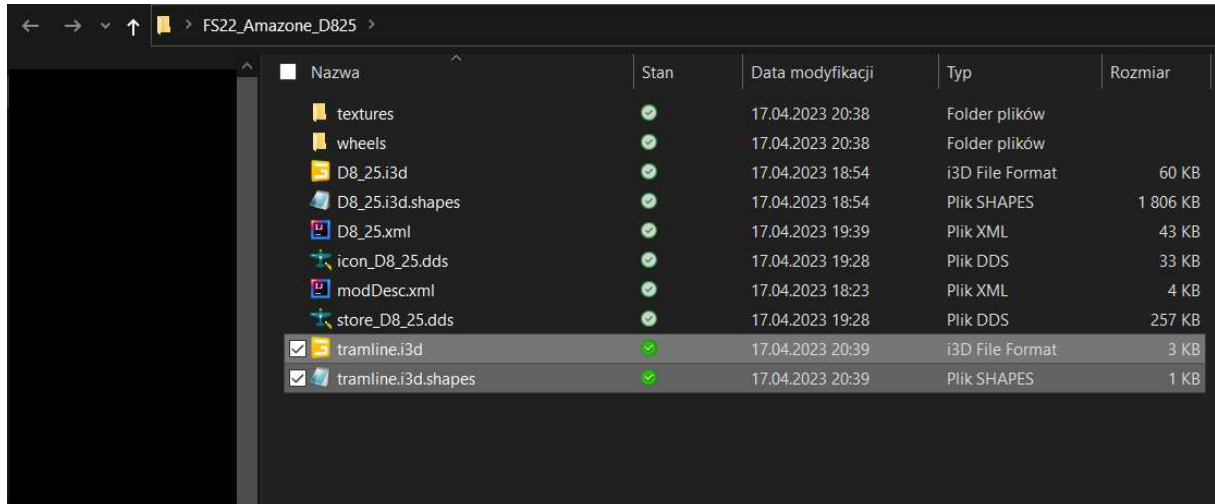


Adding the mod to any seeder

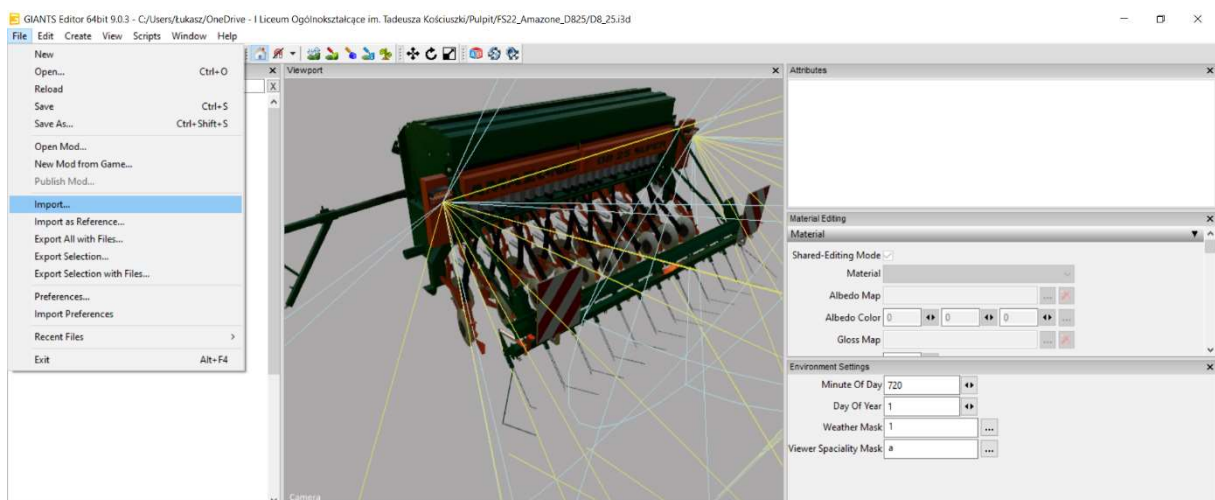
1) Seed drill folder

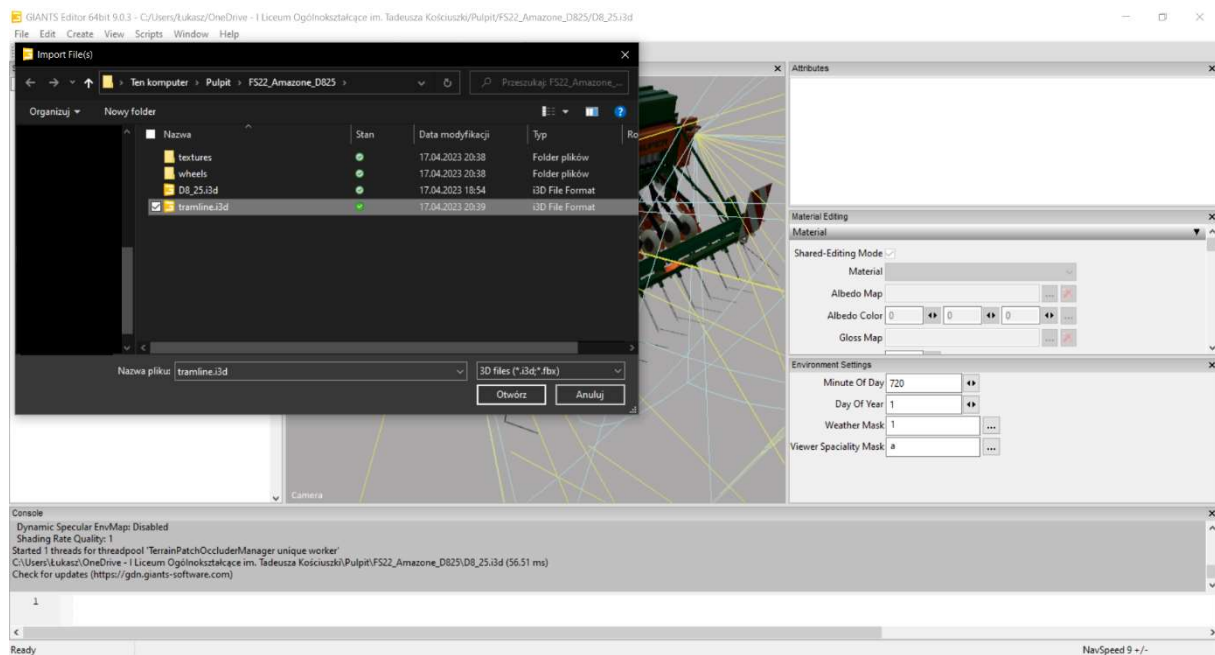
- extract the archive with your seeder;
- paste the files: tramline.i3d and tramline.i3d.shapes into the folder with the seeder;



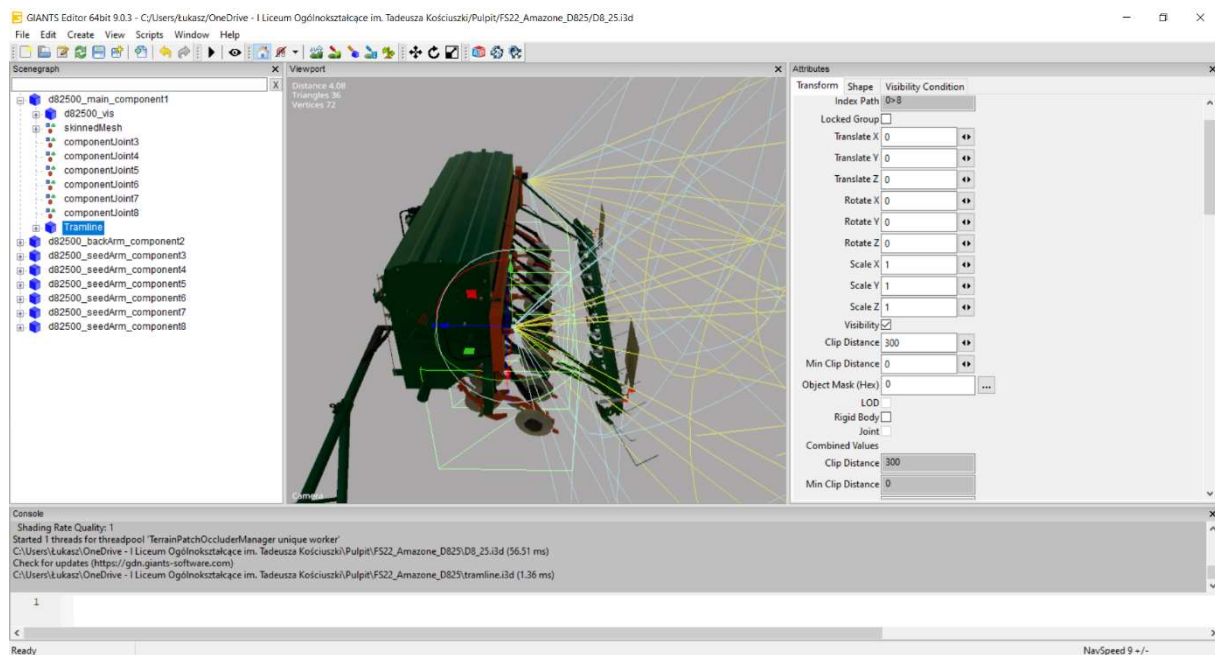
2) Giants Editor

- Run the seed drill i3d file in Giants Editor
- Import the tramline.i3d file into the seed drill file

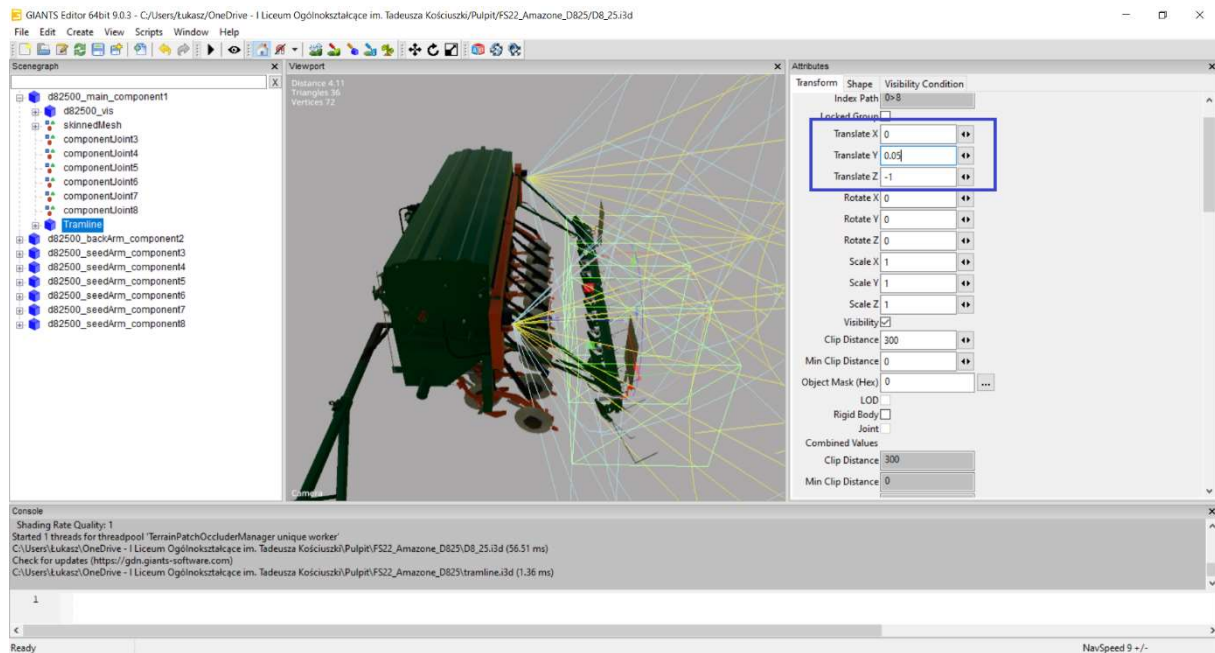




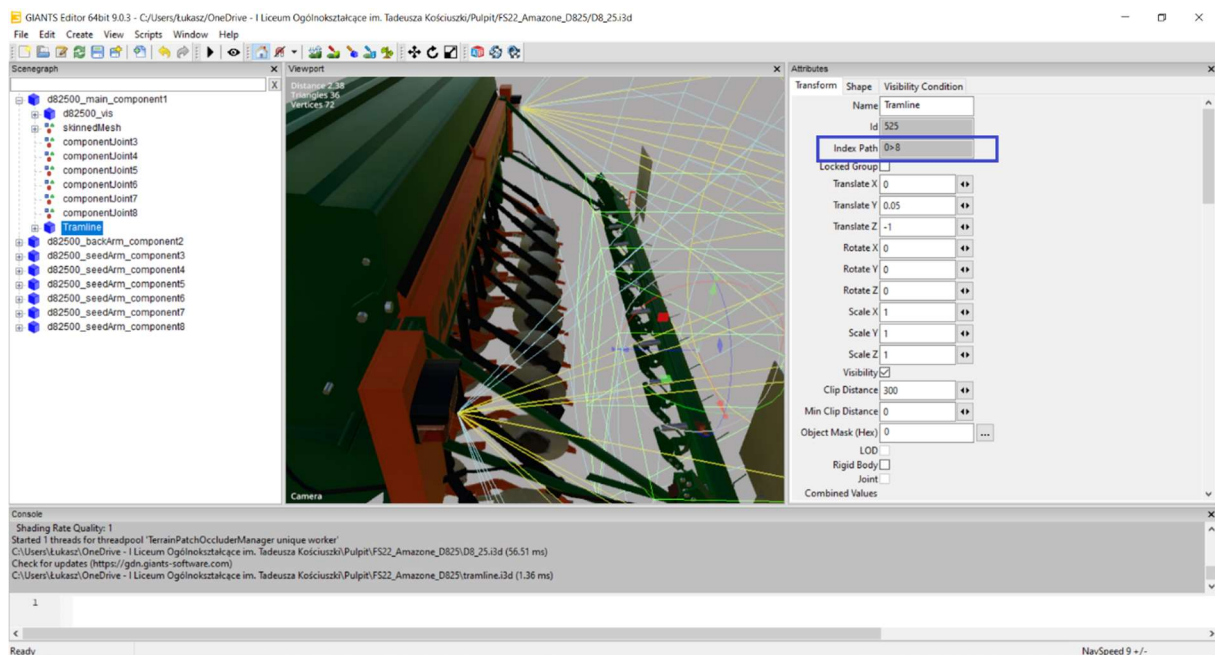
c) Place the tramline tab anywhere on the seed drill list



d) Adjust the position of the tracks at the seed drill



e) Check and copy the Index Path



f) Save and close Giants Editor

3) XML File

a) Paste this into vehicle type:

```
<vehicle type="cultivatingSowingMachine">
```

b) In the Work Area section, paste this:

c)

```
<workArea type="cultivator"
```

```
  functionName="processCultivatorArea"
```

```
  needsSetIsTurnedOn="false">
```

```
    <area startNode="workAreaStartTramLeft"
```

```
    widthNode="workAreaWidthTramLeft"
```

```

heightNode="workAreaHeightTramLeft"/>
    <groundReferenceNode index="4"/>
</workArea>
    <workArea type="cultivator"
functionName="processCultivatorArea"
needsSetIsTurnedOn="false">
    <area startNode="workAreaStartTramRight"
widthNode="workAreaWidthTramRight"
heightNode="workAreaHeightTramRight"/>
    <groundReferenceNode index="4"/>
</workArea>

```

d) Replace the attachable tab with this:

```

<attachable>
    <inputAttacherJointConfigurations
title="$l10n_configuration_tramlineMarker">
    <inputAttacherJointConfiguration
name="$l10n_configuration_valueDefault" price="0">
        <inputAttacherJoint node="attacherJoint"
jointType="implement" topReferenceNode="topReferenceNode"
lowerTransLimitScale="0 1 0" upperRotationOffset="8"
lowerRotLimitScale="0.08 0 0.30" >
            <distanceToGround lower="0.1"
upper="0.95" />
        </inputAttacherJoint>
    </inputAttacherJointConfiguration>
    <inputAttacherJointConfiguration
name="$l10n_configuration_tramlineMarker" price="100">
        <inputAttacherJoint node="attacherJoint"
jointType="implement" topReferenceNode="topReferenceNode"
lowerTransLimitScale="0 1 0" upperRotationOffset="8"
lowerRotLimitScale="0.08 0 0.30" >
            <distanceToGround lower="0.1"
upper="0.95" />
        </inputAttacherJoint>
        <objectChange node="Tramline"
visibilityActive="true" visibilityInactive="false"/>
        <objectChange node="TramlineLeft"
visibilityActive="true" visibilityInactive="false"/>
        <objectChange node="TramlineRight"
visibilityActive="true" visibilityInactive="false"/>
    </inputAttacherJointConfiguration>
</inputAttacherJointConfigurations>
    <support animationName="moveSupport"/>
</attachable>

```

e) Before the animations tab, paste this:

```

<foldable>
    <foldingConfigurations>

```

```

        <foldingConfiguration>
            <foldingParts startMoveDirection="0"
turnOnFoldDirection="-1" turnOnFoldMinLimit="0"
turnOnFoldMaxLimit="0">
                <foldingPart animationName="folding"
speedScale="1" />
            </foldingParts>
        </foldingConfiguration>
    </foldingConfigurations>
</foldable>

```

f) In the animations tab paste this:

```

<animation name="folding">
    <part node="Tramline" startTime="0" endTime="0.8"
startRot="0 0 0" endRot="-90 0 0"/>
    <part node="Tramline" startTime="0" endTime="0.8"
startVisibility="false" endVisibility="true"/>
    <part node="groundReferenceNodeTramLine"
startTime="0" endTime="0.8" startVisibility="false"
endVisibility="true" />
    <part node="TramlineArm" startTime="0" endTime="0.8"
startVisibility="false" endVisibility="true" />
    <part node="TramlineLeft" startTime="0" endTime="0.8"
startVisibility="false" endVisibility="true" />
    <part node="workAreaStartTramLeft" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="workAreaWidthTramLeft" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="workAreaHeightTramLeft" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="TramlineRight" startTime="0"
endTime="0.8" startVisibility="false"
endVisibility="true" />
    <part node="workAreaStartTramRight" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="workAreaWidthTramRight" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="workAreaHeightTramRight" startTime="0"
endTime="0.8" startRot="0 0 0" endRot="-90 0 0"/>
    <part node="cylinderTramLineRoller" startTime="0"
endTime="0.8" startVisibility="false"
endVisibility="true" />
    <part node="cylinderTramLineRollerStamp"
startTime="0" endTime="0.8" startVisibility="false"
endVisibility="true" />
    <part node="nodeTramLineRoller" startTime="0"
endTime="0.8" startVisibility="false"
endVisibility="true" />

```

```

    <part node="tramLineRollerArmPush" startTime="0"
endTime="0.8" startVisibility="false"
endVisibility="true" />
    <part node="cylinderTramLineRollerRef" startTime="0"
endTime="0.8" startVisibility="false"
endVisibility="true" />
</animation>

```

g) In the work particles tab paste this:

```

<effect workAreaIndex="4">
    <effectNode
effectClass="CultivatorMotionPathEffect"
effectType="CULTIVATOR" linkNode="TramlineLeft">
        <motionPathEffect
textureFilename="$data/effects/cultivator/arrays/sharedSi
ngleRow.dds" numRows="20" rowLength="18" minFade="0.07"/>
    </effectNode>
    <effectNode
effectClass="CultivatorMotionPathEffect"
effectType="CULTIVATOR" linkNode="TramlineRight">
        <motionPathEffect
textureFilename="$data/effects/cultivator/arrays/sharedSi
ngleRow.dds" numRows="20" rowLength="18" minFade="0.07"/>
    </effectNode>
</effect>

```

h) Before the wearable tab, paste this: (If you have Design2Configurations, you must change 2 to a number that does not exist, if there is no such tab, do not enter any number at all) !!!

```

<design2Configurations
title="$l10n_configuration_tramline">
    <design2Configuration
name="$l10n_configuration_Left">
        <objectChange node="TramlineLeft"
translationActive="0.945 0 -0.85" />
        <objectChange node="workAreaStartTramLeft"
translationActive="0.15 0 0" />
        <objectChange node="workAreaWidthTramLeft"
translationActive="0 0 0" />
        <objectChange node="workAreaHeightTramLeft"
translationActive="0.15 0.155 -0.4" />
        <objectChange node="TramlineRight"
translationActive="0.945 0 -0.85" />
        <objectChange node="workAreaStartTramRight"
translationActive="0.15 0 0"/>
        <objectChange node="workAreaWidthTramRight"
translationActive="0 0 0"/>
        <objectChange node="workAreaHeightTramRight"
translationActive="0.15 0.155 -0.4"/>
    </design2Configuration>

```



```

    <design2Configuration
name="$l10n_configuration_Right">
    <objectChange node="TramlineLeft"
translationActive="-0.945 0 -0.85" />
    <objectChange node="workAreaStartTramLeft"
translationActive="-0.15 0 0" />
    <objectChange node="workAreaWidthTramLeft"
translationActive="0 0 0" />
    <objectChange node="workAreaHeightTramLeft"
translationActive="-0.15 0.155 -0.4" />
    <objectChange node="TramlineRight"
translationActive="-0.945 0 -0.85" />
    <objectChange node="workAreaStartTramRight"
translationActive="0 0 0"/>
    <objectChange node="workAreaWidthTramRight"
translationActive="-0.15 0 0"/>
    <objectChange node="workAreaHeightTramRight"
translationActive="-0.15 0.155 -0.4"/>
    </design2Configuration>
    <design2Configuration
name="$l10n_configuration_Both">
    <objectChange node="TramlineLeft"
translationActive="0.6 0 -0.85" />
    <objectChange node="workAreaStartTramLeft"
translationActive="0.15 0 0" />
    <objectChange node="workAreaWidthTramLeft"
translationActive="0 0 0" />
    <objectChange node="workAreaHeightTramLeft"
translationActive="0.15 0.155 -0.4" />
    <objectChange node="TramlineRight"
translationActive="-0.6 0 -0.85" />
    <objectChange node="workAreaStartTramRight"
translationActive="0 0 0"/>
    <objectChange node="workAreaWidthTramRight"
translationActive="-0.15 0 0"/>
    <objectChange node="workAreaHeightTramRight"
translationActive="-0.15 0.155 -0.4"/>
    </design2Configuration>
</design2Configurations>

```

- i) Now add i3d mapping according to this scheme: (Where every 0>8 you replace with the previously copied index)

```

<i3dMapping id="Tramline" node="0>8" />
    <i3dMapping id="groundReferenceNodeTramLine"
node="0>8|0" />
<i3dMapping id="TramlineArm" node="0>8|1" />
<i3dMapping id="TramlineLeft" node="0>8|1|0" />
<i3dMapping id="workAreaStartTramLeft" node="0>8|1|0|1|0"

```

```

/>
    <i3dMapping id="workAreaWidthTramLeft"
node="0>8|1|0|1|1" />
    <i3dMapping id="workAreaHeightTramLeft"
node="0>8|1|0|1|2" />
    <i3dMapping id="TramlineRight" node="0>8|1|1" />
<i3dMapping id="workAreaStartTramRight"
node="0>8|1|1|1|0" />
    <i3dMapping id="workAreaWidthTramRight"
node="0>8|1|1|1|1" />
    <i3dMapping id="workAreaHeightTramRight"
node="0>8|1|1|1|2" />
<i3dMapping id="cylinderTramLineRoller" node="0>8|2" />
<i3dMapping id="cylinderTramLineRollerStamp"
node="0>8|2|0" />
<i3dMapping id="nodeTramLineRoller" node="0>8|2|1" />
<i3dMapping id="tramLineRollerArmPush" node="0>8|3" />
<i3dMapping id="cylinderTramLineRollerRef" node="0>8|3|0"
/>

```

Now you can enjoy working tramlines in your seed drill !!!!