

Manual Attaching



Meta

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Version: 1.2.1

Short description:

This mod enforces you to attach or detach tools and trailers manually.

Features

- Global script
- Manual attach (Implements stay at lowered state)
- Manual detach
- Disables attaching and detaching from inside the vehicle
- Manual power take off
- Manual hoses (hydraulic, electric and air)
- Option to force attaching/detaching for vehicle input joint to manual or non-manual (Boolean: true/false)
- Option to force attaching/detaching power take off for vehicle joint to manual or non-manual (Boolean: true/false)
- Option to force attaching/detaching dynamic hoses for vehicle joint to manual or non-manual (Boolean: true/false)

Feature descriptions

Global script:

This means it only needs to be installed in your mod folder, the Manual Attaching mod will do the rest!

Manual attach:

When attaching an implement the script forces the implement to stay at the lowered state.

There are some exceptions made for the frontloaders, skidsteers, shovels, telehandlers, combines and hooklift tools. Those are still able to attach and detach from the inside of your vehicle. The hoses or PTO still requires to be attached manually.

Manual detach:

The implement have to be lowered! Also make sure the PTO and hoses are detached before detaching the implement.

Disables attaching and detaching from inside the vehicle:

As the title says it's not possible anymore to do the quick switches between implements.. get out that vehicle for real this time!

Manual power take off:

*Handling: **press** input z to attach/detach PTO.*

This feature attaches or detaches the PTO manually. Also make sure to attach it before using an implement otherwise it won't be able to turn on!

Supports currently:

- Default PTO – Giants Software
- DynamicMovingPto – Wopster

Dynamic hoses:

*Handling: **hold** input z to attach/detach hoses.*

If both the vehicle and implement support the hoses specialization which both can be found on the website from www.xentro.se than this feature will be triggered. Attach your hydraulic, electric and air hoses manually before operating the machine.

Without the hoses attached on both ends the following can occur:

- Without hydraulics: the given movingToolCouplings ids won't be able to move and animation that requires the movingTool given in the movingToolCouplings ids won't play either

```
<movingToolCouplings toolIds="0 1 3 4 5 6 7 8 9 10" />
```

- Without electric: the lights won't be able to turn on
- Without air: the brakes will weaken

Option to force manual or non-manual:

The option to force the implement to manual or non-manual adds some flexibility to the end user if he wants a specific implement to act differently than the default functionality does.

The isManual input decides if the tool attached manual or not.

The dynamicHosesIsManual input decides if all the hoses are attached manual or not.

The ptolsManual input decides if the PTO is attached manual or not.

```
x = actual index (0> 0>1|1 etc.)
Boolean = true or false

<inputAttacherJoints>
  <inputAttacherJoint index="x" isManual="boolean" />
</inputAttacherJoints>

<attacherJoints>
  <attacherJoint index="x" dynamicHosesIsManual="boolean"
ptolsIsManual="boolean" />
</attacherJoints>
```

Changelog

Legend:

- + New feature added
- * Feature changed
- - Old feature removed
- ~ Deprecated feature
- # Bug fixed
- ! Known issue
- Note without specific type

Version v1.1:

- *! Manure tanker(s) keeps turned on when detaching the implement*
- *~ Global option to set vehicle to manual*
- *+ Option to force attaching/detaching for vehicle input joint to manual or non manual (boolean: true/false)*
- *+ Option to force attaching/detaching power take off for vehicle joint to manual or non manual (boolean: true/false)*
- *+ Option to force attaching/detaching dynamic hoses for vehicle joint to manual or non manual (boolean: true/false)*
- *# Event added for manually attaching/detaching the dynamic hoses (synchronization problems server sided)*
- *There where synchronization problems server sided.. both actions are fetched through a function to prevent it from happening again*
- *Override handler updated*
- *+ HydraulicCoupling override added to disable changing the lower state of the pickup when no hydraulic hoses are attached*

Version v1.2:

- *- Overrides handler: movingPartsPto and HydraulicCoupling (override implemented in the updated dynamicHoses script)*
- *~ MovingPartsPto support*
- *+ DynamicMovingPto support*
- *+ DependentAttacherJoints checks*
- *+ New jointTypes from FS17*
- *# Attach sounds on operating player (attach sounds changed in FS17)*
- *# Multi child objects attaching problem fixed (it got never reported somehow cause it's pretty rare)*

Version v1.2.1:

- *# Fps drop*
- *# Tool detach problems (if you're playing in an existing savegame the worst thing you need to do is resetting the implement or vehicle. This will reset the jointDesc that you might have 'broke' in the earlier stage of the savegame before you added MA. This isn't really a bug from MA but just a combination of things I can predict and resolve on that matter.)*