

Tutorial

In diesem Tutorial möchte ich dir gerne zeigen, was so alles an Fahrzeugtuning möglich ist, und zwar ohne Modding Kenntnisse. Das einzige was du dafür brauchst ist die Beherrschung des Schreibens.

Anforderungen für dieses Tutorial:

Notepad++ http://www.chip.de/downloads/Notepad_12996935.html

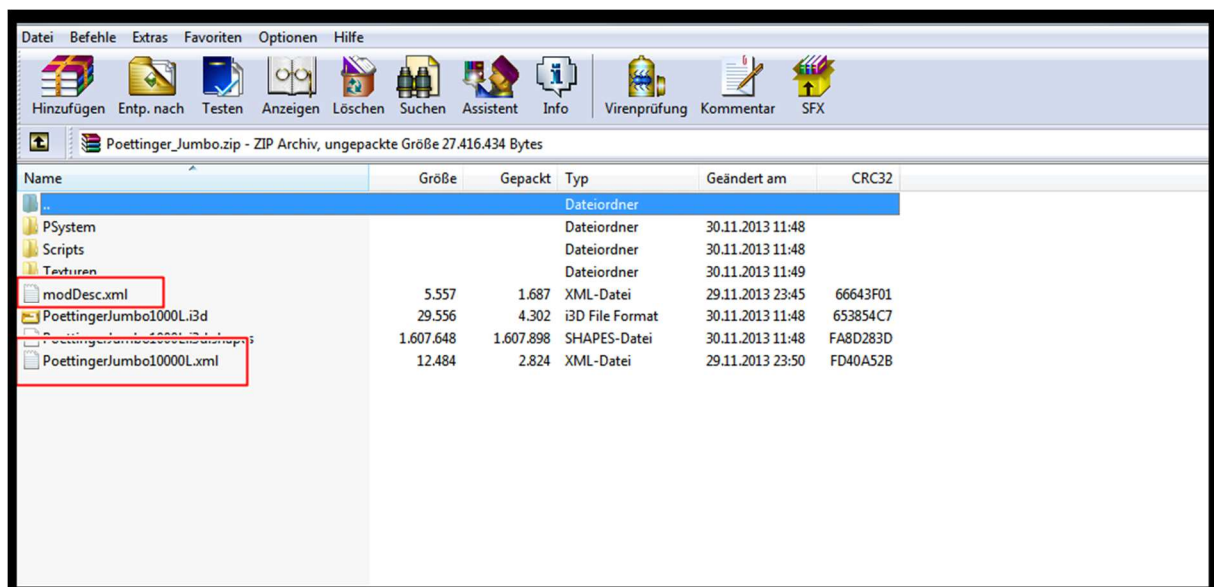
Einen LS 08/09/11/13 Mod

Es kann natürlich auch jedes andere Textprogramm verwendet werden – Notepad++ ist jedoch das Übersichtlichsste und Sinnvollste für solche Sachen! Wieso?

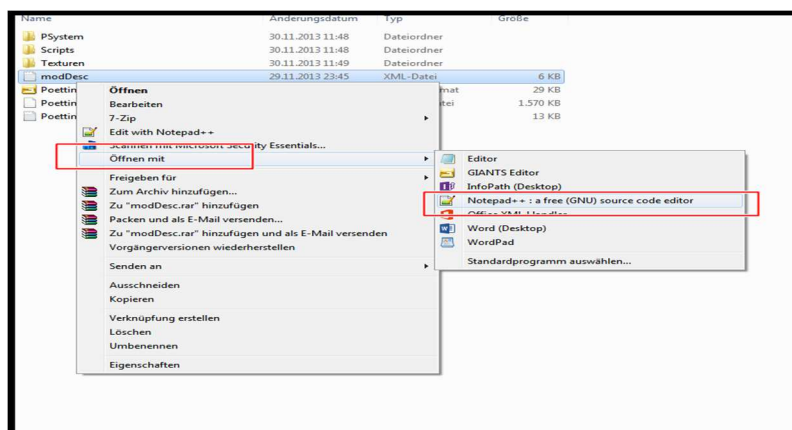
Kuck hier: <http://www.modding-welt.com/10874.html#post78169>

Also los geht's:

Jeder Mod der InGame eine Funktion hat besitzt eine ModDesc und eine fahrzeug.xml (die meistens auch so heißt wie der Mod selbst):



Um diese zu bearbeiten muss man sie logischer Weise zuerst öffnen:



Haben wir die ModDesk geöffnet, kann es eigentlich schon losgehen:

Von wem ist der Mod?: <author>NAME HIER REIN</author>

```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <modDesc descVersion="9">
3   <author>Marhnc</author>
4   <version>2.0</version>
5   <title>
6     <en>GarantWater</en>
7     <de>GarantWater</de>
8   </title>
9   <description>
10    <en>
11      <![CDATA[GarantWater]]>
12    </en>
13    <de>
14      <![CDATA[GarantWater]]>
15    </de>
16  </description>
17  <iconFilename>store_WaterTrailer.dds</iconFilename>
18  <multiplayer supported="true"/>
19
20  <vehicleTypes>
21    <type name="GarantWater" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
22      <specialization name="attachable" />
23      <specialization name="animatedVehicle" />
24      <specialization name="cylindrical" />
25      <specialization name="fillable" />
26      <specialization name="trailer" />
27      <specialization name="waterTrailer"/>
28    </type>
29  </vehicleTypes>
30
31  <storeItems>
32    <storeItem>
33      <en>
34        <name>Water Trailer</name>
35        <specs>
36          <![CDATA[capacity: 19500 l
37            Unterhaltskosten: $s / Tag]]>
38        </specs>
39        <description>
40          <![CDATA[This is a great trailer for the WaterMod.
41            In order to fill it enough to put any trough bought because it was built specifically for it.
42            To unload positions: Front Right and Rear.]]>
43        </description>
44      </en>
45      <de>
46        <name>HierderNamedesMods</name>
47        <specs>
48          <![CDATA[Fassungsvermögen: 19500
49            Unterhaltskosten: $s / Tag]]>
50        </specs>
51      </de>
52    </storeItem>
53  </storeItems>
54</modDesc>
```

Welche Version?: <version>VERSION HIER REIN z.B. 1.5</version>

```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <modDesc descVersion="9">
3   <author>Marhnc</author>
4   <version>2.0</version>
5   <title>
6     <en>GarantWater</en>
7     <de>GarantWater</de>
8   </title>
9   <description>
10    <en>
11      <![CDATA[GarantWater]]>
12    </en>
13    <de>
14      <![CDATA[GarantWater]]>
15    </de>
16  </description>
17  <iconFilename>store_WaterTrailer.dds</iconFilename>
18  <multiplayer supported="true"/>
19
20  <vehicleTypes>
21    <type name="GarantWater" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
22      <specialization name="attachable" />
23      <specialization name="animatedVehicle" />
24      <specialization name="cylindrical" />
25      <specialization name="fillable" />
26      <specialization name="trailer" />
27      <specialization name="waterTrailer"/>
28    </type>
29  </vehicleTypes>
30
31  <storeItems>
32    <storeItem>
33      <en>
34        <name>Water Trailer</name>
35        <specs>
36          <![CDATA[capacity: 19500 l
37            Unterhaltskosten: $s / Tag]]>
38        </specs>
39        <description>
40          <![CDATA[This is a great trailer for the WaterMod.
41            In order to fill it enough to put any trough bought because it was built specifically for it.
42            To unload positions: Front Right and Rear.]]>
43        </description>
44      </en>
45      <de>
46        <name>HierderNamedesMods</name>
47        <specs>
48          <![CDATA[Fassungsvermögen: 19500
49            Unterhaltskosten: $s / Tag]]>
50        </specs>
51      </de>
52    </storeItem>
53  </storeItems>
54</modDesc>
```

Beschreibung im Shop: </description>BESCHREIBUNG HIER REIN<description>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$data5/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindrical" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 1
37         Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>Water Trailer</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit lässt sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56     </de>
57     <rotation>0</rotation>
58     <image active="store_WaterTrailer.dds" brand="brand_kotte.png"/>
59     <price>8760</price>
60     <dailyUpkeep>40</dailyUpkeep>
61     <xmlFilename>WaterTrailer.xml</xmlFilename>
62     <brand>$!10n_shopItemBrand_kotte</brand>
63     <machineType>tippers</machineType>
64   </storeItem>
65 </storeItems>
66 </modDesc>
```

Englisch

Deutsch

Name im Shop: <name>MODNAME</name>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$data5/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindrical" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 1
37         Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNamesMod</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit lässt sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56     </de>
57     <rotation>0</rotation>
58     <image active="store_WaterTrailer.dds" brand="brand_kotte.png"/>
59     <price>8760</price>
60     <dailyUpkeep>40</dailyUpkeep>
61     <xmlFilename>WaterTrailer.xml</xmlFilename>
62     <brand>$!10n_shopItemBrand_kotte</brand>
63     <machineType>tippers</machineType>
64   </storeItem>
65 </storeItems>
66 </modDesc>
```

Richtung vorm Shop beim Kauf: <rotation>0 ODER 1</rotation>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$data5/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindersd" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 l
37         -Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNamedesMods</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         -Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit lässt sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56       <de>
57         <rotation>0 oder 1 hier rein</rotation>
58         <image activate="store WaterTrailer.dds" brand="brand_kotte.png"/>
59         <price>8760</price>
60         <dailyUpkeep>40</dailyUpkeep>
61         <xmlFilename>WaterTrailer.xml</xmlFilename>
62         <brand>$l10n_shopItemBrand_kotte</brand>
63         <machineType>tipppers</machineType>
64       </storeItem>
65     </storeItems>
66 </modDesc>
```

Preis Shop: <price>Preis hier rein</price>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$data5/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindersd" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 l
37         -Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNamedesMods</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         -Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit lässt sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56       <de>
57         <rotation>0 oder 1 hier rein</rotation>
58         <image activate="store WaterTrailer.dds" brand="brand_kotte.png"/>
59         <price>Preis hier rein</price>
60         <dailyUpkeep>40</dailyUpkeep>
61         <xmlFilename>WaterTrailer.xml</xmlFilename>
62         <brand>$l10n_shopItemBrand_kotte</brand>
63         <machineType>tipppers</machineType>
64       </storeItem>
65     </storeItems>
66 </modDesc>
```

Unterhaltskosten pro Tag: <dailyUpkeep>Unterhalt hier rein</dailyUpkeep>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindered" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 l
37         Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNAMESdesMods</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit läst sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56     </de>
57     <rotation>0</rotation>
58     <image active="store_WaterTrailer.dds" brand="brand_kotte.png"/>
59     <price>65000</price>
60     <dailyUpkeep>Unterhalt hier rein</dailyUpkeep>
61     <!-- <!--
62     <brand>$!10n_shopItemBrand kotte</brand>
63     <machineType>tippers</machineType>
64   </storeItem>
65 </storeItems>
66 </modDesc>
```

Händlermarke Shop: <brand>\$!10n_shopItemBrand_Marke z.B. John Deere hier rein</brand>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindered" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 l
37         Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNAMESdesMods</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit läst sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56     </de>
57     <rotation>0</rotation>
58     <image active="store_WaterTrailer.dds" brand="brand_kotte.png"/>
59     <price>65000</price>
60     <dailyUpkeep>Unterhalt hier rein</dailyUpkeep>
61     <!-- <!--
62     <brand>$!10n_shopItemBrand kotte</brand>
63     <machineType>tippers</machineType>
64   </storeItem>
65 </storeItems>
66 </modDesc>
```


Gerätetyp Shop: <machineType>TYP HIER REIN z.B tippers</machineType>

```
18 <multiplayer supported="true"/>
19
20 <vehicleTypes>
21   <type name="GarantWater" className="Vehicle" filename="$dataS/scripts/vehicles/Vehicle.lua">
22     <specialization name="attachable" />
23     <specialization name="animatedVehicle" />
24     <specialization name="cylindrical" />
25     <specialization name="fillable" />
26     <specialization name="trailer" />
27     <specialization name="waterTrailer"/>
28   </type>
29 </vehicleTypes>
30
31 <storeItems>
32   <storeItem>
33     <en>
34       <name>Water Trailer</name>
35       <specs>
36         <![CDATA[capacity: 19500 l
37         -Unterhaltskosten: $s / Tag]]>
38       </specs>
39       <description>
40         <![CDATA[This is a great trailer for the WaterMod.
41         In order to fill it enough to put any trough bought because it was built specifically for it.
42         To unload positions: Front Right and Rear.]]>
43       </description>
44     </en>
45     <de>
46       <name>HierderNamesMds</name>
47       <specs>
48         <![CDATA[Fassungsvermögen: 19500
49         -Unterhaltskosten: $s / Tag]]>
50       </specs>
51       <description>
52         <![CDATA[Dies ist ein großer Wasser Trailer für den WaterMod.
53         Damit lässt sie die Tränke füllen, da er speziell dafür gebaut wurde.
54         -Positionen zum entladen: Vorne Rechts und Hinten.]]>
55       </description>
56     </de>
57     <rotation>0</rotation>
58     <image active="store WaterTrailer.dds" brand="brand_kotte.png"/>
59     <price>65000</price>
60     <dailyUpkeep>Unterhalt hier rein</dailyUpkeep>
61     <xmlFilename>WaterTrailer.xml</xmlFilename>
62     <brand>Silco_ebnerTrailerBrand_kotte</brand>
63     <machineType>tippers</machineType>
64   </storeItem>
65 </storeItems>
66 </modDesc>
```

Fahrzeug xml:

Geschwindigkeit: [SIEHE ERKLÄRUNG UNTEN UND BILD](#)

```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <!--vehicle type="TTV7250"-->
3 <!--annotation>Copyright (C) GIANTS Software GmbH, All Rights Reserved.</annotation>
4
5 <name>
6   <en>Dents 7250 Agrotrom TTV</en>
7   <de>Dents 7250 Agrotrom TTV</de>
8 </name>
9 <filename>dentsTTV7250.13d</filename>
10
11 <size width="3.6" length="6.5"/>
12
13 <wheels autoRotateBackSpeed="2">
14   <wheel rotSpeed="70" rotMax="30" rotMin="-30" driveNode="2" repr="0" driveNode="0" radius="0.765" deltaY="0.20" suspTravel="0.23" spring="40" damper="50" mass="0.158" longitudinalStiffness="0.158" lateralStiffness="0.158" />
15   <wheel rotSpeed="70" rotMax="30" rotMin="-30" driveNode="2" repr="0" driveNode="0" radius="0.765" deltaY="0.20" suspTravel="0.23" spring="40" damper="50" mass="0.158" longitudinalStiffness="0.158" lateralStiffness="0.158" />
16   <wheel rotSpeed="0" driveNode="1" repr="0" driveNode="0" radius="0.96" deltaY="0.1" suspTravel="0.14" spring="80" damper="50" mass="0.2" longitudinalStiffness="0.9" lateralStiffness="2" />
17   <wheel rotSpeed="0" driveNode="1" repr="0" driveNode="0" radius="0.96" deltaY="0.1" suspTravel="0.14" spring="80" damper="50" mass="0.2" longitudinalStiffness="0.9" lateralStiffness="2" />
18 </wheels>
19 <torque rpm="100" torque="60" rpm="2400 435" maxTorque="1 -1 -1" brakeForce="1" lowInake/overInake="0.3" compensateWheelSlip="true" acceleration="1 1 1" lowInake/overInake="1 1 1" />
20   <torque rpm="100" torque="0.7"/>
21   <torque rpm="2400" torque="0.92"/>
22   <backwardTorque rpm="600" torque="0.4"/>
23   <backwardTorque rpm="720" torque="0"/>
24 </torque>
25 <accelerationSpeed maxAcceleration="0.5" deceleration="0.6" backwardDeceleration="0.7" />
26 <fuelCapacity>595</fuelCapacity>
27 <fuelUsage>0.0059</fuelUsage>
28 <downForce>6</downForce>
29 <bunkerSiloCompacter compactingScale="3"/>
30 <components count="1">
31   <component centerOfMass="0 0.01 0.1" solverIterationCount="10" />
32 </components>
33 <ESLIMIT posX="0.7543" posY="0.1715" />
34 <moveDownInterval max="150" />
35 <operatingHours posX="0.7543" posY="0.1715" />
36 <operatingHours offsetTime="63.2"/>
37
38 <cameras count="2">
39   <camera1 index="4" rotatable="true" rotateNode="4" limit="true" useWorldXZRotation="true" rotMinX="-1.4" rotMaxX="1" transMin="4" transMax="35" />
40   <camera2 index="5" rotatable="true" limit="true" rotMinX="-1.1" rotMaxX="0.4" transMin="0" transMax="0" />
41 </cameras>
42
43 <lights>
44   <light realLight="0" fakeLight="0" decoration="0" lightType="0"/>
45   <light realLight="0" fakeLight="0" decoration="0" lightType="1"/>
46 </lights>
```

Füllvolumen: <capacity>ZAHL HIER REIN</capacity>

```
1 <!-- XML Version 1.0 encoding UTF-8 Standalone NO -->
2 <vehicle type="GarantWater">
3   <annotation>Marhu, All Rights Reserved.</annotation>
4   <name>
5     <en>Garant Water Trailer</en>
6     <de>Garant Water Trailer</de>
7   </name>
8   <typeDesc>WaterTrailer</typeDesc>
9   <filename>WaterTrailer.i3d</filename>
10
11   <size width="5.5" length="13.0" />
12
13   <wheels autoRotateBackSpeed="2.0">
14     <wheel driveMode="0" repr="0" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" lateralStiffness="2" />
15     <wheel driveMode="0" repr="1" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" lateralStiffness="2" />
16     <wheel driveMode="0" repr="2" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" lateralStiffness="2" />
17     <wheel driveMode="0" repr="3" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" lateralStiffness="2" />
18   </wheels>
19   <brakeForce>4</brakeForce>
20   <downForce>4</downForce>
21   <steeringAxisAngleScale startSpeed="5" endSpeed="30" />
22
23   <lights count="1">
24     <light1 index="5" />
25   </lights>
26
27   <lightCoronas>
28     <lightCorona index="8" />
29   </lightCoronas>
30
31   <brakeLights>
32     <brakeLight index="0>13" />
33   </brakeLights>
34
35   <massScale value="0.9" />
36   <capacity>39500</capacity>
37   <fillTypes fruitTypes="water" />
38   <waterTrailerFillTrigger index="0>24" />
39   <allowFillFromAir value="false" />
40
41   <fillSound file="$data/maps/sounds/siloFillSound.wav" pitchOffset="1.0" volume="1.5" />
42   <hydraulicSound file="$data/vehicles/steerable/dgutz/hydraulicUp.wav" pitchOffset="0.9" volume="1.0" />
43
44   <tipReferencePoints>
45     <tipReferencePoint index="18" width="2.5"/>
46     <tipReferencePoint index="22" width="2.5"/>
47   </tipReferencePoints>
48   <tipAnimations>
```

Füllbare Fruchtarten: <fillTypes fruitTypes="TYP HIER REIN z.B. water" />

```
1 <!-- XML Version 1.0 encoding UTF-8 Standalone NO -->
2 <vehicle type="GarantWater">
3   <annotation>Marhu, All Rights Reserved.</annotation>
4   <name>
5     <en>Garant Water Trailer</en>
6     <de>Garant Water Trailer</de>
7   </name>
8   <typeDesc>WaterTrailer</typeDesc>
9   <filename>WaterTrailer.i3d</filename>
10
11   <size width="5.5" length="13.0" />
12
13   <wheels autoRotateBackSpeed="2.0">
14     <wheel driveMode="0" repr="0" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" lateralStiffness="2" />
15     <wheel driveMode="0" repr="1" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" lateralStiffness="2" />
16     <wheel driveMode="0" repr="2" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" lateralStiffness="2" />
17     <wheel driveMode="0" repr="3" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" lateralStiffness="2" />
18   </wheels>
19   <brakeForce>4</brakeForce>
20   <downForce>4</downForce>
21   <steeringAxisAngleScale startSpeed="5" endSpeed="30" />
22
23   <lights count="1">
24     <light1 index="5" />
25   </lights>
26
27   <lightCoronas>
28     <lightCorona index="8" />
29   </lightCoronas>
30
31   <brakeLights>
32     <brakeLight index="0>13" />
33   </brakeLights>
34
35   <massScale value="0.9" />
36   <capacity>39500</capacity>
37   <fillTypes fruitTypes="water" />
38   <waterTrailerFillTrigger index="0>24" />
39   <allowFillFromAir value="false" />
40
41   <fillSound file="$data/maps/sounds/siloFillSound.wav" pitchOffset="1.0" volume="1.5" />
42   <hydraulicSound file="$data/vehicles/steerable/dgutz/hydraulicUp.wav" pitchOffset="0.9" volume="1.0" />
43
44   <tipReferencePoints>
45     <tipReferencePoint index="18" width="2.5"/>
46     <tipReferencePoint index="22" width="2.5"/>
47   </tipReferencePoints>
48   <tipAnimations>
```

Silagefunktion zufügen (für Kipper): <allowFillFromAir value="TRUE ODER FALSE HIER REIN"/>

```
16 <wheel driveNode="0" rep="2" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" late
17 <wheel driveNode="0" rep="3" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" late
18 </wheels>
19 <brakeForce>4</brakeForce>
20 <downForce>4</downForce>
21 <steeringAxisAngleScale startSpeed="5" endSpeed="30" />
22
23 <lights count="1">
24   <light1 index="5" />
25 </lights>
26
27 <lightCoronas>
28   <lightCorona index="8" />
29 </lightCoronas>
30
31 <brakeLights>
32   <brakeLight index="0>13" />
33 </brakeLights>
34
35 <massScale value="0.9" />
36 <capacity>39500</capacity>
37 <fillTypes fruitTypes="water" />
38 <waterTrailerFillTrigger index="0>24" />
39 <allowFillFromAir value="false"/>
40
41 <fillSound file="$data/maps/sounds/siloFillSound.wav" pitchOffset="1.0" volume="1.5" />
42 <hydraulicSound file="$data/vehicles/steerable/deutz/hydraulicUp.wav" pitchOffset="0.9" volume="1.0" />
43
44 <tipReferencePoints>
45   <tipReferencePoint index="18" width="2.5"/>
46   <tipReferencePoint index="22" width="2.5"/>
47 </tipReferencePoints>
48 <tipAnimations>
49   <tipAnimation rootNode="19" speedScale="1" closeSpeedScale="-1" clip="tipAnimationClipSource1" dischargeStartTime="1" dischargeEndTime="20" >
50     <dischargeParticleSystems>
51       <dischargeParticleSystem type="water" node="0>18" position="0 0 0" rotation="0 0 0" file="PS/FrontParticle.i3d" />
52     </dischargeParticleSystems>
53   </tipAnimation>
54   <tipAnimation rootNode="23" speedScale="1" closeSpeedScale="-1" clip="tipAnimationClipSource2" dischargeStartTime="1" dischargeEndTime="20" >
55     <dischargeParticleSystems>
56       <dischargeParticleSystem type="water" node="0>7" position="0 0 0" rotation="0 0 0" file="PS/BackParticle.i3d" />
57     </dischargeParticleSystems>
58   </tipAnimation>
59 </tipAnimations>
60
61 <movingTools>
62   <!-- support -->
63   <movingTool index="0>6" componentJointIndex="0" anchorActor="0"/>
```

Sound u. Lautstärke: <fillSound file="\$data/maps/sounds/siloFillSound.wav" volume=" ZAHL"/>

```
16 <wheel driveNode="0" rep="2" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" late
17 <wheel driveNode="0" rep="3" radius="0.854" deltaY="0.15" suspTravel="0.25" spring="15" damper="20" mass="0.4" steeringAxisScale="-0.7" steeringAxisRotMax="20" steeringAxisRotMin="-20" late
18 </wheels>
19 <brakeForce>4</brakeForce>
20 <downForce>4</downForce>
21 <steeringAxisAngleScale startSpeed="5" endSpeed="30" />
22
23 <lights count="1">
24   <light1 index="5" />
25 </lights>
26
27 <lightCoronas>
28   <lightCorona index="8" />
29 </lightCoronas>
30
31 <brakeLights>
32   <brakeLight index="0>13" />
33 </brakeLights>
34
35 <massScale value="0.9" />
36 <capacity>39500</capacity>
37 <fillTypes fruitTypes="water" />
38 <waterTrailerFillTrigger index="0>24" />
39 <allowFillFromAir value="false"/>
40
41 <fillSound file="$data/maps/sounds/siloFillSound.wav" pitchOffset="1.0" volume="1.5" />
42 <hydraulicSound file="$data/vehicles/steerable/deutz/hydraulicUp.wav" pitchOffset="0.9" volume="1.0" />
43
44 <tipReferencePoints>
45   <tipReferencePoint index="18" width="2.5"/>
46   <tipReferencePoint index="22" width="2.5"/>
47 </tipReferencePoints>
48 <tipAnimations>
49   <tipAnimation rootNode="19" speedScale="1" closeSpeedScale="-1" clip="tipAnimationClipSource1" dischargeStartTime="1" dischargeEndTime="20" >
50     <dischargeParticleSystems>
51       <dischargeParticleSystem type="water" node="0>18" position="0 0 0" rotation="0 0 0" file="PS/FrontParticle.i3d" />
52     </dischargeParticleSystems>
53   </tipAnimation>
54   <tipAnimation rootNode="23" speedScale="1" closeSpeedScale="-1" clip="tipAnimationClipSource2" dischargeStartTime="1" dischargeEndTime="20" >
55     <dischargeParticleSystems>
56       <dischargeParticleSystem type="water" node="0>7" position="0 0 0" rotation="0 0 0" file="PS/BackParticle.i3d" />
57     </dischargeParticleSystems>
58   </tipAnimation>
59 </tipAnimations>
60
61 <movingTools>
62   <!-- support -->
63   <movingTool index="0>6" componentJointIndex="0" anchorActor="0"/>
```


Maximale Tempomatstufe wechseln: <maxSpeedLevel value="ZAHL VON 1-4 HIER REIN"/>

```
1 <?xml version="1.0" encoding="utf-8" standalone="no" ?>
2 <vehicle type="sailingMachine animated">
3   <annotation>Copyright (C) GIANTS Software GmbH, All Rights Reserved.</annotation>
4   <name>
5     <en>pronto24DC</en>
6     <de>pronto24DC</de>
7   </name>
8   <typeDesc></typeDesc>
9   <filename>pronto24DC.i3d</filename>
10
11   <size width="5.3" length="10"/>
12
13   <maxSpeedLevel value="3"/>
14
15   <wheels autoRotateBackSpeed="2.0">
16     <wheel driveMode="0" repr="0" radius="0.396" deltaY="0.25" suspTravel="0.3" spring="150" damper="20" mass="0.4" />
17     <wheel driveMode="0" repr="1" radius="0.396" deltaY="0.25" suspTravel="0.3" spring="150" damper="20" mass="0.4" />
18   </wheels>
19   <brakeForce>1.5</brakeForce>
20
21   <cuttingAreas count="3">
22     <cuttingArea1 startIndex="2" widthIndex="3" heightIndex="4" foldMinLimit="0" foldMaxLimit="1" />
23     <cuttingArea2 startIndex="8|0" widthIndex="8|1" heightIndex="8|2" foldMinLimit="0" foldMaxLimit="0.2" />
24     <cuttingArea3 startIndex="10|0" widthIndex="10|1" heightIndex="10|2" foldMinLimit="0" foldMaxLimit="0.2" />
25   </cuttingAreas>
26
27   <speedRotatingParts>
28     <speedRotatingPart index="6|0" radius="0.396" />
29     <speedRotatingPart index="6|2|0" radius="0.396" />
30
31     <speedRotatingPart index="8|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
32     <speedRotatingPart index="0>8|11|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
33     <speedRotatingPart index="0>8|11|10|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
34     <speedRotatingPart index="0>8|11|10|10|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
35
36     <speedRotatingPart index="8|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
37     <speedRotatingPart index="0>8|11|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
38     <speedRotatingPart index="0>8|11|10|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
39     <speedRotatingPart index="0>8|11|10|10|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
40
41     <speedRotatingPart index="10|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
42     <speedRotatingPart index="0>10|11|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
43     <speedRotatingPart index="0>10|11|11|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
44     <speedRotatingPart index="0>10|11|11|11|3|0" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
45
46     <speedRotatingPart index="10|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
47     <speedRotatingPart index="0>10|11|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
48     <speedRotatingPart index="0>10|11|11|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
49     <speedRotatingPart index="0>10|11|11|11|4" radius="0.396" foldMinLimit="0" foldMaxLimit="0.15"/>
50   </speedRotatingParts>
```

Tankvolumen: <fuelCapacity>ZAHL HIER REIN</fuelCapacity>

```
4 <annotation>by DerFreddy</annotation>
5
6 <name>
7   <en>Claas Xerion</en>
8   <de>Claas Xerion</de>
9 </name>
10 <filename>ClaasXerion3800VC.i3d</filename>
11
12 <wheels autoRotateBackSpeed="2.5">
13   <!-- front right wheel (wheelIndex = 1) -->
14   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="1>1" driveNode="1>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="10000" />
15   <!-- front left wheel (wheelIndex = 2) -->
16   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="2>1" driveNode="2>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="10000" />
17   <!-- back right wheel (wheelIndex = 3) -->
18   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="3>1" driveNode="3>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="10000" />
19   <!-- back left wheel (wheelIndex = 4) -->
20   <wheel rotSpeed="-30" rotMax="18" rotMin="-18" driveMode="2" repr="4>1" driveNode="4>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="10000" />
21 </wheels>
22
23 <!-- autoSteer 3.0 -->
24 <autoSteer invertAxis="true" activated="false" steeringSpeed="1000" inputBinding="AUTOSTEER" />
25 <autoSteerHud released="Textures/AutoSteerReleased.dds" locked="Textures/AutoSteerLocked.dds" posX="0.93" posY="0.8" />
26
27 <motor minRpm="100" maxRpm="700 1250 2550 795" maxTorques="2.0 2.0 -1.0 2.0" brakeForce="10" lowBrakeForceScale="0.5" lowBrakeForceSpeedLimit="1" forwardGearRatio="18" backwardGearRatio="18" diffRatio="1" />
28 <torque rpm="2550" torque="1" />
29 <backwardTorque rpm="600" torque="1" />
30 <backwardTorque rpm="720" torque="1" />
31 </motor>
32
33 <accelerationSpeed maxAcceleration="0.5" deceleration="0.6" backwardDeceleration="0.7" />
34
35 <fuelCapacity>620</fuelCapacity>
36 <fuelUsage>0.0058</fuelUsage>
37 <downForce>10</downForce>
38 <brakeForce>35</brakeForce>
39
40 <cameras count="2">
41   <camera1 index="0>4|0" rotatable="true" rotateNode="4" limit="true" useWorldXZRotation="true" rotMinX="-1.4" rotMaxX="1" transMin="4" transMax="35" />
42   <raycastNode index="0>6"/>
43   <raycastNode index="0>7"/>
44 </camera1>
45   <camera2 index="25|0" rotatable="true" limit="true" rotMinX="-1.1" rotMaxX="0.4" transMin="0" transMax="0" />
46 </cameras>
47 <tipCamera index="11" />
48
49 <lights count="2">
50   <light1 index="12" />
51   <light2 index="13" />
52 </lights>
```

Dieserverbrauch: <fuelUsage>ZAHL HIER REIN</fuelUsage>

```
4 <annotation>by DerFreddy</annotation>
5
6 <name>
7   <en>Claas Xerion</en>
8   <de>Claas Xerion</de>
9 </name>
10 <filename>ClaasXerion3800VC.i3d</filename>
11
12 <wheels autoRotateBackSpeed="2.5">
13   <!-- front right wheel (wheelIndex = 1) -->
14   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="1>1" driveNode="1>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
15   <!-- front left wheel (wheelIndex = 2) -->
16   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="2>1" driveNode="2>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
17   <!-- back right wheel (wheelIndex = 3) -->
18   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="3>1" driveNode="3>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
19   <!-- back left wheel (wheelIndex = 4) -->
20   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="4>1" driveNode="4>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
21 </wheels>
22
23 <!-- autoSteer 3.0 -->
24 <autoSteer invertAxis="true" activated="false" steeringSpeed="1000" inputBinding="AUTOSTEER" />
25 <autoSteerHud released="Textures/AutosteerReleased.dds" locked="Textures/AutosteerLocked.dds" posX="0.93" posY="0.8" />
26
27 <motor minRpm="100" maxRpm="700 1250 2550 795" maxTorques="2.0 2.0 -1.0 2.0" brakeForce="10" lowBrakeForceScale="0.5" lowBrakeForceSpeedLimit="1" forwardGearRatio="18" backwardGearRatio="18" diffRatio="1" />
28 <torque rpm="2550" torque="1"/>
29 <backwardTorque rpm="600" torque="1"/>
30 <backwardTorque rpm="720" torque="1"/>
31 </motor>
32
33 <accelerationSpeed maxAcceleration="0.5" deceleration="0.6" backwardDeceleration="0.7" />
34
35
36 <fuelCapacity>620</fuelCapacity>
37 <fuelUsage>0.0058</fuelUsage>
38 <downForce>10</downForce>
39 <brakeForce>35</brakeForce>
40
41 <cameras count="2">
42   <camera1 index="0>4|0" rotatable="true" rotateNode="4" limit="true" useWorldXZRotation="true" rotMinX="-1.4" rotMaxX="1" transMin="4" transMax="35" >
43     <raycastNode index="0>6"/>
44     <raycastNode index="0>7"/>
45   </camera1>
46   <camera2 index="25|0" rotatable="true" limit="true" rotMinX="-1.1" rotMaxX="0.4" transMin="0" transMax="0" />
47 </cameras>
48 <tipCamera index="11" />
49
50 <lights count="2">
51   <light1 index="12" />
```

Kraft, die von oben wirkt: <downForce>ZAHL HIE REIN</downForce>

```
4 <annotation>by DerFreddy</annotation>
5
6 <name>
7   <en>Claas Xerion</en>
8   <de>Claas Xerion</de>
9 </name>
10 <filename>ClaasXerion3800VC.i3d</filename>
11
12 <wheels autoRotateBackSpeed="2.5">
13   <!-- front right wheel (wheelIndex = 1) -->
14   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="1>1" driveNode="1>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
15   <!-- front left wheel (wheelIndex = 2) -->
16   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="2>1" driveNode="2>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
17   <!-- back right wheel (wheelIndex = 3) -->
18   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="3>1" driveNode="3>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
19   <!-- back left wheel (wheelIndex = 4) -->
20   <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="4>1" driveNode="4>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="1000000" lateralStiffness="1000000" />
21 </wheels>
22
23 <!-- autoSteer 3.0 -->
24 <autoSteer invertAxis="true" activated="false" steeringSpeed="1000" inputBinding="AUTOSTEER" />
25 <autoSteerHud released="Textures/AutosteerReleased.dds" locked="Textures/AutosteerLocked.dds" posX="0.93" posY="0.8" />
26
27 <motor minRpm="100" maxRpm="700 1250 2550 795" maxTorques="2.0 2.0 -1.0 2.0" brakeForce="10" lowBrakeForceScale="0.5" lowBrakeForceSpeedLimit="1" forwardGearRatio="18" backwardGearRatio="18" diffRatio="1" />
28 <torque rpm="2550" torque="1"/>
29 <backwardTorque rpm="600" torque="1"/>
30 <backwardTorque rpm="720" torque="1"/>
31 </motor>
32
33 <accelerationSpeed maxAcceleration="0.5" deceleration="0.6" backwardDeceleration="0.7" />
34
35
36 <fuelCapacity>620</fuelCapacity>
37 <fuelUsage>0.0058</fuelUsage>
38 <downForce>10</downForce>
39 <brakeForce>35</brakeForce>
40
41 <cameras count="2">
42   <camera1 index="0>4|0" rotatable="true" rotateNode="4" limit="true" useWorldXZRotation="true" rotMinX="-1.4" rotMaxX="1" transMin="4" transMax="35" >
43     <raycastNode index="0>6"/>
44     <raycastNode index="0>7"/>
45   </camera1>
46   <camera2 index="25|0" rotatable="true" limit="true" rotMinX="-1.1" rotMaxX="0.4" transMin="0" transMax="0" />
47 </cameras>
48 <tipCamera index="11" />
49
50 <lights count="2">
51   <light1 index="12" />
```

Bremskraft: <brakeForce>ZAHL HIE REIN</brakeForce>

```
1 <annotation>by DerFreddy</annotation>
2
3 <name>
4 <en>Class Xerion</en>
5 <de>Class Xerion</de>
6 </name>
7 <filename>ClassXerion3800VC.13d</filename>
8
9
10
11
12 <wheels autoRotateBackSpeed="2.5">
13 <!-- front right wheel (wheelIndex = 1) -->
14 <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="1>1" driveNode="1>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="100000" lateralStiffness="100000" />
15 <!-- front left wheel (wheelIndex = 2) -->
16 <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="2>1" driveNode="2>1|0" radius="0.99" deltaY="0.10" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="100000" lateralStiffness="100000" />
17 <!-- back right wheel (wheelIndex = 3) -->
18 <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="3>1" driveNode="3>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="100000" lateralStiffness="100000" />
19 <!-- back left wheel (wheelIndex = 4) -->
20 <wheel rotSpeed="30" rotMax="18" rotMin="-18" driveMode="2" repr="4>1" driveNode="4>1|0" radius="0.99" deltaY="0.1" suspTravel="0.15" spring="200" damper="20" mass="0.55" longitudinalStiffness="100000" lateralStiffness="100000" />
21 </wheels>
22
23 <!-- autoSteer 3.0 -->
24 <autoSteer invertAxis="true" activated="false" steeringSpeed="1000" inputBinding="AUTOSTEER" />
25 <autoSteerHud released="Textures/AutoSteerReleased.dds" locked="Textures/AutoSteerLocked.dds" posX="0.93" posY="0.8" />
26
27 <motor minRpm="100" maxRpm="700 1250 2550 795" maxTorques="2.0 2.0 -1.0 2.0" brakeForce="10" lowBrakeForceScale="0.5" lowBrakeForceSpeedLimit="1" forwardGearRatio="18" backwardGearRatio="18" diffRatio="1" />
28 <torque rpm="2550" torque="1"/>
29 <backwardTorque rpm="600" torque="1"/>
30 <backwardTorque rpm="720" torque="1"/>
31 </motor>
32
33 <accelerationSpeed maxAcceleration="0.5" deceleration="0.6" backwardDeceleration="0.7" />
34
35
36 <fuelCapacity>620</fuelCapacity>
37 <fuelUsage>0.0058</fuelUsage>
38 <fuelTank>0</fuelTank>
39 <brakeForce>35</brakeForce>
40
41
42 <cameras count="2">
43 <camera1 index="0">4|0" rotatable="true" rotateNode="4" limit="true" useWorldXZRotation="true" rotMinX="-1.4" rotMaxX="1" transMin="4" transMax="35" >
44 <raycastNode index="0">6"/>
45 <raycastNode index="0">7"/>
46 </camera1>
47 <camera2 index="25|0" rotatable="true" limit="true" rotMinX="-1.1" rotMaxX="0.4" transMin="0" transMax="0" />
48 </cameras>
49
50 <tipCamera index="11" />
51
52 <lights count="2">
53 <light1 index="12" />
54 </lights>
```

Soundverzeichnis:

```
67 <light type="brake" index="26|2" />
68 <flashers soundFile="Sounds/Blinktick.wav" lowPitch="0.6" highPitch="0.8" volume="0.9" autoreturn="false" />
69 <light type="reverse" index="26|3" />
70 </lightsaddon>
71
72 <beaconLights>
73 <beaconLight index="25|2|0" speed="0.016" />
74 <beaconLight index="25|3|0" speed="0.015" />
75 </beaconLights>
76
77 <steering index="25|1|0" rotationSpeed="6"/>
78 <centerReferenceNode index="0" />
79 <exitPoint index="9" />
80 <size width="3.8" length="7.5" lengthOffset="-0.4"/>
81
82
83 <trailerAttacherJoints>
84 <trailerAttacherJoint index="10" maxRotLimit="10 80 80" ptoOutputNode="0>30" ptoFilename="$data/vehicles/steerable/powerTakeoff.13d" />
85 <trailerAttacherJoint index="19" low="true" allowsJointLimitMovement="false" allowsLowering="false" maxRotLimit="0 80 80" maxTransLimit="0 0 0" ptoOutputNode="0>30" ptoFilename="$data/vehicles/steerable/powerTakeoff.13d" />
86 <trailerAttacherJoint index="36" low="false" maxRotLimit="10 80 80" />
87 </trailerAttacherJoints>
88
89 <tipCamera index="11" />
90
91 <motorStartDuration>2550</motorStartDuration>
92 <attachSound file="Sounds/Xerion_attach.wav" pitchOffset="1" />
93 <motorStartSound file="Sounds/Xerion_start.wav" pitchOffset="1" volume="0.7" />
94 <motorSound file="Sounds/Xerion_idle.wav" pitchOffset="1" pitchScale="0.03" pitchMax="1.65" volume="0.2" />
95 <motorSoundRun file="Sounds/Xerion_run.wav" pitchOffset="0.5" pitchScale="0.02" pitchMax="1.05" volume="2.0" />
96 <motorStopSound file="Sounds/Xerion_out.wav" pitchOffset="1" />
97 <compressedAirSound file="Sounds/compressedAir.wav" pitchOffset="1" volume="1.0"/>
98 <compressionSound file="Sounds/compressorWork.wav" pitchOffset="1" volume="1.5"/>
99 <aiMotorSound file="Sounds/Xerion_AI.wav" pitchOffset="1" radius="25" innerRadius="4" volume="1.0" />
100 <honkSound file="Sounds/Horn.wav" volume="0.9" radius="80" innerRadius="35" />
101
102 <attacherJoints>
103 <attacherJoint index="13|0|0" rotationNode="13" maxRot="-14 0 0" rotationNode2="13|0" maxRot2="9 0 0" maxTransLimit="0 0.5 0" maxRotLimit="2 0 20" moveTime="1.5" ptoOutputNode="0>30" ptoFilename="$data/vehicles/steerable/powerTakeoff.13d" />
104 <bottomArm rotationNode="14" translationNode="14|0" referenceNode="14|0|0" zScale="1" />
105 <topArm rotationNode="15" translationNode="15|0" referenceNode="15|0|0" zScale="1" />
106 </attacherJoint>
107 <attacherJoint index="16|0|0" rotationNode="16" maxRot="10 0 0" rotationNode2="16|0" maxRot2="-7 0 0" maxTransLimit="0 0.4 0" maxRotLimit="2 0 20" moveTime="1.5">
108 <bottomArm rotationNode="17" translationNode="17|0" referenceNode="17|0|0" zScale="1" />
109 <topArm rotationNode="18" translationNode="18|0" referenceNode="18|0|0" zScale="1" />
110 </attacherJoint>
111 </attacherJoints>
112
113 <characterNode index="25|5" cameraMinDistance="1.5" />
114 <aiTrafficCollisionTrigger index="20" />
```


Abladegeschwindigkeit: <grainTankUnloadingCapacity>ZAHLE HIER REIN</grainTankUnloadingCapacity>

```
139 <chopperParticleSystem type="maize" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
140 <chopperParticleSystem type="barley" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
141 <chopperParticleSystem type="oat" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
142 <chopperParticleSystem type="rice" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
143 <chopperParticleSystem type="sunflower" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
144 <chopperParticleSystem type="soybean" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
145 </chopperParticleSystems>
146
147 <strawParticleSystems>
148 <strawParticleSystem type="wheat" position="0 0.62524 -3.8" rotation="8.98428 0 0" file="Particle/threshingStrawParticleSystemSmall.13d" />
149 <strawParticleSystem type="barley" position="0 0.62524 -3.8" rotation="8.98428 0 0" file="Particle/threshingStrawParticleSystemSmall.13d" />
150 </strawParticleSystems>
151
152 <pipeScroll index="24|0|1|0" />
153 <grainTankParticleSystems node="24|0|0">
154 <grainTankParticleSystem type="wheat" file="Particle/LexionKorntankGetreide.13d" />
155 <grainTankParticleSystem type="barley" file="Particle/LexionKorntankGetreide.13d" />
156 <grainTankParticleSystem type="rape" file="Particle/LexionKorntankRaps.13d" />
157 <grainTankParticleSystem type="maize" file="Particle/LexionKorntankMais.13d" />
158 <grainTankParticleSystem type="oat" file="Particle/LexionKorntankRaps.13d" />
159 <grainTankParticleSystem type="rice" file="Particle/LexionKorntankRaps.13d" />
160 <grainTankParticleSystem type="sunflower" file="Particle/LexionKorntankRaps.13d" />
161 <grainTankParticleSystem type="soybean" file="Particle/LexionKorntankRaps.13d" />
162 </grainTankParticleSystems>
163
164 <grainTankCapacity>10000</grainTankCapacity>
165 <grainTankUnloadingCapacity>130</grainTankUnloadingCapacity>
166
167
168 <grainTankPlanes>
169 <grainTankPlane type="wheat">
170 <node index="14|0">
171 <key time="0" translation="-0.08891 -0.601 1.23143" scale="0.6 1 0.62"/>
172 <key time="0.5" translation="-0.08891 0.601 1.23143" scale="0.6 1 0.62"/>
173 <key time="0.61" translation="-0.10802 0.80975 1.24989" scale="0.59 1 0.7"/>
174 <key time="1" translation="-0.12945 1.32943 1.24989" scale="1 1 1"/>
175 </node>
176 <node index="38|0">
177 <key time="0" translation="0 0 0" scale="1 1 1"/>
178 <key time="0.31" translation="0 0 0" scale="1 1 1"/>
179 <key time="0.475" translation="0 -0.378 0" scale="1 1 1"/>
180 </node>
181 </grainTankPlane>
182 <grainTankPlane type="barley">
183 <node index="14|0">
184 <key time="0" translation="-0.08891 -0.601 1.23143" scale="0.6 1 0.62"/>
185 <key time="0.5" translation="-0.08891 0.601 1.23143" scale="0.6 1 0.62"/>
```

Dreschertankvolumen: <grainTankCapacity>ZAHLE HIER REIN</grainTankCapacity>

```
139 <chopperParticleSystem type="maize" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
140 <chopperParticleSystem type="barley" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
141 <chopperParticleSystem type="oat" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
142 <chopperParticleSystem type="rice" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
143 <chopperParticleSystem type="sunflower" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
144 <chopperParticleSystem type="soybean" node="29|0|0|0|1|2|0|0" file="Particle/580KurzRape.13d" />
145 </chopperParticleSystems>
146
147 <strawParticleSystems>
148 <strawParticleSystem type="wheat" position="0 0.62524 -3.8" rotation="8.98428 0 0" file="Particle/threshingStrawParticleSystemSmall.13d" />
149 <strawParticleSystem type="barley" position="0 0.62524 -3.8" rotation="8.98428 0 0" file="Particle/threshingStrawParticleSystemSmall.13d" />
150 </strawParticleSystems>
151
152 <pipeScroll index="24|0|1|0" />
153 <grainTankParticleSystems node="24|0|0">
154 <grainTankParticleSystem type="wheat" file="Particle/LexionKorntankGetreide.13d" />
155 <grainTankParticleSystem type="barley" file="Particle/LexionKorntankGetreide.13d" />
156 <grainTankParticleSystem type="rape" file="Particle/LexionKorntankRaps.13d" />
157 <grainTankParticleSystem type="maize" file="Particle/LexionKorntankMais.13d" />
158 <grainTankParticleSystem type="oat" file="Particle/LexionKorntankRaps.13d" />
159 <grainTankParticleSystem type="rice" file="Particle/LexionKorntankRaps.13d" />
160 <grainTankParticleSystem type="sunflower" file="Particle/LexionKorntankRaps.13d" />
161 <grainTankParticleSystem type="soybean" file="Particle/LexionKorntankRaps.13d" />
162 </grainTankParticleSystems>
163
164 <grainTankCapacity>12500</grainTankCapacity>
165 <grainTankUnloadingCapacity>130</grainTankUnloadingCapacity>
166
167
168 <grainTankPlanes>
169 <grainTankPlane type="wheat">
170 <node index="14|0">
171 <key time="0" translation="-0.08891 -0.601 1.23143" scale="0.6 1 0.62"/>
172 <key time="0.5" translation="-0.08891 0.601 1.23143" scale="0.6 1 0.62"/>
173 <key time="0.61" translation="-0.10802 0.80975 1.24989" scale="0.59 1 0.7"/>
174 <key time="1" translation="-0.12945 1.32943 1.24989" scale="1 1 1"/>
175 </node>
176 <node index="38|0">
177 <key time="0" translation="0 0 0" scale="1 1 1"/>
178 <key time="0.31" translation="0 0 0" scale="1 1 1"/>
179 <key time="0.475" translation="0 -0.378 0" scale="1 1 1"/>
180 </node>
181 </grainTankPlane>
182 <grainTankPlane type="barley">
183 <node index="14|0">
184 <key time="0" translation="-0.08891 -0.601 1.23143" scale="0.6 1 0.62"/>
185 <key time="0.5" translation="-0.08891 0.601 1.23143" scale="0.6 1 0.62"/>
```

Dreschbare Früchte: <grainTankFruitTypes fruitTypes="FRÜCHTE HIER REIN" />

```
351 <key time="0.61" translation="-0.10802 0.80975 1.24989" scale="0.59 1 0.7"/>
352 <key time="1" translation="-0.12945 1.32943 1.24989" scale="1 1 1"/>
353 </node>
354 <node index="38|2">
355 <key time="0" translation="0 0 0" scale="1 1 1"/>
356 <key time="0.31" translation="0 0 0" scale="1 1 1"/>
357 <key time="0.475" translation="0 -0.378 0" scale="1 1 1"/>
358 </node>
359 </grainTankPlanes>
360 </grainTankPlanes>
361 <grainTankPlane type="soybean">
362 <node index="14|2">
363 <key time="0" translation="-0.08891 -0.601 1.23143" scale="0.6 1 0.62"/>
364 <key time="0.5" translation="-0.08891 0.601 1.23143" scale="0.6 1 0.62"/>
365 <key time="0.61" translation="-0.10802 0.80975 1.24989" scale="0.59 1 0.7"/>
366 <key time="1" translation="-0.12945 1.32943 1.24989" scale="1 1 1"/>
367 </node>
368 <node index="38|2">
369 <key time="0" translation="0 0 0" scale="1 1 1"/>
370 <key time="0.31" translation="0 0 0" scale="1 1 1"/>
371 <key time="0.475" translation="0 -0.378 0" scale="1 1 1"/>
372 </node>
373 </grainTankPlanes>
374 <grainTankFruitTypes fruitTypes="wheat rape maize barley oat rice sunflower soybean" />
375
376
377 <exhaustParticleSystems count="3">
378 <exhaustParticleSystem1 position="0.70705 3.57239 -1.93314" rotation="-75 0 0" file="$data/vehicles/particleSystems/exhaustParticleSystemBig.13d" />
379 <exhaustParticleSystem2 position="0.70705 3.57239 -1.93314" rotation="-75 0 0" file="$data/vehicles/particleSystems/exhaustParticleSystemBig.13d" />
380 <exhaustParticleSystem3 position="0.70705 3.57239 -1.93314" rotation="-75 0 0" file="$data/vehicles/particleSystems/exhaustParticleSystemBig.13d" />
381 </exhaustParticleSystems>
382
383 <combineSize>3</combineSize>
384 <characterNode index="15" cameraMinDistance="1.5" />
385 <strawAreas count="1">
386 <strawAreal startIndex="16" widthIndex="17" heightIndex="18" />
387 </strawAreas>
388
389 <combineTrailerTriggers>
390 <combineTrailerTrigger index="20" />
391 </combineTrailerTriggers>
392 <aiTrafficCollisionTrigger index="21" />
393 <operatingHours posX="0.7543" posY="0.2415" />
394 <ESLimiter posX="0.7543" posY="0.2415" />
395 <components count="1">
396 <component1 centerOfMass="0 0 0.8" solverIterationCount="10" />
397 </components>
398
```

Regen Dreschen:<allowThreshingDuringRain>TRUE ODER FALSE HIER REIN</allowThreshingDuringRain>

Ertrag: <fillScale value="ZAHL HIER REIN" />

```
44 </node>
45 </fillPlane>
46 </fillPlanes>
47
48 <capacity>50000</capacity>
49 <startFillLevel>0</startFillLevel>
50 <cuttingAreas count="1">
51 <cuttingAreal startIndex="10|2" widthIndex="10|3" heightIndex="10|4" />
52 </cuttingAreas>
53
54 <attacherJoint index="12|2|4" jointType="trailerLow" rootNode="0">
55 <tipReferencePoint index="12|9" />
56 <tipAnimation rootNode="12|5" speedScale="1" clip="ejectMechanism1Source" />
57
58 <forageWgnSound file="$data/vehicles/trailers/forageWagon.WAV" pitchOffset="1" volume="1.0" />
59 <hydraulicSound file="$data/vehicles/steerable/dm13/hydraulicUp.WAV" pitchOffset="1.0" volume="1.0" />
60
61 <dischargeParticleSystems>
62 <dischargeParticleSystem type="grass" position="0 2.145 -3.303" rotation="-38.3063 0 0" file="$data/vehicles/particleSystems/trailerDischargeParticleSystemGrass.13d" />
63 </dischargeParticleSystems>
64
65 <fillTypes fruitTypes="grass_windrow" />
66
67 <fillScale value="0.5" />
68 <massScale value="0.5" />
69 <tipDischargeEndTime value="30000" />
70
71 <movingPart>
72 <movingPart index="12|2|0" referencePoint="12|2|2" referenceFrame="0">
73 <movingPart index="12|2|0" referencePoint="12|2|3" referenceFrame="0">
74 <movingPart index="12|2|0" referencePoint="12|2|3|1" referenceFrame="0">
75 <translatingPart index="12|2|0|0" />
76 </movingPart>
77 <movingPart index="12|2|1" referencePoint="12|2|2|1" referenceFrame="0">
78 <translatingPart index="12|2|1|0" />
79 </movingPart>
80 </movingParts>
81
82 <animations>
83 <!-- move support bar down/up -->
84 <animation name="moveSupport">
85 <part node="12|1" startTime="0" duration="3" startRot="0 0 0" endRot="0 0 -180" />
86 </animation>
87 </animations>
88 <support animationName="moveSupport" />
89
90 <crowBall file="CrowBall.13d" attacherPoint="0|0" leftFixPoint="0|2" rightFixPoint="0|1" />
```


Entlademenge (z.B. Mist,Gülle): litersPerSecond="ZAHL HIER REIN" />,

```
81
82 <lightsaddon lightsStayOn="true">
83   <light type="dirLeft" index="0>14|6" />
84   <light type="dirRight" index="0>14|7" />
85   <light type="reverse" index="0>14|9" />
86 </lightsaddon>
87
88
89 <skinnedNodes>
90   <skinnedNode index="0>15|0" />
91   <skinnedNode index="0>15|1" />
92   <skinnedNode index="0>15|2" />
93 </skinnedNodes>
94
95 <DirtWheels>
96   <DirtWheel index="0>19|0" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
97   <DirtWheel index="0>19|1" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
98   <DirtWheel index="0>19|2" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
99   <DirtWheel index="0>19|3" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
100  <DirtWheel index="0>19|4" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
101  <DirtWheel index="0>19|5" dirtFileDry="wheeldirt/dirtDry.13d" dirtFileRain="wheeldirt/dirtRain.13d" isActive="true" distance="0.1" file="$data/vehicles/wheeldirt/fieldWorkParticleSystem.13d"/>
102 </DirtWheels>
103
104 <sprayWages>
105   <sprayUsage fillType="manure" litersPerSecond="1000" />
106 </sprayWages>
107
108
109 <sprayParticleSystem file="Textures/fountainParticleSystem.13d" />
110 <spraySound file="$data/vehicles/trailers/manureBarrel.wav" pitchOffset="1" volume="1"/>
111
112
113 <sprayValves>
114   <sprayValve index="0>9|0" />
115 </sprayValves>
116
117
118
119 <transRotTool index="0>6|3"/>
120 <choseConnector targetNode="0>6|3"/>
121
122 <!--<transRotTool index="0>9|0|0"/>
123 <choseConnector targetNode="0>9|0|0"/>-->
124
125 <allowFillFromAir value="true" />
126 <allowTipDischarge value="false" />
127 <workSound file="$data/maps/sounds/refuel.wav" />
128
129
```

Auffüllgeschwindigkeit: <fillLitersPerSecond>ZAHL HIER REIN</fillLitersPerSecond>

```
58 <groundParticleSystems>
59   <groundParticleSystem position="0 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
60   <groundParticleSystem position="-2.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
61   <groundParticleSystem position="-3.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
62   <groundParticleSystem position="-4.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
63   <groundParticleSystem position="2.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
64   <groundParticleSystem position="3.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
65   <groundParticleSystem position="4.8 0 -0.5" rotation="0 0 0" file="$data/vehicles/particleSystems/fieldWorkParticleSystem.13d" />
66 </groundParticleSystems>
67
68 <lights count="1">
69   <light1 index="14" />
70 </lights>
71
72 <lightCoronas>
73   <lightCorona index="16" />
74 </lightCoronas>
75
76 <brakeLights>
77   <brakeLight index="0>17" />
78 </brakeLights>
79
80 <needsActivation value="true" />
81
82 <fillTypes fillTypes="seeds"/>
83 <capacity>29000</capacity>
84 <fillLitersPerSecond>200</fillLitersPerSecond>
85
86 <seedFruitTypes seedFruitTypes="wheat barley rape grass maize sugarBeet potato" />
87
88 <sowingSound file="$data/vehicles/tools/sowingSound.wav" pitchOffset="1" volume="0.75"/>
89 <cylindereHydraulicSound file="$data/vehicles/steerable/dgutz/hydraulicUp.wav" pitchOffset="0.8" volume="0.4" />
90
91 <useDirectPlanting>true</useDirectPlanting>
92
93 <attacherJoint rootNode="3" index="3>0" jointType="implement" rotLimitScale="1 1 1" transLimitScale="1 1 1" allowsJointTransLimitMovement="true" allowsJointRotLimitMovement="false" />
94
95 <isDefaultLowered value="true"/>
96 <needsLowering value="false" />
97 <allowsLowering value="false" />
98
99 <contactReportNodes>
100   <contactReportNode index="0" />
101   <contactReportNode index="1" />
102   <contactReportNode index="2" />
103 </contactReportNodes>
104
105 <allLeftMarker index="11" />
```

Hier noch ein paar Einträge, die aber für „Nicht Modder“ auch nicht so wichtig sind:

accelerations	Beschleunigungsverzögerung
brakeForce	Bremskraft
massScale value	Faktor in dem der Hänger schwerer wird pro Liter
rotMax/Min	Lenkeinschlag
suspTravel	Feder Weg
spring	Härte der Federn
damper	Höher der Wert umso weniger springt das Fahrzeug herum
lateralStiffness	Desto höher der Wert umso gerader fährt das Fahrzeug
minRpm	Minimale Drehzahl
maxRpm	Maximale Drehzahl
maxTorques	Kraft, die in den 4 Tempomat Stufen verwendet wird
rotSpeed	Lenkgeschwindigkeit
forwardGearRatio	Übersetzung vorwärts
autoRotateBackSpeed	Geschwindigkeitsfaktor des Lenkeinschlages beim zurückschlagen des Lenkers
backwardGearRatio	Übersetzung rückwärts
rpm und torque	Abschnitte bis Drehzahl mit der Kraft
deceleration	Drehmomentabfall wenn die Geschwindigkeit Nachlässt
backwardDeceleration	Drehmomentabfall beim Rückwärtsfahren wenn die Geschw. nachlässt
mass	Gewicht der Räder in Tonnen

Sollten noch Fragen dazu sein, könnt ihr mich hier erreichen:

<http://www.modding-welt.com/index.php?page=User&userID=2020>

Credits:

TUT by Claas_Evolution

Darf unter Angabe meines Namens und nach vorheriger Rücksprache mit mir verbreitet werden.

Natürlich mit Original Link von [uploaded.net](https://www.uploaded.net)

