



(Bargon Mods, Oscar_8599)

Introduction

There are two ways of adding cameras.

- **In the vehicle / equipment xml:** Allows you to add cameras to your own mods. (Anyone with that mod will see these cameras)
- **In the CustomWorkCameras.xml:** Allows you to add private cameras to in-game vehicles and mods without editing their xml files. (Only you can see these cameras, even in multiplayer games)

XML structure

Required Parameters

itemXml: This parameter is only needed when adding private cameras to the *CustomWorkCameras.xml* file. It is the path to the xml file for the vehicle / equipment you would like to add cameras to. For in-game vehicles it starts from "data/", and for mods it starts with the zip-name.

node: This is the index of the node where the camera will be added to. The camera will be placed as a child of this node.

translation: This is the X, Y, Z translation values of the camera.

rotation: This is the X, Y, Z rotation values of the camera.

Configuration Parameters

selectedConfigs: The index (or comma separated indexes) for the configuration/s that has to be selected for the camera to be available.

This parameter works together with *useConfigName*.

Use the index corresponding to the order in which the configurations were defined.

If this parameter is not provided, the camera will be applied to all configurations.

(see the example at the end of this section)

useConfigName: Refers to the configuration where the 'selectedConfigs' indexes are checked.

You can specify configurations like 'design', 'design1', 'design2'... 'fillUnit', 'discharge' etc.

If no value is supplied, it will default to 'design'.

(see the example at the end of this section)

Extra Parameters:

fov: With this parameter you could specify the fov for your camera. If this parameter is not added, then the fov will be set to 80 by default.

farClip: With this parameter you could specify the farClip for your camera. If this parameter is not added, then the farClip will be set to 100 by default.

nearClip: With this parameter you could specify the nearClip for your camera. If this parameter is not added, then the nearClip will be set to 0.1 by default.

Min/max values:

- min fov = 20
- max fov = 120
- min clip = 0.01
- max clip = 1000

Example

```
<workCameras itemXml="data/vehicles/steyr/series8150/series8150.xml">
  <workCamera
    translation="0 3.122 -1.214"
    rotation="-50 0 0"
    node="0>0|6"
    fov="60"/>
  <workCamera
    translation="0 2.236 1.825"
    rotation="128 0 180"
    node="0>0"
    fov="60"/>
  <workCamera
    translation="0.504 2.069 -1.381"
    rotation="-31.144 26.722 0"
    node="0>0"
    fov="70"
    farClip="150"
    nearClip="0.1"/>
  <workCamera
    translation="0 3.537 0.348"
    rotation="140 0 -180"
    node="0>0"
    selectedConfigs="2, 3"
    useConfigName="frontloader"
    fov="60"/>
</workCameras>
```

The last camera in this example will only be shown if you choose frontloaderConfiguration index 2 or 3 (with frontloader console) if you choose without, then the camera won't be added.

How to add cameras

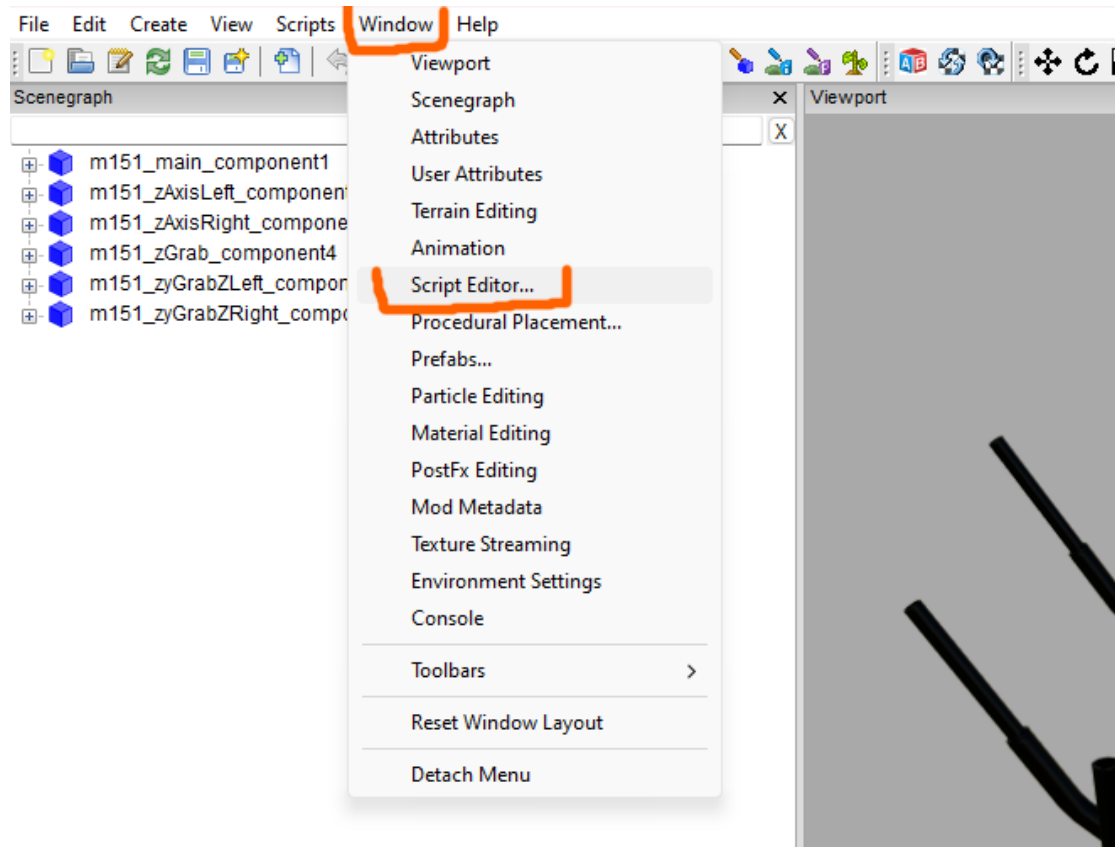
1. Install the Giants Editor Script

We created a GE Script to make the process a lot simpler so we recommend taking the time to install it. If you don't want to use the script, you can skip this step and manually write the xml by following the structure explained above.

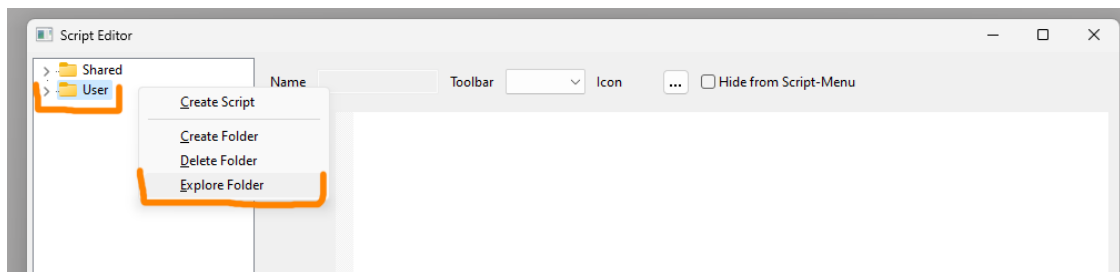
This step is only needed once. If you did it before, skip it.

1. Open Giants Editor

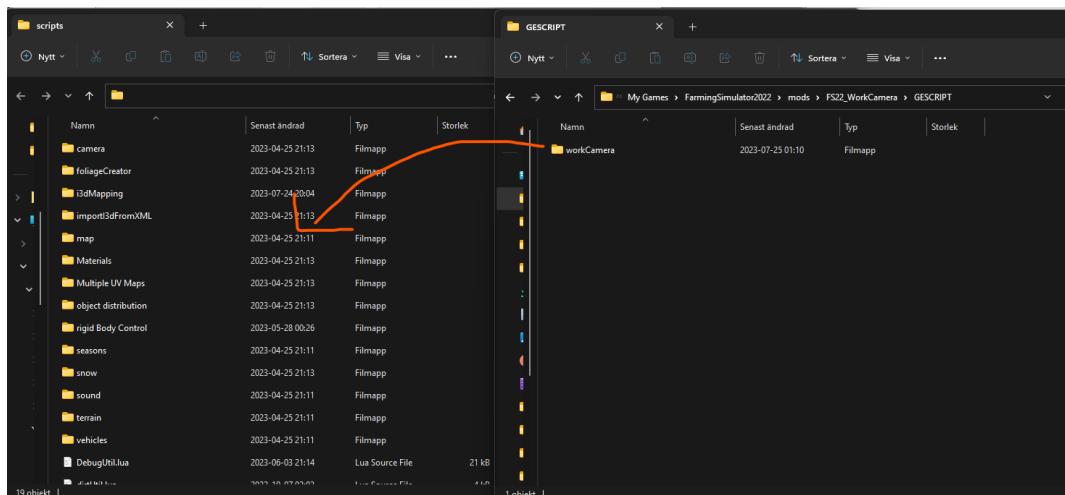
2. On the **Script Editor**



3. In the **Script Editor**, right click the **User** folder and choose **Explore Folder**



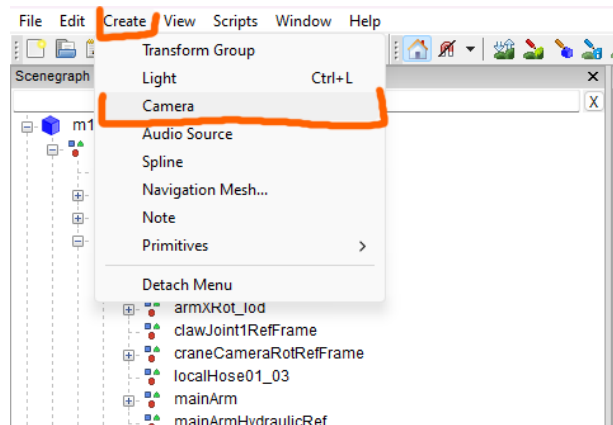
4. Open (in a new window) the **GESCRIP** folder in *C:\Users\USER\Documents\My Games\FarmingSimulator2022\mods\FS22_WorkCamera* then drag and drop the **workCamera** folder into the **scripts** folder



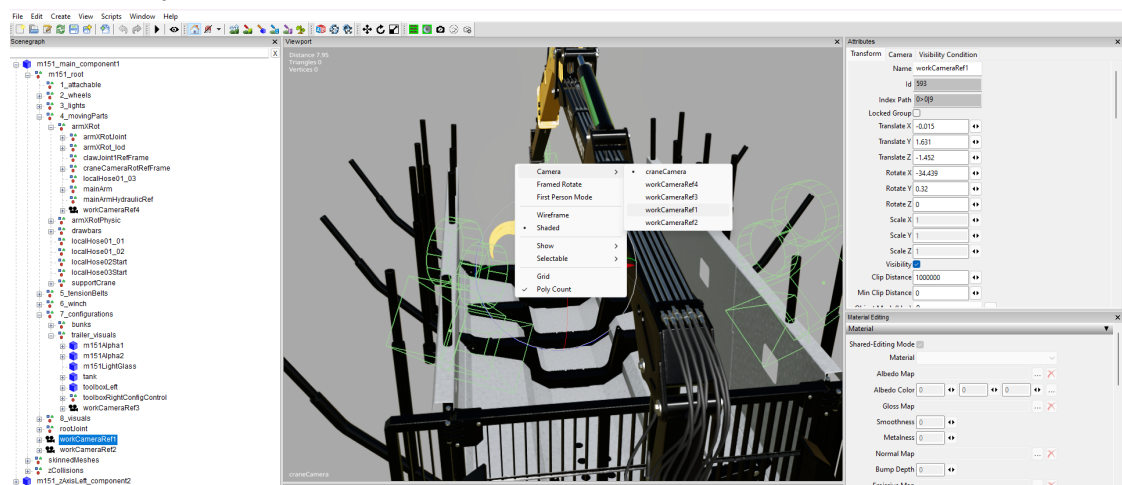
5. Restart Giants Editor

2. Open the I3D file of the vehicle / equipment

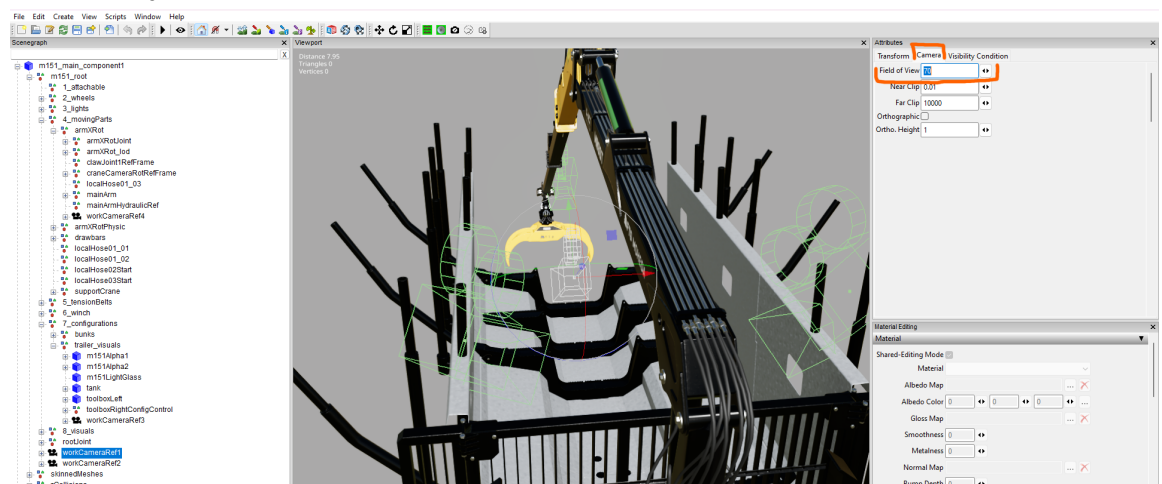
1. Add a camera and place it in the desired spot.



2. If you want to see how the view looks, you can right click in the viewport and select the camera you want.



3. You can adjust the fov in the Attributes panel, under the camera tab.

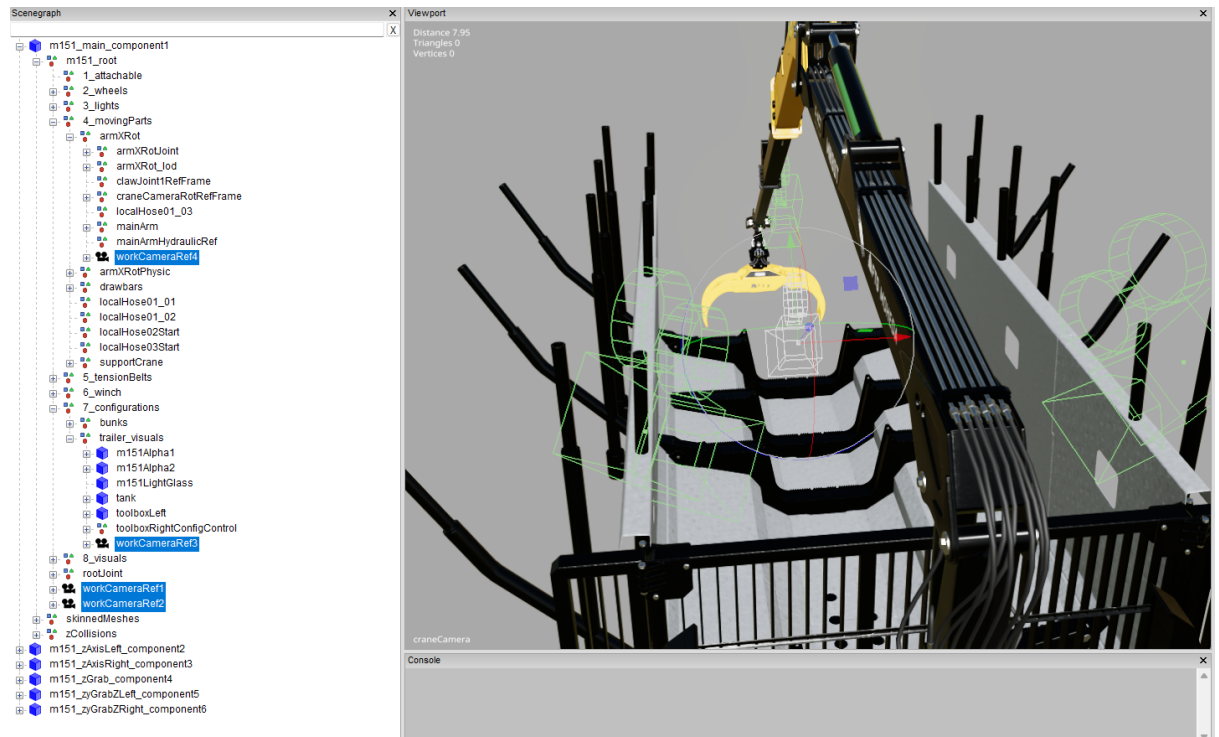


4. Drag (with the middle mouse button) the camera into the parent you want. This is important if the camera needs to follow a moving part.

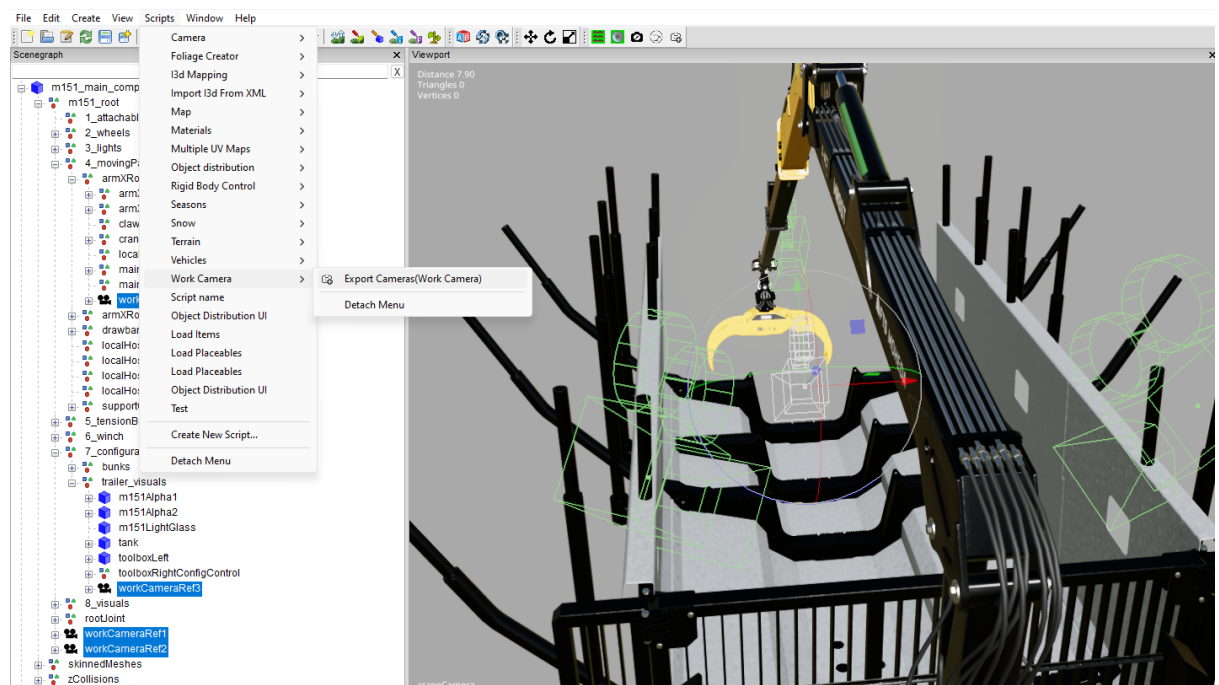
5. Repeat the previous steps to add more cameras if desired

3. Generate XML code

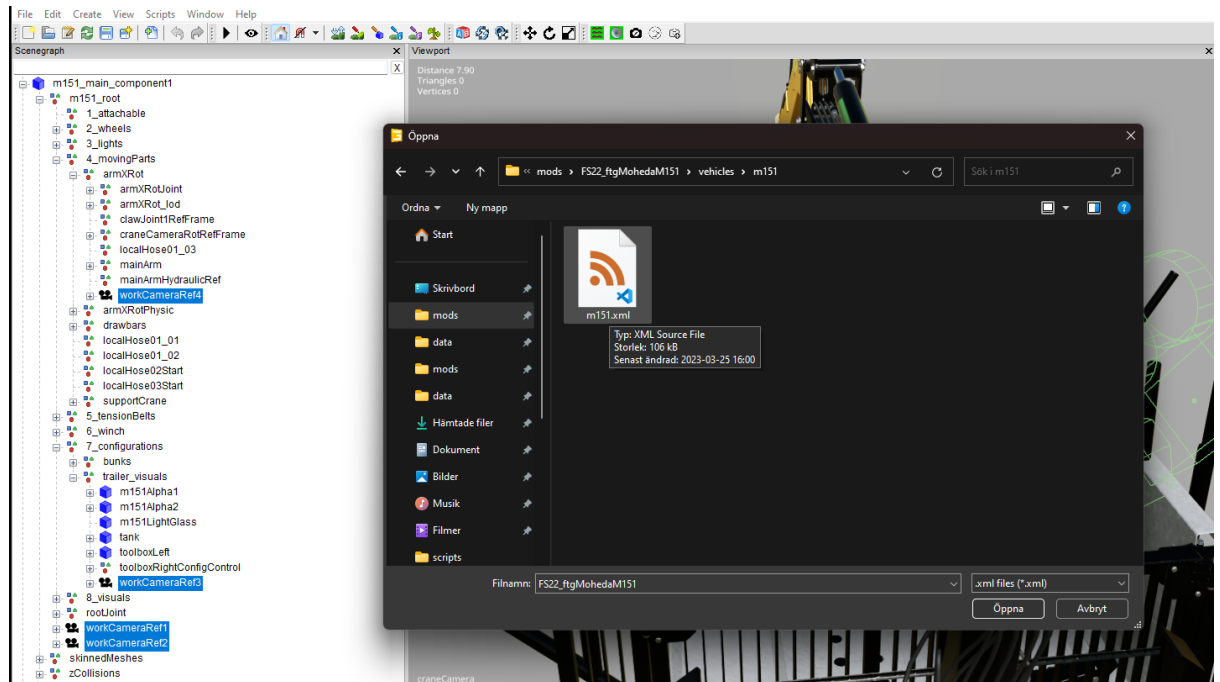
1. Select all the cameras you want to export in the desired order.



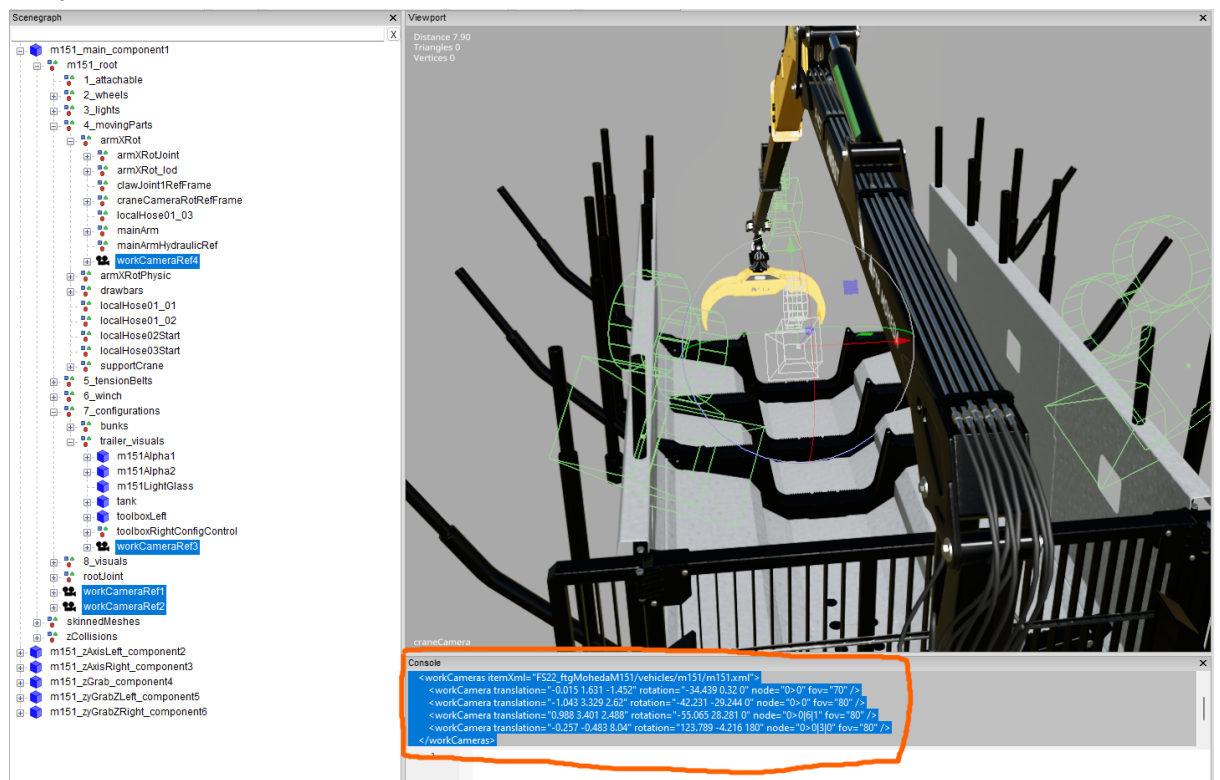
2. Run the script (if you can't find the Work Camera script, check the *1. Install the Giants Editor Script* section)



3. Select the xml file of the vehicle / equipment



4. Copy the code from the console

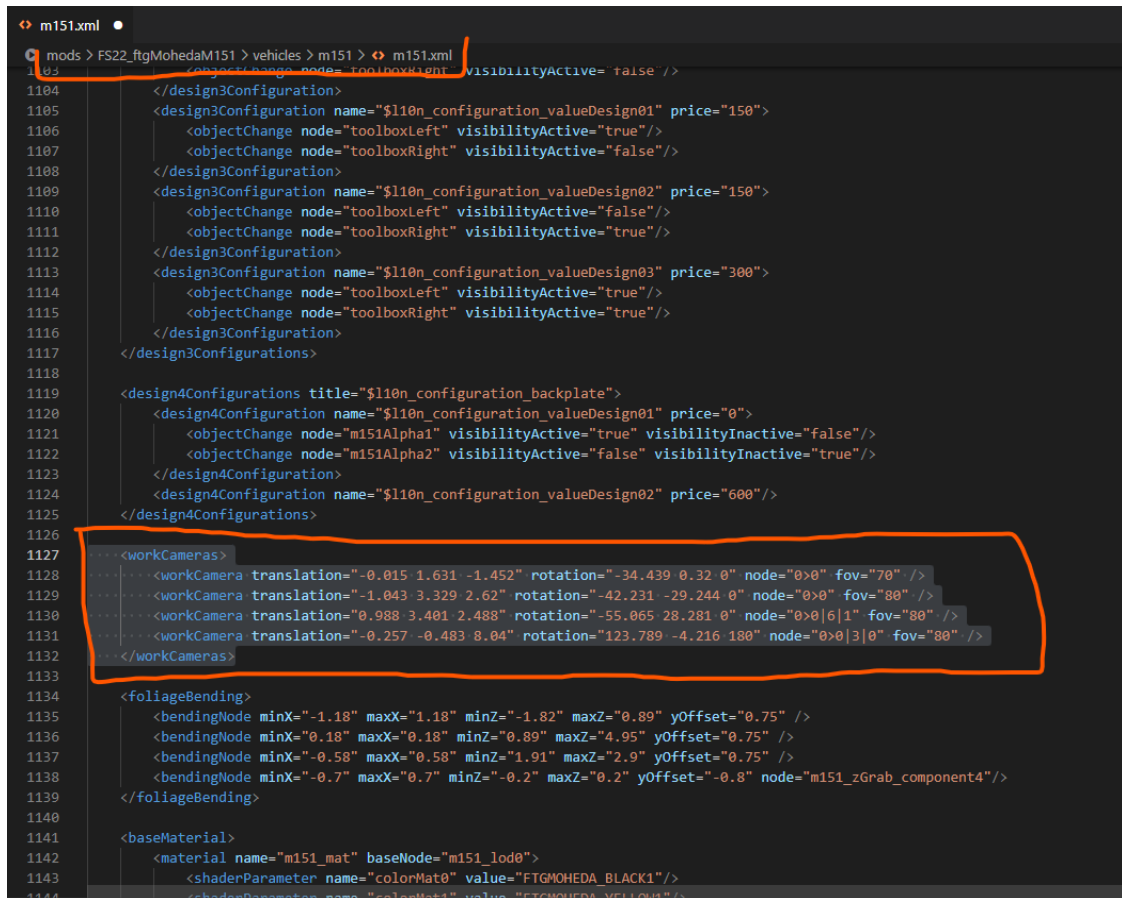


4.1 Add cameras to your own mod

Anyone with that mod will see these cameras

1. Open the vehicle / equipment xml
2. Paste the code copied from the Giants Editor console

3. Delete the itemXml="..."

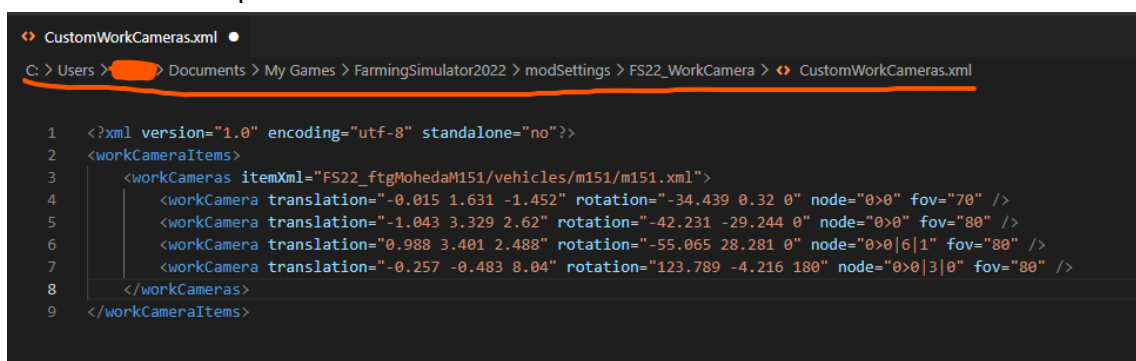


```
1103 <objectChange node="toolboxRight" visibilityActive="false" />
1104 </design3Configuration>
1105 <design3Configuration name="$l10n_configuration_valueDesign01" price="150">
1106   <objectChange node="toolboxLeft" visibilityActive="true"/>
1107   <objectChange node="toolboxRight" visibilityActive="false"/>
1108 </design3Configuration>
1109 <design3Configuration name="$l10n_configuration_valueDesign02" price="150">
1110   <objectChange node="toolboxLeft" visibilityActive="false"/>
1111   <objectChange node="toolboxRight" visibilityActive="true"/>
1112 </design3Configuration>
1113 <design3Configuration name="$l10n_configuration_valueDesign03" price="300">
1114   <objectChange node="toolboxLeft" visibilityActive="true"/>
1115   <objectChange node="toolboxRight" visibilityActive="true"/>
1116 </design3Configuration>
1117 </design3Configurations>
1118
1119 <design4Configurations title="$l10n_configuration_backplate">
1120   <design4Configuration name="$l10n_configuration_valueDesign01" price="0">
1121     <objectChange node="m151Alpha1" visibilityActive="true" visibilityInactive="false"/>
1122     <objectChange node="m151Alpha2" visibilityActive="false" visibilityInactive="true"/>
1123   </design4Configuration>
1124   <design4Configuration name="$l10n_configuration_valueDesign02" price="600"/>
1125 </design4Configurations>
1126
1127 <workCameras>
1128   <workCamera translation="-0.015 1.631 -1.452" rotation="-34.439 0.32 0" node="0" fov="70" />
1129   <workCamera translation="-1.043 3.329 2.62" rotation="-42.231 -29.244 0" node="0" fov="80" />
1130   <workCamera translation="0.988 3.401 2.488" rotation="-55.065 28.281 0" node="0|6|1" fov="80" />
1131   <workCamera translation="-0.257 -0.483 8.04" rotation="123.789 -4.216 180" node="0|3|0" fov="80" />
1132 </workCameras>
1133
1134 <foliageBending>
1135   <bendingNode minX="-1.18" maxX="1.18" minZ="-1.82" maxZ="0.89" yOffset="0.75" />
1136   <bendingNode minX="0.18" maxX="0.18" minZ="0.89" maxZ="4.95" yOffset="0.75" />
1137   <bendingNode minX="-0.58" maxX="0.58" minZ="1.91" maxZ="2.9" yOffset="0.75" />
1138   <bendingNode minX="-0.7" maxX="0.7" minZ="-0.2" maxZ="0.2" yOffset="-0.8" node="m151_zGrab_component4"/>
1139 </foliageBending>
1140
1141 <baseMaterial>
1142   <material name="m151_mat" baseNode="m151_lod0">
1143     <shaderParameter name="colorMat0" value="FTGMOHEDA_BLACK1"/>
1144   </material>
1145 </baseMaterial>
```

4.2 Add private cameras to in-game equipment and third party mods

Only you can see these cameras (even in a multiplayer game)

1. Open the **CustomWorkCameras.xml** file found at C:\Users\USER\Documents\My Games\FarmingSimulator2022\modSettings\FS22_WorkCamera (if you can't find the file, start a game with the mod active and it will be created)
2. Paste the code copied from the Giants Editor console



```
1 <?xml version="1.0" encoding="utf-8" standalone="no"?>
2 <workCameraItems>
3   <workCameras itemXml="FS22_ftgMohedaM151/vehicles/m151/m151.xml">
4     <workCamera translation="-0.015 1.631 -1.452" rotation="-34.439 0.32 0" node="0" fov="70" />
5     <workCamera translation="-1.043 3.329 2.62" rotation="-42.231 -29.244 0" node="0" fov="80" />
6     <workCamera translation="0.988 3.401 2.488" rotation="-55.065 28.281 0" node="0|6|1" fov="80" />
7     <workCamera translation="-0.257 -0.483 8.04" rotation="123.789 -4.216 180" node="0|3|0" fov="80" />
8   </workCameras>
9 </workCameraItems>
```

5. Close Giants Editor without saving