

A Guide to using the  
Helmber Winery Pack  
for FS22

## Back Story

I, FanFSEver started this project for myself to address some of the frustration with the new grapes crop in FS22. Initial excitedness made way for a bit of frustration. Even with automation methods such as this

[YouTube video by Argsy Gaming](#) demonstrated. There were such limited options and thus rewards for using it.

Growing up I visited my family who was farming often. Their speciality was wine making and I was looking forward to dabbling in it a little bit in FS22. Having said that my knowledge about wine making is very limited to the mentioned experiences since I am a teetotaler, but I am not against the responsible enjoyment of alcoholic drinks.

I am not a Modder in the true sense of the word. I like to call myself a tinkerer. Since FS13 I have started changing mods and/or maps to suit my playing style or needs. I like to play semi realistically but within the knowledge that a game can only do it up to a certain level.



I have decided to try and share my hobby with others and hope that it will be enjoyable for others as well.

Since there are some limitations with my abilities and that I cannot and did not want to use scripting, I had to make do with what is available in the base game. All models are taken from base game maps and most of the textures are from the base game thus it should not put too much additional strain on a system. I do not experience any frame drops and have a lower end midrange PC.

### Feedback

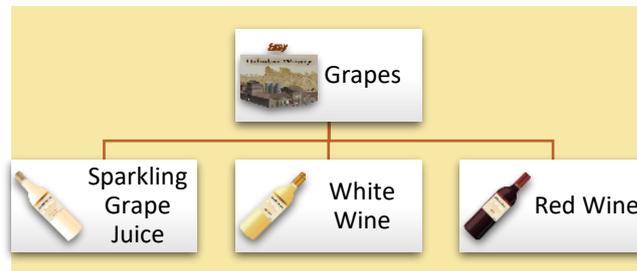
This pack will be uploaded to [www.mod-network.com](http://www.mod-network.com) only and I will only look at feedbacks there. I am a full time professional in a non-IT genre and will not be able to address issues or other suggestions on a regular basis.

### Languages

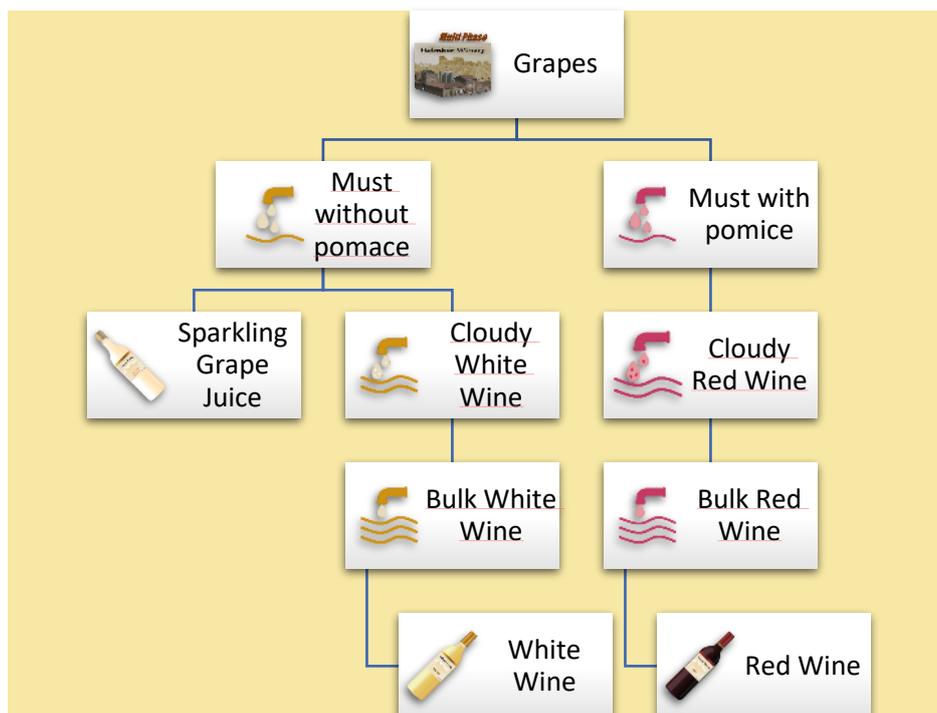
Most of the titles are only available in English as I am only fluent in two languages, of which one is a local regional language. My apologies to other language speakers.

## Workflow

### Winery : Easy



### Winery : Multi-Phase



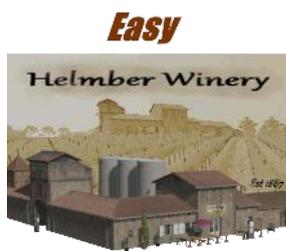
# Winery : Single Phase



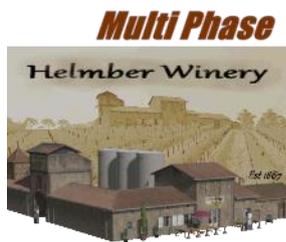
## What is in the pack?

### Factories

There are three different types of factories that produces red wine, white wine, and sparkling grape juice. They are all the same building, but their functionalities differ. The three different ways to use this pack are:



1. **“Winery : Easy”** - A very typical factory in the FS22 style. You drop of the grapes and get the red wine, white wine and/or sparkling grape juice. You can select which product to produce. There is a daily income from the local restaurant and tasting venue.



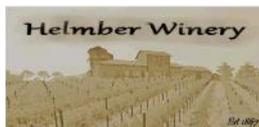
2. **“Winery : Multi Phase”** – A more complex facility that tries to emulate four of the wine making stages. It can be a little confusing in the menu since the products are listed twice. I will try to explain this a bit more in depth later. There is a daily income from the local restaurant and tasting venue.



3. **“Winery : Single Phase”** – the most complex version (which I prefer). There are five different components that needs to be built to produce the final products. Each component represents a stage in the wine making process. Each stage has a phase with a number and title. A more in-depth explanation will follow. There is a daily income from the local restaurant and tasting venue.

### Sell points

There are four different sell points. Three are used for selling products and one to get rid of the liquids from the different stages.



1. **“Licensed Farmer's Market”** – A farmer’s market that is licensed to sell red wine, white wine and sparkling grape juice.





2. **“Licensed Restaurant”** - A restaurant that is licensed to sell red wine, white wine and sparkling grape juice.



3. **“Supermarket”** - This supermarket offers sparkling grape juice specially sourced from Helmbur Winery.

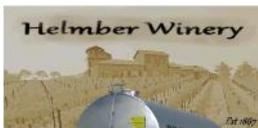


4. **“Sell Point for bulk products from Winery”** – you can sell products from the different stages if you want to get rid of it or if you want to empty the winery.

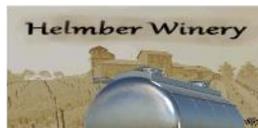


### Vehicles

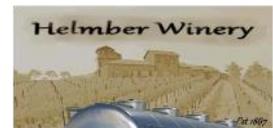
Three of the base game trailers that could be found under the Animals category have been edited to accept all liquids. These are:



1 “Joskin AquaTrans 7300”



2 “Lizard MKS 8”



3 “Lizard MKS 32”

## What products are used and produced?

It all starts with the wonderful grape berries. The three products that can be produced are:



1. **“Red Wine”** – most expensive product but take about 11 months to produce in the multi and single-phase factories. The FS22 factory will start producing immediately but will also take about 11 months to process all the grapes. They are packed in cartons on euro pallets.



2. **“White Wine”** – Second most expensive product but take about 8 months to produce in the multi and single-phase factories. The FS22 factory will start producing immediately but will also take about 8 months to process all the grapes. They are packed in cartons on euro pallets.



3. **“Sparkling Grape Juice”** – Third product produced by the multi and single-phase factories and takes about 2 – 5 months to produce. The FS22 factory will start producing immediately but will also take about 4 months to process all the grapes. They are packed in cartons on euro pallets.

The actual duration can change due to the version of FS22 you use as well as how many products are produced but what facility at any time.

The multi and single-phase factories also produce products for every stage of the wine making process. For the game, I have created the following:

### Red Wine production



1. **“Must with pomace”** – the result from the *pressing stage* where the pomace is still in the must. This is a liquid. Takes one month for a full load to be processed. Goes to the *fermenting stage*.



2. **“Cloudy red wine”** – during the *fermenting stage* the Must with pomace is changed into the Cloudy red wine. This a liquid. Takes one month for a full load to be processed. Goes to the *clarification stage*. The pomace is removed during this stage and sold for a small amount automatically.



3. **“Bulk red wine”** – during the *clarification stage* impurities in the Cloudy red wine is removed to produce Bulk red wine. This a liquid. Takes one month for a full load to be processed. Goes to the *bottling stage* where the final product is produced and allowed to mature.

## White Wine production



1. **“Must without pomace”** – the result from the *pressing stage*. This is a liquid. Takes one month for a full load to be processed. Goes to the *fermenting stage* or can be made into Sparkling grape juicy. The pomace is removed during this stage and sold for a small amount automatically.



2. **“Cloudy white wine”** – during the *fermenting stage* the Must without pomace is changed into the Cloudy white wine. This a liquid. Takes four months for a full load to be processed. Goes to the *clarification stage*.



3. **“Bulk white wine”** – during the *clarification stage* impurities in the Cloudy white wine is removed to produce Bulk white wine. This a liquid. Takes one month for a full load to be processed. Goes to the *bottling stage* where the final product is produced.

## By-products of the process



1. **“Grape pomace”** – consisting of grape skins, stones, and other residues. Winery will sell this automatically for a small income to keep the vicinity clean.

- 2.
- 3.

## New types of pallets



1. **“Red Wine Pallets”** – produced by winery. The pallets can be sold at the Licensed Restaurant and the Licensed Farmer’s Market.



2. **“White Wine Pallets”** – produced by winery. The pallets can be sold at the Licensed Restaurant and the Licensed Farmer’s Market.



3. **“Sparkling Grape Juice”** – produced by winery. The pallets can be sold at the Licensed Restaurant, the Licensed Farmer’s Market and the Supermarket.

## How do I use this pack?

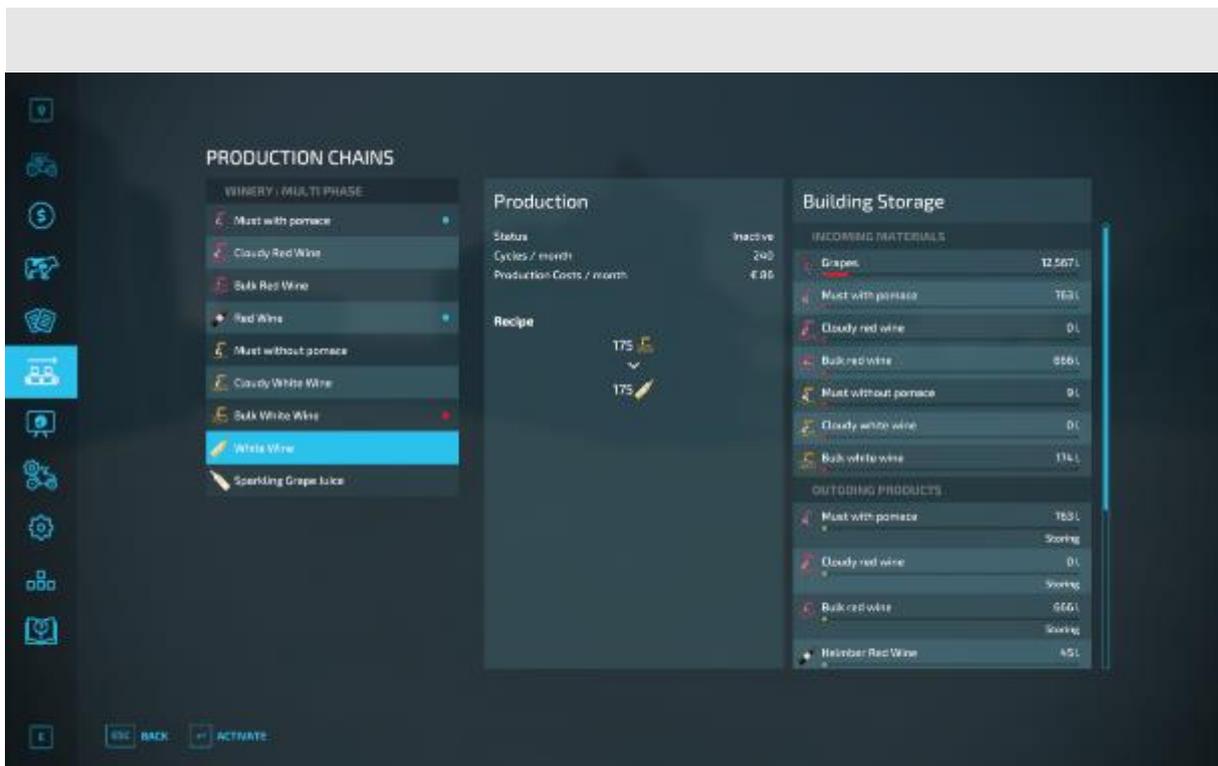
Firstly, you must make the products. Stupid statement, I know. Sorry. Could not resist it 😊.

### The easy way

1. Place the **“Winery : Easy”** factory.
2. Then deliver the grapes.
3. Activate the products you want as per usual in FS22 and await the products.
4. Place a sell point or more.
5. Take the products and sell.

### The more complex way

1. Place the **“Winery : Multi Phase”** factory.
2. Then deliver the grapes.
3. Activate the products you want to produce. You will notice the whole process falls in this one screen.



On the left you can see the products that can be produced which you need to activate. Blue dots mean there are source materials available. Red means it is missing.

The middle column gives you information about how it will take place.

The right-hand column needs to be looked at carefully. The information under **“INCOMING MATERIALS”** is about sources in the facility that can be used. The information under **“OUTGOING PRODUCTS”** is about sources in the facility that can be used for some purpose. You will notice that the numbers will be the same for most materials most of the time. That is because it is referring to the same stock. Have a look at Must with pomace – in both it

states 763l. That means that there are only 763l in the facility. You can now decide what to do with it. Keep it to make Cloudy red wine or sell it for a small income. Storing and Distributing currently do the same. The product stays in the facility.

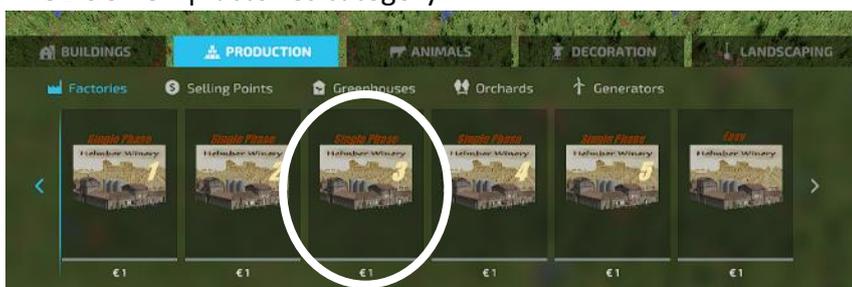
4. You have now two choices. The one choice is to activate all the products and let the winery take care of itself and after a few months you will have products to sell. However, I have found the system to not be consistent with the number of final products.
5. However, if you want a more realistic game play only activate the functions of the preferred pathway until that one process has processed all the available resource. Now disable the process and activate the rest. You will then experience the timeline as was mentioned earlier in the document.
6. Place a sell point.
7. Collect and sell your products or use the sell feature for the product but receive a lot less.

### The very complex way – (my preferred way)

1. Place the **“Winery : Phase 1”** factory. You will notice that there are brown boxes against the walls with nr’s on them.



2. Select the corresponding factory, in this case **“Winery : Phase 3”** in the PRODUCTION | Factories category.



3. You should see a wooden box and valve with the same number on it. There might be a number of icons near it depending on your system setup.



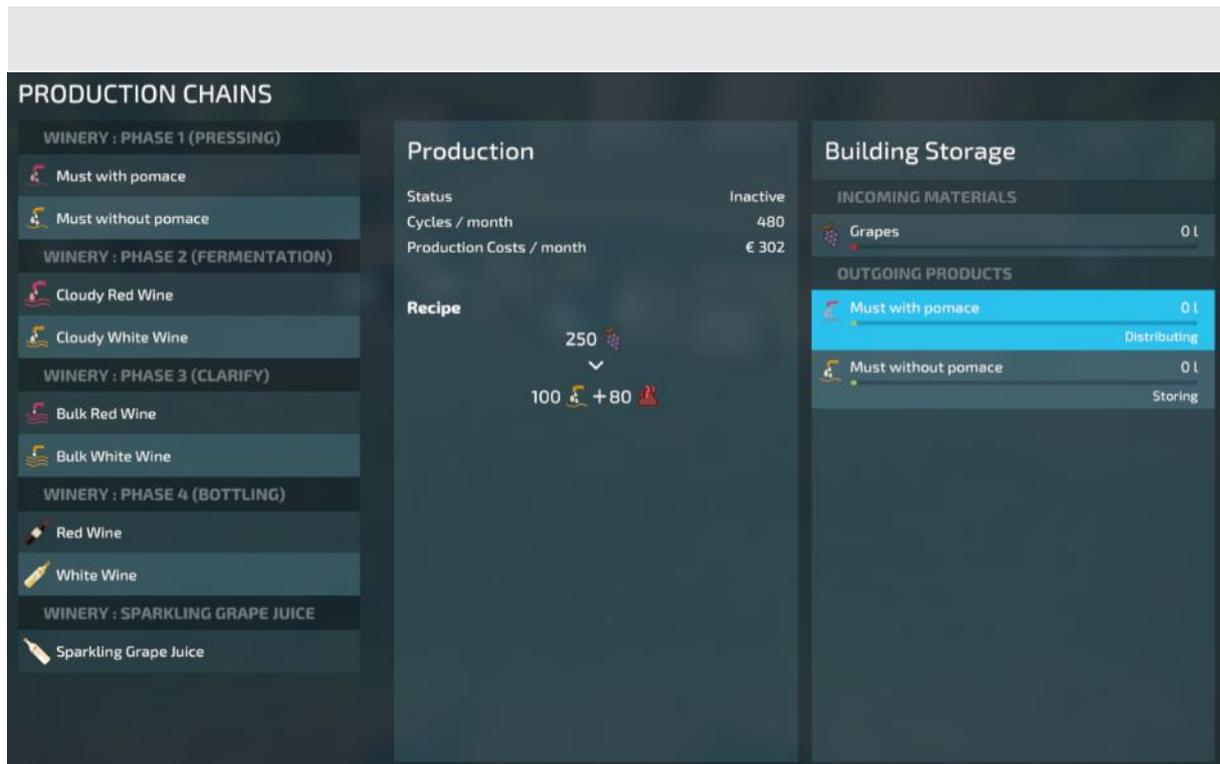
4. Now move this box until it covers the one on the wall. Make sure the **Toggle free-mode** is set to **On** (default V-key). Also make sure the box is flat against the wall.



5. When you see the round flat object next to the valve you are too close to the wall.



6. Repeat the process until all 5 units have been placed. Make sure to place them in order of numbers to make the PRODUCTION CHAINS easier to use.



On the left you will see all the phases listed separately. You need to activate the products produced which you need to activate. Blue dots mean there are source materials available. Red means it is missing.

The middle column gives you information about how the manufacturing will take place. It gives you an idea of how long it will take to process the available stock.

On the right side keep the setting to Storing if you want to move the products manually. Select the option Distributing to move materials between the different areas in the winery.

Selecting Distributing for final products such as Red Wine, White Wine and Sparkling Grape Juice will keep them in storage. Storing will start to put the pallet outside for collection.

7. Place a sell point
8. Take finished products to the sell point.

To play more realistically I activate every Phase separately and individually to simulate the process of making wine.

### Interesting titbits:

1. The name of the winery is made up of letters from each of the three maps of FS22.
2. All models are using parts of the basic maps and the base game.
3. The planes at the grape unload point depends on the nr of grapes in the winery.
4. You can earn up to \$200000 per year by having a winery on you farm.
5. Simplified version of the wine making process – [click here](#)



FanFSEver

Thank you