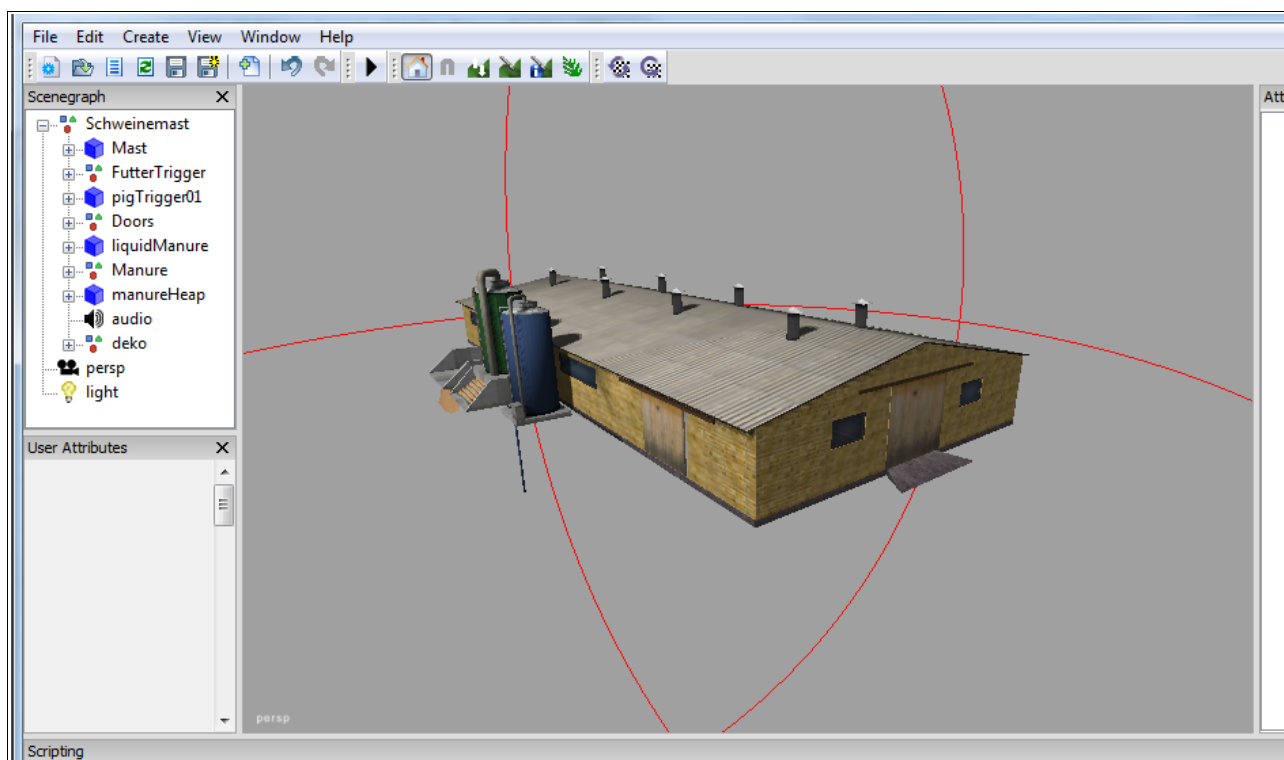


Pig V 0.8 by Marhu
Translated by Chief86



Unzip the downloaded file Schweinemast.zip.

Move the folder to the pig Map folder as.

*****\map\models\buildings\Schweinemast

included files:

a texture folder with the sound files.

the SchweineMast.i3d

the RegAnimal.lua

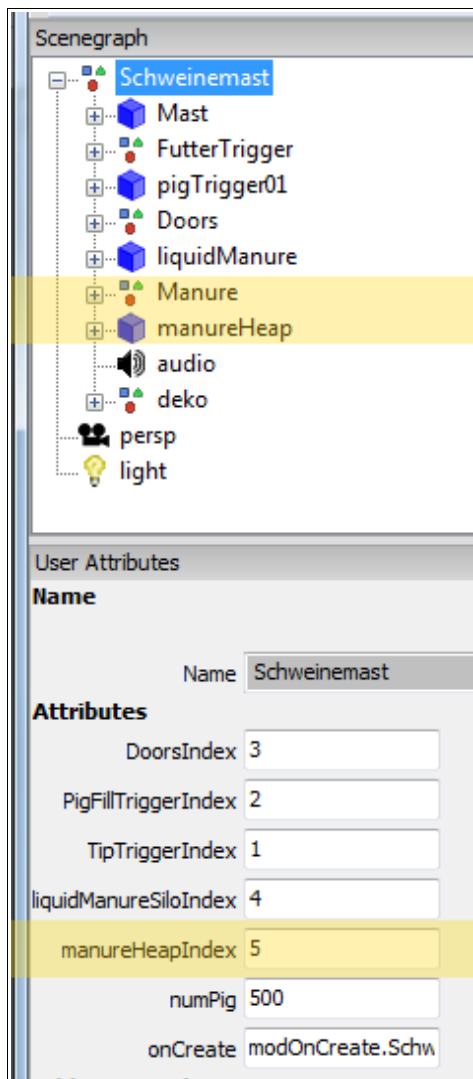
and SchweineZucht.lua

in the modDesc.xml insert the following entries.

```
<!--n-->
  <text name="pig"> <en>Pig</en> <de>Schwein</de> </text>
  <text name="pig_amount"> <en>Pigs</en> <de>Schweinebestand</de> </text>
<text name="grain_fruits"> <en>grain</en> <de>Getreide</de> </text>
  <text name="earth_fruits"> <en>earth fruits</en> <de>Erd fruchte</de> </text>
  <text name="Silo_fruits"> <en>silage</en> <de>Silofutter</de> </text>
</!--n-->

<RegAnimal>
  <Animal name="pig" price="100" Eco="true" hud="map/models/buildings/Schweinemast/Textures/pigHUD.dds"/>
</RegAnimal>

<extraSourceFiles>
  <sourceFile filename="map/models/buildings/Schweinemast/RegAnimal.lua"/>
  <sourceFile filename="map/models/buildings/Schweinemast/SchweineZucht.lua"/>
</extraSourceFiles>
```

There are 2 available dunghills. In the stable and outside. Only one will function. Take your pick whether you want the one in the barn or outside where it is collected, the other manure pile can be deleted.

It is important to ensure that the index to the manure heap after removing the other one is still 5.

These adjustments must be made to allow the mast to work, everything else are additional settings.

Group Schweinemast

<Attribute name="numPig" type="integer" value="500"/>

numPig is the basis for calculation of consumption and production, the higher the number, the more food is consumed but also more Manure the pigs will produce.

Group FutterTrigger

Contains 2 attributes.

Here, the additional fruits were introduced at the TipTrigger (Barley) Feed type to be assigned.

<Attribute name="FruitTyp" type="string" value="wheat barley rape maize potato sugarBeet"/>

FruitType Additional fruit. (Attach to the rear)

<Attribute name="FutterTyp" type="string" value="1 1 1 1 2 2"/>

FutterTyp Enter additional fruit. (Attach to the rear)

1 = grain

2 =natural fruits

3 = Silo Food (other)

The remaining attributes in the individual triggers

are all standard attributes of

FeedingTroughTipTrigger

LiquidManureFillTrigger

manureHeap

SiloTrigger