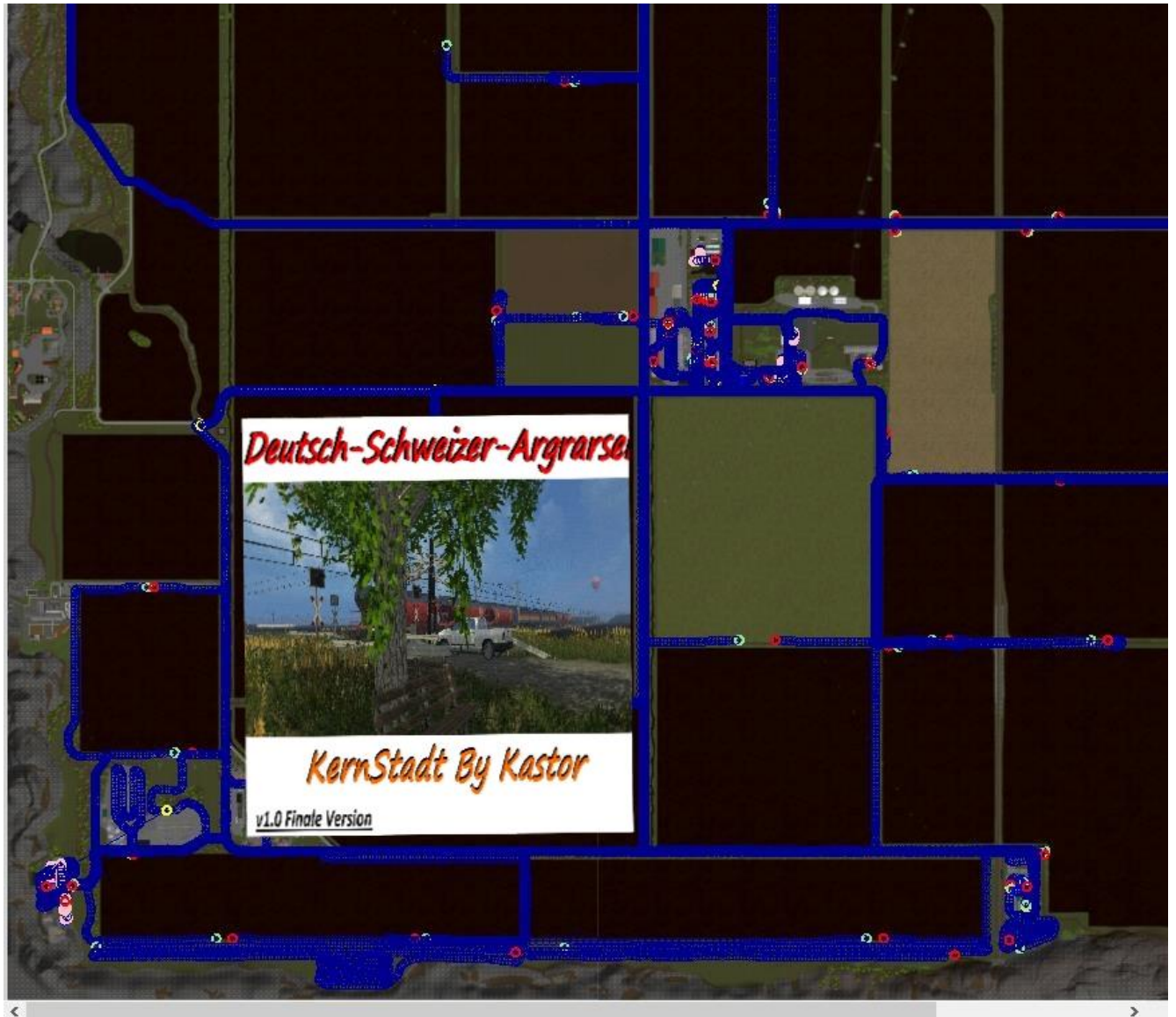


# Kernstadt by Kastor V 1.1 Instructions Map (English)

## CoursePlay Courses Set by Promgames



Now I present you a set of Courseplay courses recovered from LS13 and bring them back to life thanks to My Courseplay Editor. Thanks Kastor for using your map

This map is very special and appropriate to get practice getting learning curve on how to use the editor to be accurate with the map.

Kernstadt map has very nice features and have one of the major conditions for the editor to work properly, is almost a 4x flat map with up hills in the corners, that makes the editor to be much more accurate in showing the roads on the proper position, of course, deviation is normal as we are working with a 4x PDA Image, everything depends on the quality of that image.

To be able to set-up courses, the main secret is to have an instructions map, then, here I attached the instructions map manual in English.

The second thing needed for a good season is a good plan, I also attach this link to google docs for getting my simple planning spreadsheet.

[https://docs.google.com/spreadsheets/d/1M\\_2OefO5lFBr4UwXwRbjYq2-0TrUFkujEaAlYOmXVqo/pubhtml](https://docs.google.com/spreadsheets/d/1M_2OefO5lFBr4UwXwRbjYq2-0TrUFkujEaAlYOmXVqo/pubhtml)

And remember, the courses are not perfect and speed has been very difficult to convert properly, but, now you can repair it, it takes some time in getting out the game, edit, save and start again. Good Luck and enjoy the courses and the instructions Manual

PromGames

## Kernstadt Map V 1.1 Instructions by Kastor

*Deutsch-Schweizer-Arggrarsee*



*KernStadt By Kastor*

I will now show you here the individual facilities of the industries, what you need, where you must take it and where to sale your productions.

Also, you will find information about the two courtyards in the map, how they like, how it works and where are located the different areas.

### Table of contents

- |                        |                            |
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| 1. Overview of the map | 7. Recommended mods        |
| 2. The farms           | 8. Changelog map           |
| 3. Outlets             | 9. Buyable Items           |
| 4. Purchase points     | 10. Damage and repairs mod |
| 5. Industry            | 11. Hard Point             |
| 6. Fields              | 12. Credits                |



# Overview of the map

You can see there are a few deviations from the LS13 version. In the next picture you can see the individual production sites, farms, and facilities.



- 1. Productions Sale
- 2. Fertilizer Factory
- 3. Refinery
- 4. Hops farm
- 5. Spinning
- 6. Vehicle Shop
- 7. Butchery
- 8. Wood Factory
- 9. Cattle trade
- 10. Construction site

- 11. Guest House
- 12. Kirsch Farm
- 13. Plum Farm
- 14. Poultry yard
- 15. Destination
- 16. Main courtyard
- 17. Oil Company
- 18. Goods purchase
- 19. Freight depot
- 20. Sand Gravel

- Concrete Cement Plant
- 21. Large BGA
- 22. Mill
- 23. Bakery
- 24. Dairy
- 25. Brewery

# Slurry Storage

On the map there are 5 independent slurry tanks. In other words, what you load in a tank, you can see it in the next tank again. Who likes to play real, of course, can fill each tank individually

Very important! You need to the loading and unloading the Kottepack by Farmer\_Andy!





## Bale Sale and Transport

Many know that transport bale is a hard job in 4x maps, then, it is better to have different places for selling bales or straw.

In the following image, you can see the different straw selling points all over the map



## Water supply

Water is important on the KernStadt map, but there are only three water outlets. I have installed consciously only three to not bore you.

However, you can use water supply placeable.





## Gas stations

The standard gas stations (fuel costs money) are distributed on the map. (red color).

However, you also can find gas stations (green color) that are refillable with biodiesel that you can produce at the refinery.

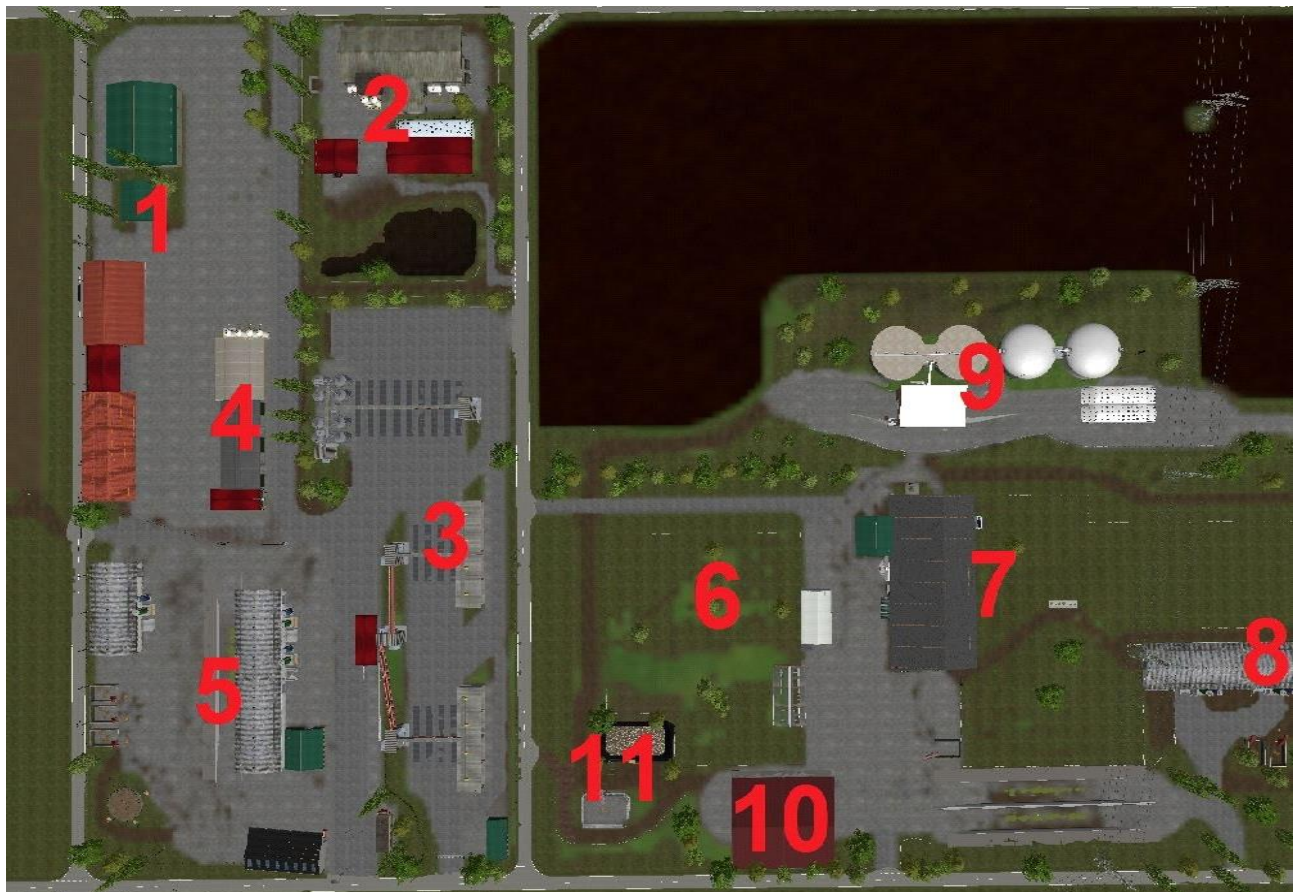


## Farm facilities

The idea is not new, even in the last versions in the LS13, there were two farms. In the LS15, it is also design for two farms unfortunately not possible separate farm accounts. Then, if I stocked up something on the main courtyard, then I can see this on the poultry farm. But that should not prevent us to run two yards.

## Main Farm

The main courtyard is the heart of the map, the Centre of KernStadt. This farm is centrally located on the map. So, it is also possible to achieve everything rapidly and effectively.



- 1. Hall and Hard Point
- 2. Feed production
- 3. Silo storage
- 4. Fertilizer and seeds
- 5. Pigs
- 6. Sheep
- 7. Cows

- 8. Cattle fattening
- 9. Small BGA
- 10. Compost Production
- 11. Manure and Slurry storage



# Courseplay Main Farm

Just a small example of the courses included in the pack.

All type of courses for collecting manure and slurry and feed your animals.

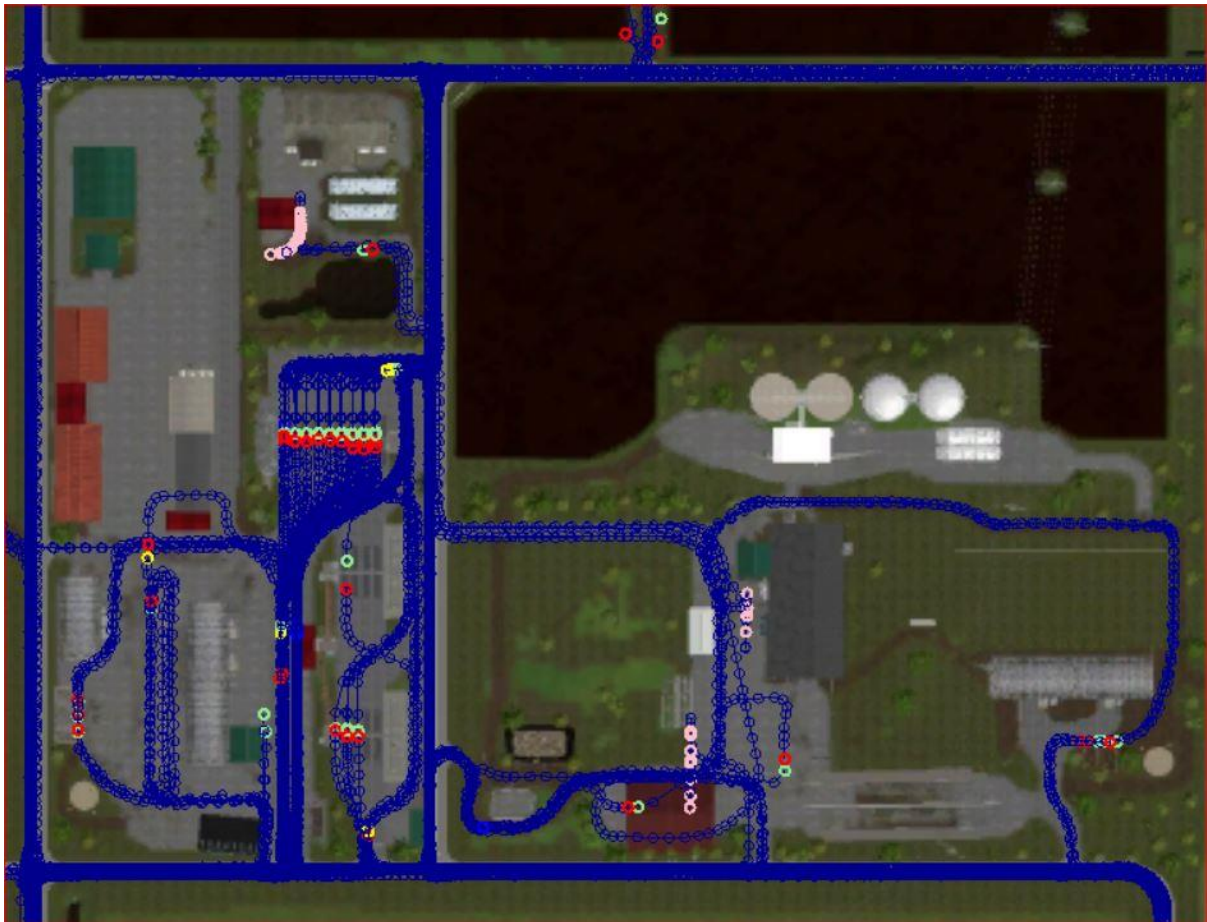
Selling crops to all markets,

Filling compost units with straw.

....

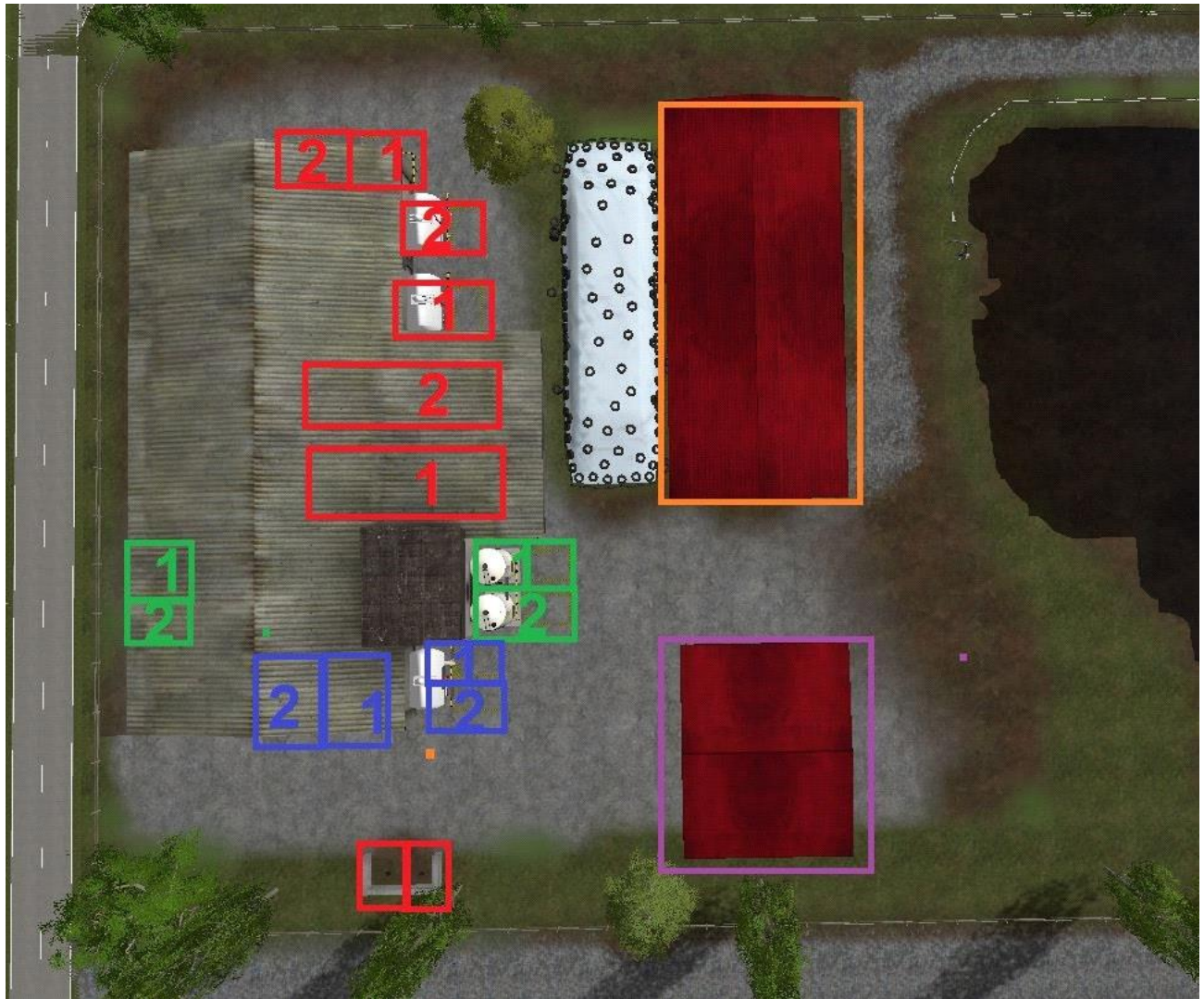
**ADVICE:** Of course there are many missing courses, but it is easy to create now new courses using the editor. Don't be afraid and use together with merger capabilities in game Courseplay provide and edit afterwards the results.

This set of Courseplay courses is the result of using for some hours the editor and the game to create correcting routes with all the changes in the map from FS13.



# Feed production

The feed for your animals can be produced in this area. You can make mix ration for pigs feed. All the plants are labeled.

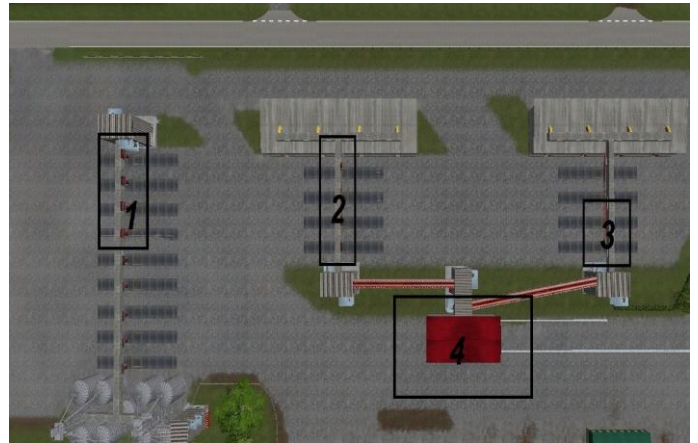




## Silo Storage

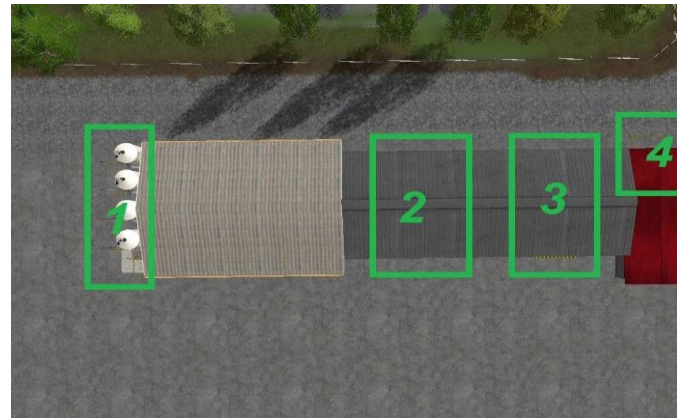
Most of storage facilities are known from LS13. Nothing has changed basically there too.

1. cereal feed
2. feeding materials
3. Potatoes/beet/carrot/onions
4. Unloading point for all crops



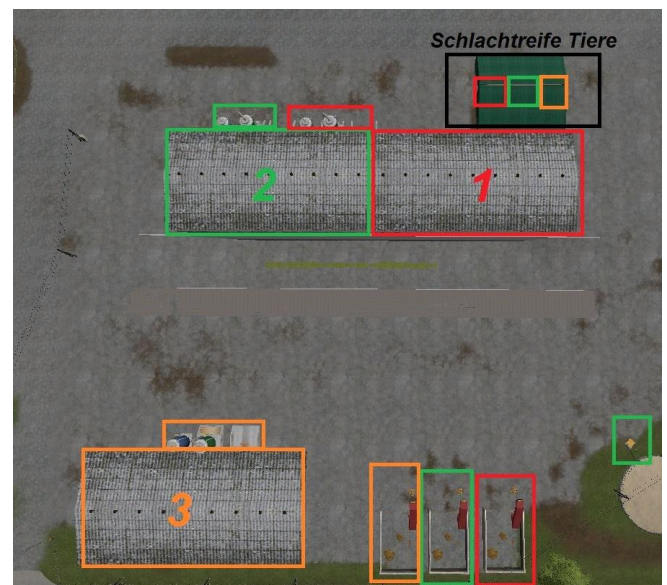
## Fertilizer and Seeds

1. Home-made fertilizer storage.
2. Lime storage
3. In game Fertilizer / seeds
4. Fillable farm service station



## Pigs Farm

You know pig systems from other maps. Here we have three facilities with automatic manure loading



## Sheep Farm

You know sheep systems from other maps.

1. Water.
2. Grass
3. Wool Pallets

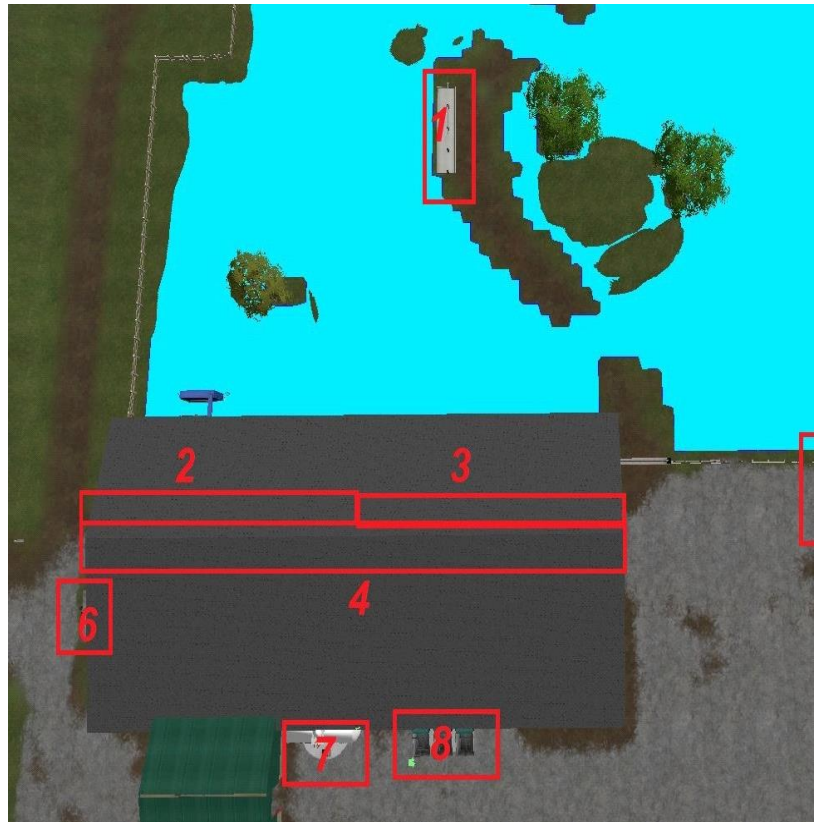


## Cows Farm

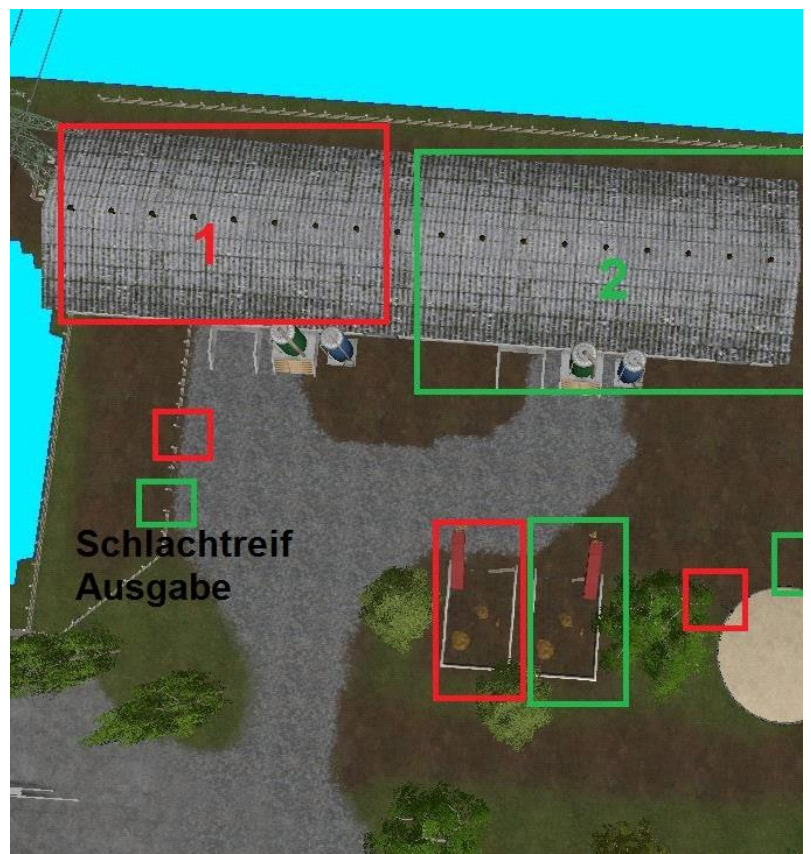
From v1. 0, milk can be directly loaded in a Hall, and transporteted as Raw milk to the dairy to process it.

However, the remaining milk is sold always at midnight automatically!

1. Feeding through
2. Feeding through
3. Feeding through
4. Straw
5. Manure
6. Slurry
7. Water
8. Mix feeder



## Rinder Farm





## BGA

1. Silage Bunker
2. Slurry Tank
3. Silage silos (900.000L each)



## Compost Production

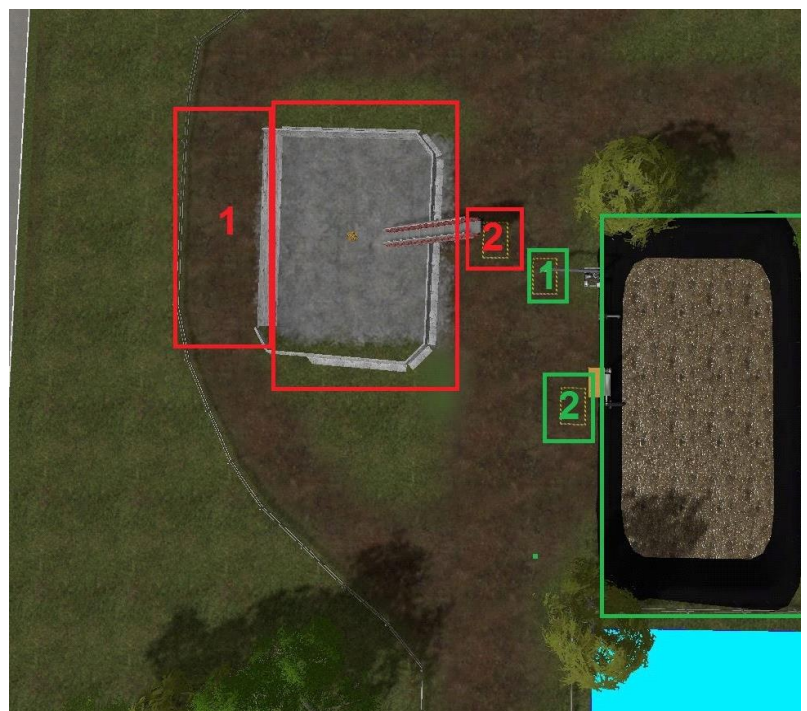
1. Filling with: potato, sugar Beet, chaff, silage, grass, wheat windrow, wood Chips, manure. Also you can now add bales for the compost process.



2. Compost loading

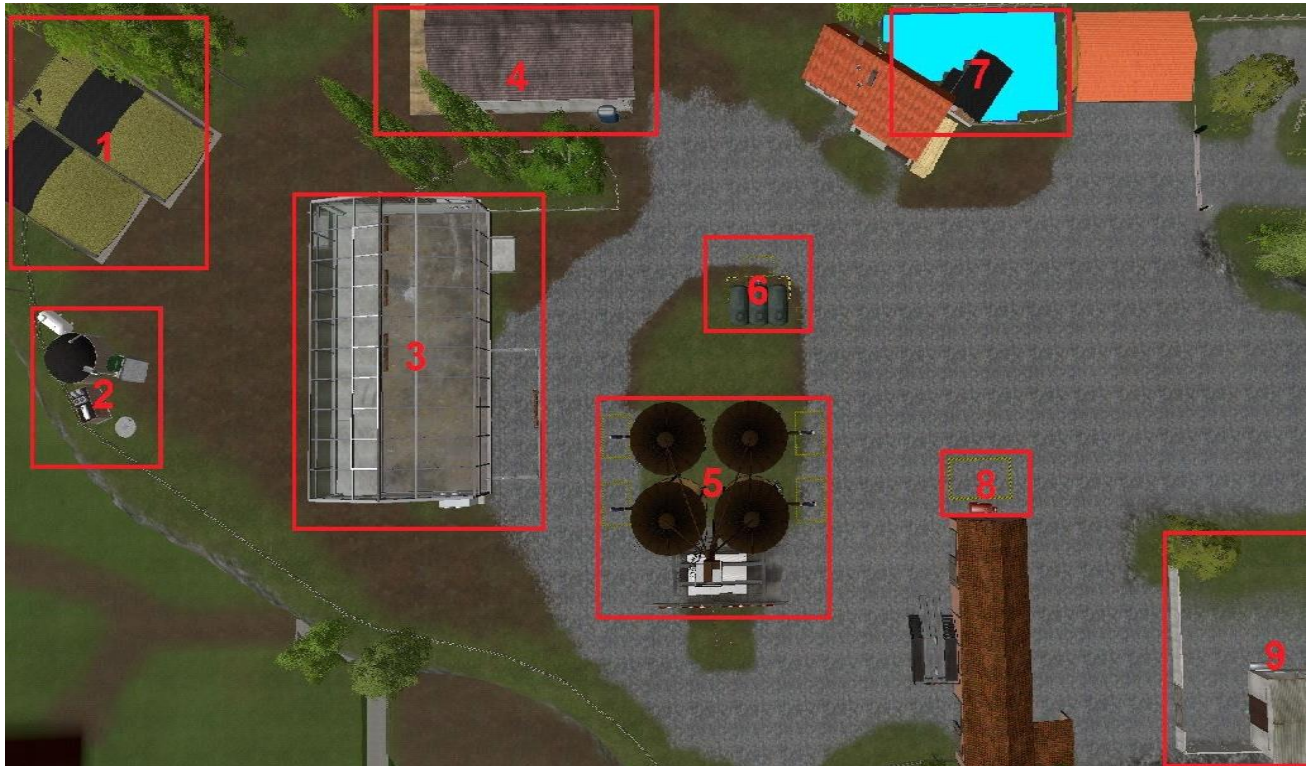
## Manure Storage Slurry tanks

1. Unloading
2. Loading



# Poultry Farm

The idea apperas at the beginning, when Farmer\_Andy publish out his poultry farming. Until now many more great things from him I could one (I think) create good chicken farm. But here I ask you again: there are no storage for straw and grass. Then, I here want you to work with bale or mixfeeder placeable. So also the food mixing wagon is again used.



- 1. Silage
- 2. Small BGA
- 3. Poultry production
- 4. Egg-laying station
- 5. Main silos

- 6. Fuel tank refillable
- 7. Chickens (Giants)
- 8. Standard Fuel Tank
- 9. Goose fattening
- 10. Fertilizer / Seeds



## Sale points



- |                       |                       |                       |
|-----------------------|-----------------------|-----------------------|
| 1. Productions Sale   | 10. Construction site | 19. Freight depot     |
| 2. Fertilizer Factory | 11. Guest House       | 20. Sand Gravel       |
| 3. Refinery           | 12. Kirsch Farm       | Concrete Cement Plant |
| 4. Hops farm          | 13. Plum Farm         | 21. Large BGA         |
| 5. Spinning           | 14. Poultry yard      | 22. Mill              |
| 6. Vehicle Shop       | 15. Logistic Centre   | 23. Bakery            |
| 7. Butchery           | 16. Main courtyard    | 24. Dairy             |
| 8. Wood Factory       | 17. Oil Company       | 25. Brewery           |
| 9. Cattle trade       | 18. Goods purchase    |                       |

## Listing where pallets can be sold:

1. Sawmill / biomass heating

2. Building site

Cement pallet

Concrete pallet

Stone pallet

3. Gaststätte (Restaurant)

4. Spinning

-Wool pallet

5. Slaughterhouse

6. Edeka

-Plums pallet

-Kirsch pallet

-Eggs pallet

-Flour pallet

-Potatoes pallet

7. Butchery

8. Plums farm

9. Kirsch farm

10. Hops farm

11. Ausflugziel

-Eggs pallet

-Kirsch pallet

-Plums pallet

12. Oil Company

13. Freight depot

-Hops pallet

-Cement pallet

-Concrete pallet

-Stone pallet

14. Bakery

-Flour pallet

-Eggs pallet

-Kirsch pallet

-Plums pallet

15. Mill

16. Refinery

17. Dairy

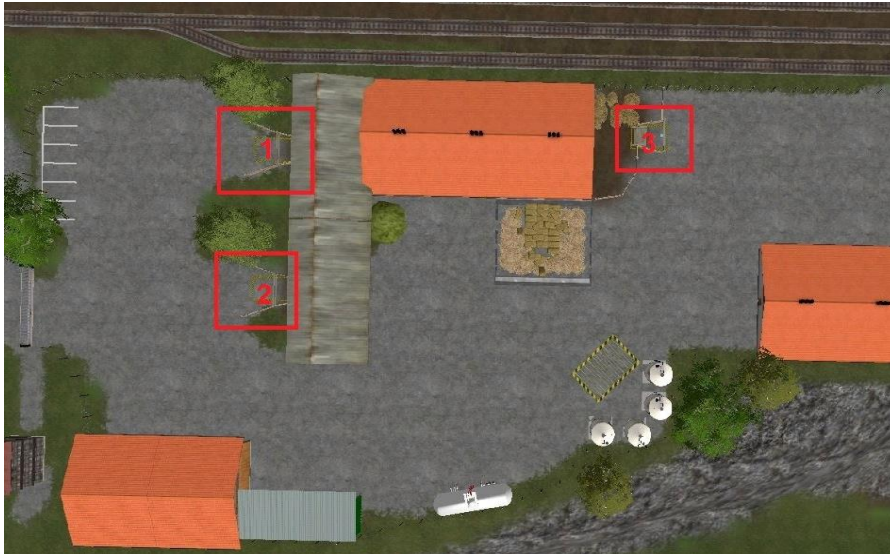
18. Aral gas station



# Purchasing centres

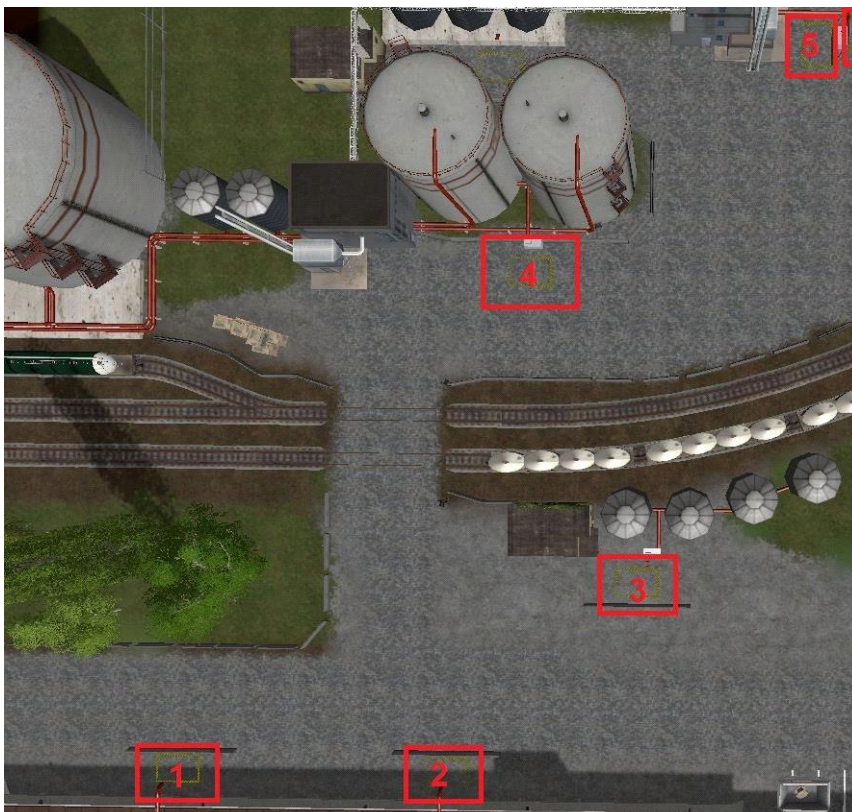
Purchasing centers are an important point on the core city, not every available products / goods can be made or getting produced.

## ViehMarkt



1. Calf
2. Piglets
3. Young Gooses
4. Chicken

## Freight depot / Oil Company



1. Lime
2. Phosphate
3. Ammoniac
4. Crude oil
5. Engine oil
6. Diesel

# Industrie

Now, we have extended what's on the map industry related.

Many things are DIY projects and they only exist here or on Thuringia, Marhu factory Script can make great things. Thanks Marhu again.

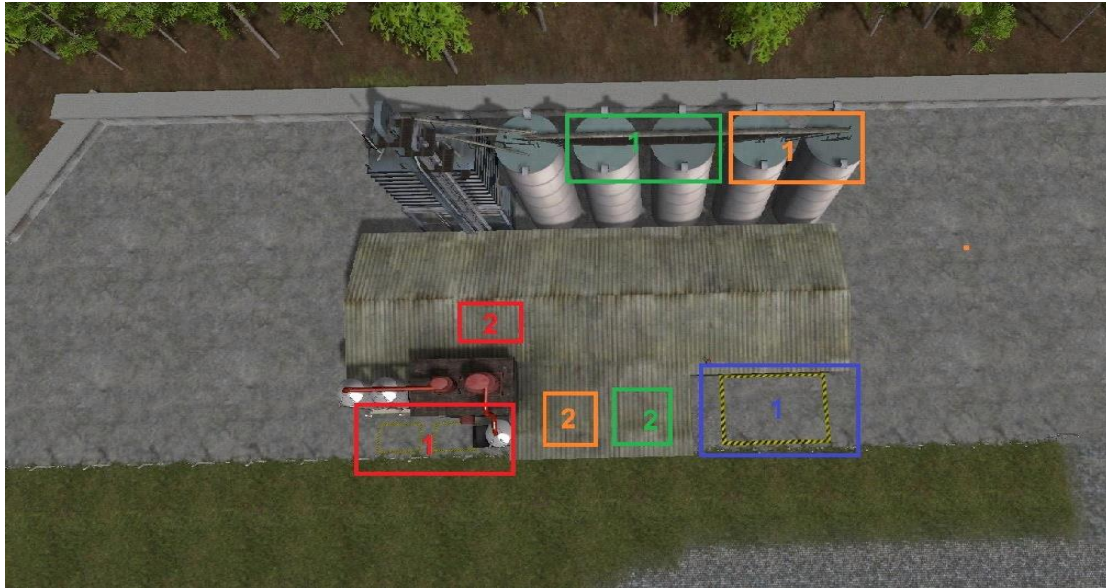


- |                       |                   |
|-----------------------|-------------------|
| 1. Productions Sale   | 8. Mill           |
| 2. Fertilizer Factory | 9. Diary          |
| 3. Refinery           | 10. Hops Farm     |
| 4. Sawmill            | 11. Sugar factory |
| 5. Plum Farm          | 12. Bakery        |
| 6. Kirsch Farm        | 13. Brewery       |
| 7. Gravel             |                   |



# Production Sale

The production plant have some of the Thuringia facilities. In this case: pallet with stones, pipes or heavy duty pallets can be crafted.



## 1 Heavy pallets

These goods are produced from concrete and cement.

1. Unloading concrete and cement
2. Heavy range

In game needs an hour to process 13000l, since the capacity is around 20.000L almost their needs are covered for 1 hour and a half

## 2 Pipe pallets

These are made of sand and gravel.

1. Unload for sand and gravel
2. Load pipe pallets

In game needs 15.000l to process per hour. Every pallet uses 5.000l almost a pallet is produced every 20 min

## 3 Stone pallets

These are made of sand and gravel.

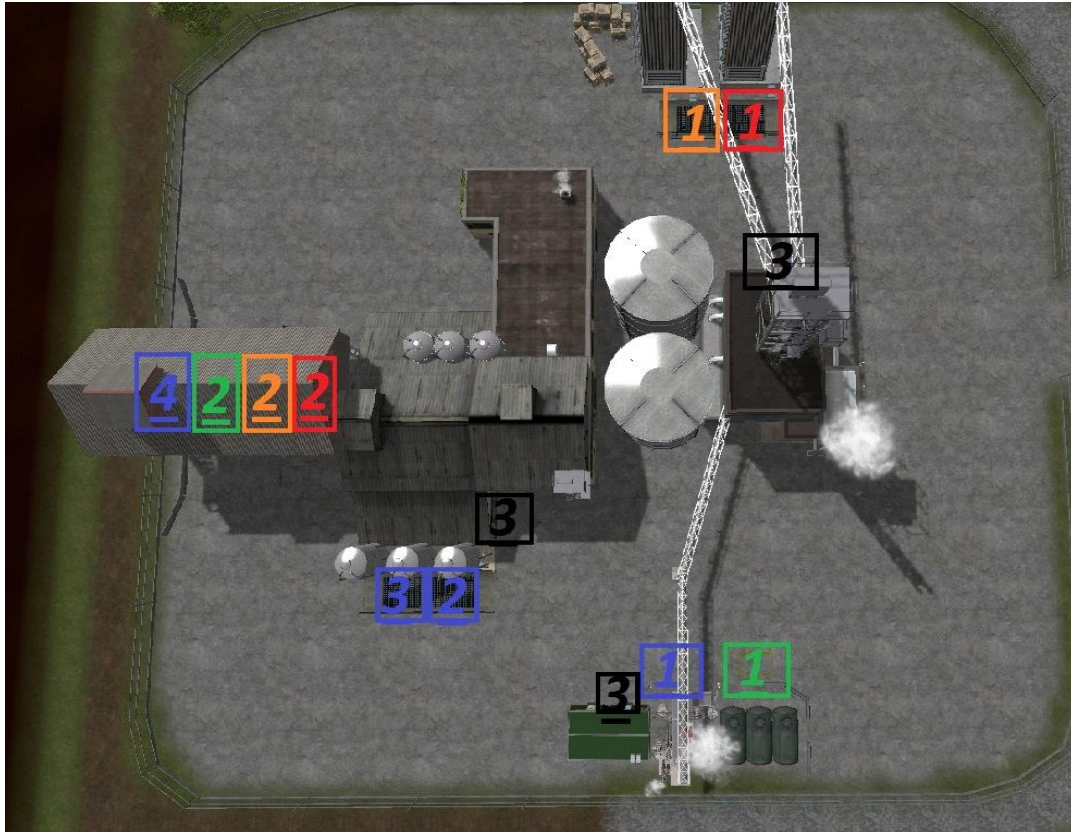
1. Unload for sand and gravel
2. Load stone pallets

In game needs 15.000l to process per hour. Every pallet uses 5.000l almost a pallet is produced every 20 min

# Fertilizer Factory

The fertilizer plant is again a new idea of mine. Because on the Map of GMK-Mod – Compost, I have added 4 new fertilizer types from RC-Devil.

I got the idea of 4 new varieties to be produced. The new fertilizer types does not bring any advantage to standard fertilizer, is purely for variety thought. For this you have to buy raw materials at the freight station.



## **1 Potassium Fertilizer**

These are made from Lime.

1. Unload for Lime
2. Load Potassium Fertilizer

In game is processed 18.000 l/h

## **3 Nitrogen Fertilizer**

These are made from Ammonia

1. Unload for Ammonia
2. Load Nitrogen Fertilizer

In game is processed 16.000 l/h

## **2 Phosphate Fertilizer**

These are made from phosphate

1. Unload for phosphate
2. Load Phosphorus fertilizer

In game is processed 15.000 l/h

## **4 NPK Fertilizer**

These are made from Ammonia, Lime and Phosphate

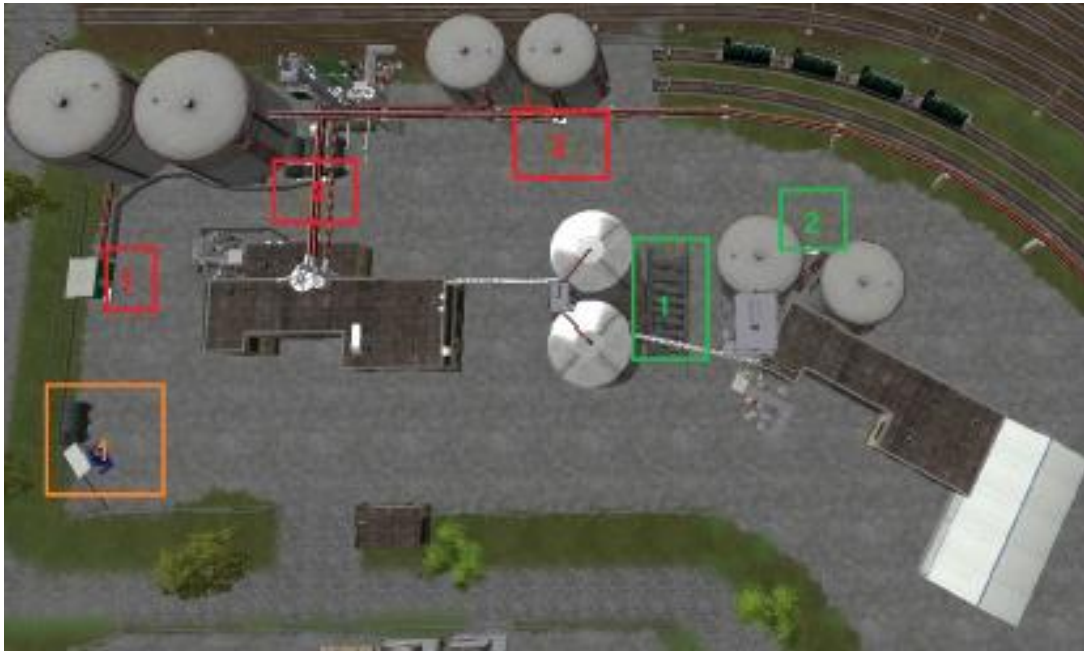
1. Unload for Ammonia
2. Unload for Lime
3. Unload for phosphate
2. Load NPK Fertilizer

In game is processed 11.000 l/h



# Refinery

The Refinery we all know so well from Thuringia Map. Here it is the same structure but slightly enlarged. The production is now separated.



## Engine Oil and Fuel(Industry):

1.Unload Crude Oil

2.Load Engine Oil

3.Load Fuel for Industries

In game is processed 15.000 l/h

.

## Bio-Diesel

1.Unload Raps

2.Load Fuel (Bio-Diesel – Vehicles)

In game is processed 32.000 l/h

## 1.Fillable Fuel Tank

Capacity 128.000l

# Sawmill

The sawmill is a compilation from different mods made by Kastor.



1 pallet hold 4.000l, the plant produces 1.000l, per game hour.

## Biomass heating

1. Here you can do money for Wood chips

## Seedlings

1. Here you can purchase seeds

## Sale wood directly

1. Direct sale of logs

## Boards pallets

1. Logs Unload

2. Diesel (industry) Unload

3. Engine Oil Unload

4. Woodchips production

5. Wood chips Unload

6. Board Pallet production

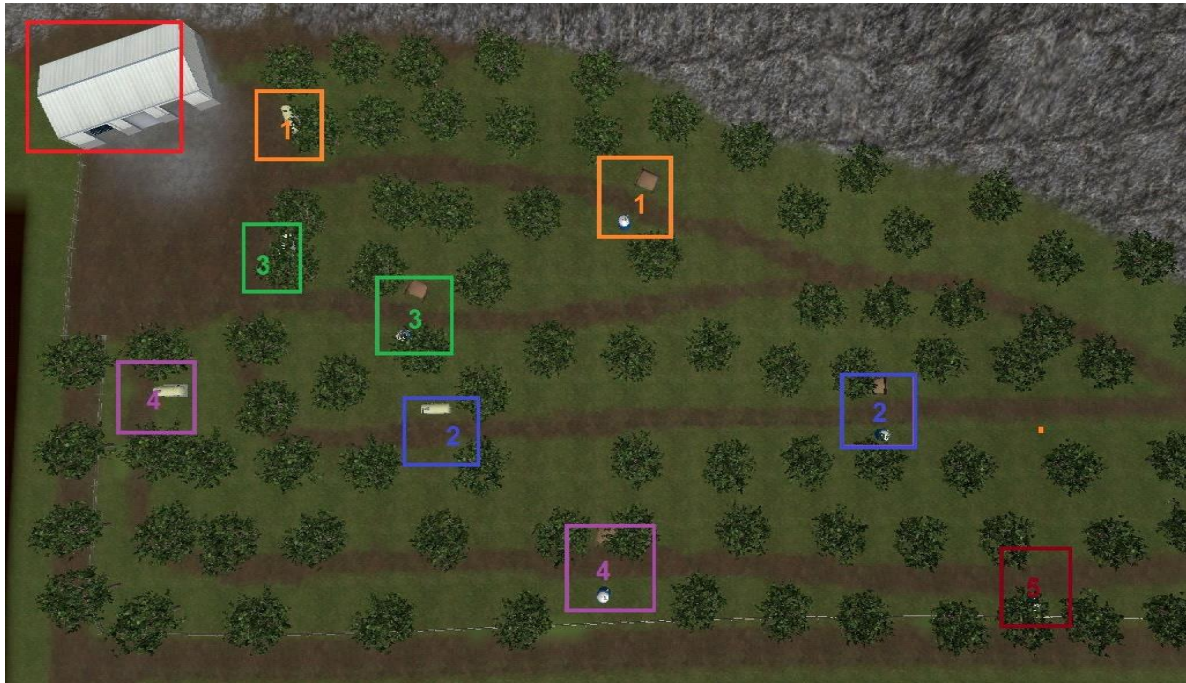
1. Fuel Tank fillable  
300.000l Capacity



# Plum farm

This is also another fruit you know from Thuringia, as well as on other maps they are already represented.

Plum pallets are issued at the main building



Every Pallet appears in NW direction. look on as image you belong to which the fertilizer or water tank.

Delivery of water, fertilizer and compost.

The plant produces almost 1.000L. per game hour, so for 1Palette needs 2.000L and then 2h.

## Kirsch farm

This is also another fruit you know from Thuringia, as well as on other maps they are already represented



**Kirsch pallets** are issued at the main building

Every Pallet appears in NW direction. look on as image you belong to which the fertilizer or water tank.

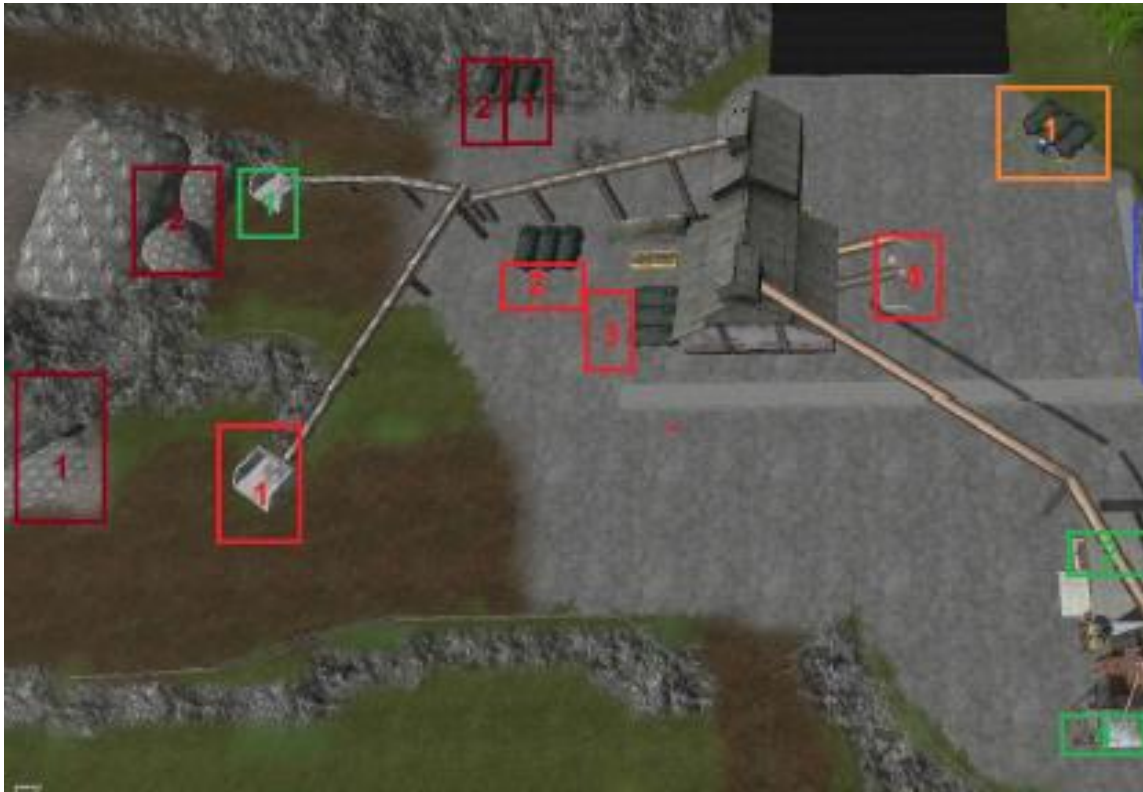
Delivery of **water**, **fertilizer** and **compost**.

The plant produces almost 1.000L. per game hour, so for 1Palette needs 2.000L and then 2h.



# Building Materials

Here is my gravel / sand with a pit of cement and concrete. This came also in Thuringia map. Unfortunately noticed until much later that it is not working in Dedicated server. Now the problem is solved thanks to Fabrikscrip.



## Gravel/Sand:

1. Abraum Unload
2. Engine Oil Unload
3. Diesel (Industry) Unload
4. Sand/gravel production

The plant produces 39.000 l/h

## Concrete:

1. Abraum Unload
2. Cement Unload
3. Water Unload
4. Concrete production

The plant produces 33.000 l/h

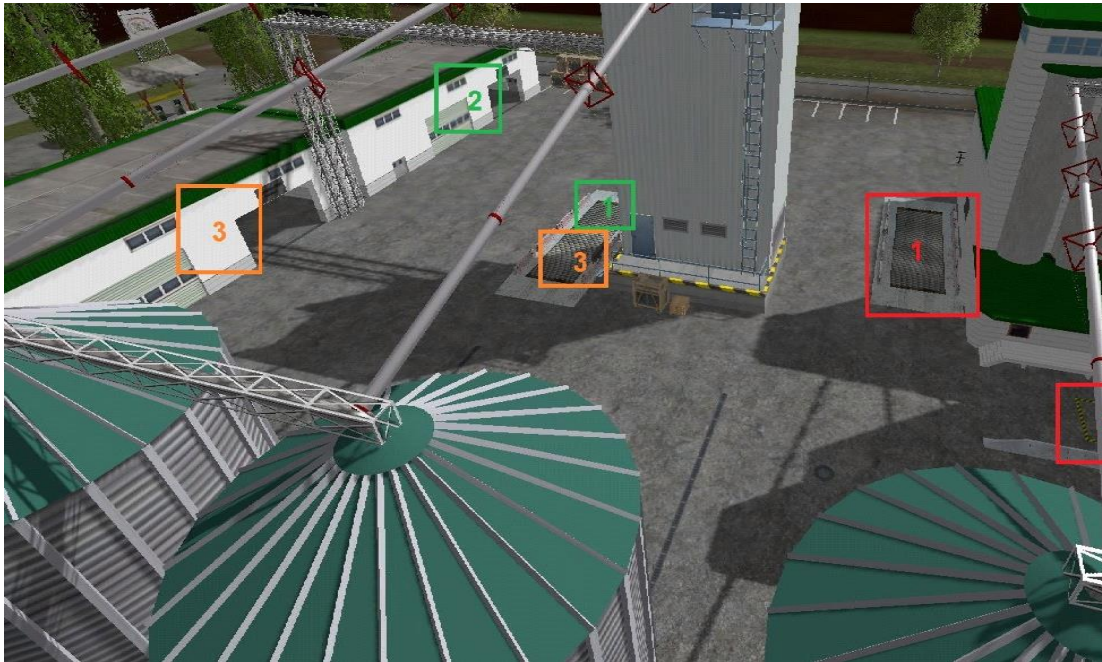
## Cement:

1. Gravel Unload
2. Sand Unload
3. Cement production

The plant produces 35 000 l/h

# Mill

The mill is also coming from Thuringiamap, and again slightly larger. Unload cereals and get flour in raw format or in pallets.



## Light Flour in Raw:

1. Unload Wheat, Barley
2. Production of Light Flour in Raw

The plant produces 22.000 l/h

## Flour Pallet 1

1. Unload Wheat, Barley
2. Production of Flour Pallets

## Flour Pallet 1

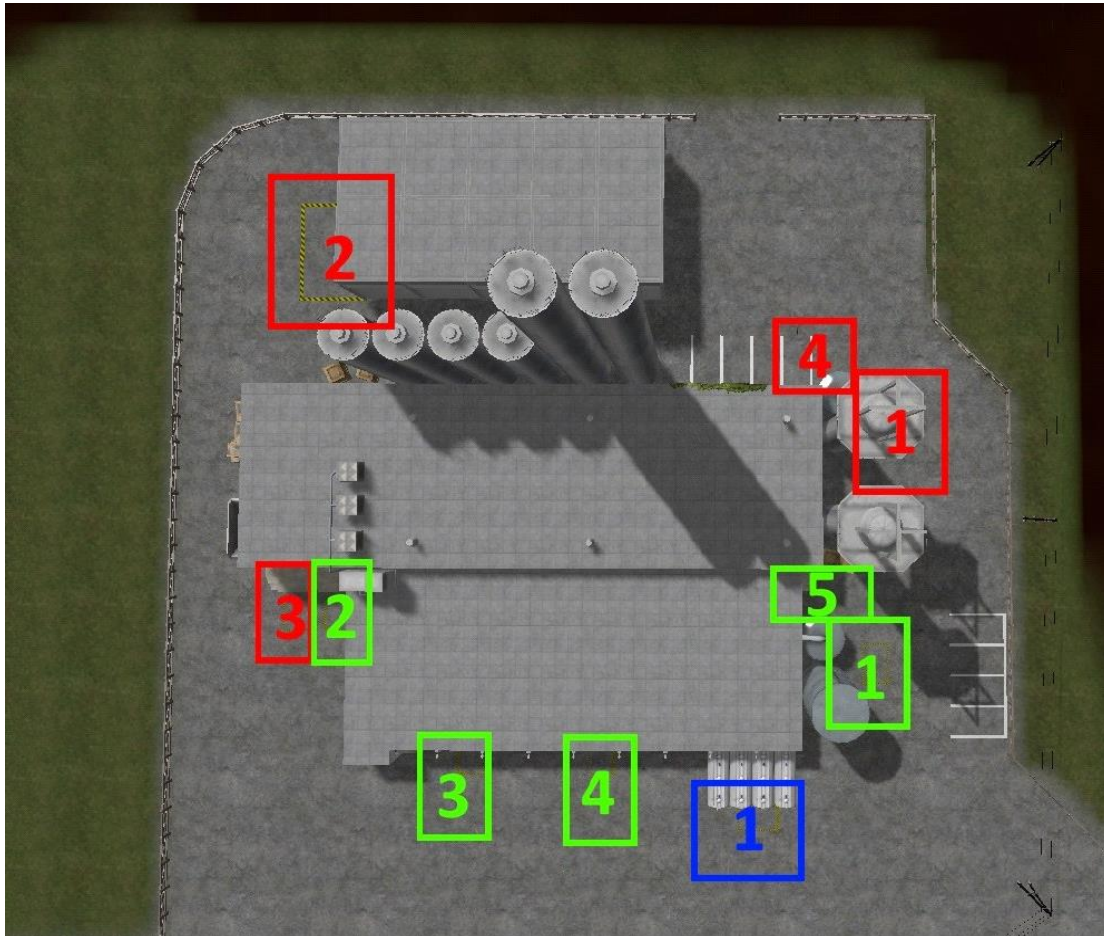
1. Unload Wheat, Barley
2. Production of Flour Pallets

The plant produces almost 1.000L. per game hour, so for Palette needs 2.000L and then 2h.



# Diary and Cheese and Butter Factory

The dairy is new from the v1.0. Here you can get your milk for sale either directly or deliver for further manufacturing process getting other products.



## Whip Milk:

1. Delivery of milk
2. Delivery cherry or plum pallets
3. Production of Whip Milk
4. Infoboard

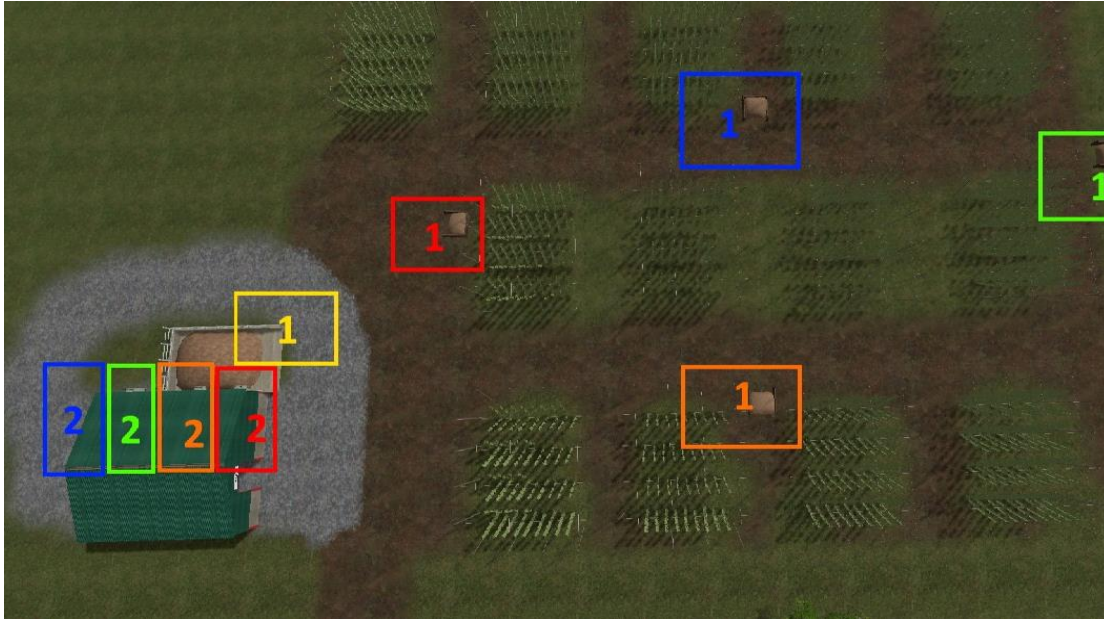
## Butter and Cheese:

1. Unload Milk
2. Production Butter
3. Production Cheese
4. Production UHT Milk
5. Infoboard

1. Direct sale of Raw Milk

# Hopfs farm

The Hop Farm is also new in v1.0. It works like the fruit farms. Just only need compost be be carried there and you will get the Hops Pallets.



1.Unload Compost  
2.Production of Hops Pallet

1.Unload Compost  
2.Production of Hops Pallet

1.Unload Compost  
2.Production of Hops Pallet

1.Unload Compost  
2.Production of Hops Pallet

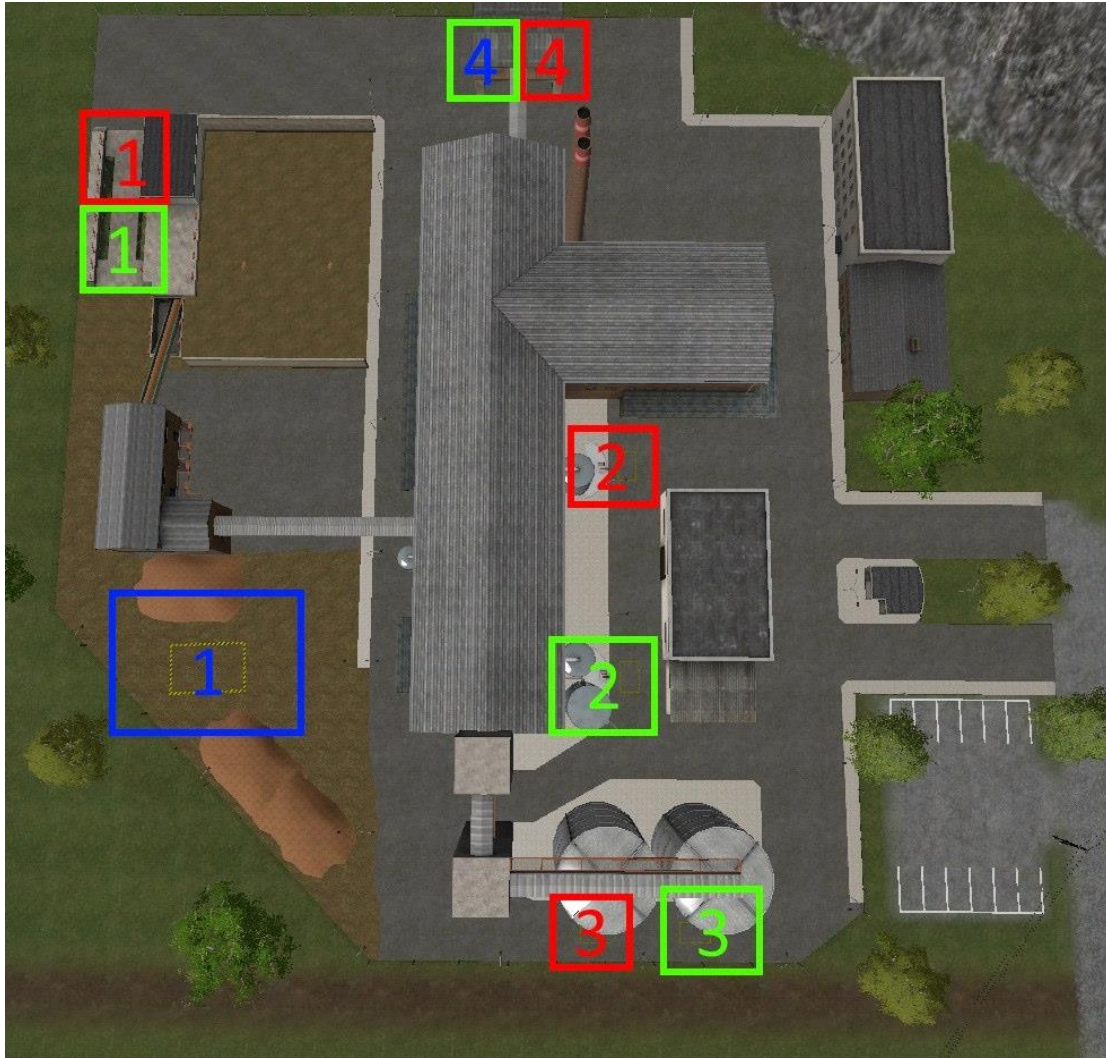
1.Sale point for Compost





# Sugar and Lime Factory

Sugar beet factory from El Cid, well known by most of users. I have adapted the sugar production slightly and added Lime as a sub product.



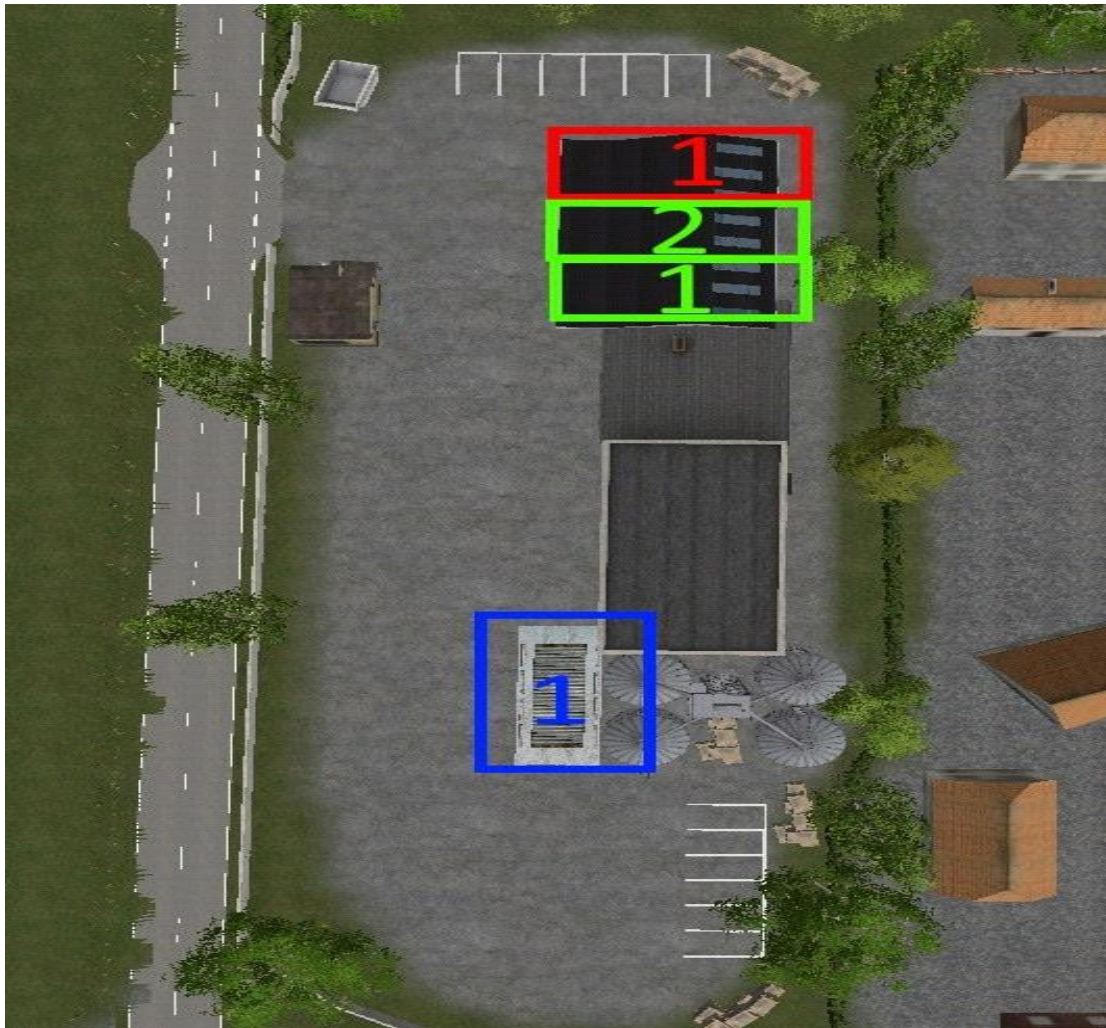
- 1. Unload SugarBeet
- 2. Unload Water
- 3. Production of sugar
- 4. Production of Lime

- 1. Unload Sugar Beet
- 2. Unload Water
- 3. Production of sugar
- 4. Production of Lime

1. Direct sale of Sugarbeet

# Bakery

The Bakery didn't change functions in v1.0.



1.Sale point for pallet

1.Unload Flour (Light Raw or in pallet)

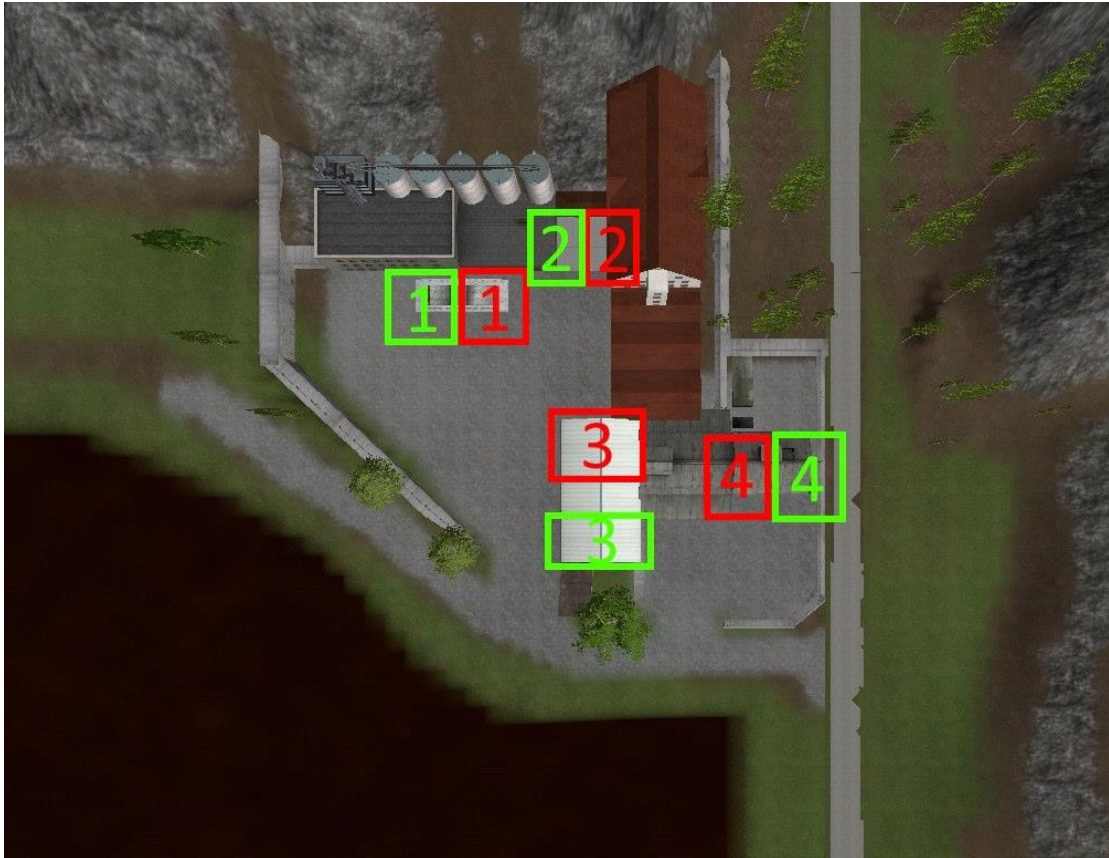
2.Production of Bread

1.Sale point for Light Flour and Sunflower



# Brewery

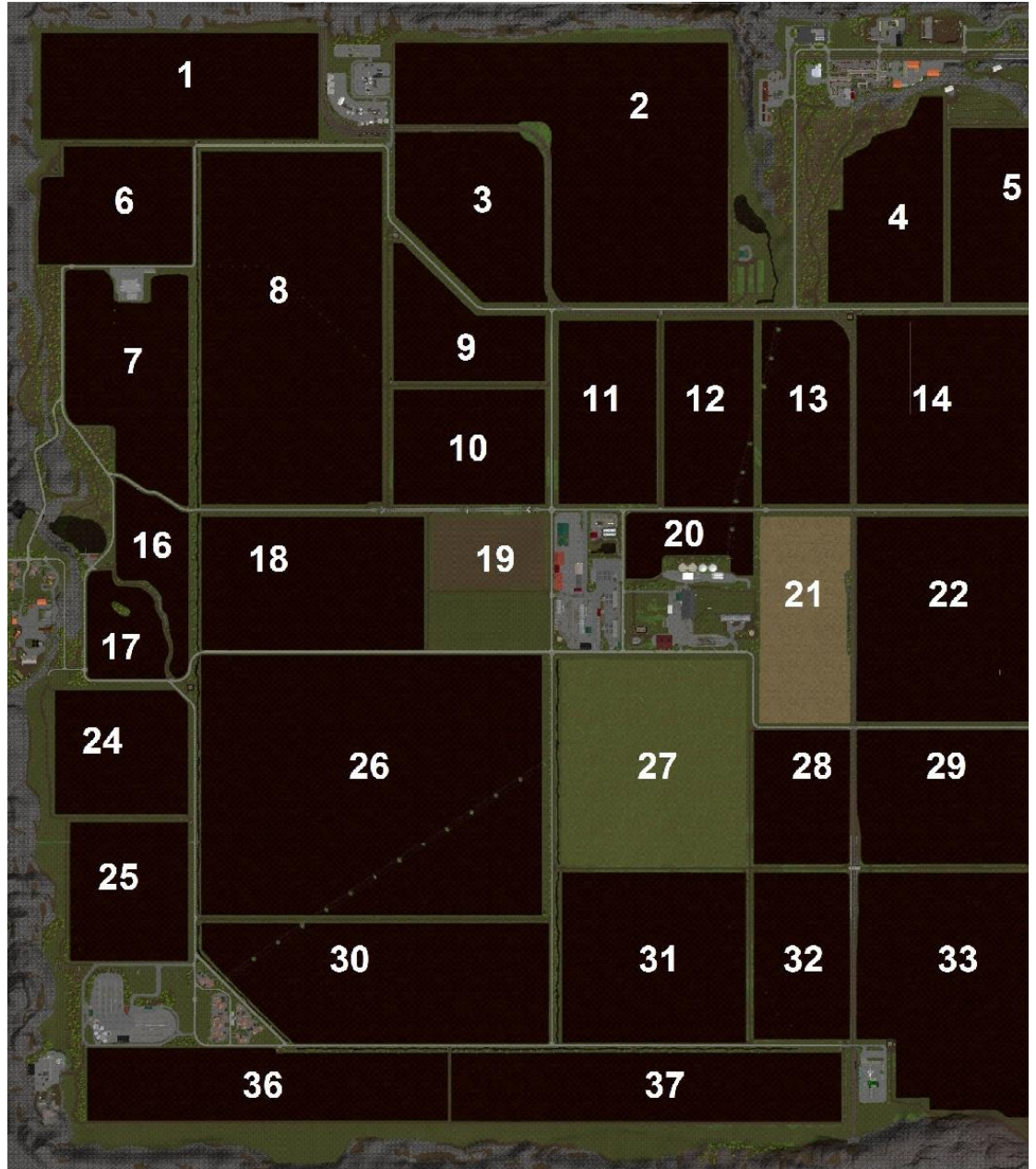
And now, the last new production facility, the brewery.



- 1.Unload Wheat/Barley
- 2.Unload Hops
- 3.Production of Beer
- 4.Production of Ration Mix for animals

- 1. Unload Wheat
- 2. Unload Hops
- 3. Production of Beer
- 4. Production of Ration Mix for animals

## Fields



Field	Extension	Price
Field 1	36.2Ha	1448000€
Field2	69.7Ha	2785000€
Field3	26.3Ha	1052000€
Field4	24.2Ha	968000€
Field5	31.3Ha	1252000€
Field6	21.3Ha	852000€
Field7	27.1Ha	1084000€
Field8	78.3Ha	3132000€
Field9	16.3Ha	652000€



Field10	21.4Ha	856000€
Field11	22.1Ha	884000€
Field12	20.5Ha	820000€
Field13	19.5Ha	780000€
Field14	40.5Ha	1620000€
Field15	26.1Ha	1044000€
Field16	10.3Ha	412000€
Field17	8.8Ha	352000€
Field18	36.9Ha	1476000€
Field19	9.9Ha	396000€
Field20	8.3Ha	332000€
Field21	22.4Ha	896000€
Field22	45.4Ha	1816000€
Field23	23.7Ha	948000€
Field24	20.7Ha	828000€
Field25	19.3Ha	772000€
Field26	107.4Ha	4296000€
Field27	46.4Ha	1856000€
Field28	15.7Ha	628000€
Field29	40.1Ha	1604000€
Field30	46.2Ha	1848000€
Field31	38.8Ha	1552000€
Field32	19.6Ha	784000€
Field33	46.9Ha	1876000€
Field34	16.2Ha	648000€
Field35	12.4Ha	496000€
Field36	31.7Ha	1268000€
Field37	33.1Ha	1324000€

## **7.Benötigte/Empfohlene Mods**

### **Benötigte Mods:**

"MixFeeder" downloadLink = "<https://mod-portal.com/forum/filebase/index.php/Entry/658-Mix-Feeder-V-2-01/>"

"Multivitamin128" downloadLink =

<https://www.modhoster.de/mods/multivitamin128>

"AnimationMapTrigger" downloadLink=

<http://www.modhoster.de/mods/animation-map-trigger>

"Fliegl Vieh Transport Pack V2.1" downloadLink =

"<http://marhu.net/phpBB3/viewtopic.php?f=137> HYPERLINK "

"Kotte Universal Pack V3.1" downloadLink =

"<http://marhu.net/phpBB3/viewtopic.php?f=137> HYPERLINK "

"ZZZ\_multiFruit" downloadLink =

"<http://www.modhoster.de/mods/multifruit--4>"

"Öl\_Trailer\_by\_Kastor" downloadLink = "<http://www.d-s-agrarservice.de/t367f55-Wirtschaftskreislauf-Von-oeL-mit-UPK-Teil.html#msg2473>"

"Heyl\_Muehle\_Trailer\_by\_Kastor" downloadLink = "<http://www.d-s-agrarservice.de/t367f55-Wirtschaftskreislauf-Von-oeL-mit-UPK-Teil.html#msg2474>"

"ZZZ\_multiFruitModule\_KernStadt" downloadLink = "Liegt der Map bei. Im Ordner #Fürn Modordner#"

"GuelleMistMod" downloadLink = "Liegt der Map bei. Im Ordner #Fürn Modordner#"

"ZZZ\_ChoppedStraw" downloadLink =

"<http://www.modhoster.de/mods/choppedstraw--2>"

-<http://www.modhoster.de/mods/schmitz-cargobull-s-ko-cool-und-s-cs>

### Empfohlene Mods:

-<http://www.d-s-agrarservice.de/t628f55-PickUp-Service-Wagen.html>

-<https://vertexdesign.net/downloads/HardPoint%20Extension?id=14>

-<http://marhu.net/phpBB3/viewtopic.php?f=141>

-<http://www.modhoster.de/mods/fliegl-transport-pack>

-<http://marhu.net/phpBB3/viewtopic.php?f=137>

-<http://www.modhoster.de/mods/courseplay--32>

-<http://www.modhoster.de/mods/heaptiptrigger--5>

(im Ordner "Fürn\_Modordner" liegt eine Zip Namens "HeapTipTrigger\_Addon\_for\_KernStadt\_by\_Kastor"

Diese fügt denn Mod HeapTipTrigger weitere Haufen hinzu. So kann alles was auf der map produziert wird auch überall abgeladen werden.)

-<http://www.modhoster.de/mods/kogel-silotrailer-gigaliner-pack>

(Hier liegt im Ordner "angepasst" die XML-Dateien die ihr austauschen könnt. So kann der SiloTrailer alle Düngersorten und die dafür benötigten Rohstoffe transportieren. Aber auch Zement und Beton)

## 8.ChangeLog der Map

v1.0 finale Version

-Hardpoint ready (Optional)



-Damage and Repairs Mod (Optional)

-UnkrautMod (Optional)

Diese Erweiterungen kann jeder für sich wählen was er nutzen will. Erst wenn die zipdateien mit im Modordner sind ist die Funktion dafür da!!!

-einige Anpassungen

-Fruchtwachstumszeiten erhöht.

(Liegen jetzt zwischen 16-24h pro stufe)

-PDA anpassen

-Infoblatt komplett Überarbeiten

-Gras komplett neu auf der Map verteilen. (Danke Trent für deine Zeit!)

-Düngerfabrik NPK Düngerproduktion überarbeitet

-Neue Wirtschaftskreisläufe

#-Hopfenfarm

#-Molkerei

#-Brauerei

#-Bäckerei

#### v0.9.5

-Große BGA, Koli im Fahrsilo Entfernt

-Schienen bei der Mühle, Boden angepasst(Neustart erforderlich)

-Fehlende Oberleitungsmasten Gesetzt

-Koli bei einfahrten von Kaufbaren Objekten gesetzt

-Mehl Palette Fruittyp Korrigiert, Sollten jetzt verkaufen zu gehen

-WoolPaletten Trigger Gedreht, Paletten können jetzt richtig entnommen werden

-Koli bei Bahnübergängen Entfernt (MP-Version)

-Große BGA Fülltrichter angepasst. 500000L Passen jetzt rein und

55

der stündliche verkauf wurde hoch gesetzt.

!!!!!!#Soweit ist jetzt kein neues Savegame Erforderlich#!!!!

## v0.9.2

- Sonnenblumen Wachstum Zeit Verkürzt
- Sonnenblumen Kann nun auch verkauft werden
- MBO text Korrigiert
- Schwerlast Palette nun original von Ifko ^^
- Dünger und Saattrigger aufen 2Hof getauscht
- Fillplane compost geändert
- Fahrender zug und Bahnübergange deaktiviert MP-Version
- Ballenzu Lager punkte entfernt(wegen unbekannten errors)  
dafür können an diesen punkten nun direkt Ballen verkauft werden  
und loses Stroh/Gras abgekippt werden. Was direkt ins  
hauptlager  
geht.
- Süd Nord Wiese Mäh Mission getauscht
- Bodenplatte Aral Tankstelle getauscht
- Kleine fehler behoben
- Hofwaage mit Statistik anzeige verbaut MP-Version
- Produktions Faktoren bei Mehl und Öl indutrie angepasst
- PS-Mist beim Förderband Kuhlager und beim Zentralen lager  
geändert
- Gewaschene Kartoffeln Verkauf bei Edeka
- Güllelager Gefixt SP-Version

Savegame Sollten weiterhin Funktionieren.

## V0.9

- Kaufbare Objekte
- Lager für Kompost mit förderband aufen Hof
- Lager für Hackschnitzel mit förderband beim Sägewerk
- Kaufbare Wälder
- Neue  
Früchte(Sonnenblumen,Dinkel,Roggen,Hafer,Triticale,Karotten  
und Zwiebeln)
- Häckselgut kann nicht mehr aufen hof abgeladen werden im  
silo
- Für gewisse güter muss mann jetzt eine Lizenz zum  
Transportieren kaufen (Rohöl,Diesel usw)
- Palettenverkauf gefixt
- PalettenMissionen gefixt

- Diverse Kleinigkeiten gefixt



- Überarbeitete Paletten (Danke Ifko) Können dann im Kommenden update von sein Fliegl DPW 180 mit Automatischer Ladefunktion geladen werden
- Multifrucht.zip angepasst (Bitte tauschen!!!!)
- Infoblatt Angepasst!!!!
- Zwei Versionen der Map. Eine für SP und eine MP!! Zwecks Güllelager und CP im SingelPlayer!!!!



!!!!!!Leider ist es nicht möglich sein spielstand weiter zu nutzen.  
Muss ein neuer angefangen werden!!!!!!

V0.8.2

- Paletten I3D vom Sägewerk Eingefügt
- Paletten I3D von Eierlege Station Eingefügt
- Fehlende Schilder bei Lager angebracht

- Infoblatt als PDF datei
- IngameMission Bilder Angepasst
- ChoppedStraw Eingebaut
- Trigger Bei denn Anlagen vom FabrikScript, Couseplay kann sie nicht erkennen. (Zur zeit nicht zu ändern!!!!)
- Fruchtreste auf Fieldern Entfernt (Nues savegame oder dann info in der zip Lesen!!!)
- Mischfutterlager fix (abladen jetzt möglich)
- Holzverkauf Sägewerk fix
- Infoschild Sägewerk am palettenausgabe positioniert
- Kartoffelwaschanlage Dieseltanke gleiche füllmenge (30000l)

V0.8

- Release der Map in LS15

## **9.Kaufbare Sachen**

Ab der v0.9 gibt es nun auch kaufbare Sachen, wo ihr eurer Geld ausgeben könnt.

Unter anderem gibt es zu kaufen: Mixfeeder, BGA, Kiesgrube, Wälder, Lager für neue Früchte, Schweinemast, aber auch für kaufbare Güter wie Rohöl muss jetzt eine Lizenz gekauft werden.

## **10. Damage and Repairs Mod**



1. Fachwerkstatt Beim Händler (Kann alles Reparieren)
- 2.,3.,4. Normale Werkstatt (Kann nur schaden bis 65% reparieren!!!)

## **11. HardPoint**

Beim Händler gibt es auch für Hardpointfähige Fahrzeuge direkt eine Werkstatt, um nicht unbedingt die platzierbare nutzen zu müssen!!

## **12. Credits**

Marhu ,Giants ,Blacky\_BPG ,Farmer\_Andy  
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*MFG Kastor*