How to install downloaded map objects

By: TROLL711

Before we get started make sure you have giants editor installed on your computer. If you do not you can download it from here or if you are a steam user go to **Steam\steamapps\common\farming simulator 2011\sdk.** Inside there you will find the installer for giants editor.

1: what you wanna do first is make sure you have your file downloaded. If you dont have any downloaded please do so at this time. Then continue on to step 2.

2: ok now that we have our file or files make sure you unrar or unzip them. If you do not have a program that can do this I recommend 7zip its free and open source and you can download it from here.

3: now lets take our file or files and place them in your models folder. **Steam\steamapps\common\farming simulator 2011\data\maps\models**

4: now lets open giants editor. Once it loads you are gonna wanna open the map01.i3d.

5: once your map has loaded find a place on your map you wanna place the object. Once you have found the right spot import your models file. Once it has imported you are gonna be wondering where the heck its at right? Well thats an easy fix, on the left side in giants you will see all the files that make up your map. Form here go all the way to the bottom of this and find the last file. 99.9% of the time this is your imported model. Click on the file name and press ctrl+b then click on your map where you would like the file. Once you have done this with the xyz axis you will need to turn and move the model to how you would like it.

6: once you have all your objects added go to file>save and this will save changes to your map.
NOTE: at times its required to restart the saved game for them to show up.

Now that your map is saved you can enjoy your new object and have a lot more fun. If your stuck on a step click the step number to show the images for that step.

Step 3:

| american-style-red-barn | 3/31/2011 7:50 PM | File Folder | |
Bekaert reskin	2/23/2011 4:51 PM	File Folder	
brick-fence-corner-sec...	3/23/2011 8:47 PM	File Folder	
brick-fence-long-secti...	3/23/2011 8:47 PM	File Folder	
building_pack	2/25/2011 7:05 PM	File Folder	
buildings	1/7/2011 1:39 PM	File Folder	
cattle-fence-middle	3/25/2011 4:23 PM	File Folder	
cattle-fence-small	3/25/2011 4:23 PM	File Folder	
decals	1/7/2011 1:44 PM	File Folder	
farm-house	3/12/2011 6:26 PM	File Folder	
farm-storage2	3/11/2011 8:57 PM	File Folder	
Gate	2/23/2011 5:32 PM	File Folder	
john-deere-dealership...	3/30/2011 6:04 PM	File Folder	
Maschinenhalle	2/26/2011 4:38 PM	File Folder	
natural	1/7/2011 1:32 PM	File Folder	
objects	2/25/2011 6:37 PM	File Folder	
Testobjektepack	2/25/2011 8:28 PM	File Folder	
vehicles garage	2/26/2011 4:38 PM	File Folder	
dirtDetailMap01_diffus...	1/7/2011 1:36 PM	DDS File	43 KB

Step 3: Models Folder

Step 4:
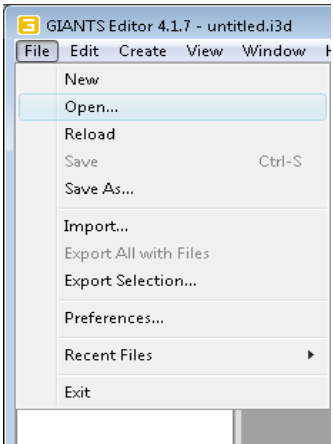
Step 4: open your map

Step 5:
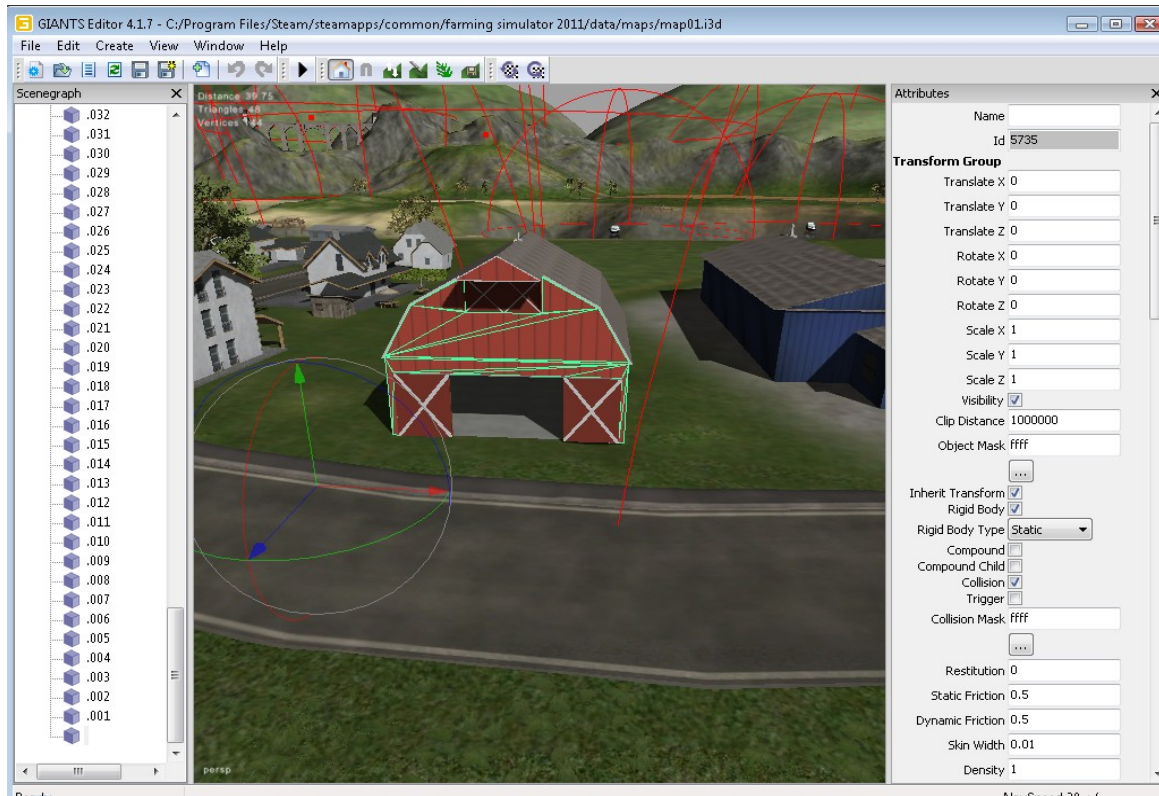
Step 5: Object Placement

****CREDITS****

All Mods Belong To The Person Who Made Them. If Used Give Credit Where Needed. This Tutorial Is To Go With All Mods From TROLL711 And To Be With His Mods Only.

****DOWNLOADS***

You can download more of my mods at http://www.ls-uk.info/downloads