

Instructions for installing a Ålö frontlader console to any tractor

Prefaces

With this guide, you can install the Ålö frontlader console, easily explained, to any tractor. For this tutorial, you should bring some knowledge for the computer with you. If it doesn't work with the instructions, I don't give any support!

What you need

- **WinRAR** (<http://www.winrar.de/downld.php>)
- **Giants Editor 5.0.3** (<http://gdn.giants-software.com/downloads.php>)
- **Notepad++** (<http://notepad-plus-plus.org/download/v6.4.3.html>)

All programs are completely free! (Only the trial version of WinRAR, but that is enough.)

- **Zip file** of the mod, to which you want to install the console.

Exemplemods

- www.stefanmaurus.de/mods/DeutzFahrTTV430.zip
- www.stefanmaurus.de/mods/DeutzFahrTTV6190.zip
- www.stefanmaurus.de/mods/DeutzFahrTTV7250.zip
- www.stefanmaurus.de/mods/HuerlimannXL130.zip
- www.stefanmaurus.de/mods/CaseCVX175.zip
- www.stefanmaurus.de/mods/NewHollandT7550.zip

Important informations

- The "Scenegraph" and "Attributes" can be opened at the top bar when you click on "Window".

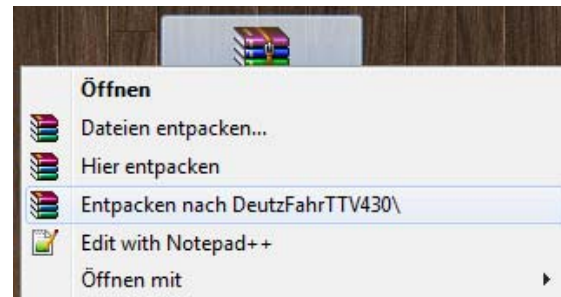
Step 1

First, drag the ZIP file of your mod, to which you want to install the console, on the desktop.



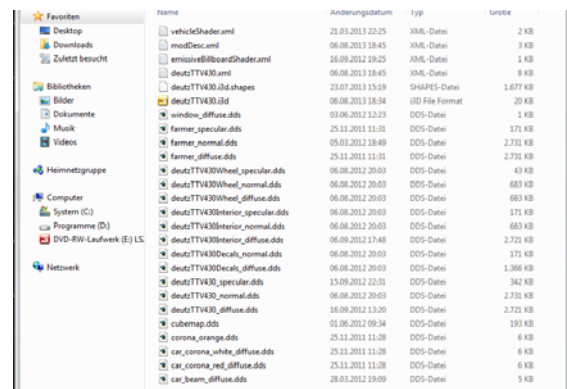
Step 2

Next, right-click on the ZIP file and click "Extract to MODNAME".



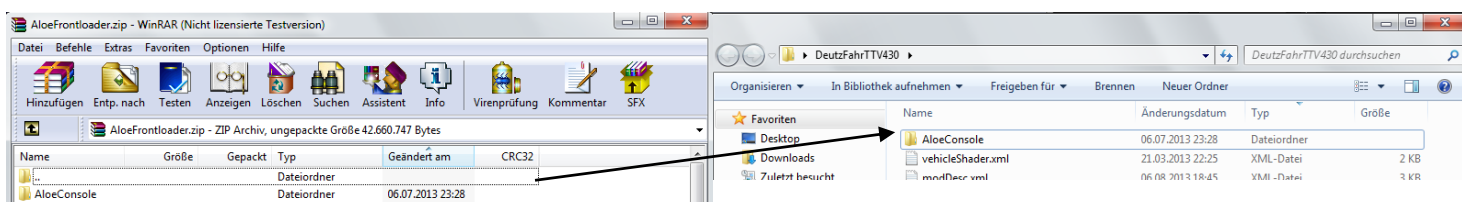
Step 3

Now you can delete the ZIP file and go into the newly created folder which has the name of your mod.



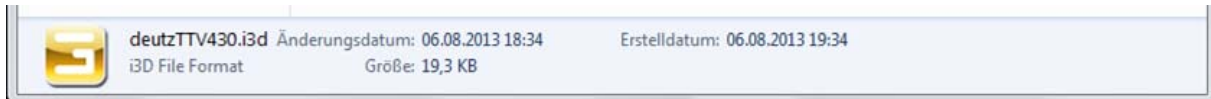
Step 4

Now go into your mods folder and open the file "AloeFrontloader.zip" with WinRAR. There you can see the folder "AloeConsole". Drag this folder to the folder you created in step 2.



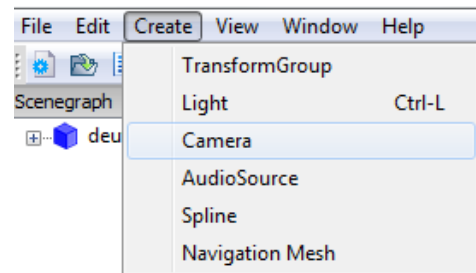
Step 5

Next you need to open the i3d file of your mod with the Giants Editor. The name of the i3d file should normally be the name of the mod. But this may vary.



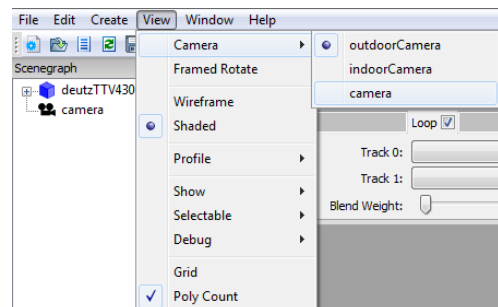
Step 6

If you opened the i3d file, you first need to create a new camera. To do this, go to "Create" and then to "Camera".



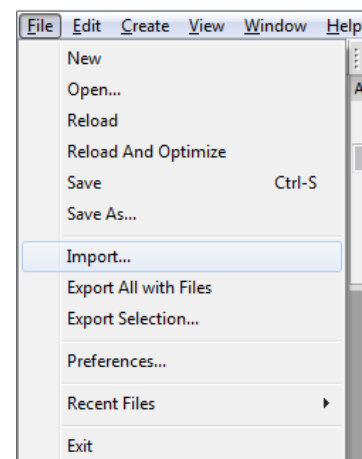
Step 7

Then you have to switch to the view of the new camera. To do this, go to "View" -> "Camera" and then the last camera named "Camera".



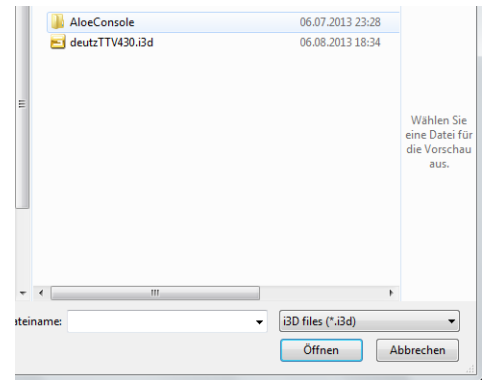
Step 8

Next, you have to import the Ålö console. To do this, go to "File" and then "Import".



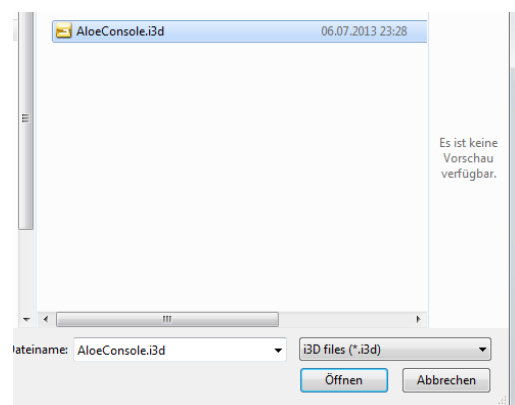
Step 8.1

Now navigate to the "AloeConsole" folder, which you created in step 4.



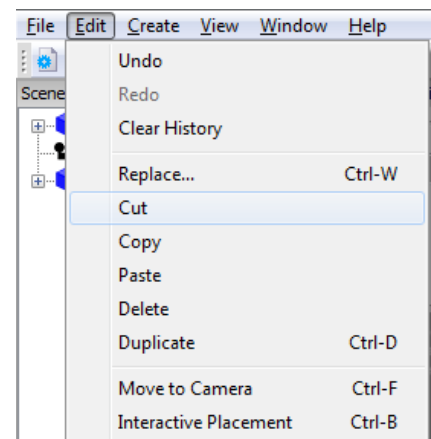
Step 8.2

Select the "AloeConsole.i3d" file and click on "Open".



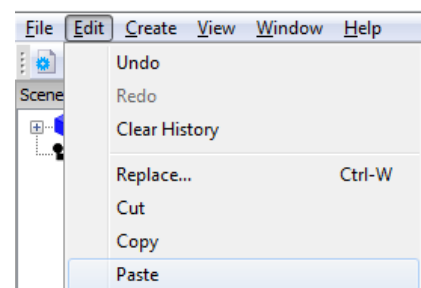
Step 9

If the console is in the i3d, you have to move the console into the main collision. To do this, select the newly imported "AloeConsole" in the scene graph and go to "Edit" and "Cut".



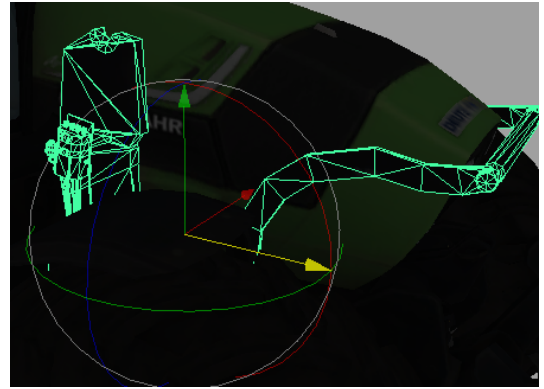
Step 9.1

If you done this, click on the main collision, which is located at the highest point in the Scenegraph, and go to "Edit" and "Paste".



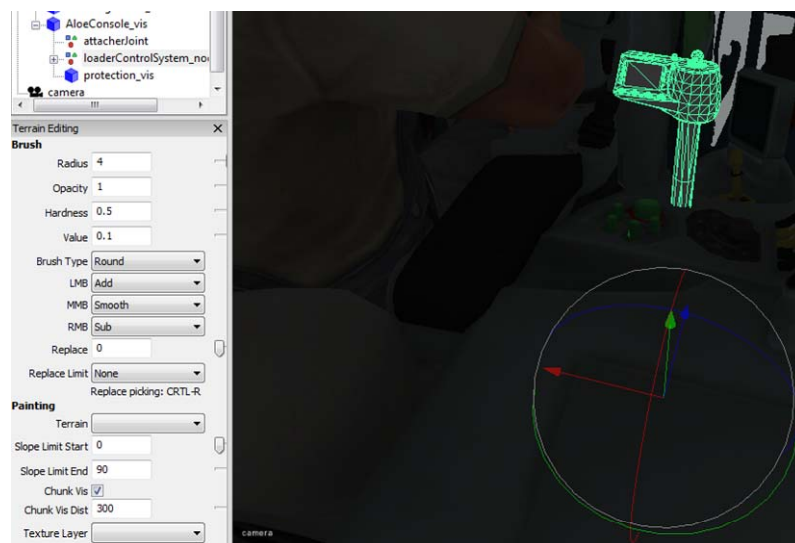
Step 10

Next, you need to position the console. To do this, click in the scenegraph on "AloeConsole" which is in the main collision. Now you can move the console with the three arrows to the correct position.



Step 11

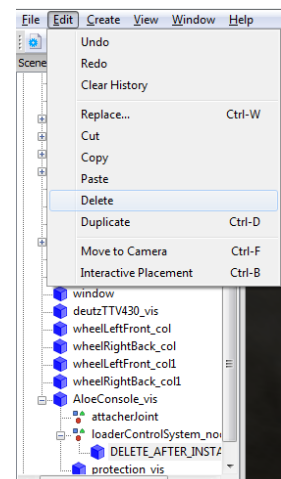
If you have positioned the console correctly, you have to position the control joystick sitting point. To do this, click in the Scene Graph on "loaderControlSystem_node" and position this also.



Step 11.1

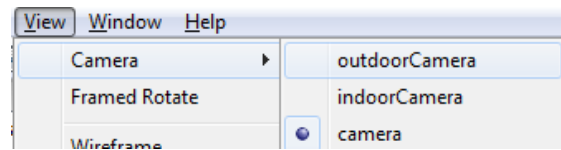
Now you need to delete the "DELETE_AFTER_INSTALL" in the scene graph. Click on it and go to "Edit" and "Delete".

If necessary, you can also delete "protection_vis".



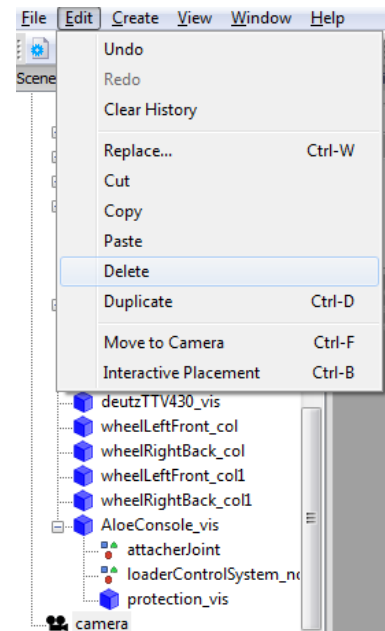
Step 12

Now you have to delete the camera that you created in step 6. First, go to "View" -> "Camera" and on the top camera. In this case, "outdoor camera."



Step 12.1

Now marker in the Scenegraph the "camera", which is there at the last point and go to "Edit" and "Delete".



Step 13

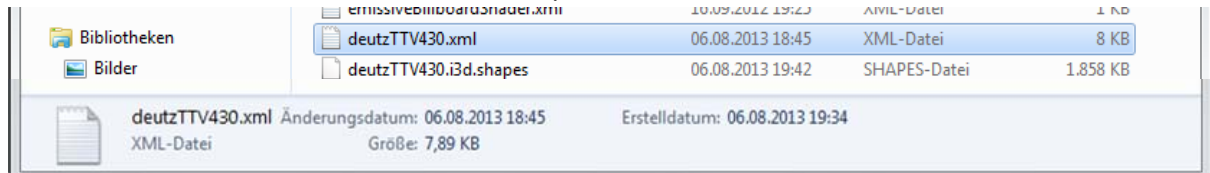
Next, you have to save the i3d file. To do this, go up on the disk icon.



Let the i3d file opened.

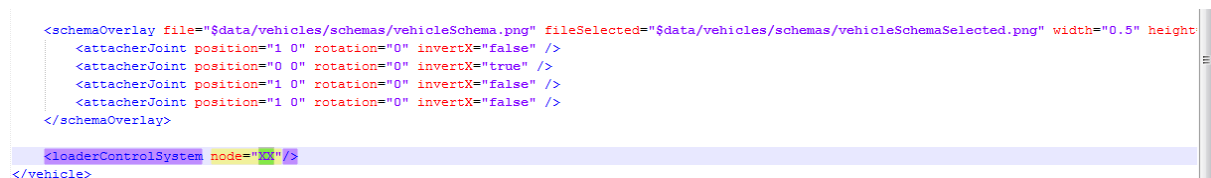
Step 14

Now you need to register the console in the xml file. To do this, first open the xml file of the tractor with Notepad++. This usually has the same name as the i3d and is located in the folder from step 3 (Not to be confused with the modDesc.xml!)



Step 15

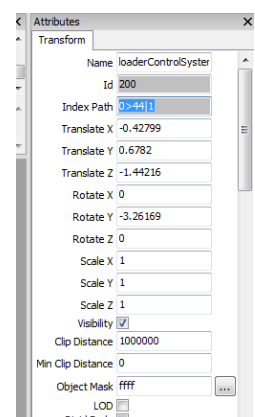
Now you go into the xml file and search "</ vehicle>". Go above this line and paste this "<loaderControlSystem node='XX' />".



Step 15.1

To complete the entry, you have to replace the "XX". To do this, go in the i3d file of the tractor, click in the Scenegraph to "loaderControlSystem_node" and go in the "Attributes" window to "Index Path". The index is inside this gray box. Copy the index and insert it in the place of "XX" in the xml file.

```
<loaderControlSystem node="0>44|1"/>
```



Step 16

Now search in the xml file for the <attacherJoints> entries.

```
<attacherJoints>
  <attacherJoint index="0>11|0|0" rotationNode="0>11" minRot="30 0 0" minRot2="-22 0 0" maxRot="2 0 0" rotationNode2="0>11|0" maxRot2="-2 0 0"
    <bottomArm rotationNode="0>12" translationNode="0>12|0" referenceNode="0>12|0|0" zScale="1" />
    <topArm baseNode="0>13" filename="$data/vehicles/steerable/upperLinkMedium.i3d" zScale="1" />
  </attacherJoint>
  <attacherJoint index="0>16|0|0" rotationNode="0>16" minRot="-30 0 0" minRot2="22 0 0" maxRot="2 0 0" rotationNode2="16|0" maxRot2="-2 0 0" ma
    <bottomArm rotationNode="0>17" translationNode="17|0" referenceNode="17|0|0" zScale="1" />
    <topArm baseNode="0>18" filename="$data/vehicles/steerable/upperLinkSmall.i3d" zScale="1" />
  </attacherJoint>
</attacherJoints>
```

Step 16.1

Under the **second** <attacherJoint/> entry you add this line:

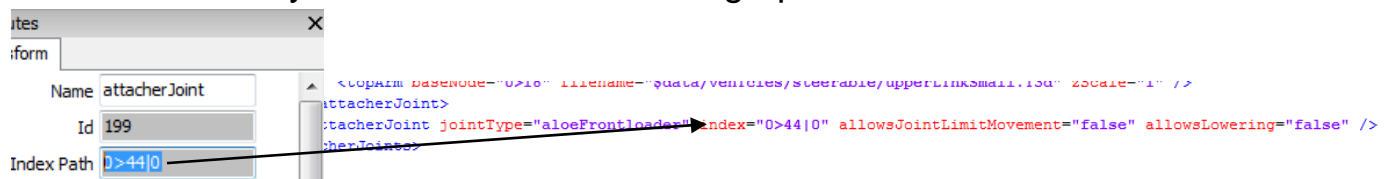
"<attacherJoint jointType="aloeFrontloader" index="XX"
allowsJointLimitMovement="false" allowsLowering="false" />"

It should look like this:

```
<attacherJoints>
1  <attacherJoint index="0>11|0|0" rotationNode="0>11" minRot="30 0 0" minRot2="-22 0 0" maxRot="2 0 0" rotationNode2="0>11|0" maxRot2="-2 0 0" ;
    <bottomArm rotationNode="0>12" translationNode="0>12|0" referenceNode="0>12|0|0" zScale="1" />
    <topArm baseNode="0>13" filename="$data/vehicles/steerable/upperLinkMedium.i3d" zScale="1" />
  </attacherJoint>
2  <attacherJoint index="0>16|0|0" rotationNode="0>16" minRot="-30 0 0" minRot2="22 0 0" maxRot="2 0 0" rotationNode2="16|0" maxRot2="-2 0 0" ma
    <bottomArm rotationNode="0>17" translationNode="17|0" referenceNode="17|0|0" zScale="1" />
    <topArm baseNode="0>18" filename="$data/vehicles/steerable/upperLinkSmall.i3d" zScale="1" />
  </attacherJoint>
  <attacherJoint jointType="aloeFrontloader" index="XX" allowsJointLimitMovement="false" allowsLowering="false" />
</attacherJoints>
```

Step 17

Now go back to the i3d file of the tractor and do the same thing as in step 15.1 with the "attacherJoint", which is above the "loaderControlSystem_node" in the Scenegraph.



Step 18

Now you need to register the new attacherJoint in the schemaOverlays. To do this, first locate these entries in the xml of the tractor.

```
<schemaOverlay file="$data/vehicles/schemas/vehicleSchema.png" fileSelected="$data/vehicles/schemas/vehicleSchemaSelected.png" width="0.5" height="
  <attacherJoint position="1 0" rotation="0" invertX="false" />
  <attacherJoint position="0 0" rotation="0" invertX="true" />
  <attacherJoint position="1 0" rotation="0" invertX="false" />
  <attacherJoint position="1 0" rotation="0" invertX="false" />
</schemaOverlay>
```


Step 18.1

Under the **second** entry, you add this line:

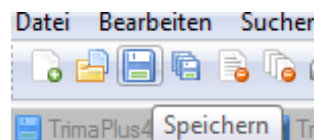
```
<attacherJoint position="1 0" rotation="0" invertX="false" />
```

This should look like in the picture below.

```
1 <schemaOverlay file="$data/vehicles/schemas/vehicleSchema.png" fileSelected="$data/vehicles/schemas/vehicleSchemaSelected.png" width="0.5" height="0.5" />
2 <attacherJoint position="1 0" rotation="0" invertX="false" />
   <attacherJoint position="0 0" rotation="0" invertX="true" />
   <attacherJoint position="1 0" rotation="0" invertX="false" />
   <attacherJoint position="1 0" rotation="0" invertX="false" />
   <attacherJoint position="1 0" rotation="0" invertX="false" />
</schemaOverlay>
```

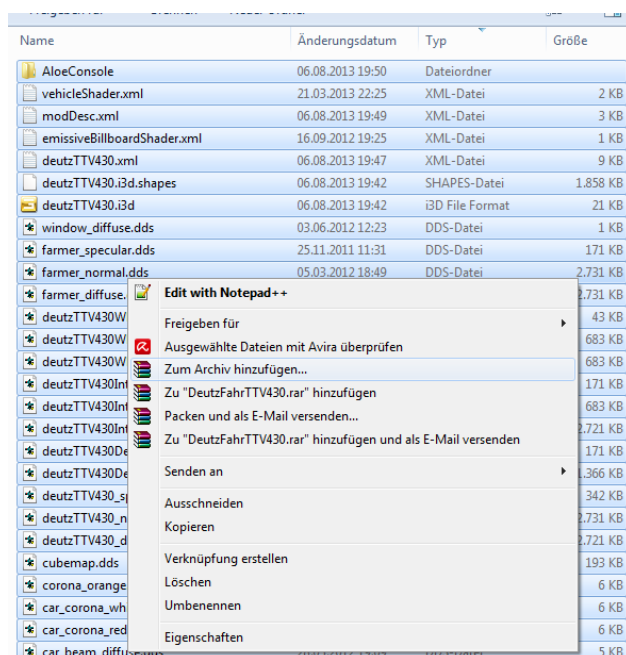
Step 19

Now you have to save the xml file.



Step 20

Now go to the folder from step 3 and select all files in the folder, make a left click and go to "Add to archive..."



Step 21

In the menu that will open, select on the left side the file-type "zip" and press "OK".

Step 22

Now a ZIP file has been generated in the folder. This file can easily be dragged into the mods folder. If you have done everything right, you can now use the mod in the game and attach a Alö frontloader to it.

Have fun with it!