

Aktualizacja Obornika



Poradnik

! UWAGA !

Wgranie tej modyfikacji samemu do mapy uniemożliwi dalszą grę na niej w trybie Multiplayer (chyba że wyślesz zmodyfikowaną mapę do innych graczy). Proszę pod żadnym pozorem nie wgrywać tej modyfikacji do mapy w głównym folderze z grą (/data/maps/...), ponieważ spowoduje to automatyczne wyłączenie trybu multiplayer na Twojej kopii gry.

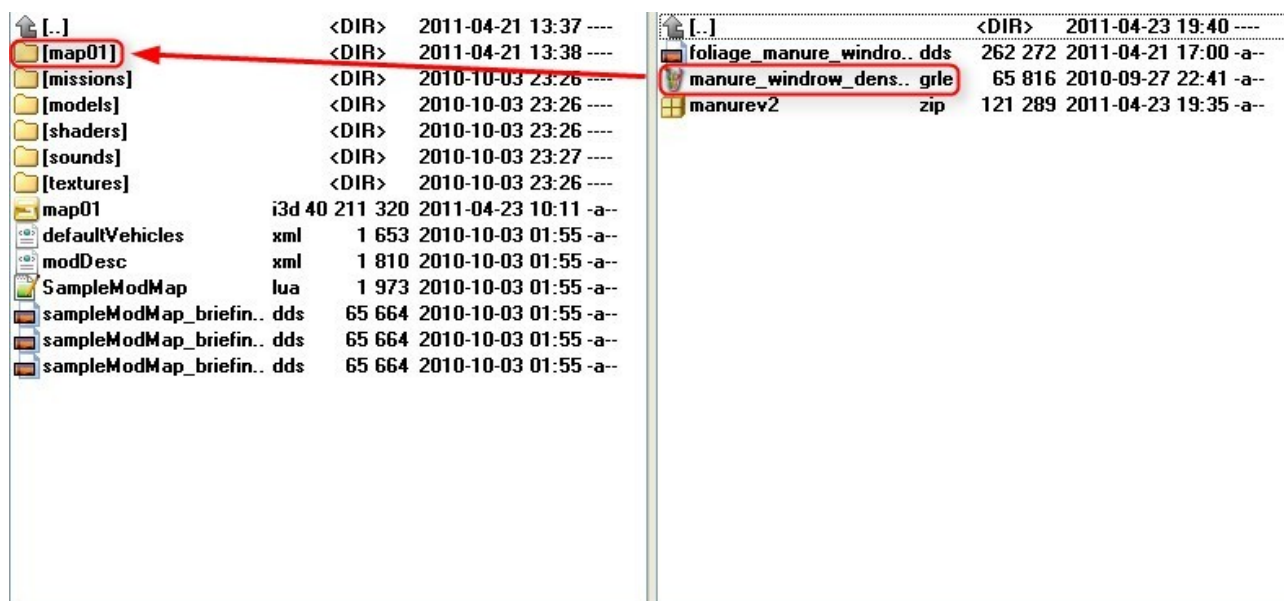
W poradniku postaram się w prosty sposób wytłumaczyć jak wgrać modyfikację obornika do dowolnej mapy.

Elementy nawiązujące do rysunków wyróżnię **czerveną czcionką**, natomiast **wskazówki zieloną**.

Do zainstalowania modyfikacji będzie potrzebny program do rozpakowania archiwum *.zip (np. WinRAR, 7zip lub inny) lub Total Commander (nie potrzeba wcześniej rozpakowywać plików, sam go używam).

Na początku otwórz dla wygody dwa okienka „Mój Komputer”. W jednym otwórz folder z modami, w drugim folder, w którym znajduje się plik „UNPACK_manure_upgrade.zip”. Następnie w pierwszym okienku utwórz folder o takiej samej nazwie co plik *.zip z mapą i wypakuj do niego zawartość archiwum z mapą. W drugim okienku utwórz tymczasowy folder o dowolnej nazwie, do niego wypakuj zawartość „UNPACK_manure_upgrade.zip”.

Wskazówka! Używając program WinRAR klikając prawym przyciskiem na archiwum *.zip z mapą i modyfikacją użyć opcji „Wypakuj do [nazwa_folderu]”



Otwórz wcześniej utworzone foldery. Teraz skopiuj plik „manure_windrow_density.grle” do folderu „map01”. Następnie powtórz tą operację na pliku „foliage_manure_windrow_diffuse.dds”, który skopiuj do folderu „foliage” (znajduje się w folderze „textures”, obrazek na następnej stronie)



Teraz otwórz plik „**map01.i3d**” za pomocą notatnika (kliknij prawym przyciskiem myszy, „Otwórz za pomocą...”, „Notatnik”). Powinno ukazać się takie okienko.

```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://i3d
<Asset>
  <Export program="GIANTS Editor" version="4.1.7"/>
</Asset>
<Files>
  <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
  <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
  <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
  <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
  <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
  <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
  <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
  <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
  <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
  <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
  <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
  <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
  <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
  <File fileId="142" filename="map01/models/cars/carColorshader.xml" relativePath="true"/>
  <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
  <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
  <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
  <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
  <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
  <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
  <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>
  <File fileId="299" filename="map01/models/grounds/portBorder_diffuse.png" relativePath="true"/>
  <File fileId="298" filename="map01/models/grounds/portwalls_diffuse.png" relativePath="true"/>
  <File fileId="253" filename="map01/models/grounds/viewPlatformCircle_diffuse.png" relativePath="true"/>
</Files>
```

Ustaw kursor za **<Files>** i naciśnij ENTER.

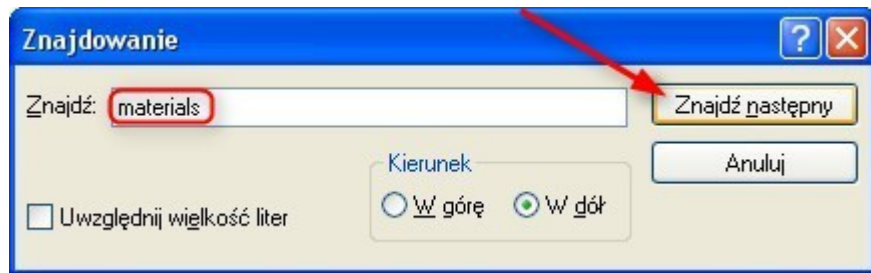

```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://i3d.org/1.6/XMLSchema-instance" >
  <Asset>
    <Export program="GIANTS Editor" version="4.1.7"/>
  </Asset>
  <Files>
    <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
    <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
    <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
    <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
    <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
    <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
    <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
    <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
    <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
    <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
    <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
    <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
    <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
    <File fileId="142" filename="map01/models/cars/carColorShader.xml" relativePath="true"/>
    <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
    <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
    <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
    <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
    <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
    <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
    <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>
    <File fileId="299" filename="map01/models/grounds/portBorder_diffuse.png" relativePath="true"/>
    <File fileId="298" filename="map01/models/grounds/portwalls_diffuse.png" relativePath="true"/>
  </Files>
</i3d>
```

```
<File fileId="999" filename="map01/manure_windrow_density.png" relativePath="true"/>
<File fileId="998" filename="textures/foilage/foilage_manure_windrow_diffuse.dds" relativePath="true"/>
<File fileId="997" filename="shaders/cuttedWheatFoliageShader.xml" relativePath="true"/>
```

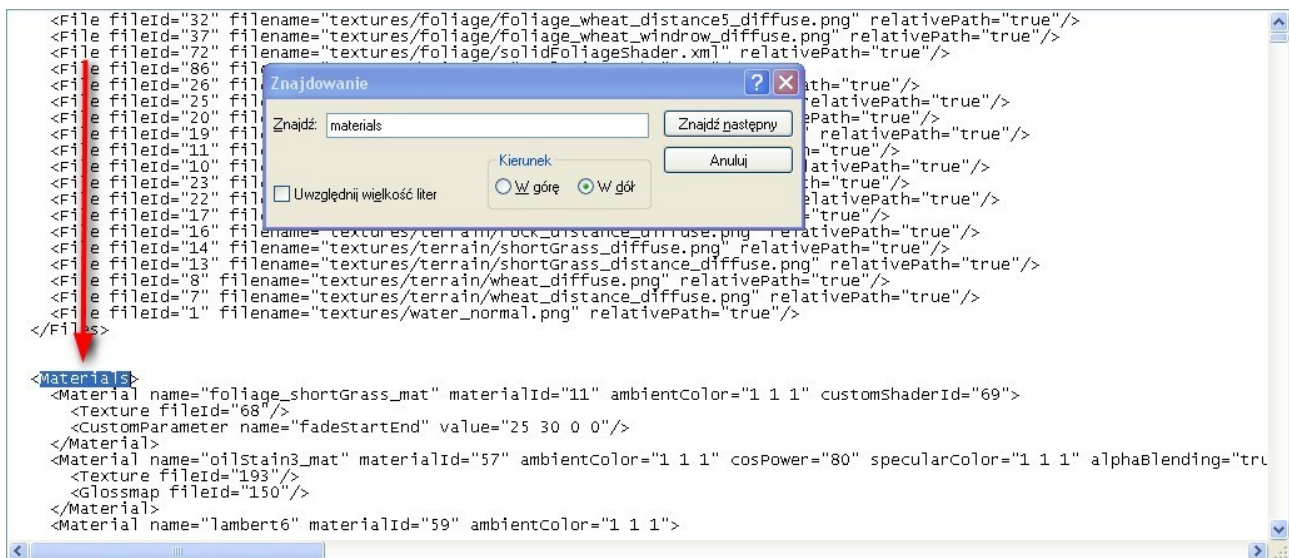
Wklej powyższe **linijki** w **puste miejsce**, powinieneś otrzymać takie coś

```
<?xml version="1.0" encoding="iso-8859-1"?>
<i3d name="map01" version="1.6" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://i3d.org/1.6/XMLSchema-instance" >
  <Asset>
    <Export program="GIANTS Editor" version="4.1.7"/>
  </Asset>
  <Files>
    <File fileId="999" filename="map01/manure_windrow_density.png" relativePath="true"/>
    <File fileId="998" filename="textures/foilage/foilage_manure_windrow_diffuse.dds" relativePath="true"/>
    <File fileId="997" filename="shaders/cuttedWheatFoliageShader.xml" relativePath="true"/>
    <File fileId="24" filename="map01/asphalt_weight.png" relativePath="true"/>
    <File fileId="18" filename="map01/beachSand_weight.png" relativePath="true"/>
    <File fileId="73" filename="map01/bushes_density.png" relativePath="true"/>
    <File fileId="909" filename="map01/manure_windrow_density.png" relativePath="true"/>
    <File fileId="77" filename="map01/cultivator_density.png" relativePath="true"/>
    <File fileId="27" filename="map01/fruit_density.png" relativePath="true"/>
    <File fileId="67" filename="map01/grass_density.png" relativePath="true"/>
    <File fileId="9" filename="map01/grass_weight.png" relativePath="true"/>
    <File fileId="21" filename="map01/gravel_weight.png" relativePath="true"/>
    <File fileId="4" filename="map01/map01_dem.png" relativePath="true"/>
    <File fileId="5" filename="map01/map01_sat.png" relativePath="true"/>
    <File fileId="140" filename="map01/models/cars/car03_diffuse.png" relativePath="true"/>
    <File fileId="220" filename="map01/models/cars/car09_diffuse.png" relativePath="true"/>
    <File fileId="142" filename="map01/models/cars/carColorShader.xml" relativePath="true"/>
    <File fileId="141" filename="map01/models/cars/cubemap.dds" relativePath="true"/>
    <File fileId="110" filename="map01/models/grounds/groundConcrete01_diffuse.png" relativePath="true"/>
    <File fileId="111" filename="map01/models/grounds/groundConcrete01_normal.png" relativePath="true"/>
    <File fileId="122" filename="map01/models/grounds/groundConcrete02_diffuse.png" relativePath="true"/>
    <File fileId="123" filename="map01/models/grounds/groundConcrete02_normal.png" relativePath="true"/>
    <File fileId="219" filename="map01/models/grounds/groundConcrete03_diffuse.png" relativePath="true"/>
    <File fileId="341" filename="map01/models/grounds/parkingline_diffuse.png" relativePath="true"/>
  </Files>
</i3d>
```

Teraz naciskając CTRL+F otwórz okienko wyszukiwania, wpisz „materials” i kliknij „Znajdź następne”.



Powinno Cię przenieść do początku sekcji „<Materials>”



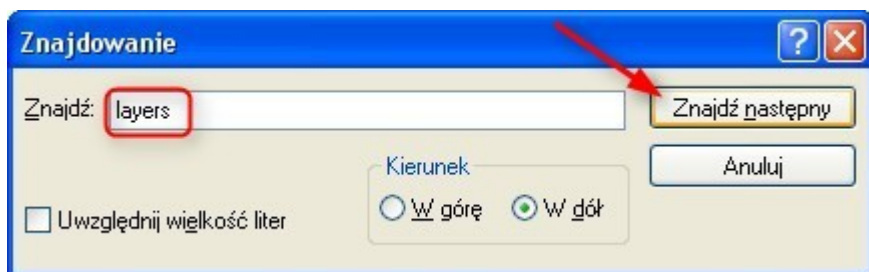
Tak jak poprzednio za „<Materials>” naciśnij ENTER i wklej następujące linijki

```
<Material name="manureWindrowMaterial" materialId="999" ambientColor="1 1 1" customShaderId="997">
  <Texture fileId="998"/>
  <CustomParameter name="fadeStartEnd" value="25 30 0 0"/>
</Material>
```

```
<File fileId="25" filename="textures/terrain/asphalt_distance_diffuse.png" relativePath="true"/>
<File fileId="20" filename="textures/terrain/beansand_diffuse.png" relativePath="true"/>
<File fileId="19" filename="textures/terrain/beansand_distance_diffuse.png" relativePath="true"/>
<File fileId="11" filename="textures/terrain/grass_diffuse.png" relativePath="true"/>
<File fileId="10" filename="textures/terrain/grass_distance_diffuse.png" relativePath="true"/>
<File fileId="23" filename="textures/terrain/gravel_diffuse.png" relativePath="true"/>
<File fileId="17" filename="textures/terrain/rock_diffuse.png" relativePath="true"/>
<File fileId="16" filename="textures/terrain/rock_distance_diffuse.png" relativePath="true"/>
<File fileId="14" filename="textures/terrain/shortGrass_diffuse.png" relativePath="true"/>
<File fileId="13" filename="textures/terrain/shortGrass_distance_diffuse.png" relativePath="true"/>
<File fileId="8" filename="textures/terrain/wheat_diffuse.png" relativePath="true"/>
<File fileId="7" filename="textures/terrain/wheat_distance_diffuse.png" relativePath="true"/>
<File fileId="1" filename="textures/water_normal.png" relativePath="true"/>
</Files>

<Material>
<Material name="manurewindrowMaterial" materialId="999" ambientColor="1 1 1" customShaderId="997">
<Texture fileId="998"/>
<CustomParameter name="alphaBlendStartEnd" value="70 75 0 0"/>
</Material>
<Material>
<Material name="foliage_shortGrass_mat" materialId="11" ambientColor="1 1 1" customShaderId="69">
<Texture fileId="68"/>
<CustomParameter name="fadeStartEnd" value="25 30 0 0"/>
</Material>
<Material>
<Material name="oilstain3_mat" materialId="57" ambientColor="1 1 1" cosPower="80" specularColor="1 1 1" alphaBlending="true">
<Texture fileId="193"/>
<Glossmap fileId="150"/>
</Material>
<Material>
<Material name="lamBERT6" materialId="59" ambientColor="1 1 1">
<Texture fileId="340"/>
</Material>
</Material>
```

Teraz znowu wciśnij CTRL+F i szukaj „layers”.



Notatnik powinien podświetlić „<Layers>”, przeskocz do pierwszego „</FoliageMultiLayer>”.

```
<TerrainTransformGroup name="terrain" static="true" collisionMask="1048575" nodeId="1318" heightMapId="4" globalLayerMapId="1">
<Layers>
<Layer name="wheat" detailMapId="8" unitsize="16" weightMapId="6" distanceMapId="7" distanceMapunitsize="128"/>
<Layer name="grass" detailMapId="11" unitsize="8" weightMapId="9" distanceMapId="10" distanceMapunitsize="128"/>
<Layer name="shortGrass" detailMapId="14" unitsize="16" weightMapId="12" distanceMapId="13" distanceMapunitsize="128"/>
<Layer name="rock" detailMapId="17" unitsize="16" weightMapId="15" distanceMapId="16" distanceMapunitsize="128"/>
<Layer name="beachSand" detailMapId="20" unitsize="16" weightMapId="18" distanceMapId="19" distanceMapunitsize="128"/>
<Layer name="gravel" detailMapId="23" unitsize="16" weightMapId="21" distanceMapId="22" distanceMapunitsize="128"/>
<Layer name="asphalt" detailMapId="26" unitsize="16" weightMapId="24" distanceMapId="25" distanceMapunitsize="128"/>
<FoliageMultiLayer densityMapId="27" numChannels="12" numTypeIndexChannels="4" useVertexBufferPool="true">
<FoliageSubLayer name="wheat_cut_short" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="wheat_windrow" densityMapTypeIndex="1" densityMapChannelOffset="7" numDensityMapChannels="2" materialId="11">
<FoliageSubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2" materialId="11">
<FoliageSubLayer name="grass_windrow" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">
<FoliageSubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="barley_windrow" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2" materialId="11">
<FoliageSubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="dryGrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="dryGrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="3" materialId="11">
<FoliageSubLayer name="dryGrass_windrow" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels="3" materialId="11">
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="67" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="shortGrass" numDensityMapChannels="1" materialId="11" cellSize="8" viewDistance="30" terrainOffset="0">
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="70" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="stones" numDensityMapChannels="1" materialId="37" cellSize="8" viewDistance="30" terrainOffset="0">
</FoliageMultiLayer>
</Layers>
</TerrainTransformGroup>
```


Naciśnij **ENTER**.

```
<terrainTransformGroup name="terrain" static="true" collisionMask="1048575" nodeId="1318" heightMapId="4" globalLayerMapId="4">
  <Layers>
    <Layer name="wheat" detailMapId="8" unitsize="16" weightMapId="6" distanceMapId="7" distanceMapunitsize="128"/>
    <Layer name="grass" detailMapId="11" unitsize="8" weightMapId="9" distanceMapId="10" distanceMapunitsize="128"/>
    <Layer name="shortGrass" detailMapId="14" unitsize="16" weightMapId="12" distanceMapId="13" distanceMapunitsize="128"/>
    <Layer name="rock" detailMapId="17" unitsize="16" weightMapId="15" distanceMapId="16" distanceMapunitsize="128"/>
    <Layer name="beachsand" detailMapId="20" unitsize="16" weightMapId="18" distanceMapId="19" distanceMapunitsize="128"/>
    <Layer name="gravel" detailMapId="23" unitsize="16" weightMapId="21" distanceMapId="22" distanceMapunitsize="128"/>
    <Layer name="asphalt" detailMapId="26" unitsize="16" weightMapId="24" distanceMapId="25" distanceMapunitsize="128"/>
    <FoliageMultiLayer densityMapId="27" numChannels="12" numTypeIndexChannels="4" useVertexBufferPool="true">
      <FoliagesubLayer name="wheat" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="3" material="wheat_cut_short">
        <FoliagesubLayer name="wheat_cut_short" densityMapTypeIndex="1" densityMapChannelOffset="7" numDensityMapChannels="2" material="wheat_window">
          <FoliagesubLayer name="wheat_window" densityMapTypeIndex="1" densityMapChannelOffset="10" numDensityMapChannels="2" material="grass">
            <FoliagesubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" material="grass_cut_long">
              <FoliagesubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2" material="grass_window">
                <FoliagesubLayer name="grass_window" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2" material="rape">
                  <FoliagesubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" material="rape_cut_short">
                    <FoliagesubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="1" material="barley">
                      <FoliagesubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" material="barley_cut_short">
                        <FoliagesubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="2" material="barley_window">
                          <FoliagesubLayer name="barley_window" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2" material="maize">
                            <FoliagesubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" material="maize_cut_short">
                              <FoliagesubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="1" material="drygrass">
                                <FoliagesubLayer name="drygrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" material="drygrass_cut_long">
                                  <FoliagesubLayer name="drygrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="2" material="drygrass_window">
                                    <FoliagesubLayer name="drygrass_window" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels="2">
                                  </FoliagesubLayer>
                                </FoliagesubLayer>
                              </FoliagesubLayer>
                            </FoliagesubLayer>
                          </FoliagesubLayer>
                        </FoliagesubLayer>
                      </FoliagesubLayer>
                    </FoliagesubLayer>
                  </FoliagesubLayer>
                </FoliagesubLayer>
              </FoliagesubLayer>
            </FoliagesubLayer>
          </FoliagesubLayer>
        </FoliagesubLayer>
      </FoliagesubLayer>
    </FoliageMultiLayer>
  </Layers>
  <FoliageMultiLayer densityMapId="67" numChannels="11" numTypeIndexChannels="0">
    <FoliagesubLayer name="shortGrass" numDensityMapChannels="1" materialId="11" cellSize="8" viewDistance="30" terrain="terrain">
    </FoliageMultiLayer>
  </FoliageMultiLayer>
  <FoliageMultiLayer densityMapId="70" numChannels="1" numTypeIndexChannels="0">
  </FoliageMultiLayer>
</terrainTransformGroup>
```

W puste miejsce wklej

```
<FoliageMultiLayer densityMapId="999" numChannels="1" numTypeIndexChannels="0">
  <FoliageSubLayer name="manure2_window" numDensityMapChannels="1" materialId="999" cellSize="8" viewDistance="75"
terrainOffset="-0.05" objectMask="65520" atlasSize="1" plantThreshold="0.5" numBlocksPerUnit="0.9" width="0.45" height="0.45"
widthVariance="0.25" heightVariance="0.15" horizontalPositionVariance="2.5" blockShapelD="3" useShapeNormals="true"/>
</FoliageMultiLayer>
```

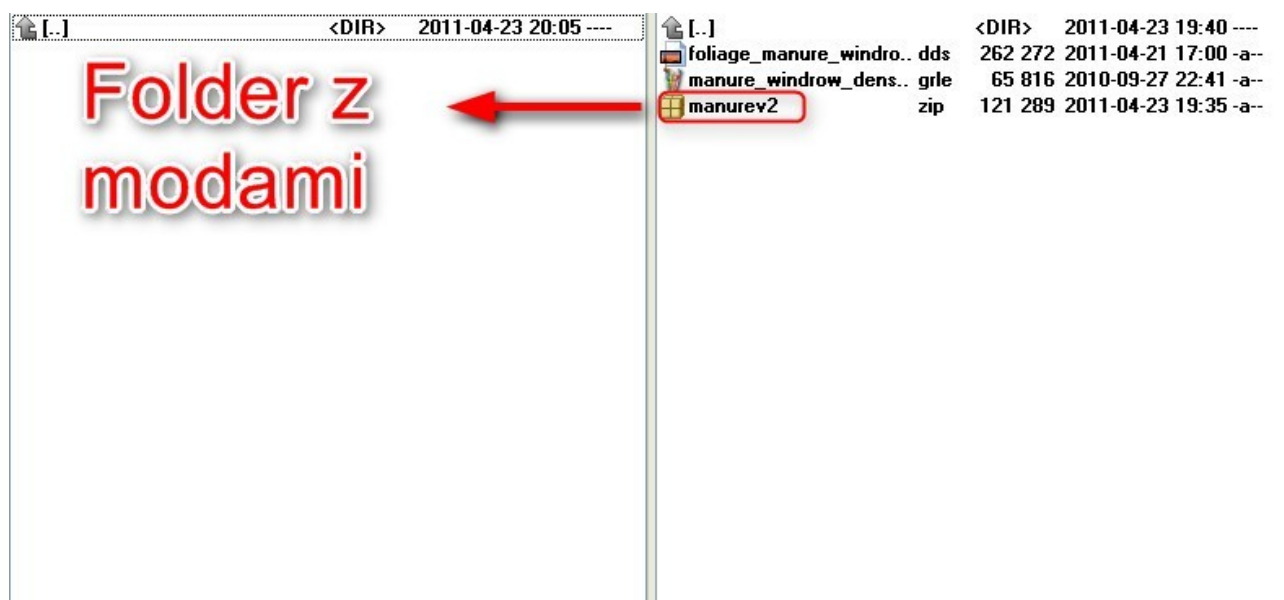
```
<FoliageSubLayer name="wheat_window" densityMapTypeIndex="1" densityMapChannelOffset="10" numDensityMapChannels="2">
<FoliageSubLayer name="grass" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="3" material
<FoliageSubLayer name="grass_cut_long" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="2">
<FoliageSubLayer name="grass_window" densityMapTypeIndex="2" densityMapChannelOffset="10" numDensityMapChannels="2">
<FoliageSubLayer name="rape" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="3" material
<FoliageSubLayer name="rape_cut_short" densityMapTypeIndex="3" densityMapChannelOffset="7" numDensityMapChannels="1">
<FoliageSubLayer name="barley" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="3" materi
<FoliageSubLayer name="barley_cut_short" densityMapTypeIndex="4" densityMapChannelOffset="7" numDensityMapChannels="
<FoliageSubLayer name="barley_window" densityMapTypeIndex="4" densityMapChannelOffset="10" numDensityMapChannels="2">
<FoliageSubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="3" material
<FoliageSubLayer name="maize_cut_short" densityMapTypeIndex="5" densityMapChannelOffset="7" numDensityMapChannels="1">
<FoliageSubLayer name="drygrass" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="3" mater
<FoliageSubLayer name="drygrass_cut_long" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels=
<FoliageSubLayer name="drygrass_window" densityMapTypeIndex="6" densityMapChannelOffset="10" numDensityMapChannels=
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="999" numChannels="1" numTypeIndexChannels="0">
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```


Teraz zapisz plik „map01.i3d”



Teraz wystarczy skopiować plik „manurev2.zip” do Twojego folderu z modyfikacjami.

Wszystkie rozrzutniki będą automatycznie przystosowane do obsługi tej modyfikacji.



Miłej gry

Autor modyfikacji – Koper