

# Wood chips for trains

by TheMrSeq

## How to implement in your Map

1. Go to folder 'ForModMaps'.
2. Place the folder 'trainWoodChipsTMS' into your map folder  
(i.e. 'SerenityValley\_V3\_Final' OR  
'SerenityValley\_V3\_Final\maps\Objects').

(Note: It's not important where you place it, but you need to know the path later.)

3. Go into your map-xml (i.e map01.xml).

4. Search for the train stations.

```
<tipTrigger index="TRAIN_STATION_1_TRAILER_IN" stationName="station_trainStation1" appearsOnPDA="false" isAre:
  <fillType name="wheat" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="barley" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="rape" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="maize" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="sunflower" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="soybean" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="sugarBeet" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="potato" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
</tipTrigger>
```

Should look similar to the picture above.

5. Add the following line under the last fill type:

<fillType name="woodChips" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />

```
<tipTrigger index="TRAIN_STATION_1_TRAILER_IN" stationName="station_trainStation1" appearsOnPDA="false" isAre:
  <fillType name="wheat" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="barley" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="rape" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="maize" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="sunflower" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="soybean" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="sugarBeet" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="potato" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
  <fillType name="woodChips" priceScale="0" supportsGreatDemand="false" disablePriceDrop="true" />
</tipTrigger>
```

Should look similar to the picture above.

6. Do this for all stations that should load and unload woodChips.  
(For Sellstations change priceScale="0" to something  
higher than 0, default is around 1  
Also change supportsGreatDemand="false" to true)

7. Save and close it.

8. Go to your trainsystem-xml (i.e. map01\_trainSystem01.xml).

9. Search for the train.

```
<train>
  <vehicle xmlFile="$data/vehicles/train/locomotive.xml" />
  <vehicle xmlFile="$data/vehicles/train/wagonTimber.xml" />
  <vehicle xmlFile="$data/vehicles/train/wagonTimber.xml" />
  <vehicle xmlFile="$data/vehicles/train/wagonWoodChips.xml" />
  <vehicle xmlFile="$data/vehicles/train/wagonGrain.xml" />
  <vehicle xmlFile="$data/vehicles/train/wagonSugarbeets.xml" />
</train>
```

Should look similar to the picture above.

10. Change the line

```
<vehicle xmlFile="$data/vehicles/train/wagonWoodChips.xml" />
```

into

```
<vehicle xmlFile="trainWoodChipsTMS/wagonWoodChips.xml" />
```

(Take the path you've chosen in the first step.)

11. Save and close.

12. Repeat steps 8. to 10. for every train system on your map.  
(i.e. map01\_trainSystem02.xml)

**DONE!**