

Farming Simulator

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Change Modhub mods to custom mods

Changing modhub mods is not possible unless you make ModHub think it is a different mod entirely. The following will describe how to do this.

- Find the .zip file for the mod in the [Mods Location Farming Simulator 22](#)
- Extract the zip file
- Open the main .xml file for the mod
 - Change the name of the mod

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<vehicle type="fertilizingSowingMachine" xmlns:xsi="http://www.w3.org/2001/XMLSchema"
  <annotation>Copyright (C) GIANTS Software GmbH, All Rights Reserved.</annotation>

  <storeData>
    <name>1775NT 2018 MODDED</name>
    <specs>
      <neededPower>340</neededPower>
      <workingWidth>17.75</workingWidth>
    </specs>
    <functions>
      <function>$110n_function_planter</function>
      <function>$110n_function_sowingMachineDirect</function>
    </functions>
    <image>store_1775NT_2018.dds</image>
    <price>192690</price>
    <lifetime>600</lifetime>
    <rotation>0</rotation>
    <brand>JOHNDEERE</brand>
    <category>planters</category>
    <shopTranslationOffset>0 0.1 0</shopTranslationOffset>
    <shopRotationOffset>-3.290 0 0</shopRotationOffset>
    <vertexBufferMemoryUsage>10981376</vertexBufferMemoryUsage>
    <indexBufferMemoryUsage>1537792</indexBufferMemoryUsage>
    <textureMemoryUsage>9502720</textureMemoryUsage>
    <audioMemoryUsage>0</audioMemoryUsage>
    <instanceVertexBufferMemoryUsage>0</instanceVertexBufferMemoryUsage>
    <instanceIndexBufferMemoryUsage>0</instanceIndexBufferMemoryUsage>
  </storeData>

  <base>
    <typeDesc>$110n_typeDesc_sowingMachine</typeDesc>
    <filename>1775NT_2018.i3d</filename>
    <size width="5" length="15" lengthOffset="-1.5"/>
```

- Open the modDesc.xml file
 - Change the Title of the mod under the <version> tag

```

<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<modDesc descVersion="72">
  <author>JHHG Modding</author>
  <contributors>Siid Modding</contributors>
  <version>1.0.0.0</version>
  <title>
    <en>John Deere 1775NT 2018 MODDED</en>
  </title>
  <description>
    <en><![CDATA[
    Manufacturer: John Deere
    Model: 1775NT 24-Row 30"
    Model year: 2018
    Type: High speed planter
    Capacity of seeds: 6000 liter
    Capacity of liquid fertilizer: 4000 liter
    Price: 192,690$
    Working Width: 17.75M (58FT)
    Working Speed: 16KPH (10MPH)
    Required power: 340HP (253KW)

    Features:
    - Realistic model year 2018 design,
    - Realistic vacuum air blower Sounds,
    - New factory-installed 1775NT tracks system that improve flotation and reduce ground pressure to 13.3
    - Realistic high speed planting up to 10MPH (16KPH),
    - Realistic sound of animations,
    - No-Till Pneumatic, Independent Row Cleaners,
    - Factory-installed fluid tank hold up to 600 gallons,
    - True working pressure gauges,
    - Starfire GPS Configurations,
    - Rear attachment Configurations,
    - Liquid Fertilizer hose for liquid carts compound with Liquid Fertilizer set and Rear attachment,
    - Wheels / Tracks Configurations.
    ]]></en>
  </description>
</modDesc>

```

Editing Planters Fill Fruit Types

If you want to be able to change the fruit types that a planter can be filled with, do the following.

- Find the mod in the [mods location](#) or the game asset files
- copy the files to desktop
- extract the zip archive
- open the main .xml file
 - use ctrl+f to find the `<seedFruitTypeCategories>` tag
 - Change the entry between the tags to either `sowingMachine` or `planter`
 - Can also be set to both to allow all fruit type like so

```
<objectChange node="0>1|0|3|2|10|10" visibilityActive="true" />
<objectChange node="0>1|0|3|2|5|0" visibilityActive="true" />
<objectChange node="0>1|0|3|2|5|1" visibilityActive="true" />
<objectChange node="0>1|0|3|2|5|8" visibilityActive="true" />
<objectChange node="0>1|0|3|2|5|9" visibilityActive="true" />
<objectChange node="0>1|0|3|3|1" visibilityActive="true" />
<objectChange node="0>1|0|3|3|2" visibilityActive="true" />
<objectChange node="0>1|0|3|2|0" visibilityActive="true" />
</fillUnitConfiguration>
</fillUnitConfigurations>
</fillUnit>

<fillVolume>
  <fillVolumeConfigurations>
    <fillVolumeConfiguration>
      <volumes>
        <volume node="fillVolumeLeft" maxDelta="0.10" fillUnitIndex="1" maxAllowedHeapAngle=
        <volume node="fillVolumeRight" maxDelta="0.10" fillUnitIndex="1" maxAllowedHeapAngle=
      </volumes>
    </fillVolumeConfiguration>
  </fillVolumeConfigurations>
</fillVolume>

<sowingMachine fillUnitIndex="1">
  <seedFruitTypeCategories>sowingMachine planter</seedFruitTypeCategories>
  <needsActivation value="true"/>
  <useDirectPlanting value="true" />
  <fieldGroundType value="PLANTED" />
  <sounds>
    <work template="DEFAULT_SOWING_WORK" linkNode="planter1775NT_main_component1" />
    <airBlower template="DEFAULT_SOWING_AIR_BLOWER" linkNode="planter1775NT_main_component1" />
  </sounds>
</sowingMachine>

<sprayer fillUnitIndex="2">
```

- Edit the other necessary information so the mod is not overwritten with an update from the ModHub as described [here](#).

Enable Dev Console

Open game folder

open the game.xml file

set the dev console to true at the very bottom of the page

Mods Location Farming Simulator 22

This is the full file path for the mods in FS 22

C:\Users\colt.morgan.COLTHOME\OneDrive\Documents\My Games\FarmingSimulator2022\mods

Precision Farming

Precision Farming

Isaria Scout Change Sample Radius

To change the sample size for the isaria scout

navigate to C:\Users\colt.morgan.COLTHOME\OneDrive\Documents\My Games\FarmingSimulator2022\mods\FS22_precisionFarming.zip\vehicles\fritzmeier\isariaScout folder

open the .xml file in a text editor

change the sampling radius