

Light Bar v1

by Smitty1203

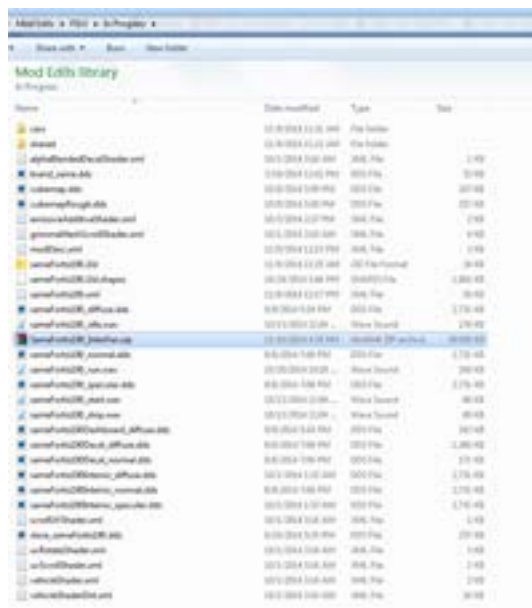
Please do not redistribute this mod unless credit is given! Thanks!



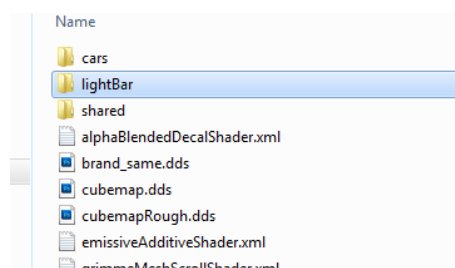
This mod is meant to be used within Giants Editor. It *cannot* be purchased in-game and placed on your tractors! I will not be held liable for breaking any mods you may be trying to edit. This has been tested on numerous vehicle and if done correctly, works just fine.

How to install

- 1) Download the mod. If you're reading this, congratulations! You're done with Step 1!
- 2) Pick your favorite vehicle and grab it's mod file. (Thanks to Inter Fan for providing a guinea pig for this guide) I recommend using a COPY of the file, just in case something happens.
- 3) Extract the vehicle's mod files in a working directory.



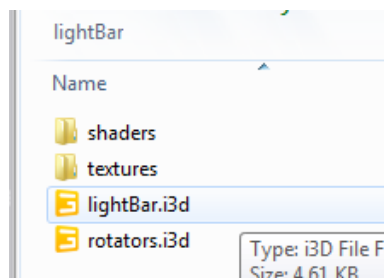
- 4) Extract the LightBarV1 into this directory as well.



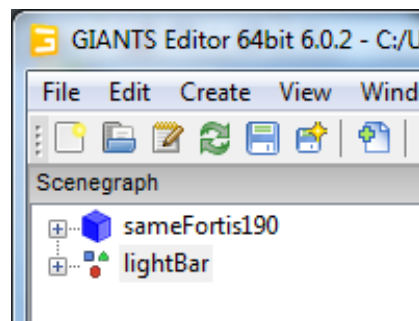
- 4) Open up the vehicle's .i3d file in Giants Editor.

5) In Giants Editor, select "File", "Import", then browse to the "lightBar" directory inside of the directory you extracted everything to.

6) Select the "lightBar.i3d" file and click "Open"



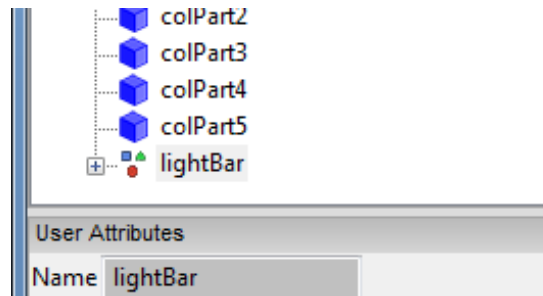
7) The light bar should now be imported into your scene.



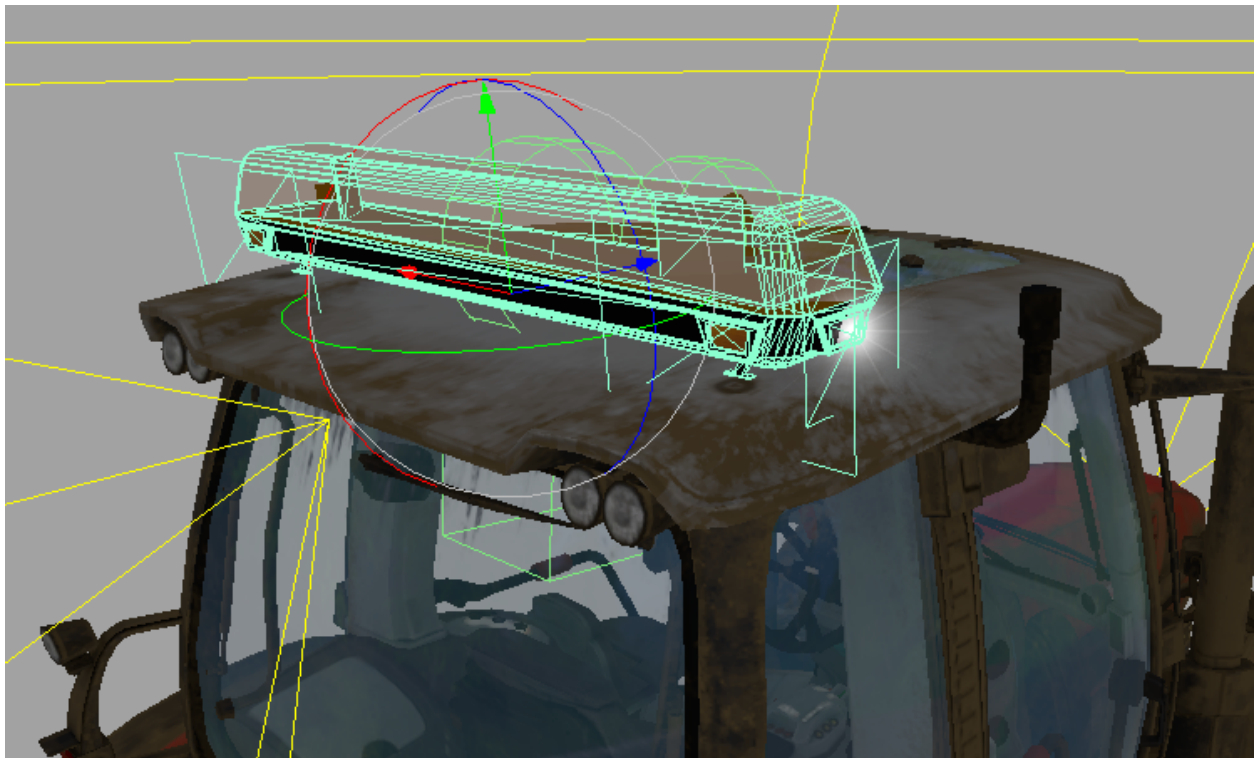
8) Select the "lightBar" transform group by left-clicking on it, then select "Edit" and then "Cut" (or just hit Ctrl-X).

9) Select your vehicle's transform group (in this case, "SameFortis190") by left-clicking on it, then select "Edit" and then "Paste" (or Ctrl-V)

10) The "lightBar" transform group should now be located inside of the vehicle's transform group, at the bottom of the list.



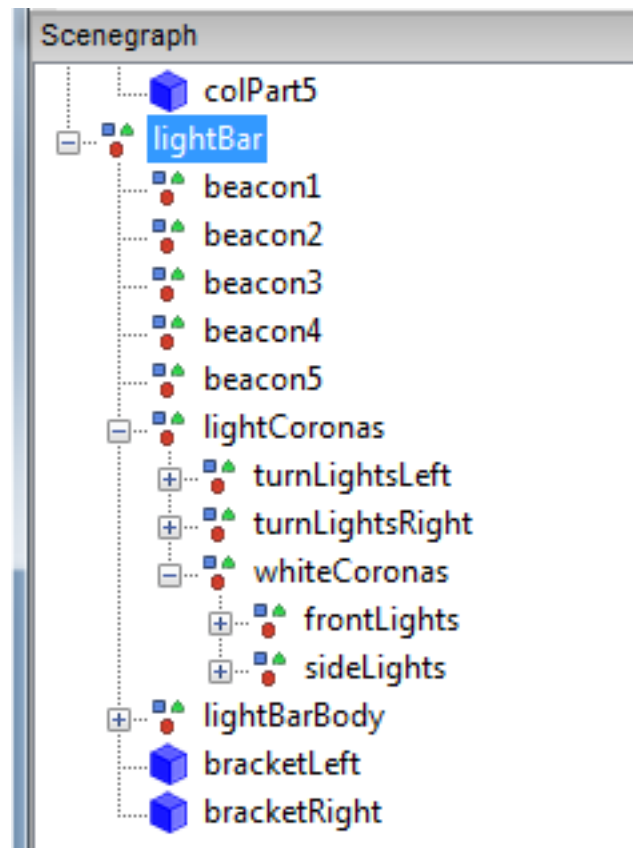
11) Now select the "lightBar" transform group again by left-clicking on it. Use the manipulators in the Scene View window to place the light bar where you want it on your vehicle.



Feel free to resize the light bar as needed. Also, the mounting brackets can be individually resized and/or moved to fit your needs.

12) Save the changes you just made (make sure you return the view to behind the tractor!!)

13) Locate the "lightCoronas" transform group inside the "lightBar" group.



There are a total of eight different "mini-lights" that can glow which are located on the main body of the bar: 4 on the front (2 orange, 2 white), a white light on either end of the bar, and 2 on the back (both orange). The orange lights are meant to be used as turn signals and the white lights are meant to be simulated "worklights" that glow when the vehicle's lights are turned on. Let's concern ourselves with the white lights for the moment.

14) Keep the Giants Editor open (you'll need to get some nodeIDs), and open up the vehicle's .xml file.

15) Scroll down through the .xml file until you find:

```
<lights>
  <light realLight="0>9" decoration="0>24|0" lightType="0"/>
  <light realLight="0>10" decoration="0>25|0" lightType="1"/>
</lights>
```

or something similar. You see the "decoration" attribute? That's where we place the nodeIDs of the lights we want to "glow". Concerning the "lightType" attribute, "0" denotes the main headlights, "1" is the back lights, and "3" is worklights. Following the layout of the <lights> section in the vehicle's .xml file, add additional lines for the "mini-lights" on the light bar. The nodeID of the white "mini-lights" on the lightbar (where "xx" is the nodeID of "lightBar") is: 0>xx|5|2

So for my tractor, the code would be:

```
<light realLight="0>9" decoration="0>45|5|2" lightType="0"/>
```

Make sure you don't change the "realLight" nodeIDs or your vehicle's lights won't work.

16) Now find this in the .xml:

```
<turnSignals>
  <turnSignalLeft index="0>24|2|0" />
  <turnSignalRight index="0>24|2|1" />
</turnSignals>
```

or something similar. Add these lines in between the

<turnSignals>..</turnSignals> tags where "xx" is the nodeID of lightBar:

```
<turnSignalLeft index="0>xx|5|0" />
```

```
<turnSignalRight index="0>xx|5|1" />
```

Now you've got working turn signals on the light bar!

17) Beacons! Find this in the .xml

```
<beaconLights>
  <beaconLight index="0>26|0" speed="0.015" filename="$data/vehicles/shared/beaconLight02.i3d" />
  <beaconLight index="0>26|1" speed="0.015" filename="$data/vehicles/shared/beaconLight02.i3d" />
</beaconLights>
```

Add these lines in between the <beaconLights>..</beaconLights> tags where "xx" is the nodeID of "lightBar":

```
<beaconLight index="0>xx|0" speed="0.015" filename="lightBar/rotators.i3d" />
```

```
<beaconLight index="0>xx|1" speed="0.015" filename="lightBar/rotators.i3d" />
```

```
<beaconLight index="0>xx|2" speed="0.015" filename="lightBar/rotators.i3d" />
```

```
<beaconLight index="0>xx|3" speed="0.015" filename="lightBar/rotators.i3d" />
```

```
<beaconLight index="0>xx|4" speed="0.015" filename="lightBar/rotators.i3d" />
```

You can set each beacon to have its own rotation speed to randomize the pattern.

18) Save the .xml file. Zip everything back up and place the new zip file into your mods directory.

19) If you followed these instructions closely, you should now have a functioning light bar on the top of your vehicle! Enjoy!

