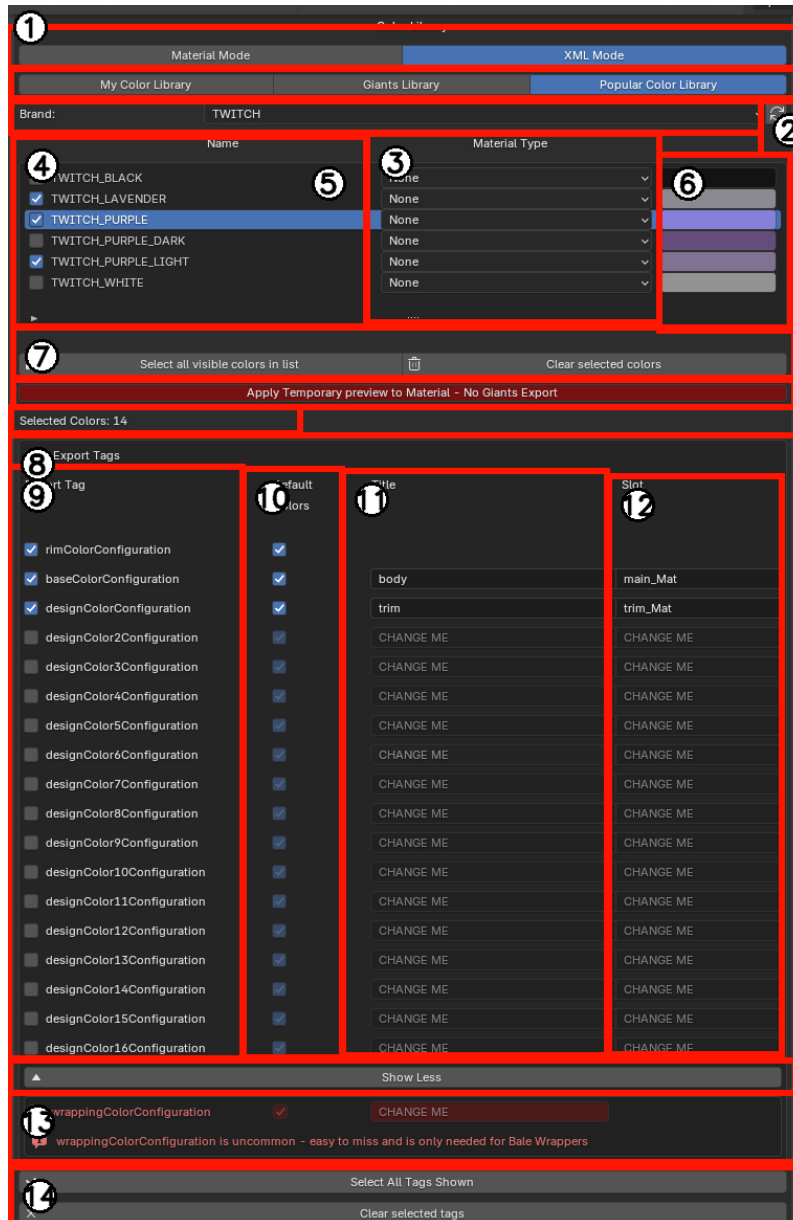


Color Library - XML Mode (Updated UI Tour)

XML Mode - full export table

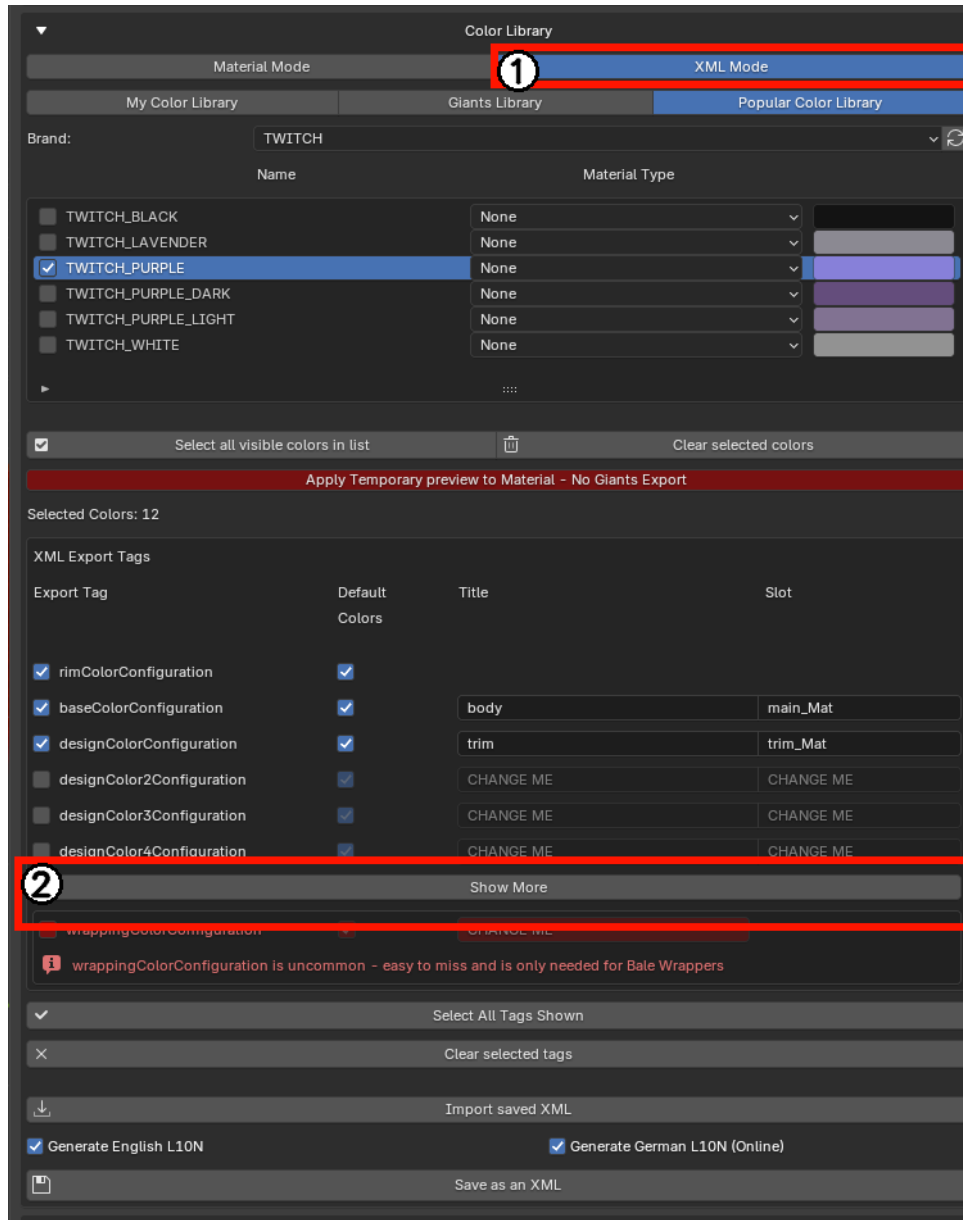


What the numbered boxes mean

1. Mode + Library tabs (switch Material/XML and My/Giants/Popular).
2. Reload Library: refresh preset lists (use after changes).
3. Material Type column: optional template override (usually leave *None* in preset libraries).
4. Select column: tick the colors you want exported.
5. Name column: the color's display name / export name.
6. Swatch column: preview color. Some preset libraries lock editing to preserve true brand values.
7. Bulk actions + preview: Select all visible / Clear selected / Apply Temporary Preview.
8. XML Export Tags section header.
9. Export Tag list: choose which tags to write (rim/base/design/etc).
10. Default Colors: writes *useDefaultColors="true"* for that tag.
11. Title: **plain text only** (use real words with spaces, e.g. *Body*, *Trim*).
12. Slot: one or more material slot names (*main_Mat*, *trim_Mat*, etc). For multiple, separate with commas.
13. wrappingColorConfiguration: uncommon tag (bale wrappers) - warning shown.
14. Tag utilities: *Select All Tags Shown* fills missing fields; *Clear selected tags* resets Title/Slot back to *CHANGE ME* for checked rows.

Color Library - XML Mode (Updated UI Tour)

Show More / Show Less



What the numbered boxes mean

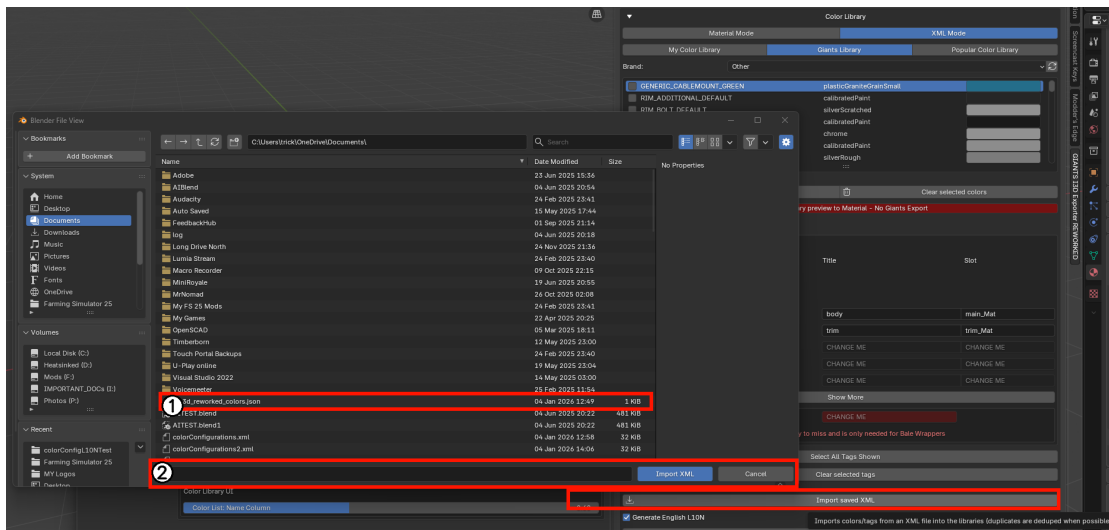
1. XML Mode tab.
2. *Show More* expands extra designColorConfiguration rows (*Show Less* collapses them).

Color Library - XML Mode (Updated UI Tour)

Import saved XML

What the numbered boxes mean

1. Pick the exported *colorConfigurations* XML file to import.
2. Click *Import XML* to load the colors/tags (duplicates are de-duped where possible).

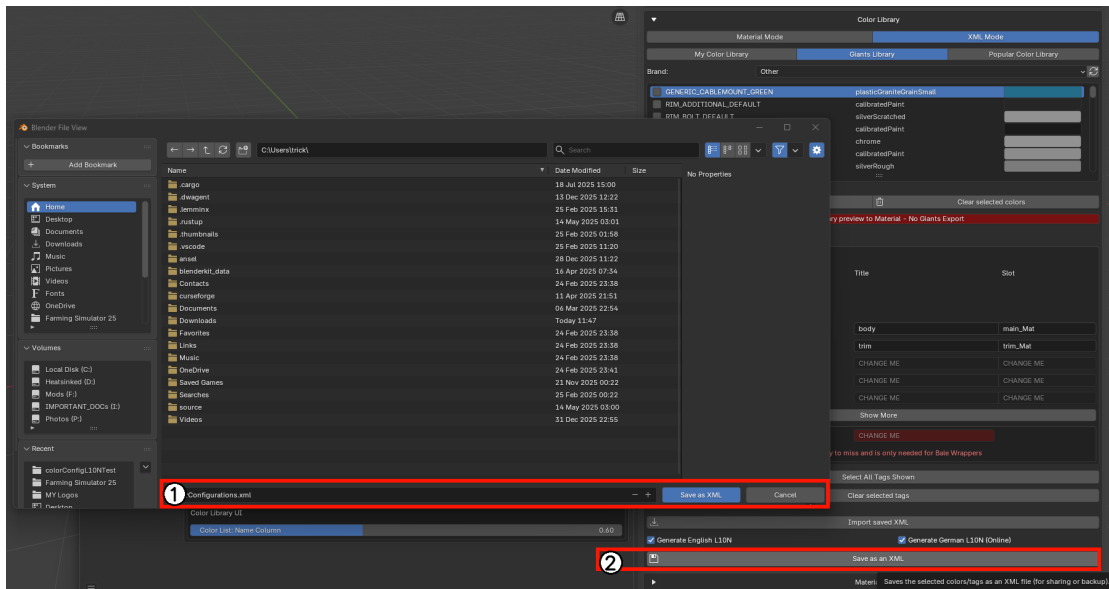


Color Library - XML Mode (Updated UI Tour)

Save as XML + L10N options

What the numbered boxes mean

1. Choose the output filename (where the XML will be written).
2. Enable *Generate English L10N* and/or *Generate German L10N (Online)*, then click *Save as XML*.

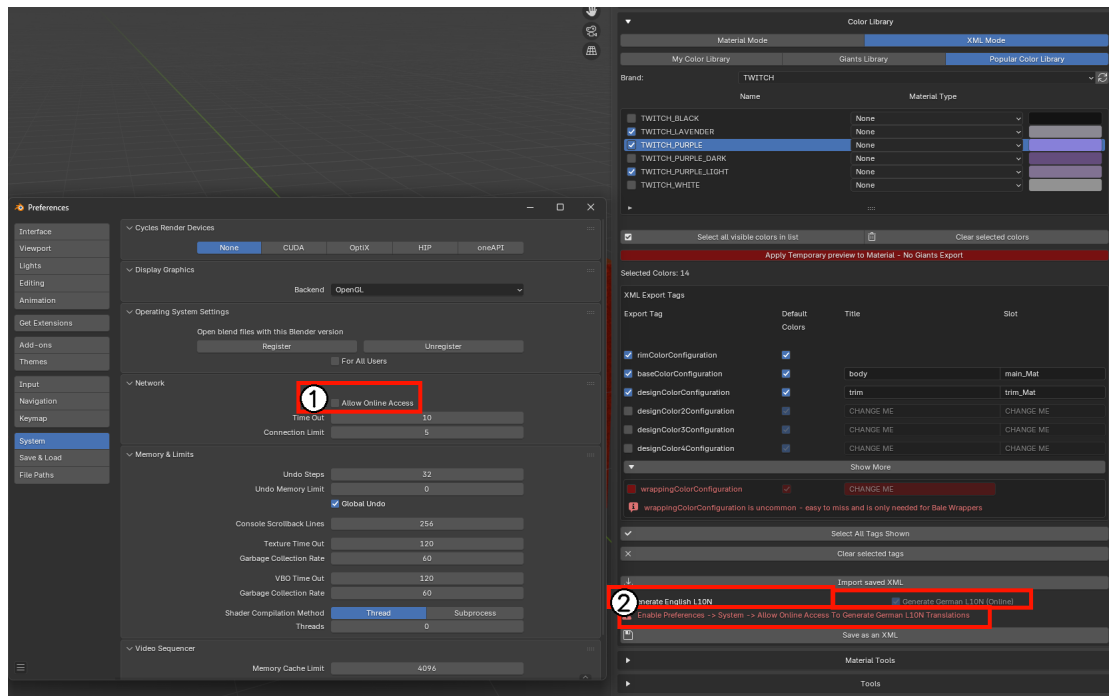


Color Library - XML Mode (Updated UI Tour)

German L10N requires online access

What the numbered boxes mean

1. Enable *Preferences > System > Allow Online Access* (Blender setting).
2. Turn on *Generate German L10N (Online)* when exporting (English can be generated offline).

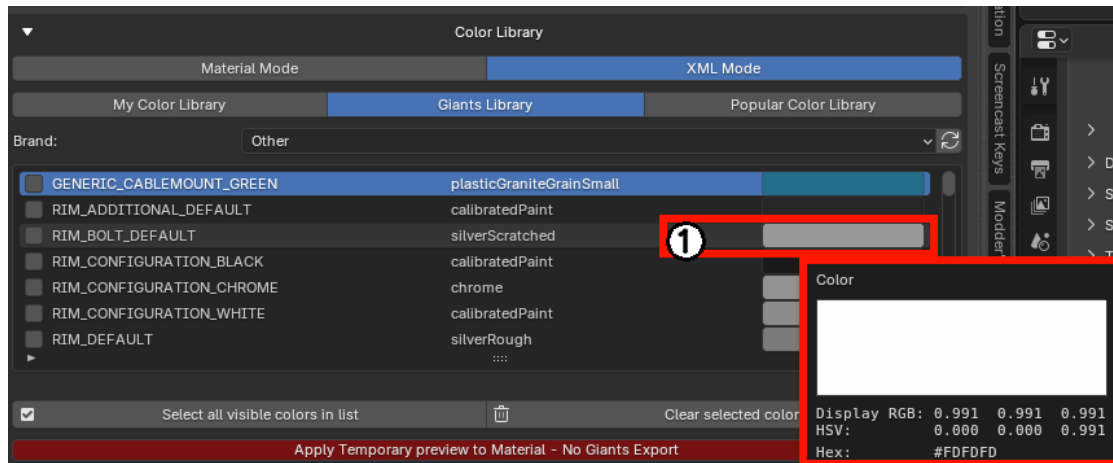


Color Library - XML Mode (Updated UI Tour)

Locked swatches in preset libraries

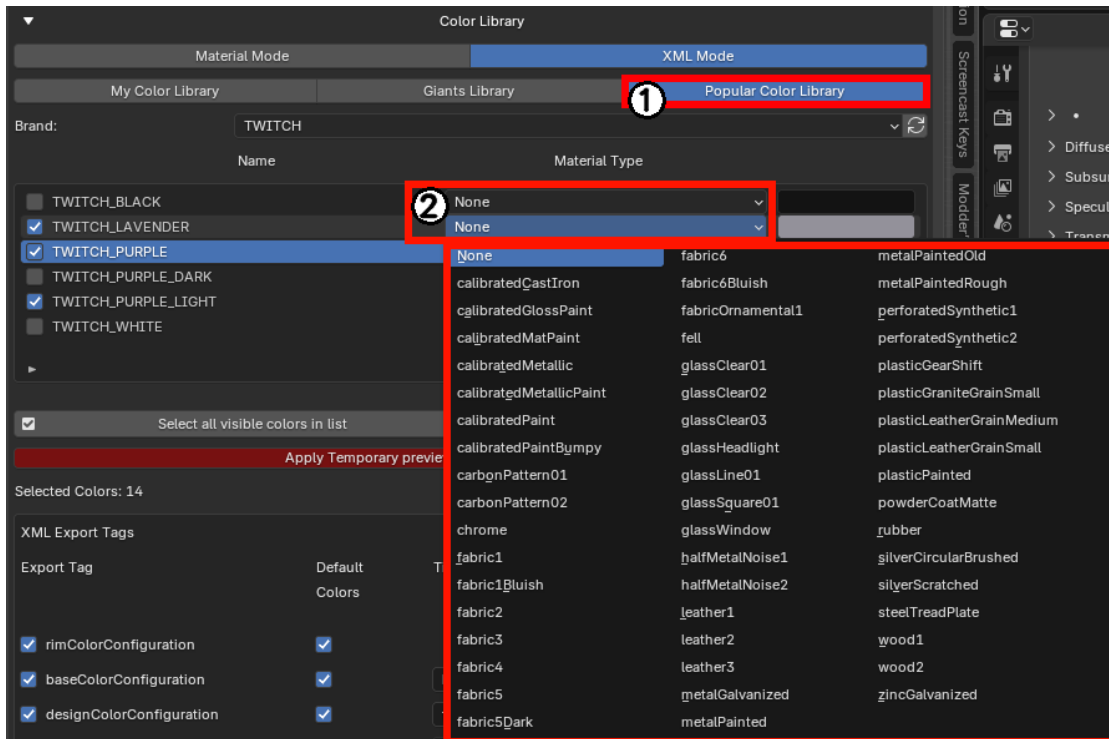
What the numbered boxes mean

1. Preset libraries can lock the swatch/color wheel to preserve true brand values. To customize, copy the color to *My Color Library* first.



Color Library - XML Mode (Updated UI Tour)

Popular library Material Type (optional override)



What the numbered boxes mean

1. Popular Color Library tab.
2. Material Type dropdown: optional override for export (leave as *None* to keep presets untouched).

Why this list is smaller + why swatches are locked:
The Popular Library uses a curated Material Type list to avoid materials that can override/alter the look of a brand's true color (example: special rubber/paint templates). That's also why swatches are locked here. If you need full freedom (all material types + editable colors), copy the entry into *My Color Library*.

Export outputs + where to paste them

Example: colorConfigurations.xml (paste into vehicle.xml)
Example: l10nBundle (English + German, for manual copy)

Where these go in your mod

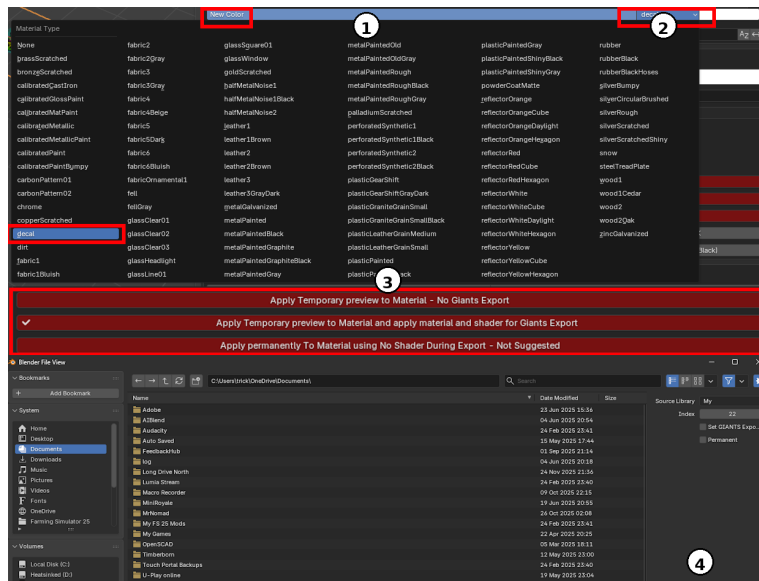
1. colorConfigurations.xml: open your *vehicle.xml* and paste the exported `<rimColorConfigurations>`, `<baseColorConfigurations>`, and `<designColorConfigurations>` blocks into your vehicle's `<colorConfigurations>` section.

2. I10nBundle: this file is a convenience bundle (English + German). Copy the English <text .../> lines into your English I10n file and the German lines into your German I10n file (or keep the file open as a reference while translating).

3. Important: in Farming Simulator, strings like `$l10n_someKey` are references to l10n entries. In this tool's XML Tag table, keep **Title** as plain text (Body, Trim, etc.) and let the exporter generate safe l10n names automatically - do **not** type `$l10n ...` into the fields.

Decals in My Color Library

Material Mode + XML Mode (saved decals persist across Blender sessions)



1. Create a new entry in My Color Library (click New Color).
2. Set the Material Type to decal in the dropdown.
3. Apply the decal to the selected mesh using ANY of the three Apply buttons (temporary preview, export preview, or permanent).
4. When prompted, choose your decal image in the file browser (this becomes the saved decal image).

TIP / WARNING

For new decals: make sure the ACTIVE Blender material you apply to does NOT already have an image texture plugged into Principled BSDF Base Color. If it does, the system may initially save that existing image as the decal. If that happens, use the Change Image button (next page) to fix it.

Decals after first apply

Thumbnail preview + Change Image (saved inside your My Color Library list)



5. After the first apply, the color swatch is replaced by a tiny thumbnail preview of your decal image.
6. Rename the decal entry (example name shown). The entry and its decal image will persist in new Blender sessions. If you chose the wrong image, use the Change Image button to pick a new one and it will be remembered.