

Manure Upgrade



Manual

! WARNING !

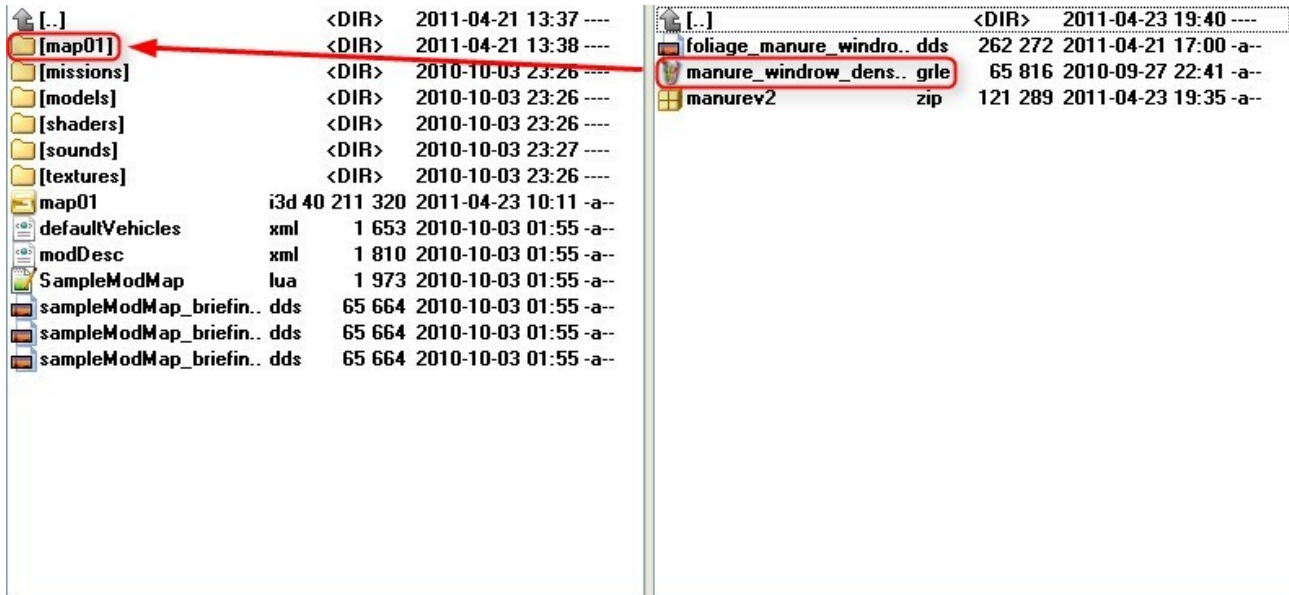
Installing this modification to your map will break map's Multiplayer compatibility (unless you send modified map to other players). DO NOT try to install this modification to default map!

At the begining I would like to apologize for my english skills. Also I use polish version of Windows, but I think you will understand all my actions on pictures. In this manual I will try to show you how to install my modification to your map.

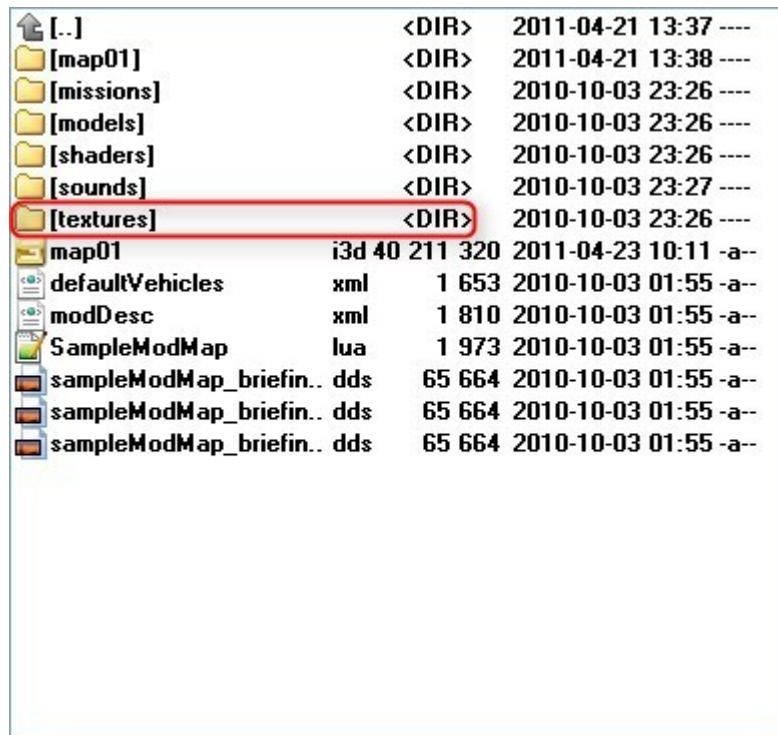
I will use **red font** to highlight informations connected with pictures.

To install this modification you will need packer to decompress *.zip archives or Total Commander.

First of all open two tabs in „My Computer”. In the first one open your „mods” directory, in the second one, directory where „UNPACK_manure_upgrade.zip” is. Now in the first tab create new directory (make sure it's name is the same as map's name) and unpack map's *.zip file to this directory. In the second tab create new folder and unpack „UNPACK_manure_upgrade.zip” archive to it.



Open previously created directories. Copy „manure_windrow_density.grle” to „map01” directory. Then put „foliage_manure_windrow_diffuse.dds” into „foliage” (you can find it in „textures” directory, check picture on the next page)



Open „map01.i3d” using Notepad (right-click on it, „Use with...”, „Notepad”). You should see window similar to this below.

```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://13
  <Asset>
    <Export program="GIANTS Editor" version="4.1.7"/>
  </Asset>

  <Files>
    <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
    <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
    <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
    <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
    <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
    <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
    <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
    <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
    <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
    <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
    <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
    <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
    <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
    <File fileId="142" filename="map01/models/cars/carColorShader.xml" relativePath="true"/>
    <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
    <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
    <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
    <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
    <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
    <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
    <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>
    <File fileId="299" filename="map01/models/grounds/portBorder_diffuse.png" relativePath="true"/>
    <File fileId="298" filename="map01/models/grounds/portWalls_diffuse.png" relativePath="true"/>
    <File fileId="253" filename="map01/models/grounds/viewPlatformCircle_diffuse.png" relativePath="true"/>
  </Files>
</i3d>
```

Make new line under <Files>.


```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://i3
<Asset>
  <Export program="GIANTS Editor" version="4.1.7"/>
</Asset>
<Files>
  <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
  <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
  <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
  <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
  <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
  <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
  <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
  <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
  <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
  <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
  <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
  <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
  <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
  <File fileId="142" filename="map01/models/cars/carColorShader.xml" relativePath="true"/>
  <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
  <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
  <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
  <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
  <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
  <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
  <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>
  <File fileId="299" filename="map01/models/grounds/portBorder_diffuse.png" relativePath="true"/>
  <File fileId="298" filename="map01/models/grounds/portwalls_diffuse.png" relativePath="true"/>

```

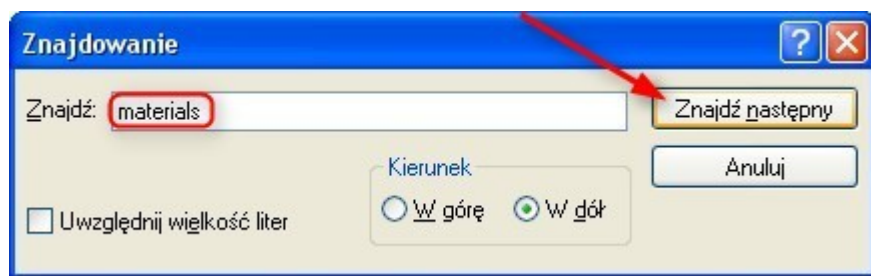
```
<File fileId="999" filename="map01/manure_windrow_density.png" relativePath="true"/>
<File fileId="998" filename="textures/foilage/foilage_manure_windrow_diffuse.dds" relativePath="true"/>
<File fileId="997" filename="shaders/cuttedWheatFoliageShader.xml" relativePath="true"/>
```

Paste this lines into empty space under <Files>.

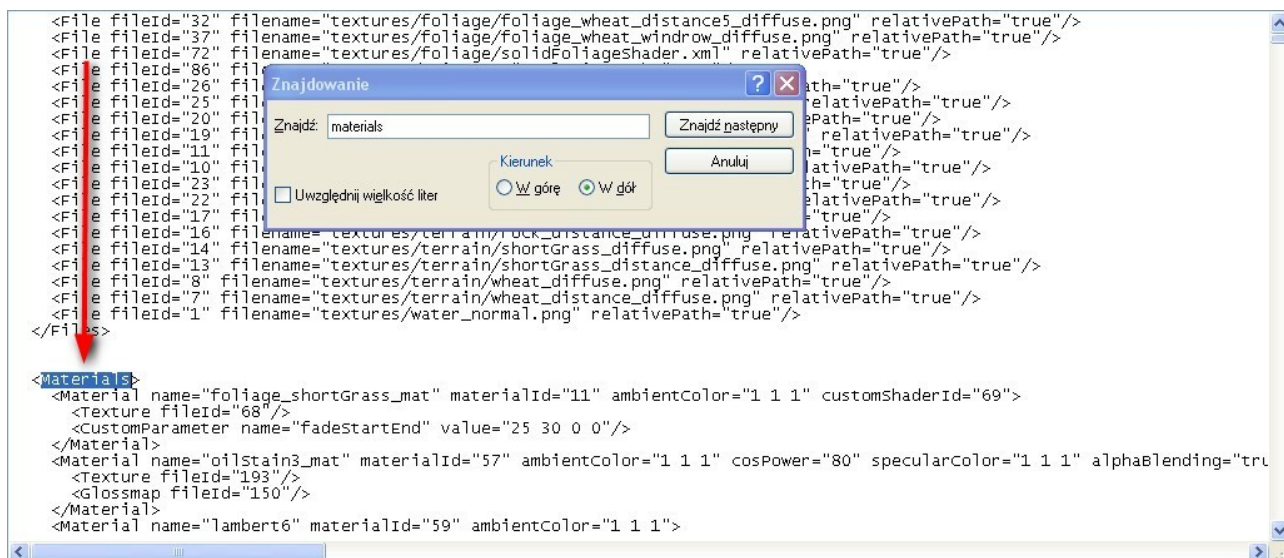
```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://i3
<Asset>
  <Export program="GIANTS Editor" version="4.1.7"/>
</Asset>
<Files>
  <File fileId="999" filename="map01/manure_windrow_density.png" relativePath="true"/>
  <File fileId="998" filename="textures/foilage/foilage_manure_windrow_diffuse.dds" relativePath="true"/>
  <File fileId="997" filename="shaders/cuttedWheatFoliageShader.xml" relativePath="true"/>
  <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
  <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
  <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
  <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
  <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
  <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
  <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
  <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
  <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
  <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
  <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
  <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
  <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
  <File fileId="142" filename="map01/models/cars/carColorShader.xml" relativePath="true"/>
  <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
  <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
  <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
  <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
  <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
  <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
  <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>

```

Now, press CTRL+F and search „materials”.



Notepad should move to „<Materials>”



Like previously, press ENTER after „<Materials>” and paste following lines.

```
<Material name="manureWindrowMaterial" materialId="999" ambientColor="1 1 1" customShaderId="997">
  <Texture fileId="998"/>
  <CustomParameter name="fadeStartEnd" value="25 30 0 0"/>
</Material>
```

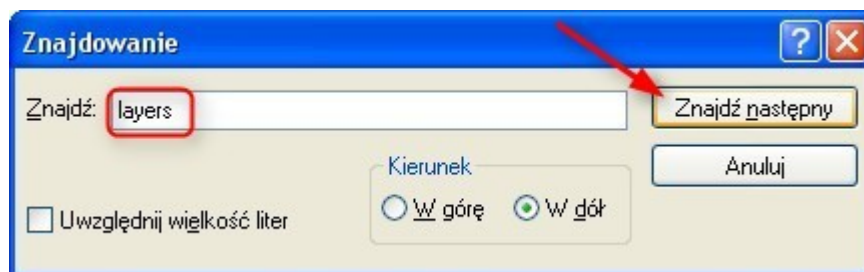
```

<File fileId="25" filename="textures/terrain/asphalt_distance_diffuse.png" relativePath="true"/>
<File fileId="20" filename="textures/terrain/beansand_diffuse.png" relativePath="true"/>
<File fileId="19" filename="textures/terrain/beansand_distance_diffuse.png" relativePath="true"/>
<File fileId="11" filename="textures/terrain/grass_diffuse.png" relativePath="true"/>
<File fileId="10" filename="textures/terrain/grass_distance_diffuse.png" relativePath="true"/>
<File fileId="23" filename="textures/terrain/gravel_diffuse.png" relativePath="true"/>
<File fileId="17" filename="textures/terrain/rock_diffuse.png" relativePath="true"/>
<File fileId="16" filename="textures/terrain/rock_distance_diffuse.png" relativePath="true"/>
<File fileId="14" filename="textures/terrain/shortGrass_diffuse.png" relativePath="true"/>
<File fileId="13" filename="textures/terrain/shortGrass_distance_diffuse.png" relativePath="true"/>
<File fileId="8" filename="textures/terrain/wheat_diffuse.png" relativePath="true"/>
<File fileId="7" filename="textures/terrain/wheat_distance_diffuse.png" relativePath="true"/>
<File fileId="1" filename="textures/water_normal.png" relativePath="true"/>
</Files>

<Material>
<Material name="manurewindrowMaterial" materialId="999" ambientColor="1 1 1" customShaderId="997">
<Texture fileId="998"/>
<CustomParameter name="alphaBlendStartEnd" value="70 75 0 0"/>
</Material>
<Material>
<Material name="foliage_shortGrass_mat" materialId="11" ambientColor="1 1 1" customShaderId="69">
<Texture fileId="68"/>
<CustomParameter name="fadeStartEnd" value="25 30 0 0"/>
</Material>
<Material>
<Material name="oilstain3_mat" materialId="57" ambientColor="1 1 1" cosPower="80" specularColor="1 1 1" alphaBlending="true">
<Texture fileId="193"/>
<Glossmap fileId="150"/>
</Material>
<Material>
<Material name="lamBERT6" materialId="59" ambientColor="1 1 1">
<Texture fileId="340"/>
</Material>

```

Press CTRL+F again and look for „layers”.



You should see „<Layers>” on your screen, skip to the first „</FoliageMultiLayer>” you see.

```

<TerrainTransformGroup name="terrain" static="true" collisionMask="1048575" nodeId="1318" heightMapId="4" globalLayerMapId="1"
<Layers>
<Layer name="wheat" detailMapId="8" unitsize="16" weightMapId="6" distanceMapId="7" distanceMapunitsize="128"/>
<Layer name="grass" detailMapId="11" unitsize="8" weightMapId="9" distanceMapId="10" distanceMapunitsize="128"/>
<Layer name="shortGrass" detailMapId="14" unitsize="16" weightMapId="12" distanceMapId="13" distanceMapunitsize="128"/>
<Layer name="rock" detailMapId="17" unitsize="16" weightMapId="15" distanceMapId="16" distanceMapunitsize="128"/>
<Layer name="beachSand" detailMapId="20" unitsize="16" weightMapId="18" distanceMapId="19" distanceMapunitsize="128"/>
<Layer name="gravel" detailMapId="23" unitsize="16" weightMapId="21" distanceMapId="22" distanceMapunitsize="128"/>
<Layer name="asphalt" detailMapId="26" unitsize="16" weightMapId="24" distanceMapId="25" distanceMapunitsize="128"/>
<FoliageMultiLayer densityMapId="27" numChannels="12" numTypeIndexChannels="4" useVertexBufferPool="true">
<FoliageSubLayer name="wheat" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="wheat_cut_short" densityMapTypeIndex="1" densityMapChannelOffset="7" numDensityMapChannels="1"
<FoliageSubLayer name="wheat_windrow" densityMapTypeIndex="1" densityMapChannelOffset="10" numDensityMapChannels="2"
<FoliageSubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2"
<FoliageSubLayer name="grass_windrow" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2"
<FoliageSubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="barley_windrow" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2"
<FoliageSubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="1"
<FoliageSubLayer name="dryGrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="dryGrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="3" materialId="1"
<FoliageSubLayer name="dryGrass_windrow" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels="3" materialId="1"
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="67" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="shortGrass" numDensityMapChannels="1" materialId="11" cellSize="8" viewDistance="30" terrainOffset="0"
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="70" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="stones" numDensityMapChannels="1" materialId="37" cellSize="8" viewDistance="30" terrainOffset="0"

```


Press **ENTER**.

```
<terrainTransformGroup name="terrain" static="true" collisionMask="1048575" nodeId="1318" heightMapId="4" globalLayerMapId="4">
  <Layers>
    <Layer name="wheat" detailMapId="8" unitSize="16" weightMapId="6" distanceMapId="7" distanceMapUnitSize="128"/>
    <Layer name="grass" detailMapId="11" unitSize="8" weightMapId="6" distanceMapId="10" distanceMapUnitSize="128"/>
    <Layer name="shortGrass" detailMapId="14" unitSize="16" weightMapId="12" distanceMapId="13" distanceMapUnitSize="128"/>
    <Layer name="rock" detailMapId="17" unitSize="16" weightMapId="15" distanceMapId="16" distanceMapUnitSize="128"/>
    <Layer name="beachsand" detailMapId="20" unitSize="16" weightMapId="18" distanceMapId="19" distanceMapUnitSize="128"/>
    <Layer name="gravel" detailMapId="23" unitSize="16" weightMapId="21" distanceMapId="22" distanceMapUnitSize="128"/>
    <Layer name="asphalt" detailMapId="26" unitSize="16" weightMapId="24" distanceMapId="25" distanceMapUnitSize="128"/>
    <FoliageMultiLayer densityMapId="27" numChannels="12" numTypeIndexChannels="4" useVertexBufferPool="true">
      <FoliagesubLayer name="wheat" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
        <FoliagesubLayer name="wheat_cut_short" densityMapTypeIndex="1" densityMapChannelOffset="7" numDensityMapChannels="1" materialId="11">
          <FoliagesubLayer name="wheat_window" densityMapTypeIndex="1" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">
            <FoliagesubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
              <FoliagesubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2" materialId="11">
                <FoliagesubLayer name="grass_window" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">
                  <FoliagesubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
                    <FoliagesubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="1" materialId="11">
                      <FoliagesubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
                        <FoliagesubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="1" materialId="11">
                          <FoliagesubLayer name="barley_window" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">
                            <FoliagesubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
                              <FoliagesubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="1" materialId="11">
                                <FoliagesubLayer name="dryGrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
                                  <FoliagesubLayer name="dryGrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="2" materialId="11">
                                    <FoliagesubLayer name="dryGrass_window" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">

```

Paste this lines into **empty space**.

```
<FoliageMultiLayer densityMapId="999" numChannels="1" numTypeIndexChannels="0">
  <FoliageSubLayer name="manure2_windrow" numDensityMapChannels="1" materialId="999" cellSize="8" viewDistance="75"
terrainOffset="-0.05" objectMask="65520" atlasSize="1" plantThreshold="0.5" numBlocksPerUnit="0.9" width="0.45" height="0.45"
widthVariance="0.25" heightVariance="0.15" horizontalPositionVariance="2.5" blockShapeId="3" useShapeNormals="true"/>
</FoliageMultiLayer>
```

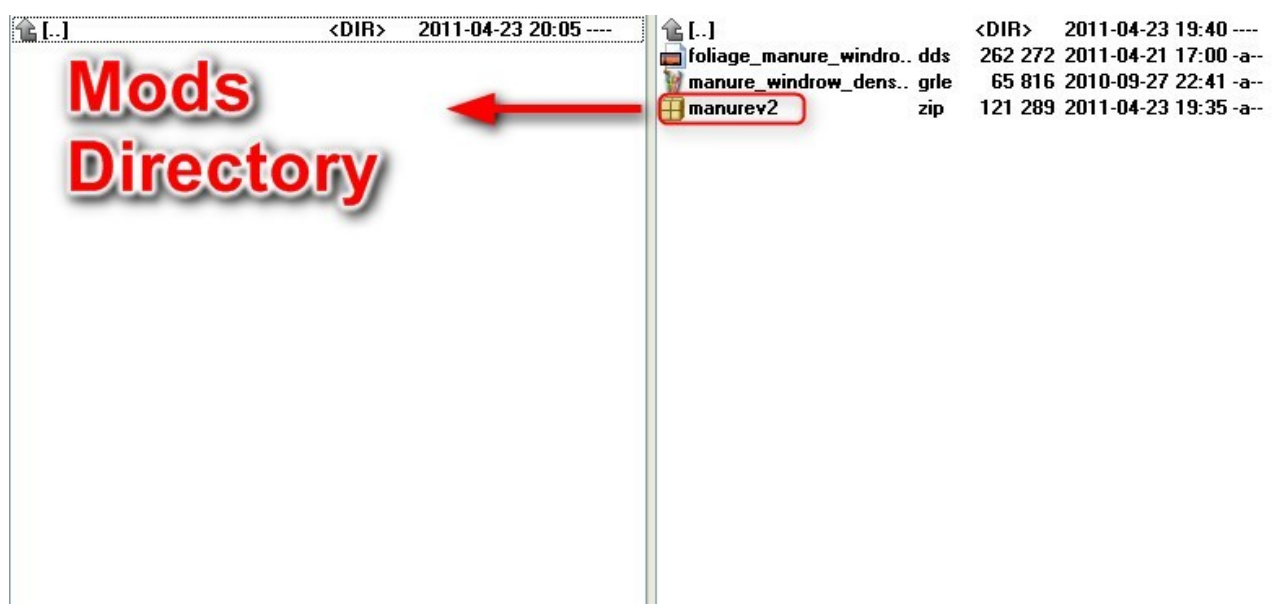
```
<FoliageSubLayer name="wheat_window" densityMapTypeIndex="1" densityMapChannelOffset="10" numDensityMapChannels="2">
<FoliageSubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" material
<FoliageSubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2"
<FoliageSubLayer name="grass_window" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2"
<FoliageSubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" materialI
<FoliageSubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="1"
<FoliageSubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" materi
<FoliageSubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="1"
<FoliageSubLayer name="barley_window" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2"
<FoliageSubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" material
<FoliageSubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="1"
<FoliageSubLayer name="dryGrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" mater
<FoliageSubLayer name="dryGrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="1"
<FoliageSubLayer name="dryGrass_window" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels="1"
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="999" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="manure2_window" numDensityMapChannels="1" materialId="999" cellSize="8" viewDistance="75" terrainOffse
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="67" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="shortGrass" numDensityMapChannels="1" materialId="11" cellSize="8" viewDistance="30" terrainOffse
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="70" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="stones" numDensityMapChannels="1" materialId="37" cellSize="8" viewDistance="30" terrainOffse
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="73" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="bushes" numDensityMapChannels="1" materialId="393" cellSize="8" viewDistance="30" terrainOffse
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="909" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="manure2_window" numDensityMapChannels="1" materialId="900" cellSize="8" viewDistance="75" terrainOffse
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="75" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="normalGrass" numDensityMapChannels="1" materialId="258" cellSize="8" viewDistance="30" terrainOffse
</FoliageMultiLayer>
```


Now save „map01.i3d”



Copy „manurev2.zip” into your mods directory.

All manure spreaders will have installed this modification automatically.



Have fun

Author – Koper