8100, 8200, 8300 and 8400 Tractors

![John Deere logo]

JOHN DEERE

OPERATOR'S MANUAL

Index

1. Introduction

Dear LS2011 operator.

Congratulations on obtaining your new John Deere 8400 tractor.
This document will bring you up to speed with the controls so you are ready to start work. I suggest you print this document and keep it close by as no key references are available in-game.

NOTICE:
This mod is NOT multiplayer compatible because of its very advanced features. Instead it aims at bringing a more realistic "SIMULATOR" feeling to the LS2011 game, hence the manual gearbox and other features.

Best Regards
Knagsted

2. Features and credits

See video of most features here
http://www.youtube.com/watch?v=lPqEarRDAF0&feature=player_embedded)

- Manual 16 forward / 4 reverse powershift gearbox with speeder, throttle handle, clutch/brake, gearstick etc. The Gearbox works like a real gearbox and the terminal velocity of the tractor is a result of the current gear and the engine rpm. Everything is fully animated (Script, modeling, textures, animations etc: Knagsted)

- Fully animated frontaxle incl. all links, hydr. cylinders etc. The Front axle is center mounted and animated as a center mount. (Script, modeling, textures, animations etc: Knagsted)

- Fully functional and animated "in cab" digital display located on the right A-Post. It displays Engine RPM, Gear and Speed (Script, modeling, textures, animations etc: Knagsted)

- Fully animated rear linkage with adjustable work depth, length of upper attacher, for adaption to all cultivators, plows etc. (Script, modeling, textures, animations etc: Knagsted)

- Physical "squeaking" seat that moves up and down when the tractor drives over bumps etc. (Script, modeling, textures, animations etc: Knagsted)

- Dynamic load, that puts changeable load on the tractor when working with specific plows, balers etc. Visible in engine revolutions decrease, increase exhaust smoke and lower speed. (Script, animations etc: Knagsted). Works with all std. game plows, cultivators, balers and several custom mods like the NH980 baler, most plows, cultivators, trailers, and other machines. NOTICE: Works only in Powershift gearbox mode.

- -Moveable internal camera (Script, animations etc: Knagsted)

Moveable and toggle able mirrors (Script, modeling etc: Knagsted)

Animated controls display with working fuel gauge, light button etc. (Script, modeling, textures, animations etc: Knagsted)

Internal/external sounds (Sound engineering, Script etc: Knagsted)

Open/closeable door and rear window (Script, modeling, textures, animations etc: Knagsted)

Highly detailed and textured model that doesn't "kill" your PC (Knagsted)

Adjustable weights/twin wheels (Script: Unknown, modeling, textures, animations etc: Knagsted)

Manual ignition (Org. Script: Templaer, Script Edit: Knagsted)

-Supports Courseplay v.2.2 (Not part of this mod download). Overrides right click mouse control to allow this for usage on the poweshift gearbox. Instead uses Insert button to bring up Courseplay HUD

Engine Rev. limiter functionality for speed mode 1 and 2 (when powershift has been deactivated)

Standard helper function (Giants) and Autopilot (Script: zartask/Mr. F, edit and modelling, etc: Knagsted)

Wheel dust and dirt tracks on road (Script, textures, animations etc: TimmieJ93)

PTO attacher (Script: Manuel Leithner (SFM-Modding), textures modelling: Knagsted)

3. Installation guide

Copy and paste the JD8400.zip file inside your mods folder located at:

(On windows 7)
C:\Users\[user XX]\Documents\My Games\FarmingSimulator2011\mods

(On windows XP)
C:\Documents and Settings\[user XX]\my documents\my games\FarmingSimulator2011\mods

4. Key layout guide

The following section describes the button layout of the keys used to control the John Deere 8400 plus a small guide to what the keys exactly do.
The section first describes the buttons used for controlling the powershift gearbox when this is enabled. Then the buttons used for controlling the standart gerarbox incl. rev. limiter when this is enabled, and finally the controls that are shared across the two gearbox types.

NOTICE:
The controls of the John Deere 8400 utilize both the keys on the standard keyboard part (with all the letters) as well as the keypad portion as illustrated below:

Keyboard   Keypad

Hence, if a function is controlled by the keypad 4 key, then the number 4 key above the e and r keys on the letter part of the keyboard will NOT control the same functionality. This also means that you need a keypad on you keyboard to control the John Deere 8400.

4.1.   Motion Controls (When Powershift mode ACTIVATED):

[W]	Speeder	Increase the rounds pr. Minute of the engine from 850 up to 2550. Notice that unlike the standard game tractors, the tractor will not move unless it is in gear
[Keypad 4] [Keypad 5] [Keypad 6]	Increase Idle Decrease throttle	Same behavior as the speeder, except it will hold the rounds pr. Minute when releasing the key. When increasing the throttle with the numpad 4 key, it may be necessary to hold it for several seconds before it responds to the rev up.
[S]	Clutch and Brake	Couples out the gearbox and brakes the tractor. It will not reverse the tractor. To do this you have to shift gear to a reverse (R1-4) gear.
[Keypad +] [Keypad -] [Keypad *]	gear up, gear down, jump to neutral	When going forward, step up or down one gear by pressing and holding the keypad + and minus keys. Jump to neutral by pressing numpad *. When going backwards, controls are the opposit. When wanting to change from a forward to a reverse gear and the other way round, you have to jump to neutral first by pressing numpad *.
[Mouse left button] [Mouse middle button/Wheel] [Mouse right button]	gear up, gear down, jump to neutral	See above.
[space bar]	Handbrake	Stops the tractor from rolling when parked on

		an incline. Will deactivate automatically when the tractor is in gear.
[Z]	Deactivate powershift gearbox	Deactivates the powershift gearbox so the tractor will work as std. game tractor.

4.2. Motion Controls (When Powershift mode DEACTIVATED):

[W]	Move forward	Std. game functionality
[Keypad 4] [Keypad 5] [Keypad 6]	Increase Idle Decrease throttle	Plain audio increase of engine sound. Has no effect what so ever on speed in this gearbox mode.
[S]	Brake/Reverse	Std. game functionality
[Keypad +] [Keypad -]	Rev limiter up and down	When the tractor is travelling in either speed mode 1 or 2, the rev limiter can be adjusted using these buttons. This will adjust the speed of the tractor.
[1] [2] [3]	Speed modes	Std. game speed modes. In mode 1 and 2 the rev limiter will be available to adjust the speed settings.
[Z]	Activate powershift gearbox	Activates the powershift gearbox so the tractor will again operate in advanced gearbox mode described in previous Motion Control section

4.3. Engine start:

[S] + [Keypad ,]	Start/Stop engine	Press [S] and [keypad , (comma)] simultaneously to start the engine

4.4. Mirror Controls (When mirrors shift mode is activated):

[G]	Shift control mode	Keep pressing until the lower left HUD text tells you that you are in a mode where the mirrors rotation can be adjusted individually
[6] [7] [8] [9]	Rotate mirrors	Rotates the mirrors vertically and horizontally.
[O]	Mirrors reflection on/off	The reflective surface of the mirrors puts extra load on your computer. Activate/Deactivate the reflective surface of the mirrors with this button

4.5. Camera Controls (When camera shift mode is activated):

[G]	Shift control mode	Keep pressing until the lower left HUD text tells you that you are in a mode where the camera position can be moved
[6] [7] [8] [9] [0]	Move internal camera	Moves the internal camera left, right, forward, aft and resets it to original position

4.6.   Weight and twinwheel:

[5]	Cycle weight modes	Cycles through weight modes, front weight, wheel weights, and rear twin wheels on.

4.7.   Autopilot:

[R]	Autopilot on/off	Activates and deactivates the "circle going", edge-travelling autopilot. The std. game autopilot is still available by pressing [H]
[Keypad enter]	Show Autopilot hud	Rotates the mirrors vertically and horizontally.
[Keypad 1] [Keypad 2] [Keypad 3] [Keypad 4] [Keypad 5] [Keypad 6]	Configure autopilot	Select the work width, fruit type and side for the autopilot to follow.

4.8. Courseplay (Version 2.2 supported):

[Insert]	Show courseplay HUD	By standart the Courseplay HUD is showed via Right mouse button, but this is used for the powershift gearbox. However the courseplay HUD can be shown by pressing [insert]. When the courseplay HUD is activated, and when the courseplay is controlling the tractor, the Powershift gearbox is automatically deactivated. It can be reactivated manually once courseplay is no longer showing and working.

4.9. Lights:

[F]	Front and work light	Cycles through the light modes of the tractor: Front light, front light + rear work light, front light + rear work light + front work light.

4.10. John Deere info HUD:

[Enter]	Info HUD	Turns on/off the info hud about shift modes, and rpm display.

4.11. External parts control:

[Keypad 7]	Open door	Opens door
[Keypad 9]	Open rear window	Opens the rear window
[V]	Raise and lower the rear 3 point lift	Std. game functionality
[Keypad 8] [Keypad 2]	Decrease and increase lift depth	Pressing these buttons will decrease and increase the maximum lift depth of the rear 3pt. lift when this is LOWERED. This is an advantage when working with plows and cultivators to achieve a smooth soil operation without tire slip etc.
[,] [.]	Increase and decrease the length of the upper arm of the rear linkage	Pressing these buttons will increase or decrease the length of the upper arm of the rear 3 pt. linkage, thus making it possible for you to adjust the angle of attached tools. This is particular usefull on some cultivators, the std. game seeders etc, to make proper ground contact when working.

Hope you enjoy

/Knagsted