

# Courseplay route construction kit for the map: Mühlenkreis Mittelland



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## Introduction

There are countless possibilities and different approaches to "playing" with the Farming Simulator 19.

Be it as:

- Realistic simulation of work on a real farm
- Farmer with focus on field work
- Farmer with a focus on livestock farming
- Independent contractor with more freedom in deciding what to do
- Forest enterprise
- Fun factor with completely unrealistic vehicles / carriages
- Possibility to live out your own creativity (modder, mapper)
- Possibility to be together with friends and like-minded people (Multiplayer)
- Possibility to create your own story / story in the virtual world
- Haulier
- Business operator
- Possibility to relieve the stress of everyday life and immerse yourself in another world
- And much more...

The above points are only an unrated enumeration, because everyone has his own preferences and desires and all have their "justification".

As a single player I usually try to do the most fun things in the LS manually and to automate more boring or repetitive things with courseplay. In the limited time available to you during the day, you also want to fulfill your own set of goals.

Since I like this map very much, I had the idea to create a construction kit for automation with courseplay. It should serve as a starting point for complete routes without having to retract them each time.

Maybe you feel the same way, so I provide you with the construction kit.

So – lets stop the preliminary skirmish is over and start with details about how it works.

## Prerequisites

In order to use the routes, you need:

- Licensed version of the LS19 from Giants Software, currently version 1.3 for PC or MAC - I don't support pirated versions
- current Courseplay 6 Version (see download link in chapter "Links")
- the Mod-Map Mühlenland-Mittelkreis from the Modhub in version 1.0.0.1 (see "Links"), 1.0.0.2 also seems to work but no guarantee for newer versions, because streets or similar may have changed there.
- Basic understanding of how to use Courseplay, here in the documentation I will not go into the details how to use Courseplay and configure it for yourself.

## Installation

For installation unzip all files from the ZIP. A directory should be created which has the name FS19\_Muehlenkreis\_Mittelland.Muehlenkreis\_Mittelland and contains many course\*.xml files.

In your game directory, where the savegame folders, mods folders etc. are located, there is also a directory named CoursePlay Courses after the first use of Courseplay. In this directory there is a subdirectory for each map played with Courseplay, which contains the name of the map. If you have already played on the Muehlenkreis Mittelland map with courseplay, then the directory already exists here.

**Important:** If you already have your own courses in it, then I recommend a backup of the directory and the files it contains, because they will be overwritten.

Questions concerning the integration of your already existing courses into the package can be answered in the forum, to deal with them in detail here would be too much effort.

If you already have the directory FS19\_Muehlenkreis\_Mittelland.Muehlenkreis\_Mittelland in your Courseplay\_Courses directory, save it (Backup), delete it and move or copy the unpacked directory of the same name from the ZIP file with all files in it.

**Naming sidenote:** As I usually play using German localized version of the game, my tracks etc. within Courseplay are in German as well, for example "Hof 1" for yard 1 / farm 1 or "Pferdetransport" for the sample course, which means "horse transport".

In Courseplay you will find 3 folders:

The "Baukasten" with all the short tracks belonging to the construction kit.

"Teilstrecken" (empty folder) which I use to put together larger track sections (e.g. a course from yard1 to yard2 and a course from yard2 back to yard1, so that I don't have to put all the individual short tracks together again and again. And of course "Routen", where all created, complete courses are stored - here you will find the example course "Pferdetransport".

## Single tracks within the „Baukasten“ construction kit

Because of the many individual routes, I have divided them into two levels so that you can find them more quickly. Without such a subdivision the construction kit would become too messy.

### Quadrants

The first subdivision is the quadrant structure. I divided the map twice. The Mittellandkanal (river with ships) runs from north to south. From west to east the separation takes place at the main street "Mittelstr.". This results into the following quadrants: The north-west area of the map (NW), the northeast area (NO), the southwest area (SW), as well as the southeast area (SO). In addition, there is a central area (Zentral). This includes the Ringstr., the Mittelstr., as well as all tracks eastern to the railway line.

### Track types

The track types form the second subdivision. There are the following types in each of the 5 quadrants described above.

#### Overview

1. "Strassen": All roads and paths existing in the quadrant
2. "Kreuzungen": All intersection tracks in the quadrant, a more detailed description of the meaning of them can be found below in a separate point.
3. "Kauf": Arrival and departure routes to buying triggers where goods can be bought (seeds, fertilizers, etc.).
4. "Verkauf": round courses over selling triggers, where you can sell your goods (milk, grain etc.)
5. "Hof": Access and departure tracks to the farm / yard located in the quadrant. "Hof1" does belong in the quadrant "central" which you own when starting a new game.

All route types are subject to the type according to defined characteristics in order to be able to find them better and connect them with each other.

### Speed limits

All tracks are subject to speed limits. Where available, speed limits are reduced by road signs (e.g. 30 km/h in the 30's zone), in front of narrow bends and at the end of a road.

If there is no such limit, the following maximum speeds apply:

- |  |              |
|--|--------------|
| 1) Ring road "Ringstr." and middle road "Mittelstr." | max. 70 km/h |
| 2) Other two-lane roads                              | max. 40 km/h |
| 3) Single-lane road / asphalted country lanes        | max. 35 km/h |
| 4) Unpaved field and forest roads                    | max. 25 km/h |
| 5) Crossings and factory premises                    | max. 20 km/h |

Now to the special features and nomenclatures of the track types:

### Roads / Streets

Roads always use the following nomenclature (designation):

<3-digit unique ID> <name of street> <direction from> ">" <direction to>

Example: 036 Muehlenweg S>NO

The street has the unique number "036", is called "Muehlenweg", starts in the south and ends in the northeast.

**Attention:** An exception is the Ringstr. with the street numbers 001 and 002..

These are: **001 Ringstr. innen Weststart** und **002 Ringstr. aussen Weststart**. Both ring streets start and end in the west at the junction to Mittelstr. The "Ringstr. innen" runs clockwise and the other in the opposite, counter clockwise direction. If you're driving onto the Ringstr. in the southwest and want to continue driving it to the north, you will need to "append" the street a second time to the route (second icon from the left) instead of "merging" in Courseplay.

**Note:** Roads / paths which start and end in different quadrants are assigned to the quadrant in which the starting point of the road is.

### Field tracks

Field tracks have no "names". Therefore, the nomenclature of the street changes as a difference to the street:

<3-digit unique ID> "FW" <for field> <field side> <direction from> ">" <direction to>

If several fields are connected, either only the two field numbers are specified at which the field path (FW) starts and ends, or further field numbers are specified between them. The smaller of the two field numbers at the start or end is always specified as the first number.

Two examples:

**006 FW 23>43 W, S>N** and for direct comparison **005 FW 23<43 W, N>S**

The dirt road 006 leads past field 23 to field 43 - on the western side of the fields (hence the "W") and runs from south to north. Field path 005 is the same path, but from field 43 to field 23 (hence the arrow to the left) and runs from north to south.

**013 FW 24>21>19>67 W, S>N**

In this example, the dirt road passes fields 24, 21, 19 and 67 to the west, starting in the south and ending in the north.

### Intersection tracks

Surely some of you will ask: extra intersection tracks - why? It's enough to make cross points in the streets. The answer is yes and no.

Background: Without intersections, you always have to slow down in front of the intersection area on the arriving road, otherwise you will fly out of the lane because of the high speed. But if one does not drive into the intersection, one nevertheless has to slow

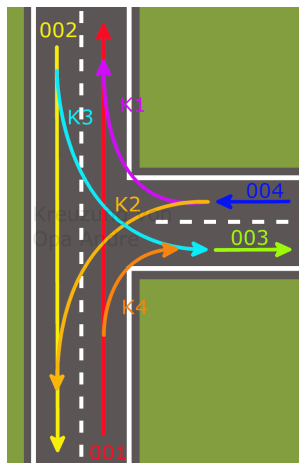
down if this was done in the distance due to the intersection. Therefore, the use of intersection tracks is a bit more complex but offers advantages in the result.

Therefore, all junctions to and from the streets Ringstr. and Mittelstr. are provided with intersections. In addition, there are also a few other intersection tracks, if this is necessary to drive into certain areas.

In contrast to roads and ways intersection tracks are not used "alone". Therefore, they do not have their own numbering. The nomenclature of an intersection is:

K <ID of the previously used route> ">" <ID of the route to be travelled on>, <from direction> <in direction>

Example using the intersection between Ringstr. and Mittelstr. in the west:



001 and 002 are the IDs of the inner and outer Ringstr.  
003 and 004 are the IDs of the Mittelstr. (middle street).  
This results into 4 intersection tracks, K1-K4. Their nomenclature is as follows:

For K1: **K 004>001, O>N**

For K2: **K 004>002, O>S**

For K3: **K 002>003, N>O**

For K4: **K 001>003, S>O**

Note that when you leave a faster road, the start of the intersection track begins in some distance before the actual intersection (distance for using the break in order to slow down).

„Kauf“ (buying / shopping stations)

For each shopping station there are two routes - one approach (in) and one departure (out). When creating the route, make sure that for CP mode 1 the entire course always begins with the the departure track route (waypoint 1) and ends with the approach track.

Example:

021 WestAG Saatgut in

022 WestAG Saatgut out

„Verkauf“ (selling stations)

Selling stations are approached as track from the nearest street via the sales trigger and back.

Examples:

023 WestAG Verkauf

009 Hafen-Verkauf

Hof (farm)

For farms / yards only the entrances and exits were run in, since most players rebuild their farms themselves. Therefore, there are "only" the entrances and exit tracks from both sides

of the next road. Note: The access from Hof2 in the northeast was not run in separately, because it has to be adapted directly by the player due to possible structural changes. However, there are enough crossing points available in the "Molkereiweg".

### Fields

The fields and the accesses and exits themselves were not driven in. However, for each field (see field list) there are corresponding arrival and departure crossing points on the next street with a description. Tip: Print the street list and the map, so you have a quick overview of how to put together your total route.

### Additional information for tracks from / to stations

Pay attention to the size of your vehicle combination when using purchase and sales stations. Most stations and also a few ways / bridges cannot be approached with large or oversize equipment. Simply use an alternative station when using larger carriages. However, this may have the disadvantage that you might not get the best possible price. The size of the vehicle combination is important, especially when playing missions, as the selling point is fix. In this case, use of smaller equipment is recommended.

**Note:** For some shorter tracks, it is not necessary to use all tracks, if it is only a short, straight path between the end of an intersection to the beginning of the next one. Example: Drive from the BGA to the Muehlenweg (west of Hof1). Here you can use the intersection from the BGA to Mittelstr. (003) and append directly the intersection to the Muehlenweg without the need to insert the Mittelstr. in between.

### Special features:

The partial routes to the factory premises and yard 5 (U-shaped access road) always begin at the NW point of this "U" and end at the NO point. When approaching the NW, use an intersection; when leaving, do not use an intersection, but connect directly to the ring road "Ringstr.".

The forest road north of field 20 has a parking / stopping point in the middle.

The animal dealer has a parking/stopping point after the team has driven backwards to the trigger. The animal dealer can only be approached with the small trailers, a use of the trailers is not possible!

Crossings and paths leading over the railway tracks are available in two versions (with and without "P"). The ones with the "P" have a stop before the level crossing, so that you do not enter the train, because the barriers do not close (more realistic). The ones without "P" do not have a stop point and you may drive through the freight train because it has no collision.

The shopping stations at the Landhandel and the Genossenschaft were not driven in, because it is a very narrow area and maneuvering and rearward approach also depends on the size / length of the vehicle combi. At these stations there is only one approach and possibly one departure route.



## Vehicle combi. size

The tracks were run in with a Fendt 1050 and various trailers / machines. For example, with the TAW 30 (large) or the TDK 302 (for narrower areas), the Krampe SB II or the Schuitemaker 8400W. When using larger combines, shredders, etc., it can happen at a few places on the map that the vehicles stop with the error message that they are "stuck in traffic", even if the AI traffic is switched off. This has to do with the fact that vehicles are "parked" on the map in these places. These are also used in AI traffic on the map, even though they only serve as decoration at these points, and therefore have AI collision points. These collisions are larger than normal on the map, because the AI traffic on its tracks is about 50 km/h (higher speed).

## Track overview

Below you'll find a tracklist (without intersections, arrival and departure tracks) and another list of the fields with descriptions where you can find the arrival and departure points to each field.

### Legend:

The map:

- lightblue dot (parking point)
- green dot: Starting point of a track
- yellow dot: crossing point for creating connections
- red dot: Endpoint of a track
- fields with „G“ next to the number are fenced grass fields
- field with „P“ is an unnumbered poplar field

Tracklist:

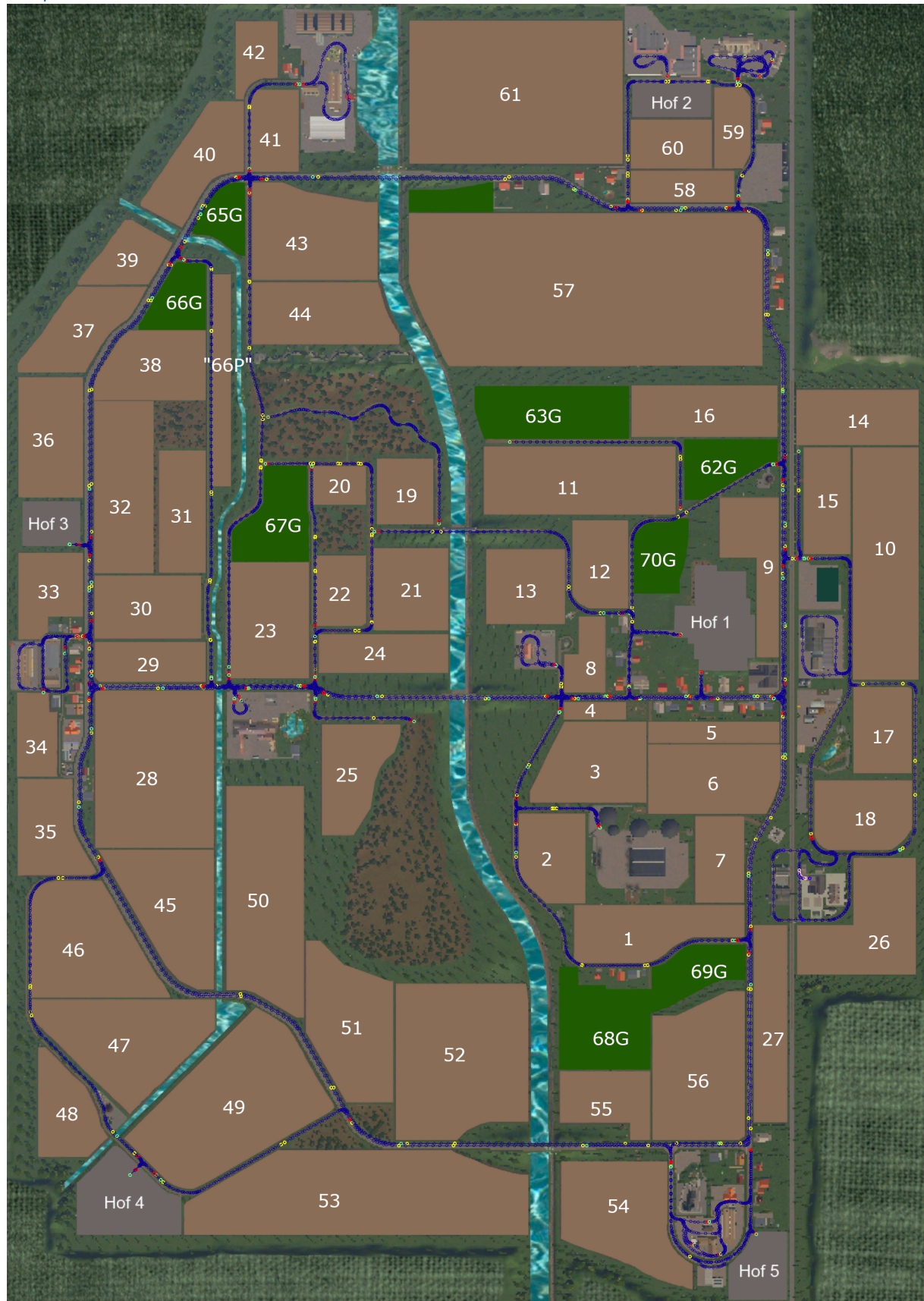
- ID and name
- Quadrant where this track belongs to

Fieldlist:

- Feld#: field number
- Quadrant: field belongs to quadrant...
- position: in which direction starting from the field you'll find crossing points for arrival and departure
- Kommentar: additional information

The map and fieldlist you'll find also in separate files in order to print them (fieldlist in landscape format).

## Map



## Track list

ID und Name	Quadrant+Typ
001 Ringstr. innen Weststart	Z-Strassen
002 Ringstr. aussen Weststart	Z-Strassen
003 Mittelstr. W>O	Z-Strassen
004 Mittelstr. O>W	Z-Strassen
005 FW 23<43W, N>S	NW-Strassen
006 FW 23>43 W, S>N	NW-Strassen
007 Hafenstr., NO>S	NW-Strassen
008 Hafenstr., S>NO	NW-Strassen
009 Hafen Verkauf	NW-Verkauf
010 FW 29<66 Ost, N>S	NW-Strassen
011 FW 29>66 Ost, S>N	NW-Strassen
013 FW 24>21>19>67 W, S>N	NW-Strassen
014 FW 24<21<19<67 W, N>S	NW-Strassen
015 FW 20<22 W, S>N	NW-Strassen
016 FW 20>22 W, N>S	NW-Strassen
017 FW 19>Forst, S>NW	NW-Strassen
018 FW 19<Forst NW>S	NW-Strassen
019 FW 12<19 S, W>O	NW-Strassen
020 FW 12>19 S, O>W	NO-Strassen
021 WestAG Saatgut in	NW-Kauf
022 WestAG Saatgut out	NW-Kauf
023 WestAG Verkauf	NW-Verkauf
024 Molkereiweg SW>SO	NO-Strassen
025 Molkereiweg SO>SW	NO-Strassen
026 MGE Verkauf	NO-Verkauf
027 MGE Dünger out	NO-Kauf
028 MGE Dünger in	NO-Kauf
029 MGE Saatgut out	NO-Kauf
030 MGE Saatgut in	NO-Kauf
031 MGE Kalk out	NO-Kauf
032 MGE Kalk in	NO-Kauf
033 Molkerei Milchverkauf	NO-Verkauf
034 Landhandel Verkauf	Z-Verkauf
035 Mühlenweg NO>S	NO-Strassen
036 Mühlenweg S>NO	NO-Strassen
037 FW 11>62>16>63 O, S>NW	NO-Strassen
038 FW 11<62<16<63 O, NW>S	NO-Strassen
039 Feldrundkurs Ostbahn	Z-Strassen
040 Tierhändler Stop (039)	Z-Kauf
041 Agarius Verkauf	Z-Verkauf

042 FW 1<2<3<4 SW, N>O	SO-Strassen
043 FW 1>2>3>4 SW, O>N	SO-Strassen
044 BGA in, N>O	SO-Strassen
045 BGA out, O>N	SO-Strassen
045 BGA out, O>S	SO-Strassen
046 BGA in, S>O	SO-Strassen
047 U-Str., NW>NO	SO-Strassen
048 Am Mühlgraben, S>N	SW-Strassen
049 Am Mühlgraben, N>S	SW-Strassen
050 FW 25>Südforst, N>O	SO-Strassen
051 FW 25<Südforst, O>N	SO-Strassen
052 WestAG Feld 33 Anfahrt	NW-Strassen
053 WestAG Feld 33 Abfahrt	NW-Strassen
054 WestAG Feld 34 Anfahrt	NW-Strassen
055 WestAG Feld 34 Abfahrt	NW-Strassen
056 Ostbahn F14+15 Zufahrt	Z-Strassen
057 Ostbahn F14+15 Abfahrt	Z-Strassen
Genossenschaft in, O>N	Z-Verkauf
Genossenschaft in, W>N	Z-Verkauf
Genossenschaft out, N>O	Z-Verkauf
Genossenschaft out, N>W	Z-Verkauf
Genossenschaft-Verkauf	Z-Verkauf
Getreidemühle Dünger in	SO-Kauf
Getreidemühle Dünger out	SO-Kauf
Getreidemühle Kalk in	SO-Kauf
Getreidemühle Kalk out	SO-Kauf
Getreidemühle Saatgut in	SO-Kauf
Getreidemühle Saatgut out	SO-Kauf
Getreidemühle Verkauf	SO-Verkauf
Getreidemühle Tankstelle	SO-Kauf
Hof1 in S, O>N	Z-Hof
Hof1 in S, W>N	Z-Hof
Hof1 in W, S>O	Z-Hof
Hof1 in W, W+N>O	Z-Hof
Hof1 out S, N>O	Z-Hof
Hof1 out S, N>W	Z-Hof
Hof1 out W, O>N+W	Z-Hof
Hof1 out W, O>S	Z-Hof
Hof3 in > 001, S>W	NW-Hof
Hof3 in > 002, N>W	NW-Hof
Hof3 out> 001, W>N	NW-Hof
Hof3 out> 002, W>S	NW-Hof
Hof4 in N>W	SW-Hof

Hof4 in, S>W	SW-Hof
Hof4 out W>N	SW-Hof
Hof4 out W>S	SW-Hof
Hof5 in	SO-Hof
Hof5 out	SO-Hof
Sägewerk Holzschntzel	Z-Verkauf
Sägewerk in O>S	Z-Verkauf
Sägewerk in W>S	Z-Verkauf
Sägewerk out S>O	Z-Verkauf
Sägewerk out S>W	Z-Verkauf

### Sample Course „Pferdetransport“ (horse transport)

Here is an example for the creation of a usable course. For this purpose, I have created a small farm route called "Pferde-Tiertransport" on yard 5, assuming that you have not yet made any structural changes there. This track leads from the entrance of the yard around the horse paddock with a stop at the animal unloading / loading position and further to the yard exit.

So, let's divide the whole route into 3 parts:

Part 1: Access to the yard, loading / unloading of animals and departure from the yard

Part 2: Access and departure at the pet shop

Part 3: Connecting roads

Part 1: Since the horse farm is located in the southeast, we look in the quadrant "SO" for the routes for the farm, thus in the folder "SO-Hof". Here we click the 3 tracks together as a route: "Hof5 in", then "Pferde-Tiertransport" and last but not least "Hof5 out". In the route overview in the Courseplay we can now see that the complete section starts and ends at the "Ringstr". We keep this in mind and delete the temporary course.

Part 2: As the animal dealer is located east of the railway tracks, he belongs to the quadrant "Zentral" as already described. If we look in the quadrant "Zentral" into the folder "Z-Kauf", we find the route "040 Tierhändler Stop (039)". The animal dealer can be reached via the street "039". So we first select the street "039 Feldrundkurs Ostbahn" in the folder "Z-Strassen" - now we can see that this street also starts and ends at the "Ringstr". Second, we extend the route with "040 Tierhändler Stop (039)". We realize that the whole route does not lead to the Ringstr. anymore. Therefore, we supplement the two sections again with "039 Feldrundkurs Ostbahn".

Part 3: Since both Part 1 and Part 2 are connected to Ringstr., we only need to remember that we integrate this street and any additional crossings into the overall course.

Let's start with part 1 and put together the complete course:

1. „Hof5 in“
2. „Pferde-Tiertransport“
3. „Hof5 out“

Since it goes further in northern direction on the Ringstr. and we don't have to turn off, we don't need to insert a crossroad, but continue directly:

4. „002 Ringstr. aussen Weststart“

Now we continue with part 2, which starts with the street "039 Feldrundkurs Ostbahn". Here we turn off, so we look for the crossing, which brings us from the "002" to the "039". At the Z-intersections we find the "K 002 > 034+039, S>O". We insert this intersection track, followed by the 3 parts to and from the animal dealer:

- 5. „K 002 > 034+039, S>O“
- 6. „039 Feldrundkurs Ostbahn“
- 7. „040 Tierhändler Stop (039)“
- 8. „039 Feldrundkurs Ostbahn“

As it goes back to the Ringstr. we use the intersection "K 934+039 > 001, O>S" and then the clockwise running Ringstr.

- 9. „K 934+039 > 001, O>S“
- 10. „001 Ringstr. innen Weststart“

Now all we need is the junction from the ring road to yard5. Since the yard entrance and exit already contains the complete "U-Str.", we look only under streets for its number: It is the "047". I.e. we need the crossing from the "001", on which we are, to the "047". The intersection is "K 001>047, O>S", which is located in the folder "SO Kreuzungen".

11. „K 001>047, O>S“

That completes the course. We save this course using the name "Horse Transport" and then move it to the "Courses" folder so that we don't have to recreate it every time we want to buy or sell horses.

## Links

Download-Link for the map: [MAP-Download](#)  
Download-Link for actual Courseplay: [Courseplay-Download](#)  
If you have questions, you'll find me here: [Forum Modding Welt](#)

## Acknowledgements

Many thanks to **D4rkfr34k**, the creator of the map.  
Also, a big thank you to the Courseplay developers for the development of the CP system.  
And a very special thanks to the testers Waldsprinter and farmerfivetom for testing and feedback.

Have fun using the kit!

*Opa Andre*