

A Quick AutoDrive Writeup

The AutoDrive mod is a farming simulator 19 mod that allows the user to create a network of interconnected nodes that enable them to create a path that can be followed to the best of any in game's abilities.

There is also an AutoDrive course editor that I have not explored but if I think it sounds useful, there might be a similar writeup for that.

Acquisition:

It can be downloaded for free from the author's github and the following link https://github.com/Stephan-S/FS19_AutoDrive

Installation:

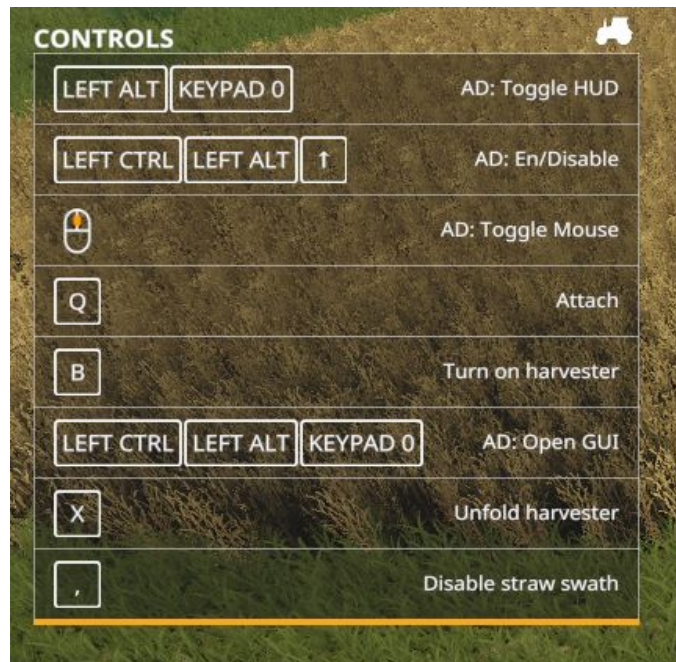
Installation of the auto drive mod (and all farming simulator mods) is pretty straightforward. You simply need to place the zipped document into Farming Simulator 19's mod directory. On Windows this is extremely straightforward and is located in the 'MyDocuments/MyGames'/FarmingSimulator/' directory.

I prefer to run linux on my system and play steam games through Proton/SteamPlay so my installation path is more obscured and my mods folder is located deep within the local steam directories but installation works identically, simply place the zip in the mods folder.

Usage:

Upon launching the game and navigating the menus to enter a game session, you will be prompted to select what properly installed mods to include in this play session, here you can activate or deactivate the AutoDrive mod.

Upon entering a vehicle, the controls menu for that vehicle is displayed by default. The shortcuts with the labels prefixed with 'AD' are AutoDrive specific controls



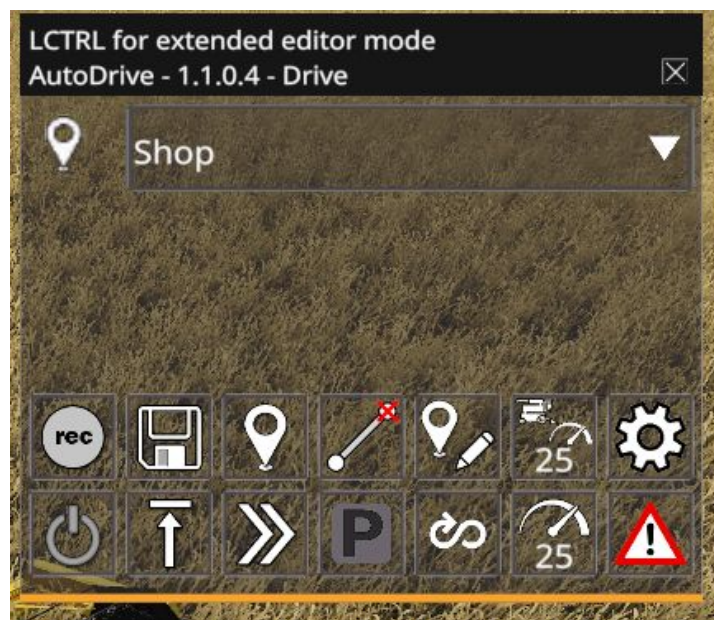
To actually create and use paths, the HUD will be needed to be activated with L-ALT + NUMPAD-0.



The HUD itself is fairly small but can be rescaled and/or set to wide mode in the AutoDrive GUI (which is a settings menu). You will also need to enable the mouse pointer on screen to be able to press the buttons using the middle mouse button.

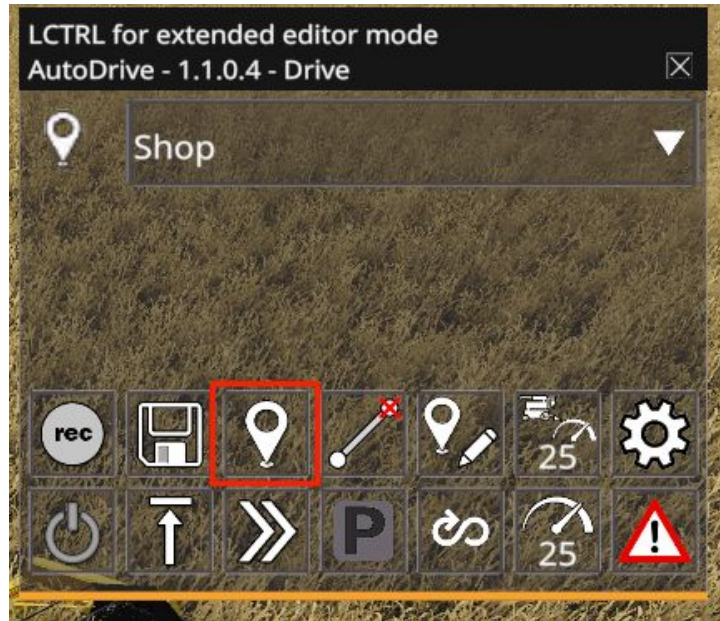
If you're playing one of the original vanilla maps that come packaged with the game, there are already a list of target locations and routes created by the mod developers, this list of routes and your created routes can be seen at the top of the panel.

To create routes you will need to press the 'Edit mode' button to expand the HUD menu. This is the bottom right triangle button with an exclamation point.



An Autodrive route requires two things to function: A set of connected points to create a circuit that can be used to track and drive along, and a Target location marker designating what route AD should be following.

To create a target, use this button and name it with the following popup.



You can place points in a couple different ways. You can place them by recording your vehicle's path as you drive through the record button (the one labelled 'rec') or manually.

To place points on the map you can press L-CTRL and left click with the mouse, while holding control. By holding L-CTRL and holding the right click you can move existing points. Deleting points can be done by holding L-CTRL + L-ALT and left clicking.

If points are not being connected properly you can connect them manually. To connect points, while holding L-CTRL, click an existing point, it will highlight green, then click a different point.

A path is considered complete only when it connects back to itself. So make sure your path connects back to its start creating a euler circuit preferably. More complicated paths with multiple targets, branches, and various goodies are possible but my understanding of the mod is lacking.

Once a complete path and a proper target destination for your path are set, you can save your path with the save button.

To actually start the autodrive mod to drive the path, make sure the target you created is selected from the dropdown menu and press the power button. Hopefully nothing goes wrong and the tractor starts driving along the lines you've drawn.

Notes:

Autodrive's default behavior to obstacles or items in a path's way is to give up and stop dead in its tracks.

Unconnected nodes in a path will display a red 'X' above their point.

If you have messed up some part of your path or an element of the path creation process and attempt to drive on an incomplete or incompatible path, a small error message about not being able to reach the target will be displayed.