

How to add support for new fruit/heap

Let's make one thing clear if you do not have basic knowledge about mod editing then its strongly suggested that you do **NOT** attempt this.

Why should I do this? what do I gain? why read this bullshit?

These might be questions that you ask of this? what do I know.. but to answer some of the questions.

Why?

the whole point with this "extra" feature is to give map maker the ability to add there "custom fruit" type to Alternative Tipping mod.

Doing this in this mod in question is not realistically possible as odd types appears more often then ever!

What? you gain the ability to making heaps of the "custom fruit" and this is not all.. (we get there later in the text)

1. Copy NEEDED files

Copy all file located in "ForUserManual"

This is located in the zip file of the mod.

Place this file in the root location of your map.

1.01 Replace default heaps

Note: This only have to be done **IF** you want to **REPLACE** the **default** heaps of Alternativ Tipping mod.

Note: Advanced modding skill needed!

Simplest is to copy one of the trigger.i3d files and use that as base.

I wont go into details on how to do this as you know how to do it but heres something you might want to look at.

Index 0>0|0 holds most of the stuff about heap/trigger it self.

Make sure you have added the fruit type to AlternativeTipTrigger.xml file you have in your map folder.

Make sure the "plane" exist in the .i3d file.

2.0 Open file

Open you map lua file, normally called SampleModMap.lua

2.1 Locate line

Locate this line (line 34 untouched version)

function SampleModMap:load()

The end of this function is your target location.

2.2 Place lines

The lines you want to add are these

```
self.addAlternativeTippingHeaps = {};
```

```
self.addAlternativeTippingHeaps["file"] = "AlternativeTipTrigger.xml";
```

```
self.addAlternativeTippingHeaps["dir"] = g_myCurrentModName;
```

These lines must be edited too suit your map.

I'm assuming now but the xml file you made a copy of have the same name? if not then rename the second line to that.

2.3 Result

The end result so far 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.addAlternativeTippingHeaps = {};
    self.addAlternativeTippingHeaps["file"] = "AlternativeTipTrigger.xml";
    self.addAlternativeTippingHeaps["dir"] = g_myCurrentModName;
end;
```

3.0 Open file

Open

AlternaticTipTrigger.xml

in notepad.

3.1 Edit file

Replace "CustomFruitName" with the name of your custom type.

Index is counted from "loadableTrigger" (0>0|0 + index) and not the root of the tree.

3.2 Open file

Open

trigger.i3d

in notepad

3.3 Edit file

On line 9 replace with your "CustomFruit" type texture.

Note: Do **NOT** copy all the .lua files to your map folder.

If you still have any questions, visit our board

www.vertexdeziign.net/forums