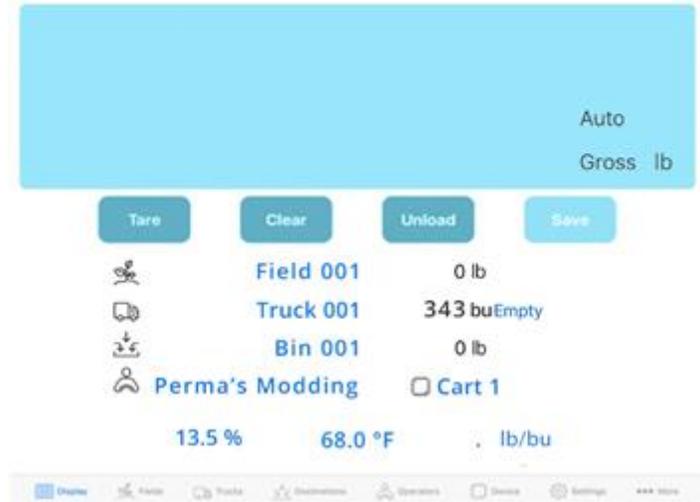


RealDashboard



What is it?

RealDashboard(RDB) is the globalized version of the Fill Level Dashboard script from Farming Simulator 19. The difference between the Fill Level Dashboard script and RDB is that RDB makes the installation much more easier on the average user.

What's Included?

Included in the zip are some pre-made screens, as well as templates which can be modified using Photoshop or GIMP (GNU Image Manipulation Program). These templates are based off the iFarm Grain Cart Scale interfaces. There is also a blank template which you can use to create your own screen display. Also included is a monitor in a vertical and horizontal preset. (More to be added in the future)

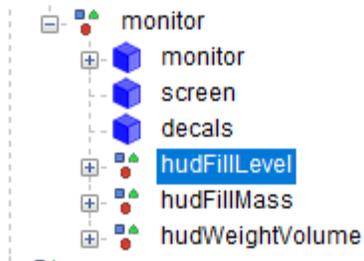
How to Add It

In order to add RDB into your vehicle you will need a program capable of editing xml files as well as Giants Editor 9.

Step 1. Giants Editor

The first step in the process is adding the monitor to the vehicle in Giants Editor. To do this first decide which monitor you wish to use, for this guide, we'll be using the horizontal TabPad monitor, copy the monitor i3d file, its corresponding .shapes file and the monitorTextures folder into the root folder of the vehicle. Now open the vehicle i3d in Giants Editor. Once the i3d is loaded, click on file -> import and choose the i3d of the monitor you chose to use. After importing, position the monitor using the transform tools in Giants Editor. You will also need to move it into the hierarchy of the scenegraph. I find it best to move it into position first and then use the middle mouse button and drag it to where you want it in the scenegraph. (This automatically changes the location and rotation of the object so that it keeps the location you moved it to.)

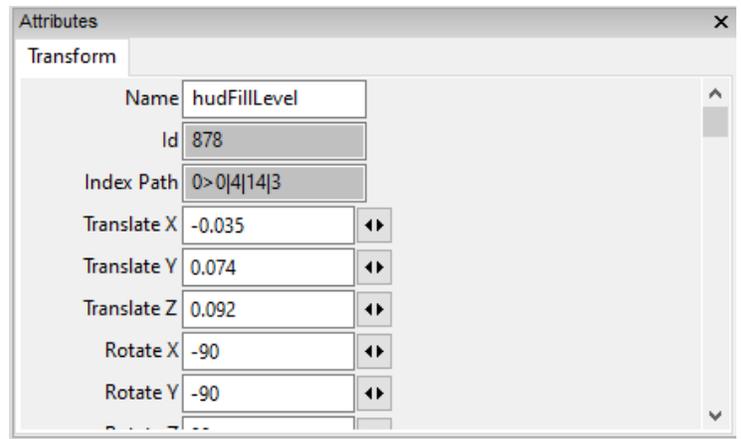
After positioning it, you will need to note the location of the index path of the 3 hud related transform groups and the screen.



You can find the index path in the attributes panel;

In the case of this guide, the index paths are;

- 0>0|4|14|1 for screen
- 0>0|4|14|3 for hudFillLevel
- 0>0|4|14|4 for hudFillMass
- 0>0|4|14|5 for hudWeightVolume



Step 2. Changes to vehicle.xml

The next step is to make changes to the vehicle.xml, first we need to add some nodes to the i3dMapping of the mod, if your mod does not have an i3dMapping we can use the i3dMapping code in the code.xml file, otherwise, just use the <i3dMapping/> lines from the code.xml file

We should add the nodes above to the dashboard section of the vehicle so that they only show up while the engine is active, the code for it is also found in the code.xml file

We have one more section to go, this is where we tell RDB the information that it needs to be able to function. You can add this section any place you wish to in the xml, but I generally tend to put it just above the i3dMappings section. This code is also found in the code.xml file for both the horizontal and vertical tablets (use the example code for the corresponding tablet that you chose to use).

You can specify which fill units it will recognize by changing the fillTypeCategories key. Below is a list of the fillTypeCategories used in Farming Simulator 22:

- BULK
- LIQUID
- PIECE
- WINDROW
- COMBINE
- SPRAYER
- SPREADER
- MIXERWAGON
- AUGERWAGON
- FORAGEWAGON
- SILAGETRAILER
- TRAINWAGON
- FORAGEHARVESTER
- SLURRYTANK
- MANURESPREADER
- FORK
- SHOVEL
- ANIMAL
- HORSE
- FARMSILO
- HAYLOFT
- LOADINGVEHICLE
- PRODUCT
- PRODUCT_BGA

Credits

ThundR: Scripting for the FS19 version

Perma's Modding: Updating scripting for FS22, Creative Thought, Modeling, Texturing

Klock32: Initial push of idea

Trailer Park Farms: Pushed me in the right direction in getting 4D Modding's baler script to function for a in cab fill level in FS19

Mantrid: Helped figure out a few issues and scripted a portion of the new code

Paint-a-Farm: Helped to get the script to only run on vehicles where the xml keys were found.