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# **Farming Simulator Modding Documentation**

**Mar 08, 2021**



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## Contents:

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These pages contain documentation about Farming Simulator 2019

## 1.1 XML Reference

These pages contain reference for all of the types of XML files that are used by Farming Simulator 2019

### 1.1.1 beaconLight

This is used to define the parameters for a Beacon Light (aka Strobe, or revolving light).

**element beaconLight**

**element fileName**

A string that specifies where to find the relevant i3d file for the beaconLight

**element rootNode**

**Attributes node** – The root node of the beaconLight in the i3d file structure.

**element rotator**

**Attributes**

- **node** – The node that the rotating element of the beacon can be found attribute
- **speed** – The speed that the beacon rotates attribute

**element light**

**Attributes**

- **shaderNode** – The node that contains the model of the light inside of the beacon
- **intensity** – The intensity (brightness) of the light

**element** `realLight`

**Attributes** `node` – The node that contains the actual light source object in the model.

### 1.1.2 `brandColors`

This file defines the colors that are associated with the different brands in the game.

**element** `brandColors`

**element** `color`

Defines a specific color and the associated brand

**Attributes**

- **name** – The name of the brand to apply the color to
- **value** – The RGBA value of the color. Values are floats between 0 and 1, with each value separated with a space

### 1.1.3 `colorGrading`

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**Todo:** This page needs documentation

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### 1.1.4 `connectionHoses`

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**Todo:** This page needs documentation

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### 1.1.5 `connector`

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**Todo:** This page needs documentation

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### 1.1.6 `crawler`

This file defines the parameters for vehicle tracks.

**element** `crawler`

**element** `file`

File information for the track

**Attributes**

- **leftnode** – Node for left side mounting
- **rightnode** – Node for right side mounting
- **name** – The path to the track's i3d file

`element scrollerNodes`

`element scrollerNodes`

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**Todo:** This section need to be completed

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**Attributes**

- `node` –
- `scrollLength` –
- `scrollSpeed` –
- `shaderParameterComponent` –
- `shaderParameterName` –

`element rotatingParts`

`element rotatingParts`

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**Todo:** This section needs to be completed

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**Attributes**

- `node` –
- `radius` –

`element rimColorNodes`

`element rimColorNode`

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**Todo:** This section needs to be completed

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**Attributes**

- `node` –
- `shaderParameter` –

### 1.1.7 CustomShader

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**Todo:** This page needs documentation

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### 1.1.8 environment

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**Todo:** This file needs documenting.

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### 1.1.9 foliageType

Configuration information for different types of foliage on the map (bushes, grass, crops, etc.)

**element foliageType**

**Attributes distanceTexturePath –**

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**Todo:** This attribute needs documenting.

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**element foliageLayer**

**Attributes**

- **cellSize –**

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**Todo:** This attribute needs documenting.

---

- **decallLayer –**

---

**Todo:** This attribute needs documenting.

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- **densityMapChannelOffset –**

---

**Todo:** This attribute needs documenting.

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- **name** – The name of the foliage layer.

- **numBlocksPerUnit –**

---

**Todo:** This attribute needs documenting.

---

- **numDensityMapChannels –**

---

**Todo:** This attribute needs documenting.

---

- **objectMask –**

---

**Todo:** This attribute needs documenting.

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- **shapeSource** – The path to the i3d file that has the layer's 3D model.

**element foliageStateDefaults**

**Attributes**

- **distanceMapLayer –**

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**Todo:** This attribute needs documenting.

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- **heightVariance** –

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**Todo:** This attribute needs documenting.

---

- **horizontalPositionVariance** –

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**Todo:** This attribute needs documenting.

---

- **widthVariance** –

---

**Todo:** This attribute needs documenting.

---

#### element **foliageLoadDefaults**

##### Attributes

- **atlasOffset** –

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**Todo:** This attribute needs documenting.

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- **atlasSize** –

---

**Todo:** This attribute needs documenting.

---

- **blendOutDistance** –

---

**Todo:** This attribute needs documenting.

---

- **lod** –

---

**Todo:** This attribute needs documenting.

---

- **texCoords** –

---

**Todo:** This attribute needs documenting.

---

- **viewDistance** –

---

**Todo:** This attribute needs documenting.

---

#### element **foliageState**

##### Attributes

- **distanceMap** –

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**Todo:** This attribute needs documenting.

---

- **distanceMapLayer** –
- **height** –
- **heightVariance** –
- **horizontalPositionVariance** –

- **index** –
- **name** – The name of the foliage state (e.g. green middle, harvest ready 2). Controls the way that the plant state is displayed on the map
- **numBlocksPerUnit** –

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**Todo:** This attribute needs documenting.

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- **width** –

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**Todo:** This attribute needs documenting.

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- **widthVariance** –

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**Todo:** This attribute needs documenting.

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### **element foliageShape**

#### **element foliageLod**

Configuration for the Levels of detail for the foliage.

##### **Attributes**

- **atlasOffset** –

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**Todo:** This attribute needs documenting.

---

- **atlasSize** –

---

**Todo:** This attribute needs documenting.

---

- **blockShape** –

---

**Todo:** This attribute needs documenting.

---

- **lod** – Which level of detail this configuration refers to.
- **texCoords** –

---

**Todo:** This attribute needs documenting.

---

## 1.1.10 groundTypes

Used to configure the different types of ground on a map.

### **element groundTypes**

#### **element groundType**

##### **Attributes**

- **name** – The name of the specific ground type.

- **fallbacks** –

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**Todo:** This attribute needs documenting.

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### 1.1.11 handTool

Configuration for handheld tools, such as chainsaws.

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**Todo:** This file needs documenting.

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### 1.1.12 hub

Configuration file for wheel hubs.

**element hub**

**element filename**

Filepath to the i3d file with the hub 3D model.

**element nodes**

Nodes for aligning the hub.

**Attributes**

- **left** – Left side alignment node.
- **right** – Right side alignment node.

**element color0**

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**Todo:** This element needs documenting.

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**element color1**

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**Todo:** This element needs documenting.

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**element color2**

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**Todo:** This element needs documenting.

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**element color3**

---

**Todo:** This element needs documenting.

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### **element scale**

The scale factor to apply to the node. In the form of 3 numbers separated by spaces representing the x, y, and z scale factors.

## 1.1.13 items

Defines the position of interactive objects (selling points, silos, gas station, etc.) on a map.

### **element items**

#### **element item**

Define the information for a specific item/object.

##### **Attributes**

- **className** – The type of object (workshop, siloPlaceable, etc)
- **defaultFarmProperty** – Whether or not the object is part of the player's farm at game start if the player chooses to start out with some structures.
- **farmId** – Which farm the object belongs to at game start.
- **filename** – filepath to the i3d file that contains the item's 3D model.
- **mapBoundID** – The name used to refer to the object in the map. .. todo:: Double check this.
- **position** – Coordinates for where the object exists on the map.
- **rotation** – Coordinates for the rotation of the object on the map.

## 1.1.14 light

Defines information for light objects (such as headlights, tail lights, and turn signals)

### **element light**

#### **element filename**

Path to the i3d file with the light's 3D model.

#### **element rootnode**

**Attributes** **node** – The i3d reference to the object's root node.

#### **element brakeLight**

Definition of brake light parameters.

##### **Attributes**

- **intensity** – Brightness of the light source.
- **node** – i3d node reference to the light source.

#### **element defaultLight**

Definition of headlight parameters.

##### **Attributes**

- **intensity** – Brightness of the light source
- **node** – i3d node reference to the light source.

- **lightTypes** –

---

**Todo:** This attribute needs documenting.

---

#### **element reverseLight**

Definition of reverse light parameters.

##### **Attributes**

- **intensity** – Brightness of the light source
- **node** – i3d node reference to the light source.
- **lightTypes** –

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**Todo:** This attribute needs documenting.

---

#### **element turnLightLeft**

Definition of left turn signal paramters.

##### **Attributes**

- **intensity** – Brightness of the light source
- **node** – i3d node reference to the light source.

#### **element turnLightRight**

Defintion of right turn signal parameters.

##### **Attributes**

- **intensity** – Brightness of the light source
- **node** – i3d node reference to the light source.

#### **element rotationNode1**

i3d node reference to the lights rotation node.

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**Todo:** This element needs documenting.

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### **1.1.15 map**

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**Todo:** The file needs documenting.

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### **1.1.16 objects**

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**Todo:** This file needs documenting.

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### 1.1.17 pedestrianSystem

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**Todo:** This file needs documenting.

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### 1.1.18 placeable

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**Todo:** This file needs documenting

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### 1.1.19 powerTakeOff

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**Todo:** The file needs documenting

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### 1.1.20 shop

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**Todo:** This file needs documenting

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### 1.1.21 sound

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**Todo:** This file needs documenting

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### 1.1.22 sounds

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**Todo:** This file needs documenting

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### 1.1.23 soundTemplates

---

**Todo:** This file needs documenting

---

### 1.1.24 storeItems

---

**Todo:** This file needs documenting

---

### 1.1.25 trafficSystem

---

**Todo:** This file needs documenting

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### 1.1.26 transportMissions

Defines parameters for the different possible transport missions on a map.

#### **element transportMissions**

##### **element mission**

Defines a specific mission type.

##### **Attributes**

- **name** – The name of the mission type
- **npcIndex** –

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**Todo:** This attribute needs documenting.

---

- **npcName** –

---

**Todo:** This attribute needs documenting.

---

- **rewardScale** – Scalar multiplier to apply to the base reward value.

##### **element pickupTrigger**

Defines a possible location for the transport mission to start at.

##### **Attributes**

- **index** – Name/Index of the starting point for the mission.
- **rewardScale** – Scalar multiplier to apply to reward if mission starts at this location.
- **title** – Name of starting point to display in mission summary.

##### **element dropoffTrigger**

Defines a possible location for the mission.

##### **Attributes**

- **index** – Name/Index of the ending point for the mission.
- **rewardScale** – Scalar multiplier to apply to reward if mission ends at this location.
- **title** – Name of ending point to display in mission summary.

##### **element object**

Defines the 3D object that is being transported.

##### **Attributes**

- **filename** – Defines the filepath to the i3d file of the object's 3D model.

- **max** – The maximum possible number of objects to be transported.
- **min** – The minimum possible number of objects to be transported.
- **offset** –

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**Todo:** This file needs documenting

---

- **size** –

---

**Todo:** This file needs documenting

---

- **title** – Name used to refer to the objects to be transported.

### 1.1.27 vehicle

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**Todo:** This file needs documenting.

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### 1.1.28 vehicles

Defines the default vehicles for a map that are given to the player when starting a game.

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**Todo:** This document might be able to have more information than currently listed. This will need verification.

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#### **element vehicles**

##### **element vehicle**

Configuration for a single vehicle.

##### **Attributes**

- **defaultFarmProperty** –

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**Todo:** This attribute needs documenting.

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- **farmId** – The farm that the vehicle belongs to.
- **filename** – Path to the i3d file that contains the vehicle.
- **propertyState** –

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**Todo:** This attribute needs documenting.

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- **tourId** –

---

**Todo:** This attribute needs documenting.

---

- **xPosition** –

---

**Todo:** This attribute needs documenting.

---

- **yOffset** –

---

**Todo:** This attribute needs documenting.

---

- **yRotation** –

---

**Todo:** This attribute needs documenting.

---

- **zPosition** –

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**Todo:** This attribute needs documenting.

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#### **element fillUnit**

##### **element unit**

Used to define if the specified vehicle is carrying anything.

##### **Attributes**

- **index** –

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**Todo:** This attribute needs documenting.

---

- **fillType** – What is being carried.

- **fillLevel** – How much of the item is being carried.

#### **element sowingMachine**

Used to specify what type of seed the sowing machine is set to sow.

**Attributes** **selectedSeedFruitType** – The type of seed selected.

#### **element configuration**

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**Todo:** This element needs documentation

---

##### **Attributes**

- **name** –

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**Todo:** This attribute needs documenting.

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- **id** –

---

**Todo:** This attribute needs documenting.

---

### `element boughtConfiguration`

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**Todo:** This element needs documentation.

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#### Attributes

- **name** –

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**Todo:** This attribute needs documenting.

---

- **id** –

---

**Todo:** This attribute needs documenting.

---

## 1.1.29 wheel

Defines properties for a wheel object.

### Main Elements

#### `element wheel`

##### `element default`

##### `element physics`

Defines the physics properties of the wheel.

#### Attributes

- **frictionScale** – Decimal value to multiply base friction by for the wheel.
- **mass** – The mass of the wheel.
- **maxLatStiffness** – Maximum possible wheel stiffness on lateral axis.
- **maxLatStiffnessLoad** –

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**Todo:** Needs adding

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- **maxLongStiff** – Maximum possible wheel stiffness on longitudinal axis.
- **radius** – The wheel radius
- **tireType** – The type of tire that the wheel has. The standard tire types in the game are: *mud*, *street*, *offRoad*, and *crawler*.

- **width** – The width of the wheel.

**element tire**

Configuration options for the tire. See [tire](#) for details

**element outerRim**

Configuration for the outer rim of the wheel. See [outerRim](#) for details

**element innerRim**

Configuration for the inner rim of the wheel. See [innerRim](#) for details.

**element configuration**

Define additional possible configurations for the wheel

**element configuration**

**Attributes** **id** – Name/Identifier for the configuration.

**element tire**

Configuration options for the tire. See [tire](#) for details

**element outerRim**

Configuration for the outer rim of the wheel. See [outerRim](#) for details

**element innerRim**

Configuration for the inner rim of the wheel. See [innerRim](#) for details.

**element additional**

Defines additional parts of the wheel. Commonly used to add wheel weights.

**Attributes**

- **filename** – Path to i3d file for additional parts.
- **mass** – Mass of additional parts.
- **nodeLeft** – i3d node for left mounting
- **nodeRight** – i3d node for right mounting
- **offset** – Offset value for the model.
- **scale** – Scale for the model. Three values (x y z) seperated by spaces.

**Elements Used Multiple Times in File****element tire****Attributes**

- **filename** – Path to the tire i3d file.
- **isCareWheel** –

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**Todo:** Needs adding

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- **maxDeformation** – Maximum deformation the tire can have.
- **nodeLeft** – i3d node for mounting the wheel on the left.
- **nodeRight** – i3d node for mouting wheel on the right.

- **tireTrackAtlasIndex** –

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**Todo:** Needs adding

---

### element **outerRim**

#### Attributes

- **filename** – Path to the outer rim i3d file
- **node** – i3d node to use for alignment.
- **scale** – Scale factor to apply to the model
- **widthAndDiam** – Width and diameter of the outer rim. Seperated by spaces.

### element **innerRim**

#### Attributes

- **filename** – Path to the inner rim i3d file
- **nodeLeft** – Left side i3d node to use for alignment.
- **nodeRight** – Right side node to use for alignment
- **offset** – offset to apply to the model
- **scale** – Scale factor to apply to the model
- **widthAndDiam** – Width and diameter of the outer rim. Seperated by spaces.

## CHAPTER 2

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### Documentation TODOs

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This page contains links to all of the TODO directives in the documentation projet. It is useful for documenting

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**Todo:** This page needs documentation

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(The [original entry](#) is located in /home/docs/checkouts/readthedocs.org/user\_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/CustomShader.rst, line 5.)

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**Todo:** This page needs documentation

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(The [original entry](#) is located in /home/docs/checkouts/readthedocs.org/user\_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/colorGrading.rst, line 5.)

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**Todo:** This page needs documentation

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(The [original entry](#) is located in /home/docs/checkouts/readthedocs.org/user\_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/connectionHoses.rst, line 5.)

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**Todo:** This page needs documentation

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(The [original entry](#) is located in /home/docs/checkouts/readthedocs.org/user\_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/connector.rst, line 5.)

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**Todo:** This section need to be completed

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(The [original entry](#) is located in /home/docs/checkouts/readthedocs.org/user\_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/crawler.rst, line 21.)

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**Todo:** This section needs to be completed

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/crawler.rst`, line 33.)

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**Todo:** This section needs to be completed

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/crawler.rst`, line 42.)

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**Todo:** This file needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/environment.rst`, line 5.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 9.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 13.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 14.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 15.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 17.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 18.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 19.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 24.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 25.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 26.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 27.)

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---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 31.)

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---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 32.)

---

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 33.)

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---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 34.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 35.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 36.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 40.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 48.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 49.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 50.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 58.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 59.)

---

**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 60.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/foilageType.rst`, line 62.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/groundTypes.rst`, line 12.)

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**Todo:** This file needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/handTool.rst`, line 7.)

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**Todo:** This element needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/hub.rst`, line 22.)

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**Todo:** This element needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/hub.rst`, line 26.)

---

**Todo:** This element needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/hub.rst`, line 30.)

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**Todo:** This element needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/hub.rst`, line 34.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/light.rst`, line 30.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/light.rst`, line 38.)

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**Todo:** This element needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/light.rst`, line 58.)

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**Todo:** The file needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/map.rst`, line 5.)

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**Todo:** This file needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/objects.rst`, line 5.)

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**Todo:** This file needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/pedestrianSystem.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/placeable.rst`, line 5.)

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**Todo:** The file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/powerTakeOff.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/shop.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/sound.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/soundTemplates.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/sounds.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/storeItems.rst`, line 5.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/trafficSystem.rst`, line 5.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/transportMissions.rst`, line 14.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/transportMissions.rst`, line 15.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/transportMissions.rst`, line 41.)

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**Todo:** This file needs documenting

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/transportMissions.rst`, line 42.)

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**Todo:** This file needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicle.rst`, line 5.)

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**Todo:** This document might be able to have more information than currently listed. This will need verification.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 10.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 19.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 22.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 23.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 24.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 25.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 26.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 27.)

---

**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 35.)

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**Todo:** This element needs documentation

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 48.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 50.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 51.)

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**Todo:** This element needs documentation.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 55.)

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**Todo:** This attribute needs documenting.

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 57.)

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**Todo:** This attribute needs documenting.

---

(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/vehicles.rst`, line 58.)

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**Todo:** Needs adding

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/wheel.rst`, line 23.)

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**Todo:** Needs adding

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/wheel.rst`, line 82.)

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**Todo:** Needs adding

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(The [original entry](#) is located in `/home/docs/checkouts/readthedocs.org/user_builds/farming-simulator-mod-doc/checkouts/latest/docs/FS2019/XML/wheel.rst`, line 86.)