

# JOHN DEERE S690i User Manual



## Dear user:

Thank you for downloading our John Deere S690i combine v1.0 for farming simulator 2013.

Please read the user guide below to enjoy full use of the combine.

If you have problems or recommendations please contact to:

[contact@bigbossmodding.co](mailto:contact@bigbossmodding.co)

[www.facebook.com/bigbossmodding](http://www.facebook.com/bigbossmodding)

**Grain types:** wheat barley rape maize soybean sunflower sorghum and rice.



Best Regards Julian11 and the whole team of Big Boss Modding

## In Store:

### What we can see...



**John Deere S690i NW**


Grain tank capacity: 14100 l  
Max. power: 433 kW / 580 hp  
Maintenance: 450 / day  
Usage: Harvesting wheat, barley, canola and also, Corn

The S690 is capable of handling all header sizes up to 40-ft in width. The S690 has many built-in performance, safety, service, and reliability features to make harvesting easier in an extra large crop.

329,000 \$ 164,500 \$  
**Compr** **Vender**

### John Deere S690i Standard Wheels

Price: \$ 329000



**John Deere S690i TT**

Grain tank capacity: 14100 l  
Max. power: 433 kW / 580 hp  
Maintenance: 450 / day  
Usage: Harvesting wheat, barley, canola and also, Corn

The S690 is capable of handling all header sizes up to 40-ft in width. The S690 has many built-in performance, safety, service, and reliability features to make harvesting easier in an extra large crop.

329,000 \$ 164,500 \$  
**Compr** **Vender**

### John Deere S690i Track Version

Price: \$329000



**John Deere 635R**

Working width: 10.5 m  
Maintenance: 50 \$ / day  
Recommended Combines: S690i, S690, S680, S670, S660  
Usage: Harvesting wheat, barley or canola

It's easy to make adjustments to the 635 Rigid Cutting Platform, which features a 10.5 m (35 ft.) cutting width and rigid header height sensing.

49,000 \$ 24,500 \$  
**Compr** **Vender**

### John Deere 635R

Price: \$49000



**Rape PROFI II**

Working width: 10.5 m  
Maintenance: 5 \$ / day  
The cutting platform is extended by 80 cm and catches falling rape seed  
The side parts are inwardly enclosed -

Increase your harvest with the Rape Header "Profi" by Zurn - can be used in combination with almost any make of harvester. Independent institutes have determined that harvest losses can be cut by up to around 300 kg (3 dt) per hectare by using such a header.

9,000 \$ 4,500 \$  
**Compr** **Vender**

**Rape Profi II** Price \$9000



**ZURN 550**

Holder for crop dividers and long deflectors  
Ready for 10.5m cutter  
Rape Profi II holder ready  
Maintenance: 5 \$ / day

The right choice for header widths of between 9.1 m to 10.5 m is the type 550 trailer with three or four supports.

19,000 \$ 9,500 \$  
**Compr** **Vender**

**Trailer 550** Price \$1900

## Let's start the combine...

### Adjusting steering column:

Active Interactive Control with **Space Bar**, and then Click on two points for adjusts.

And the steering column will be ready in diving position.



Press “Y” to **preheating engine before start**.

Tecle X:	Desplegar Cosechadora
Tecle NUMPAD 5:	Worklight front
Tecle NUMPAD 6:	Worklight back
Tecle NUMPAD 4:	Pipe light
Tecle SPACE:	Enable IC
Tecle Y:	Preheating before start
Tecle N:	Enable chopper
Tecle K:	show AutoCombine info
Rise and Low header R/T	

And Again Press “Y” to **start** combine

Tecle X:	Desplegar Cosechadora
Tecle NUMPAD 5:	Worklight front
Tecle NUMPAD 6:	Worklight back
Tecle NUMPAD 4:	Pipe light
Tecle SPACE:	Enable IC
Tecle Y:	Start Engine
Tecle N:	Enable chopper
Tecle K:	show AutoCombine info
Rise and Low header R/T	

...once started and can move...



## Light Set:

### Front low Lights:

Press key “**F**” to turn on the low lights.



### Front work Lights:

Pressing key “**numpad 5**” or you can also use **IC inside cab** to turn on the working lights.



### Rear work Lights:

To turn on Rear lights you must to press key “**numpad 6**” or you can also use **IC inside cab** to turn on the working lights.



## Security Lights:

### Turn and Warning lights:

You can active turn light with numpad key “1” for turn Left and “3” for turn Right.

And also with IC buttons inside cab:



To turn on **Warning lights** you press numpad key “2” and also cand do it with IC inside cab:



### Beacons:

Press “**home**” button for turn on Beacon lights.

When the combine is in work mode and grain tank reaches 80%, the beacons are turned on automatically with an alarm to warn the soon filled.



Let's WORK!

### Manual Header height:

This combine has the ability to choose the height of the feeder house manually or just automatically.

When combine is without head can be done simply by pressing the **"R"** and **"T"** keys on the keyboard.



But when the combination is attached to the head we have two height modes:

- Automatic, usually works with the **key "V"**, as long as the head is selected.



- Manual mode, working with key **"R"** to lower and key **"T"** to rise, always and when the combien is selected



## Working and Transporting Modes:

To change the combine from transport mode to work so you have to press the **"X" button**, otherwise it will not be possible to start work.

In this way the ladder, the extension of the grain tank, the pipe (only EU version) and the chopper opened.



Transport Mode Work Mode

When it is necessary to be transported and the time to do it in the road we recommend detach the header and load it on the trailer **ZÜRN 550**, this trailer is the best option because it has special support for **Rape PROFI II** extension of the same brand , which can be detached of the header when their use is not required.





## Harvest time:



The head is fully animated with real high and travel reel regulations

**Pressing Left mouse button and moving** up and down you can change the reel height:



**Pressing Left mouse button and moving** left and right you set the distance between reel and roll.



Once we're in the field, we are ready for harvest, in this case Rapeseed is highly recommended to use the **Rape PROFI II** to avoid losses and get better material fluently in our header, and better operation of the harvester.



When we decided to harvest other crops such as wheat or barley, we don't need the Rape PROFI II so we can leave it on the trailer and continue our work without leave on the ground or return to the farm to place it.

For crops that can be packed straw this machine has the capacity to leave the straw line so it uses 100% of the waste material, but when not needed can also chop and spread in the width of cutter. You can choose ,spread or line, pressing the Key "**N**".





This combine is equipped with tilt head system, once the key “V” is pressed, the head lower and the inclination is released so the head work copying the field, you should not work with manual mode since the inclination depends the automatic mode so when you go up with the T key to tilt head



We hope you enjoy this mod as much as we enjoyed making it, so please **do not destroy the mod, or edit, or posted on other sites without original information like the credit and the corresponding download links...**

Best Regards **Julian1 1**

## Credits:

Model, Texture and ingame : **Julian11**

General improvements of scripting and threshing sounds "**TDA Team**".

## Scripts:

- AnimatedPolias
- author: **Burner**
- Class Balle-AttachAble Tippers
- author **Geri-G**
- Specialisation for RPMDisplayControl / RPMDisplayControl
- SpeedDisplayControl
- Author **Tobias F.**
- Straw Specialization for Combines
- author **Templaer**
- Specialization for ThreshingCounter
- Specialization for CustomForces
- Specialization for DrivingParticleSystem
- Specialization for DynamicUnloading
- Specialization for ESLimiter
- Specialization for FruitParticleSystem
- Specialization for IndoorSound
- Specialization for an interactive control button
- Specialization for Lanes
- Specialization for PowerShaft
- author: **Manuel Leithner**
- toggleAnimParts
- Beleuchtung v3.1.1
- Author: **Sven777b**
- @author: **Xentro**
- @version: v3.0
- @date: 2012-10-26
- @history: v1.0 - initial implementation
- v1.1 - 28/10/12 - Changed in to non-global class - **JoXXer (BJR-Modding)**
- v1.1.2 - 01/11/12 - **Added valuable changes from MI 3.0.1 - JoXXer (BJR-Modding)**