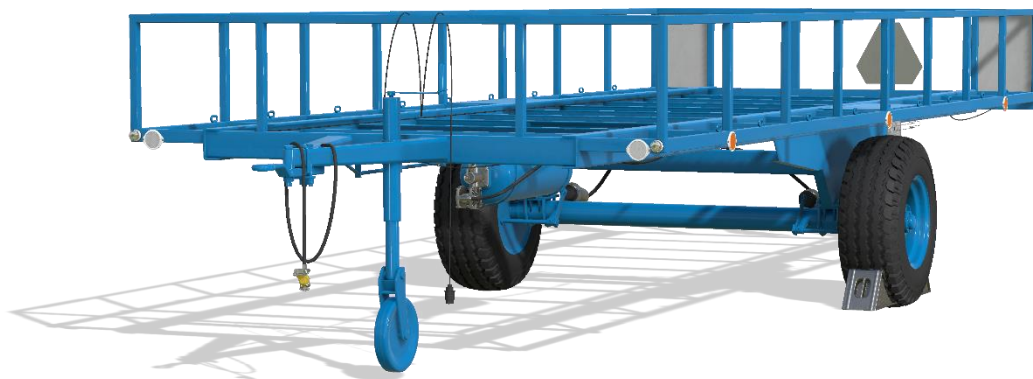


# LIZARD VNB-14

Detailed photo-instruction on how to use our LIZARD VNB-14 modification, here you will find where what is placed in the shop, and how to use what and how to operate it.

## Guide



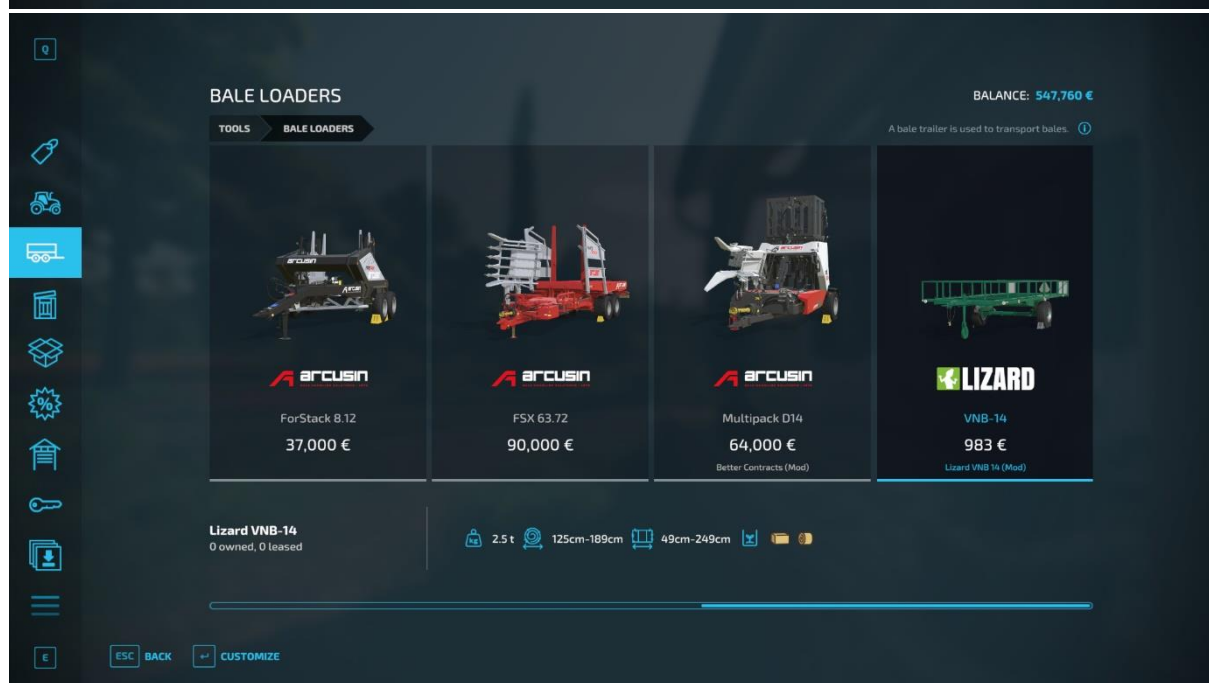
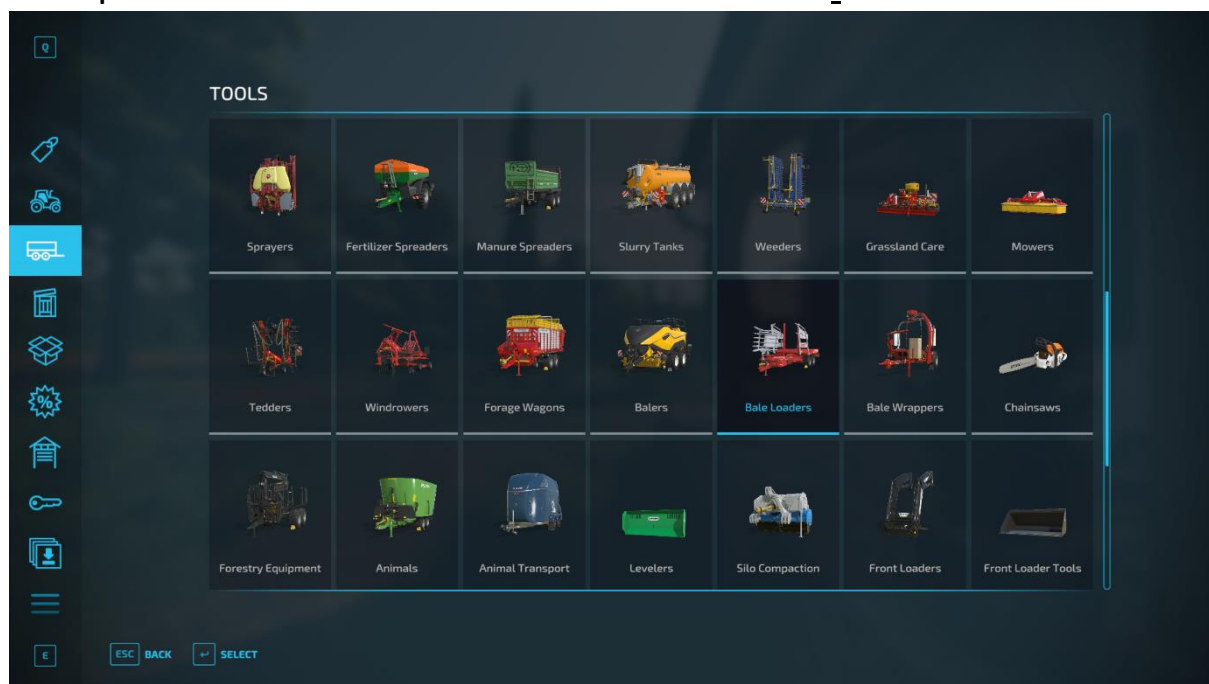
## Content

Basic description .....	2
Autoload configuration .....	3
Autoload supported bales .....	5
Autoload control (loading) .....	7
PRO mode.....	8
EASY mode.....	8
Activation.....	9
Autoload control (unloading) .....	10
Unloading assistant Off .....	11
Unloading assistant On.....	12
Conclusion .....	14

***Note: clicking on the desired title in the table of contents will take you to the desired chapter or passage.***

## Basic description

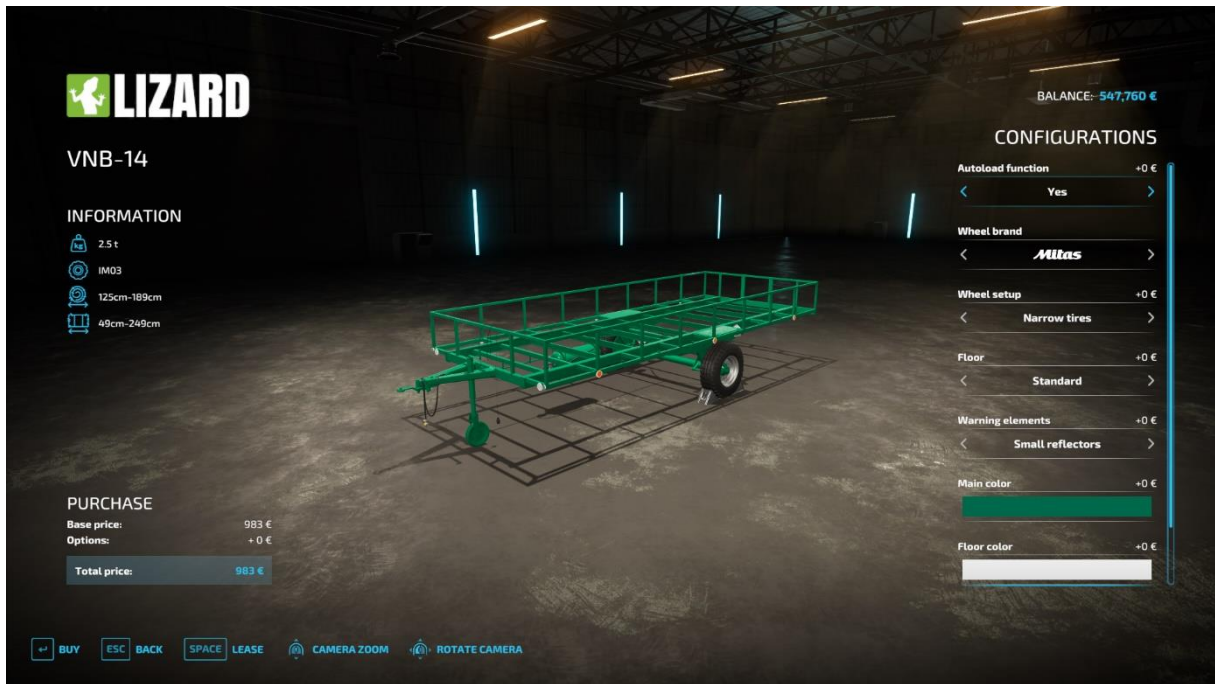
**LIZARD VNB-14** is designed for transporting square or round bales of straw/hay/grass/silage, bigbags with handles on top can also be transported. It can be found in the **Bale loaders**\_section:



The trailer includes 4 design configurations (wheel brand, wheel type, floor type, warning element types), 3 colour configurations (main colour, floor colour, hub color, rim colour) and one special configuration for the **Autoload** option.

## Autoload configuration

The first configuration in the store is the selection of the autoload function, by default it is set to select **YES**.



By selecting the **NO** option, the trailer becomes an ordinary trailer without functions, which can only be loaded and unloaded manually or with a loader, and the objects on the hull can only be secured against movement with tension belts.





## Autoload supported bales

Takes all basic bales from the game:

- **Square**: 120cm (197pcs); 180cm (14 pcs); 220cm (12 pcs); 240cm (10 pcs).
- **Round**: 125cm (18 pcs); 150cm (14 pcs); 180cm (7 pcs).

Supported modification bales on the official **Modhub**:

- **Square** baler **Hesston**: 180cm (12 pcs); 220cm (12 pcs); 240cm (10 pcs).
- **Square** baler **Hesston pack**: 180cm (12 pcs); 220cm (12 pcs); 240cm (10 pcs).
- **Square** baler **Fortschritt K-454** (167 pcs).

Then it takes the bales from all the balers that are on Modhub and loads the bales model from the game data itself, this also applies to the bales from the **Straw Harvest DLC**.

**Note.:** *after clicking on the name of the press you will be redirected directly to the press on the official Modhub.*



Sample supported packages directly from the game.



A sample of supported bales from the **Fortschritt K-454** baler.



A sample of supported bales from the **Hesston** baler.



## Autoload control (loading)

Autoload includes two loading modes, **PRO** mode and **EASY** mode. Switching between these modes is possible anytime and anywhere using the **CTRL+Z** key.





## PRO mode

Autoload only works on the flatbed, so you need to load the bales with a loader or by hand, and autoload only works here as a better load fixation.



## EASY mode

Autoload also operates around the lift hull within a 4 metre radius.



## Activation

After selecting the collection mode, we can switch on the autoloader itself by pressing the **B** key. The same key is also used to turn it off.





## Autoload control (unloading)

Autoload has two unloading modes, look for the name **Unloading Assistant** in the help. You can switch between these modes anytime, anywhere with the **Y** key.



## Unloading assistant Off

The bales are unloaded on the flatbed and then we have to take them down with a loader or by hand.

Description of unloading - if we have disabled autoload with the **B** key, we can press the **Z** key, and then the **Z** key again, after the packages are unloaded, press the **Z** key again to end the unloading.

**Note.: The script is unfortunately loaded from the game from the arcusin machine and therefore has this complicated unloading.**





## Unloading assistant On

After pressing the **Y** key, mouse movement icons will appear at the top of the Help.

Description of unloading - if we have disabled autoload with the **B** key, we can press the **Z** key, then we can use the mouse to move the packages to the place where we want to unload them. Then we press the **Z** key, after the packages are unloaded, we press the **Z** key again to finish the unloading.

**Note.:** *The script is unfortunately loaded from the game from the arcusin machine and therefore has this complicated unloading.*





## **Conclusion**

And that's it for the description of our modification, and I have nothing left but to thank you for reading this guide to the end and on behalf of our entire team thank you for the review and download, and wish you a wonderful enjoyment of the game with our modification **LIZARD VNB-14**.