Farming Simulator 25 - Precision Farming DLC

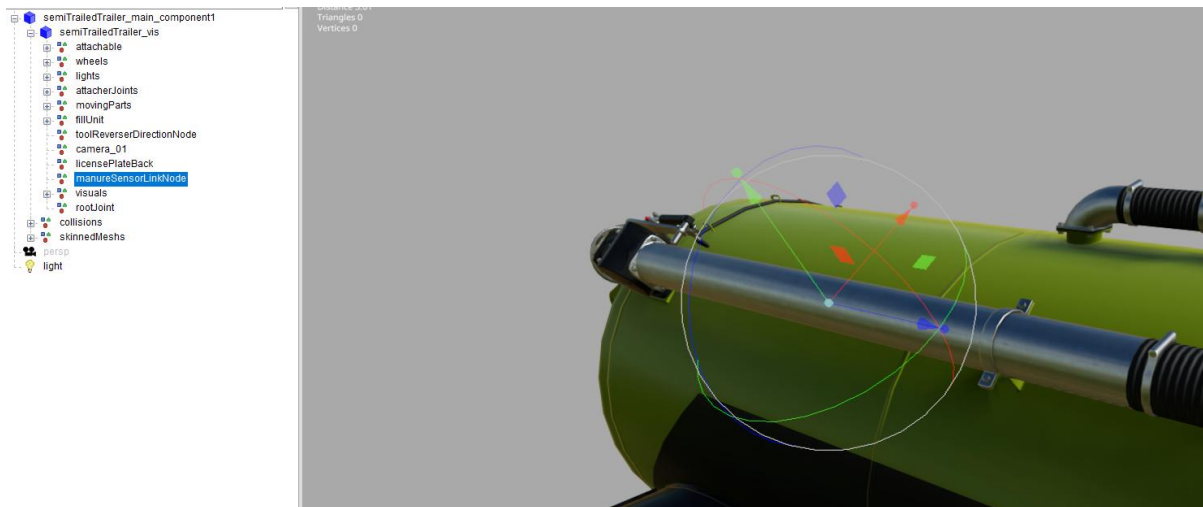# Prepare Mod Vehicles for Precision Farming

This tutorial shows how to prepare your tractors and slurry tankers for the Precision Farming DLC.

Requirements:

- Your 3D Program (Autodesk Maya / Blender / GIANTS Editor)
- Text Editor (e.g. Notepad++)
- Your Mod Vehicle unpacked as a folder

Prepare Mod Vehicles for Precision Farming

Add Manure Sensor to Your Slurry Tanker:

1. Add a link node to your i3d file

2. Add configuration to the vehicle XML file

```
<manureSensor>
    <manureSensorConfigurations>
        <manureSensorConfiguration name="$l10n_configuration_valueNo" price="0"/>
        <manureSensorConfiguration name="$l10n_configuration_valueYes" price="10900">
            <linkNode node="manureSensorLinkNode" type="LARGE"/>
        </manureSensorConfiguration>
    </manureSensorConfigurations>
</manureSensor>
```
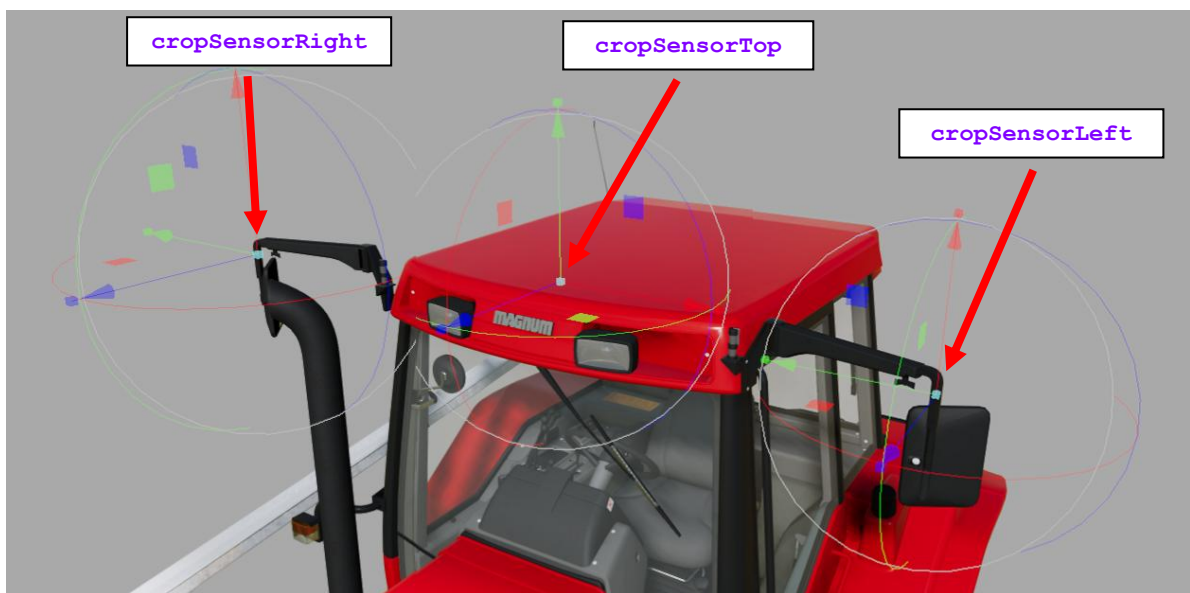
Attributes:

- **Node**: Node path or name if a i3dMapping is defined
- **Type**: Type of sensor to link. (Available: LARGE, DEFAULT, MEDIUM, SMALL or STANDALONE)

![GIANTS SOFTWARE logo]

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Prepare Mod Vehicles for Precision Farming

Add Crop Sensor to Your Tractor:

1. Add link nodes to your i3d file

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2. Add configuration to the vehicle XML file

```xml
<cropSensor>
    <cropSensorConfigurations>
        <cropSensorConfiguration name="$l10n_configuration_valueNo" price="0"/>
        <cropSensorConfiguration name="$l10n_configuration_valueYes" price="14950">
            <sensorLinkNode node="cropSensorTop" type="SENSOR_TOP"/>
            <sensorLinkNode node="cropSensorLeft" type="SENSOR_LEFT">
                <rotationNode rotation="0 -45 0"/>
                <rotationNode autoRotate="true"/>
            </sensorLinkNode>
            <sensorLinkNode node="cropSensorRight" type="SENSOR_RIGHT">
                <rotationNode rotation="0 -45 0"/>
                <rotationNode autoRotate="true"/>
            </sensorLinkNode>
        </cropSensorConfiguration>
    </cropSensorConfigurations>
</cropSensor>
```

The ISARIA Pro Compact Sensor is build of 3 elements. A sensor on each mirror and a daylight sensor on top of the tractor. For each sensor you can define a link node and add a "sensorLinkNode" entry in the xml. With the type attribute you specify the sensor you want to have.

The two mirror sensors do have two sub parts. Each of those rotation nodes can have an individual rotation. If the autoRotate attribute is added, this part will be in line with the vehicle's orientation. This is helpful for the last real sensor part, so it's exactly pointing into the driving direction.