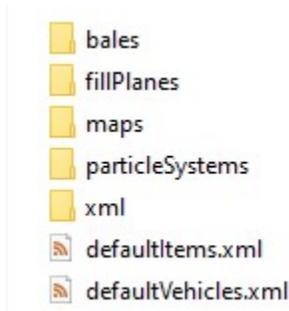


## ALWAYS MAKE A COPY OF THE MOD/FILES BEFORE MAKING EDITS

1. Copy the necessary files into the map folder



2. Open the modDesc.xml to determine the map's XML file

```
<multiplayer supported="true" />
<maps>
  <map id="SampleModMap" className="ModMap" filename="ModMap.lua" configFile="maps/mapDE.xml"
    <title>
      <en>Midwest Horizon</en>
```

3. Open the map's xml file, in this case maps/mapDE.xml and add the following lines:

```
<baleTypes filename="xml/baleTypes.xml" />
<densityMapHeightTypes filename="xml/densityMapHeightTypes.xml" />
<fruitTypes filename="xml/fruitTypes.xml" />
<fillTypes filename="xml/fillTypes.xml" />
```

\*\* Use `<!-- text to comment -->` to comment out any lines that use the in game files like the following:

```
<!-- <fillTypes filename="$data/maps/maps_fillTypes.xml" /> -->
```

If these files already exist, add the data from xml files provided to those files.

baleTypes -- ties the bale i3d files to the specified fillType

densityMapHeightTypes -- ties the fillType name to the texture files

fillTypes -- registers the fillType and tells the game what categories use the filltype

fruitTypes -- needed to tie the window filltype to the fruittype

4. In the same file, also add the following lines:

```
<additionalFile filename="fillPlanes/corn_bean_straw.i3d" />
<additionalFile filename="particleSystems/effect_materialHolder.i3d" />
```

Here the first i3d adds the textures for the windows or piles (the fillplane).

The second i3d adds effects, for instance the textures to be shown on the baler pickup. (shown below)



5. Open map i3d in giants editor and save (just helps to make sure the game loads everything correctly. Can also see any errors in console.)<https://mega.nz/#!A1dhmQ6B!ds3G3PPKSDJdUVxr2blwCgsNMSoWgTC1nSh9YCF0ZGw>