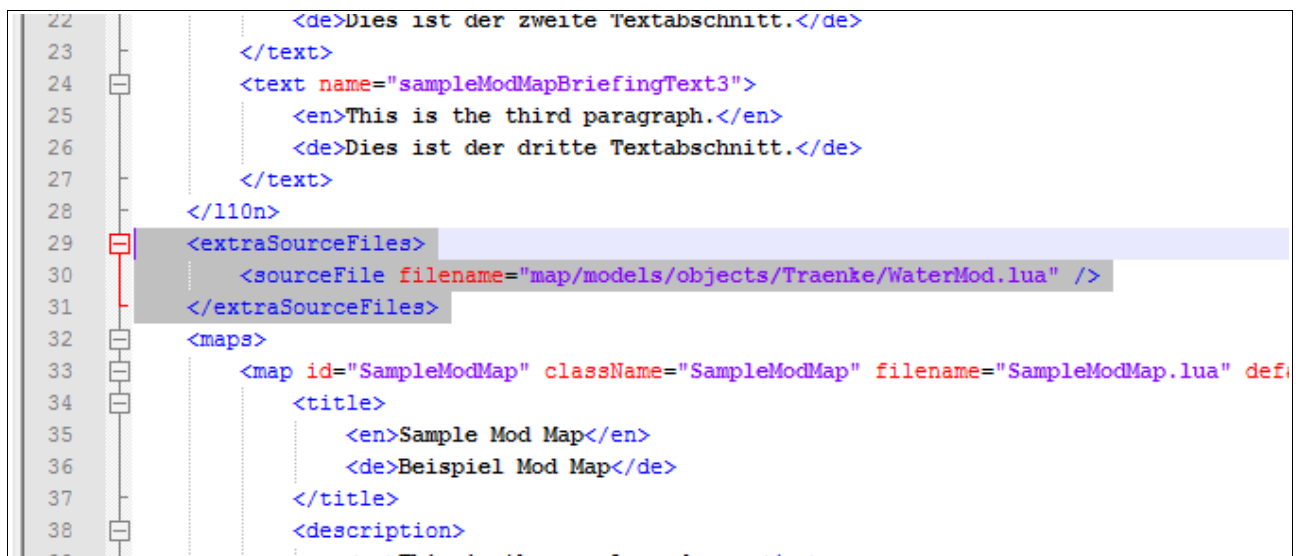
Ex. C:\...\mods\modMapSDK\map\models\objects\WaterMod

In the modDesc.xml of the map, the script has to be included.

For example between `</l10n>` and `<maps>`

```
</l10n>
<extraSourceFiles>
  <sourceFile filename="map/models/objects/WaterMod/WaterMod.lua" />
</extraSourceFiles>
<maps>
```

Insert with your file folder path.



Or if there is already an `<extraSourceFiles>` `</extraSourceFiles>` files in your map modDesc.xml

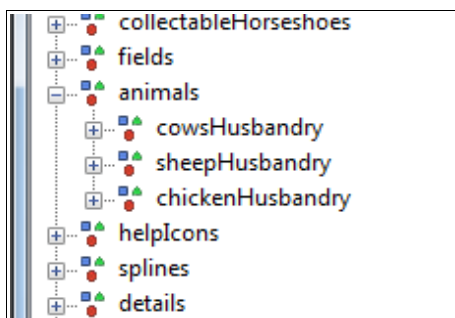
just write:

```
<sourceFile filename="map/models/objects/WaterMod/WaterMod.lua" />
```



Now open your map with GE.

Insert one of the prepared Traenke into the map.



In the scene graph, there is a TransformGroup "animals" with the individual Husbandry.



In each of these there are Husbandrys Group "tipTriggers" the troughs must must in this Group. Like the Traenke shown here.

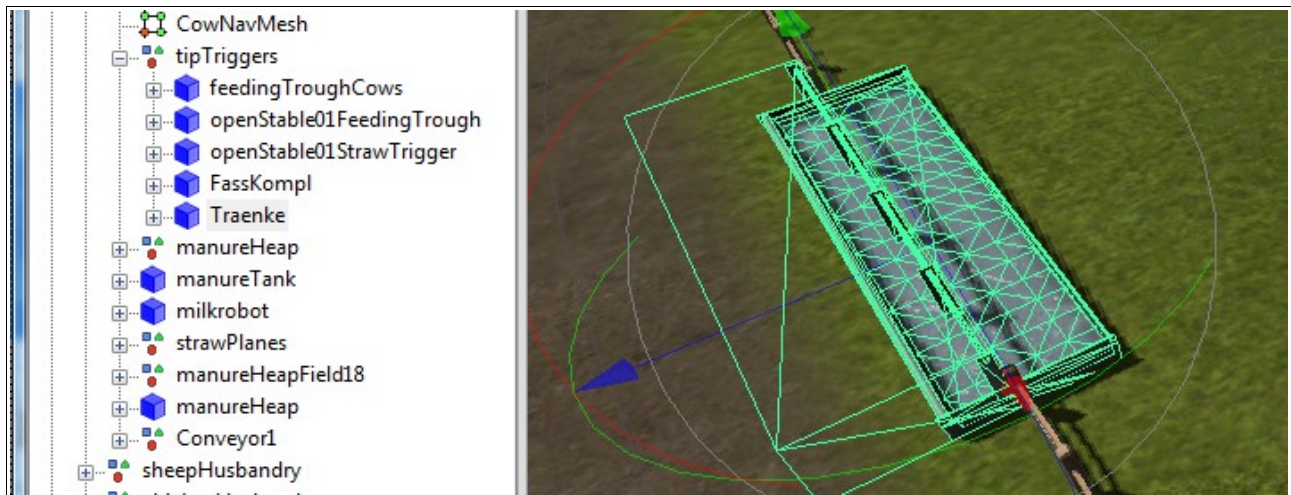
Chicken troughs in the chickenHusbandry tipTriggers etc...

Now cut the objects in GE in the menu bar at the top:

Edit → Cut

and re-insert at TipTriggers with:

Edit → Paste



Only one of the supplied troughs can be inserted, per husbandry the function is shown in the game. If for example with the cows a Traenke Inserted with the sheep there wil lnot be an additional entry for water even with the cows show in the PDA.

To the watering



Chickens Water



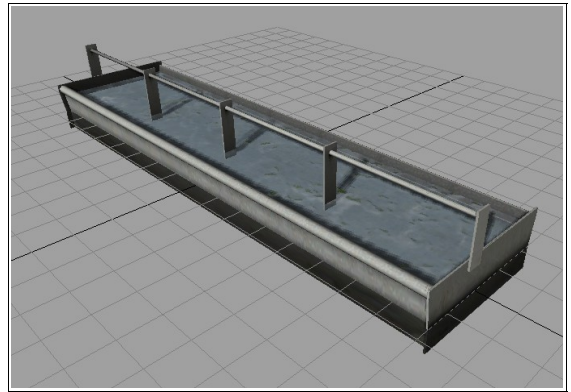
Chickens Wheat





Cow.i3d

Cows Water



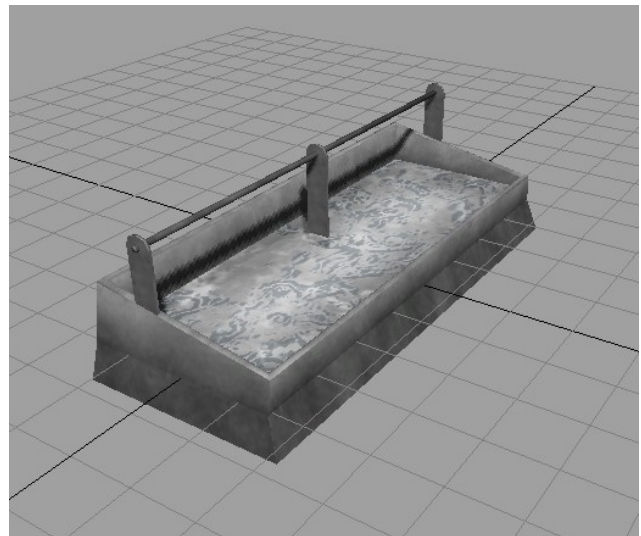
Fass.i3d

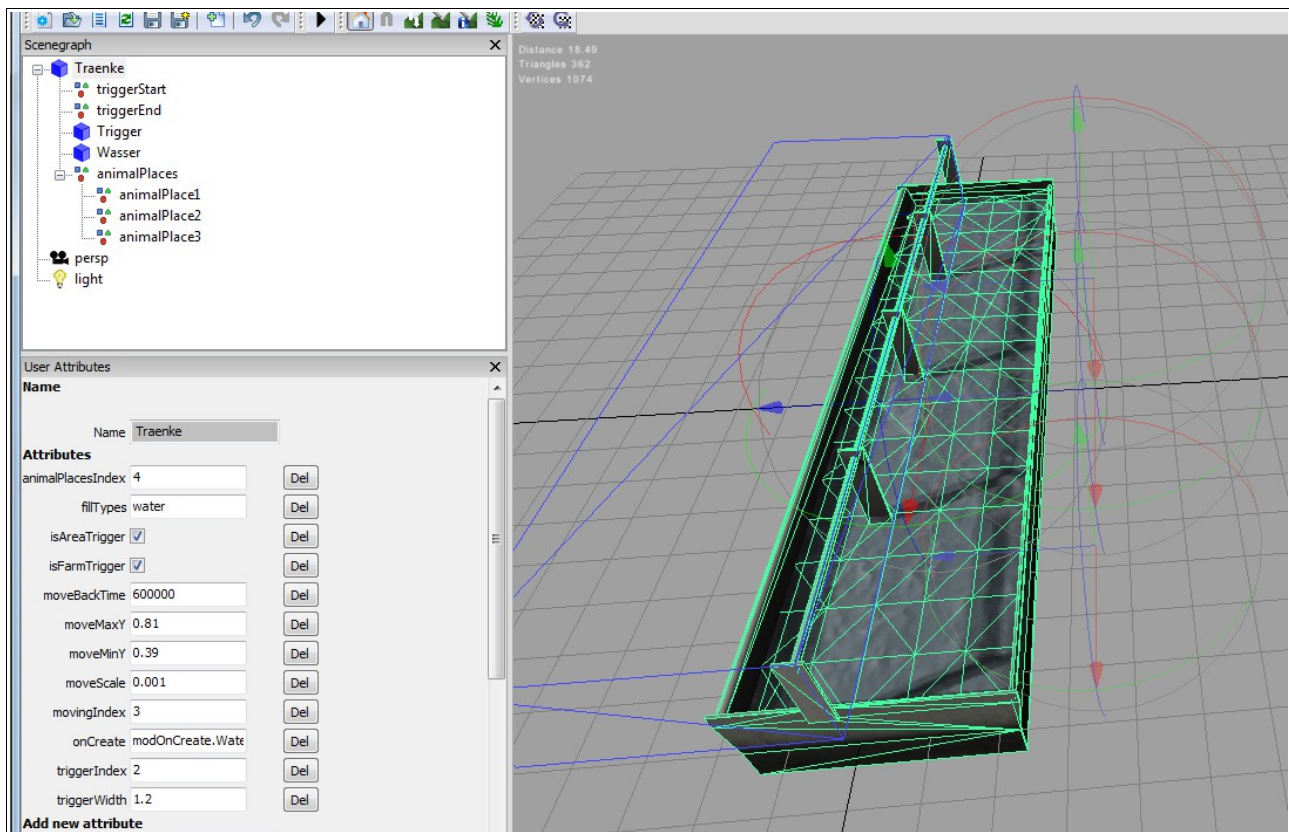
Cows Water



Sheep.i3d

Sheep Water





The triggers are all built the same.

- Traenke – Optical element contains the user attributes.
- TipTrigger – Here in blue is the tip Trigger (for Special Water Trailer)
- Water – Water Plane
- AnimalPlaces – Provide for the animals (should be already set but adjusted as needed be, I had the sheep on hilly the hilly terrain issues)

Newn v3.0

- waterFillTrigger – This can also be filled with the standard water trailer now.
- ShovelTarget – Only when wheat trough the chicken so that the tray can be filled with a front loader.
- Water2 – Since there were some problems with the water plane, is now a second part in which can be used if required. For this, the user attributes moving index change in 6

UserAttributes

The screenshot shows a 'User Attributes' dialog box. At the top, the title is 'User Attributes'. Below it, the 'Name' field is set to 'Traenke'. Under the 'Attributes' section, there is a list of attributes, each with a text input field and a 'Del' button to its right. The attributes and their values are: 'animalPlacesIndex' (4), 'fillTypes' (water), 'isAreaTrigger' (checked), 'isFarmTrigger' (checked), 'moveBackTime' (600000), 'moveMaxY' (0.81), 'moveMinY' (0.39), 'moveScale' (0.001), 'movingIndex' (3), 'onCreate' (modOnCreate.Wate), 'triggerIndex' (2), and 'triggerWidth' (1.2).

Attribute	Value	Action
Name	Traenke	
animalPlacesIndex	4	Del
fillTypes	water	Del
isAreaTrigger	<input checked="" type="checkbox"/>	Del
isFarmTrigger	<input checked="" type="checkbox"/>	Del
moveBackTime	600000	Del
moveMaxY	0.81	Del
moveMinY	0.39	Del
moveScale	0.001	Del
movingIndex	3	Del
onCreate	modOnCreate.Wate	Del
triggerIndex	2	Del
triggerWidth	1.2	Del

On the Attributes nothing needs to be changed. But you can "move the scale" which increases or decreases the water plane at lower FillLevel higher increases. e.g. in small maps where you may only have 50 cows there's not much water in the trough, so that it looks completely still "move scale" set to 0.1

Change the "fillTypes" in no case or additionally write something, then it will not work.

Although the varioustroughs are prepared for the respective animals they may also be replaced with each other.

Thus, the troughs or the barrel for the cows and the sheep can be set up or the small troughs for chickens for cows (looks funny but works) only the Animal Places need to be adjusted.

I hope that the guide was helpful and something I have not forgotten anything, should any questions arise or you can write me happy.

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Or

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hope you enjoy it.

Salute
Marhu

Translated by: Chief86