
DoorShake - Installation Guide

Farming Simulator 25

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Document	English

Note: DoorShake.lua is supplied with the package. This document only describes installation and the required XML changes.

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FUNCTION

DoorShake makes fully opened vehicle doors wobble slightly while driving.

The movement depends on vehicle speed.

The Lua file is included. Installation mainly requires the necessary XML changes in the vehicle XML and modDesc.xml.

REQUIREMENTS

The vehicle must already have working door animations.

By default, the supplied DoorShake.lua uses:

Door nodes / i3dMappings:

- TuerLinks
- TuerRechts

Animations:

- Tuer_Links
- Tuer_Rechts

If your vehicle uses different names or node paths, the corresponding values inside DoorShake.lua must be adjusted.

1. ADD THE FILE

Create a folder named "scripts" in the root directory of your mod if it does not already exist.

Example:

```
FS25_MyTractor/  
|-- modDesc.xml  
|-- xml/
```

```
| `-- MyTractor.xml
```

```
`-- scripts/  
   |-- DoorShake.lua
```

Copy the supplied DoorShake.lua into the "scripts" folder.

2. REGISTER THE SPECIALIZATION IN modDesc.xml

Add the following block inside <modDesc>:

```
<specializations>
<specialization name="doorShake" className="DoorShake" filename="scripts/DoorShake.lua"/>
</specializations>
```

Then create a custom vehicle type:

```
<vehicleTypes>
<type name="ztDoorShake" parent="tractor" className="Vehicle"
filename="$dataS/scripts/vehicles/Vehicle.lua">
<specialization name="doorShake"/>
</type>
</vehicleTypes>
```

Both blocks can be placed directly before <storeItems>, for example.

IMPORTANT:

Do not remove the "\$" from:

```
filename="$dataS/scripts/vehicles/Vehicle.lua"
```

3. EDIT THE VEHICLE XML

Change the vehicle XML root from:

```
<vehicle type="tractor">
```

to:

```
<vehicle type="ztDoorShake">
```

4. CHECK vehicleTypeConfigurations

This step is very important.

Some vehicles also use:

```
<vehicleTypeConfigurations>
```

Inside this section you may find entries such as:

```
<vehicleTypeConfiguration
name="$l10n_configuration_Standard"
price="0"
vehicleType="tractor"
/>
```

Such a configuration can override the vehicle type defined at the top of the vehicle XML.

Change all relevant entries from:

```
vehicleType="tractor"
```

to:

```
vehicleType="ztDoorShake"
```

Example:

```
<vehicleTypeConfiguration
name="$l10n_configuration_Standard"
price="0"
vehicleType="ztDoorShake"
/>
```

5. CHECK i3dMappings

By default, the supplied Lua expects:

```
<i3dMapping id="TuerLinks" node="..." />
<i3dMapping id="TuerRechts" node="..." />
```

The actual node paths depend on the vehicle.

6. CHECK THE DOOR ANIMATIONS

The default animation names are:

```
Tuer_Links
Tuer_Rechts
```

Example:

```
<animation name="Tuer_Links">
...
</animation>
```

```
<animation name="Tuer_Rechts">
...
</animation>
```

7. MOVING TOOLS

If the doors are controlled through `<cylindere>` and `<movingTools>`, the nodes and animation names must match the names used above.

Example:

```
<movingTool node="TuerLinks">
<animation animSpeed="1" animAcceleration="15" animName="Tuer_Links"/>
</movingTool>
```

```
<movingTool node="TuerRechts">
<animation animSpeed="1" animAcceleration="15" animName="Tuer_Rechts"/>
</movingTool>
```

8. TESTING

1. Start the game.
2. Buy or load the vehicle.
3. Fully open the left door.
4. Start driving slowly.
5. Test at around 10 km/h.
6. Then test at around 20 to 30 km/h.
7. Test the right door.
8. Test both doors at the same time.
9. Close the doors again.
10. Check log.txt for errors.

If installation is successful, log.txt should contain an entry similar to:

```
Register vehicle type: FS25_MyTractor.ztDoorShake
```

MOST COMMON ISSUE

The vehicle XML correctly contains:

```
<vehicle type="ztDoorShake">
```

but further down there are still entries using:

```
vehicleType="tractor"
```

inside <vehicleTypeConfigurations>.

These entries must also be changed to:

```
vehicleType="ztDoorShake"
```

NOTE

DoorShake was created for vehicles with two animated cab doors.

Depending on the vehicle structure, adjustments to node names, node paths or animation names may be required.

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