

more map settings

There have been 2 new variables added to the script that map makers can use to extend the Alternative Tipping experions for there map.

The variables are these.

self.useRandomHeaps = false;

This sort all heaps whit the fillType you want and select 1 of those heaps randomly.

self.loadDefaultHeaps = true;

If it should load the default heaps included in Alternative Tipping mod.

These dont have to be set if you dont want to change anything but if you do then change the bool value between true and false.

These variables are set in the SampleModMap.lua file and the end result should look something like this.

```
function SampleModMap:load()
    self:startLoadingTask();

    self.environment = Environment:new(Utils.getFilename("$data/sky/sky_day_night.i3d", self.baseDirectory), true, 8, true, true

    self.helpIconsBase = nil;
    self.collectableHorseshoesObject = nil;
    self.fieldDefinitionBase = nil;
    self.vehicleShopBase = nil;

    self:loadMap(Utils.getFilename("map/map01.i3d", self.baseDirectory), true, self.loadMap01Finished, self);

    self.useRandomHeaps = true;
    self.loadDefaultHeaps = false;
end;
```