



KOMPOST – EINBAUANLEITUNG

Diese Anleitung erklärt, wie der Kompost-Dünger in die Karte integriert wird.

1. Änderungen in map.xml:

Füge folgende Einträge in die **map.xml** ein:

```
<map>
  <sprayTypes>
    <sprayType name="COMPOST" litersPerSecond="0.45" type="FERTILIZER"
    sprayGroundType="MANURE" />
  </sprayTypes>

  <precisionFarming>
    <applicationRates>
      <applicationRate fillType="COMPOST" autoAdjustToFruit="false" regularRate="40">
        <soil soilTypeIndex="1" rate="50"/>
        <soil soilTypeIndex="2" rate="70"/>
        <soil soilTypeIndex="3" rate="90"/>
        <soil soilTypeIndex="4" rate="70"/>
      </applicationRate>
    </applicationRates>
    <fertilizerUsage>
      <nAmount fillType="COMPOST" amount="0.055"/>
    </fertilizerUsage>
  </precisionFarming>
</map>
```

2. Änderung in modDesc.xml:

Füge folgenden Eintrag in **modDesc.xml** ein:

```
<modDesc>
  <dependencies>
    <dependency>FS25_compostProduction</dependency>
  </dependencies>
</modDesc>
```

3. Bei Veröffentlichung der Karte:

Gib im Kommentar folgende Abhängigkeit an:

dependency: FS25_compostProduction.zip –
https://www.farming-simulator.com/mod.php?mod_id=319065&title=fs2025 (mod_id:
319065)

Compost installation Guide

This guide explains how to integrate the compost fertilizer into your map.

1. Edit map.xml:

Add the following entries to **map.xml**:

```
<map>
  <sprayTypes>
    <sprayType name="COMPOST" litersPerSecond="0.45" type="FERTILIZER"
    sprayGroundType="MANURE" />
  </sprayTypes>

  <precisionFarming>
    <applicationRates>
      <applicationRate fillType="COMPOST" autoAdjustToFruit="false" regularRate="40">
        <soil soilTypeIndex="1" rate="50"/>
        <soil soilTypeIndex="2" rate="70"/>
        <soil soilTypeIndex="3" rate="90"/>
        <soil soilTypeIndex="4" rate="70"/>
      </applicationRate>
    </applicationRates>
    <fertilizerUsage>
      <nAmount fillType="COMPOST" amount="0.055"/>
    </fertilizerUsage>
  </precisionFarming>
</map>
```

2. Edit modDesc.xml:

Add this entry to **modDesc.xml**:

```
<modDesc>
  <dependencies>
    <dependency>FS25_compostProduction</dependency>
  </dependencies>
</modDesc>
```

3. When submitting your map:

Include the following dependency in the submission comment:

dependency: FS25_compostProduction.zip –
https://www.farming-simulator.com/mod.php?mod_id=319065&title;=fs2025 (mod_id:
319065)