

# 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](#).

Revision #4

Created 7 April 2024 06:45:56 by ColtM

Updated 26 January 2025 17:38:13 by ColtM