

Instructions for preparing a map

1. Step

Create a `missionVehicles.xml`. You can find an empty template in the folder `sdk`. This template has the basic structure of an `missionVehicles.xml` and the needed XML components for the compatibility with this mod.

Here is a little explanation of the components of the xml file:

XML component	Attribute	Description
<code>variants</code>		This is the wrapping component that is needed for the compatibility with this mod. Everything inside this tag is loaded by the mod.
<code>mission</code>	<code>type</code>	Describes the mission type for that you define the variants. At the moment only the mission types harvest and sow are supported.
<code>variant</code>	<code>name</code>	Defines the name of a new variant.
	<code>fruitTypes</code>	Defines the fruit types for that this variant is used.
	<code>fruitTypeCategories</code>	Defines the fruit type categories for which the variant should be used. The category 'EARTHFRUITS' is registered by the mod and contains all ground fruits like potatos and sugar beet. Those fruits are automatically recognized.

Everything after this point will be loaded by the vanilla game.

XML-Component	Attribute	Description
mission	type	Define the mission type for which the groups should be used. The value of type are the mission types. Those are: 'harvest', 'plow', 'sow', 'weed', 'fertilize', 'spray', 'cultivate', 'mow_bale'
group		Defines a group of vehicles. One group will be offered as mission vehicles.
	fieldSize	Defines if the group should be used for small, medium or large fields. The attribute can have these values: 'small', 'medium', 'large'
	variant	Defines for which fruit types the group can be selected. To ensure that the missionvehicles.xml is compatible with the base game and completely works without this mod the following variants have to be available: For harvesting and sow missions 'GRAIN', 'MAIZE', 'SUGARBEET', 'POTATO', 'COTTON', 'SUGARCANE' For mow and bale missions: 'HAY' and 'SILAGE'
vehicle	filename	Defines the path to one mission vehicle. This vehicle must be registered as a store item.

2. Step

Open the **map.xml** of your map and search for the entry **missionVehicles**. If this entry isn't available then add the following line into your **map.xml**:

```
<missionVehicles filename= />
```

Now enter at **filename** the path to your own **missionVehicles.xml** starting at the root folder of your map. This is the location of your **modDesc.xml**. And don't forget to save your progress.

3. Step (optional)

Attention!!! This step could cause problems with mission vehicles if this mod isn't used.

If you want you can enable missions for fruit types. This can be achieved by opening the `fruitTypes.xml` of your map and for each fruit type where you want to activate field missions set the attribute `useForFieldJob` to `true`. Or in reverse: To deactivate missions set the value to `false`.

If you enable or disable missions for a fruit type also decides if the AI-farmers plant those fruit types on their fields or not.