

Handling MaizePlus Extensions

Why the whole thing?

With the extensions of the MaizePlus Extensions, a lot of things change in the Agriculture Simulator 19 and many people come up with questions.

As a first answer, this documentary is intended to convey the doing.

With the Forage Extension, the feeding mechanics change fundamentally. Here, several fruits are partly integrated into feeding lines and the partly serial feeding is changed to a parallel feeding. Also now, e.g. chickens and sheep smelt dung or manure.

In addition to the implementation of a new fruit destruction, the changes to the Horse Extension currently mainly concern grassland. Here, various types of grass are added, some of which change the feeding mechanics, are only cosmetic in nature and have been integrated into the existing feeding mechanics or represent new fruits.

Features FE & HE

Forage extension

Clover, alfalfa, field grass, carrots, onions, carrots and a little food adjustment mapupdate plus script

Horseextension Mapupdate and in the Forage script, so to speak, 2.0 features and :

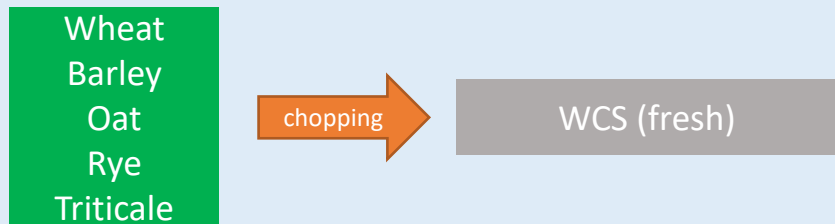
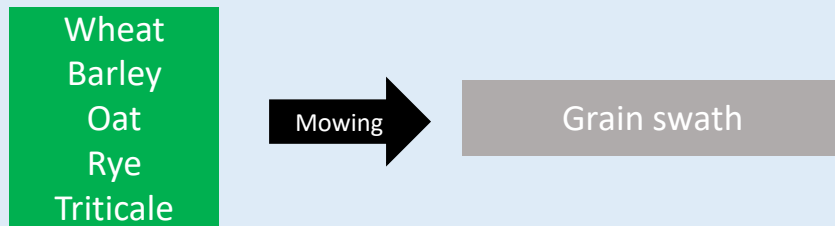
New features in this release include:

- alfalfa, clover, horse grass, field grass, meadow grass, miscanthus, triticale, rye, spelt, onions, carrots
- Grass silage, maize silage, clover silage, alfalfa silage
- Horse hay and horse silage
- Whole plant silage also in bales and loader wagons
- Grass, alfalfa and clover have 4 drying stages (at least 3times apply for hay required) - also with Seasons
- FruitDestruction 2.0 - more realistic fruit destruction
- Feeding system completely reworked
- Modified horse farming (with manure and straw)
- Modified sheep attitude (with manure and straw)
- Modified chicken attitude (with manure, straw and water)
- Heighttype limit increased to 128

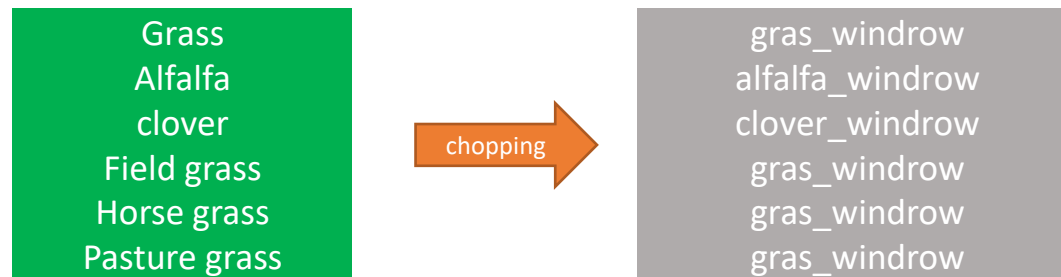
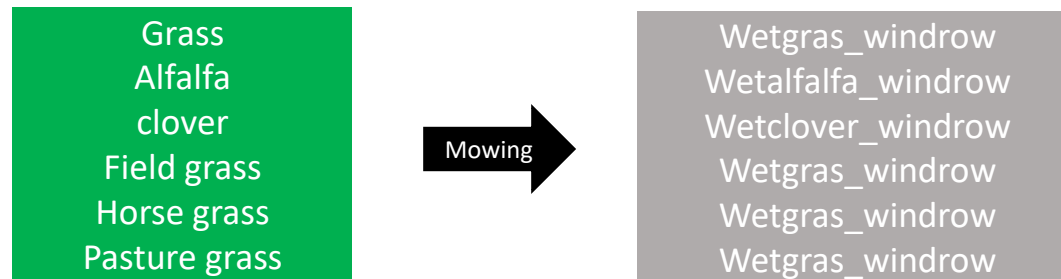
Green mowing

[integrated with HE in map]

As part of the Horse extension, "green mowing" is integrated into the maps. This means that in the cereals listed below, in growth level 4 (dark green) can be harvested (mowing or chopping). This makes it possible to produce whole plant silage (WCS).

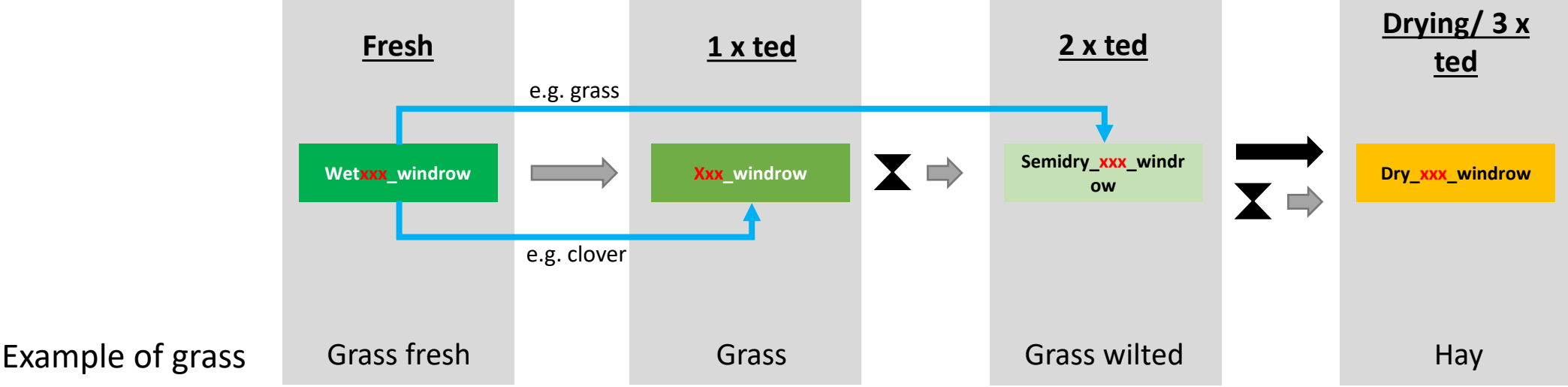


Grasses can also be mowed and chopped in growth stage 4 (dark green).



Since
MaizePlus 1.4

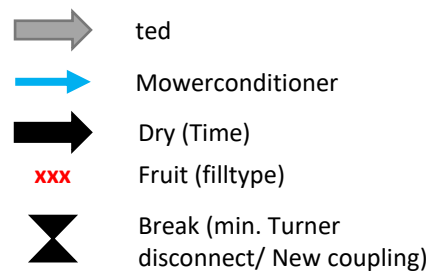
Matrix for tedding stages



Example of grass

- Devices with the **Mowerconditioner** function save 1 - 2 tedding steps!
- Drying (time dependent) is only valid for games with seasons! → without seasons, ted again
- Translations/ Text editions for filltypes such as "wetgrass_windrow" are map-dependent and can be found in either moddesc or l10n.xml [some translate wetxxx_XXX = ... fresh other ... moist etc.]

Since MaisPlus 1.4: between the drying stages, the tedder must be at least disconnected and recoupled in order to generate the next drying stage



Tedding script

[BETA]

since
MaizePlus 1.4

Ensures that only one drying stage is generated per crossing with the tedder. To generate the next drying stage, you must at least disconnect the tedder, recouple it and then ted it again. Sometimes it is necessary to get out of the vehicle and/or turn the engine on and off.

The previous partially "spotty tedding" (windrow and semidry spots) should no longer happen.

Please post errors and/or abnormalities
in the MaisPlus Discord
[#mower-and-tedder-issues](#)

since
MaizePlus 1.4

Mowerconditioner

All mowers from the base game, DLC based and mod mowers from the modhub (as of **cw44/2020**), which have installed a conditioner due to the design, are given the Mowerconditioner function. This means that when mowing with conditioner, you get a bonus drying level, which corresponds to another tedding.

These include, but are not

- Extra 732FT (front mower; Kverneland & Vicon DLC)
- Extra 7100T (butterfly; Kverneland & Vicon DLC)
- Disco 3600 FC (front mower; Claas DLC)
- Disco 1100 C (butterfly; Claas DLC)
- Novacat 301 ED (front mower; base game)
- Novacat X8 ED (butterfly; base game)

Use of script in mod mowers

```
<mower fruitTypeConverter="MOWER">
```

To change to:

```
<mower fruitTypeConverter="MOWER" hasMowerConditioner="true">
```

conditioner



Please post errors and/or abnormalities
in the MaisPlus Discord
[#mower-and-tedder-issues](#)

Mower(conditioner)

So what will happen to it?

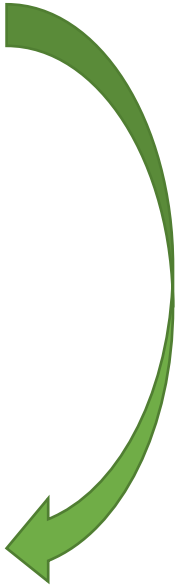
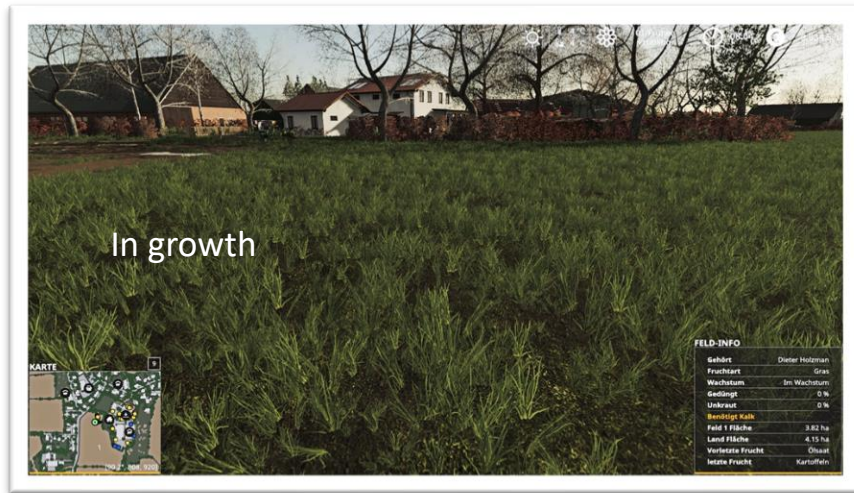
fillType	Frucht [de]	gemäht ohne Mower-Conditioner	Name [de]
CLOVER	Klee	WETCLOVER_WINDROW	Klee frisch
ALFALFA	Luzerne	WETALFALFA_WINDROW	Luzerne frisch
FIELD_GRASS	Ackergras	WETGRASS_WINDROW	Gras frisch
GRASS	Gras	WETGRASS_WINDROW	Gras frisch
HORSEGRASS	Pferdegras	WETHORSEGRASS_WINDROW	"Gras frisch"
WHEAT	Weizen	CROP_WINDROW	Getreideschwad
BARLEY	Gerste	CROP_WINDROW	Getreideschwad
OAT	Hafer	CROP_WINDROW	Getreideschwad
PASTUREGRASS	Weidegras	WETGRASS_WINDROW	Gras frisch
RYE	Roggen	CROP_WINDROW	Getreideschwad
TRITICALE	Tritikale	CROP_WINDROW	Getreideschwad

fillType	Frucht [de]	gemäht mit Mower-Conditioner	Name [de]
CLOVER	Klee	CLOVER_WINDROW	Klee
ALFALFA	Luzerne	ALFALFA_WINDROW	Luzerne
FIELD_GRASS	Ackergras	GRASS_WINDROW	Gras
GRASS	Gras	GRASS_WINDROW	Gras
HORSEGRASS	Pferdegras	HORSEGRASS_WINDROW	"Gras"
WHEAT	Weizen	CROP_WINDROW	Getreideschwad
BARLEY	Gerste	CROP_WINDROW	Getreideschwad
OAT	Hafer	CROP_WINDROW	Getreideschwad
PASTUREGRASS	Weidegras	GRASS_WINDROW	Gras
RYE	Roggen	CROP_WINDROW	Getreideschwad
TRITICALE	Tritikale	CROP_WINDROW	Getreideschwad

- Data from „fruitTypes.xml“
- the name „Fresh“ is not standardized and is defined for the respective filltype in the "l10n" of the map

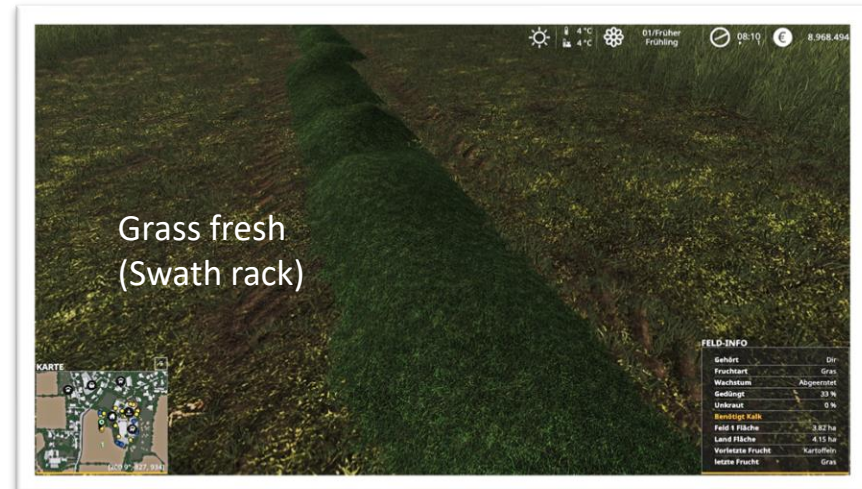
Grass

Growth levels [renewable, no new sowing required]



Grass

Mowing



Grass

Making hay



Grass

Pick up with device

Grass chopped yields [gras_windrow]

	Mowed	1 x tedding o. mow. Cond. and Moist >20%	2 x tedding o. mow. Cond. and Moist <20%	3 x tedding / time
Action	Grass fresh	Grass	Grass wilted	Hay
Filltype Name	WETGRASS_WINDROW	GRASS_WINDROW	SEMIDRY_GRASS_WINDROW	DRYGRASS_WINDROW
Tipping in the bunker silo	! No !	Yes → silage grass	Yes → silage grass	-
Baler (without foler)	Grass bales	Grass bales	Grass bales	Hay
Baler (with foler)	silage grass → Grass silage (48h*)	silage grass → Grass silage (48h*)	silage grass → Grass silage (48h*)	Hay
Chopper with pickup	Grass	Grass	Grass wilted	Grass

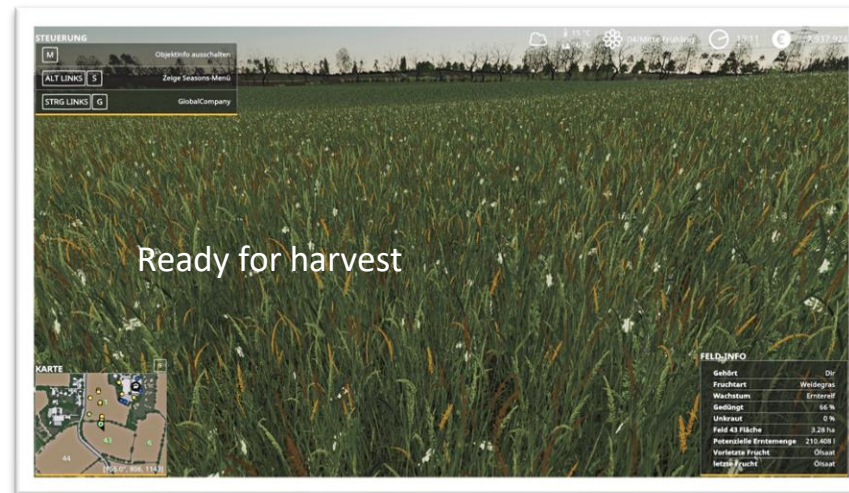
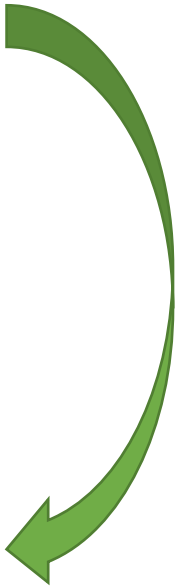
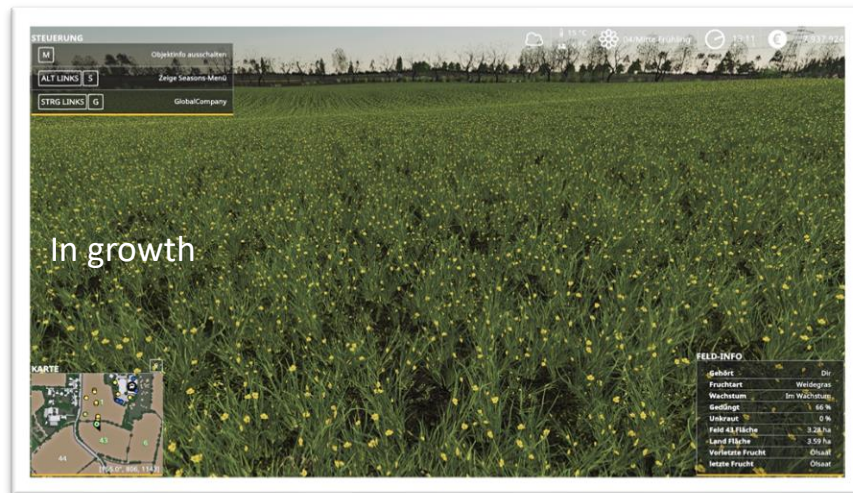
* depends on your season settings



Pasture grass

Growth levels [renewable, no new sowing required]

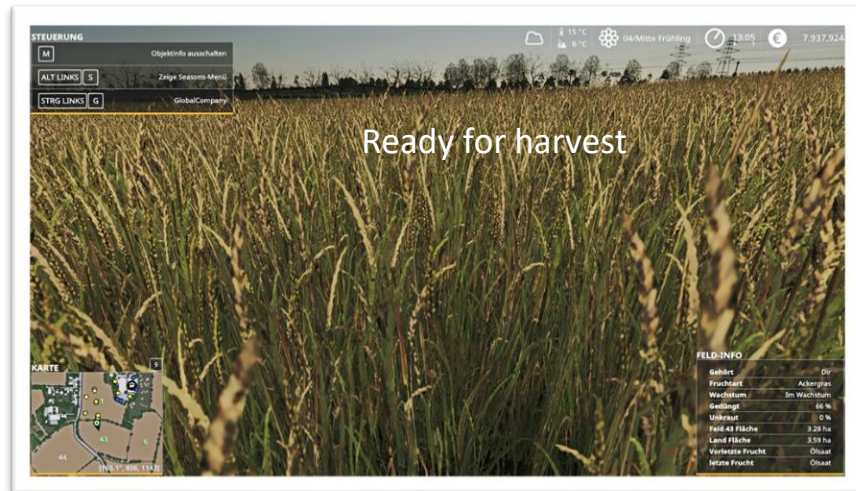
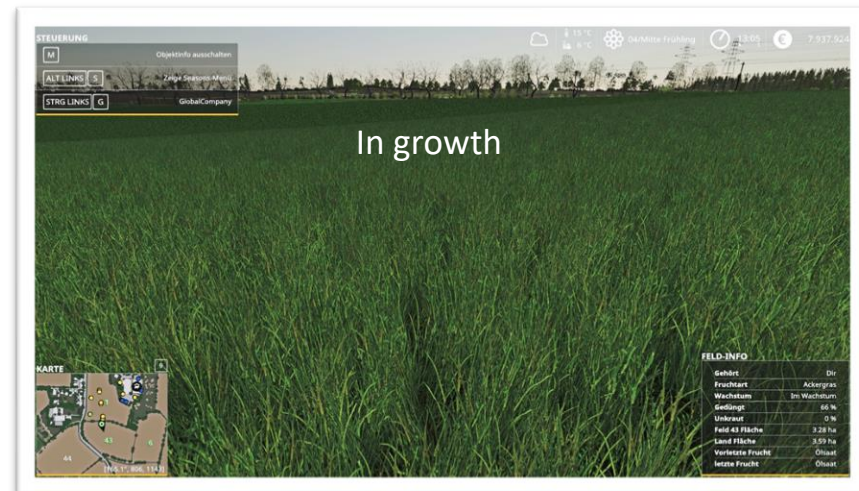
pasture grass chopped results [gras_windrow]



Pasture grass behaves exactly like normal grass and has only one optical difference

Field grass

Growth levels [renewable, no new sowing required]



Field grass

Mowing and threshing



Field grass

pick up with device

Field grass chopped yields [gras_windrow]

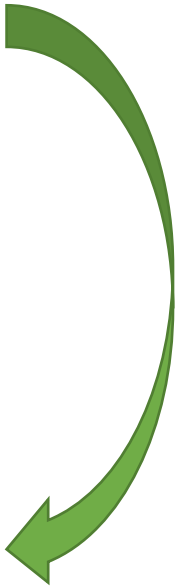
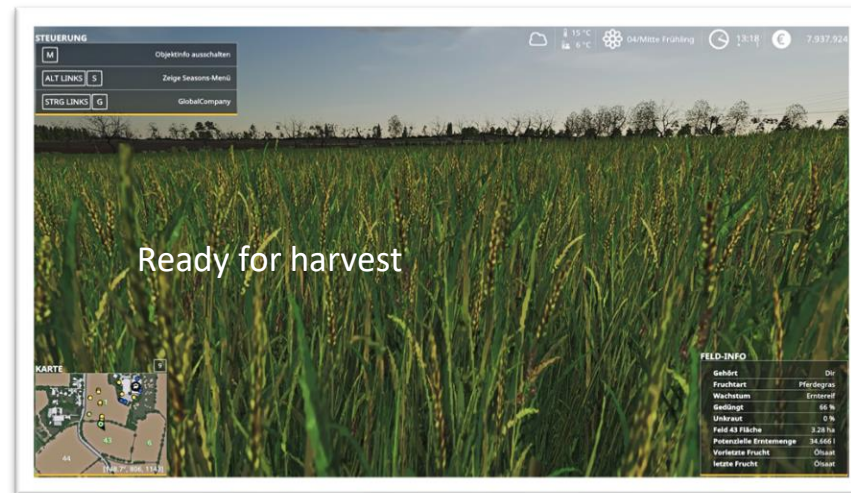
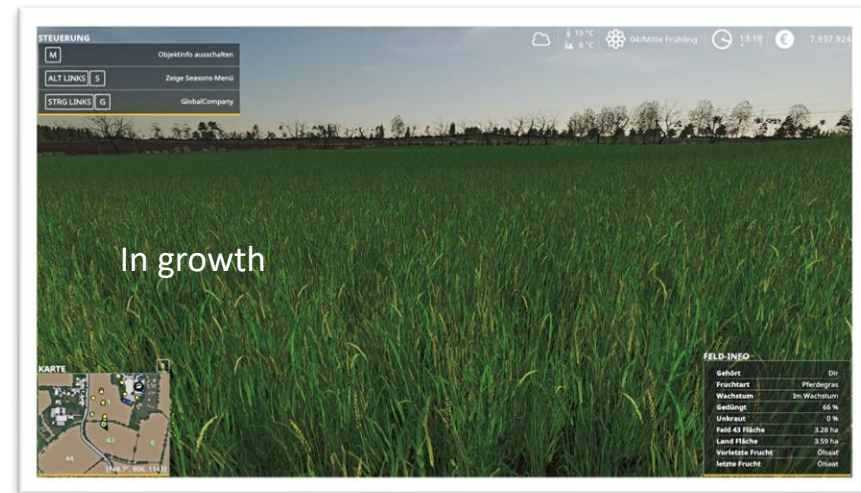
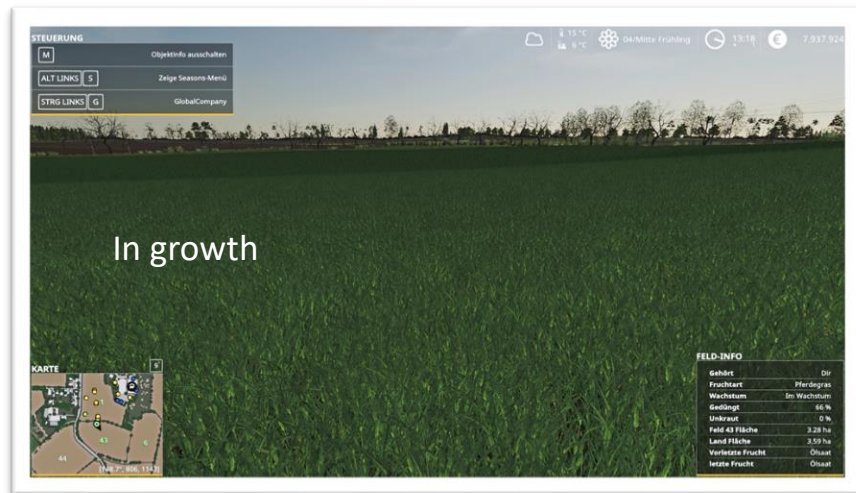
	Mowed	1 x tedding o. mow. Cond. and Moist >20%	2 x tedding o. mow. Cond. and Moist <20%	3 x tedding / time
Action	Grass	Grass	Grass wilted	hay
Filltype Name	WETGRASS_WINDROW	GRASS_WINDROW	SEMIDRY_GRASS_WINDROW	DRYGRASS_WINDROW
Tipping in the bunker silo	! No !	Yes → silage grass	Yes → silage grass	-
Baler (without foler)	Grass bales	Grass bales	Grass bales	hay
Baler (with foler)	silage grass → Grass silage (48h*)	silage grass → Grass silage (48h*)	„silage grass → Grass silage (48h*)	hay
Chopper with pickup	Grass	Grass	Grass	Grass

* depends on your season settings

If field grass is harvested with the combine harvester, one gets as a threshing fruit **field grass** and as a special feature in the swath **horse moisturiser!**

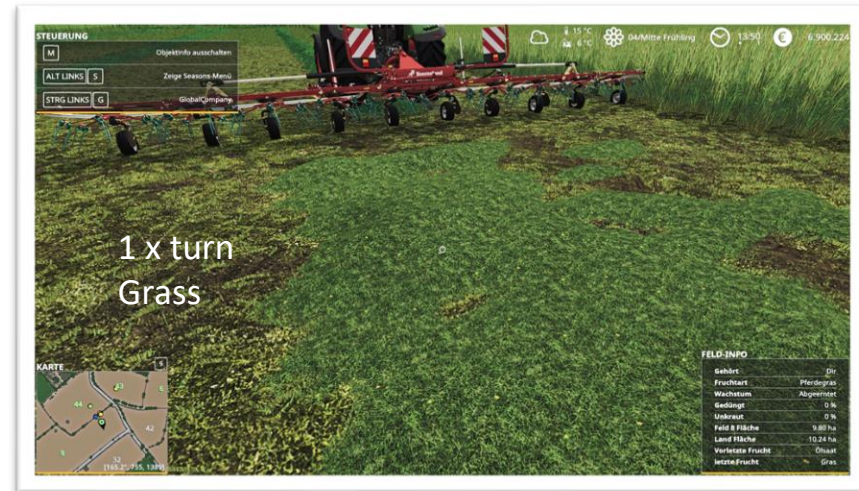
Horse grass

Growth levels [renewable, no new sowing required]



Horse grass

Horses(moist)hayproduction



Horse grass

Horses(moist)hayproduction



Horse grass

Pick up with device

Horse grass chopped results in [gras_windrow]

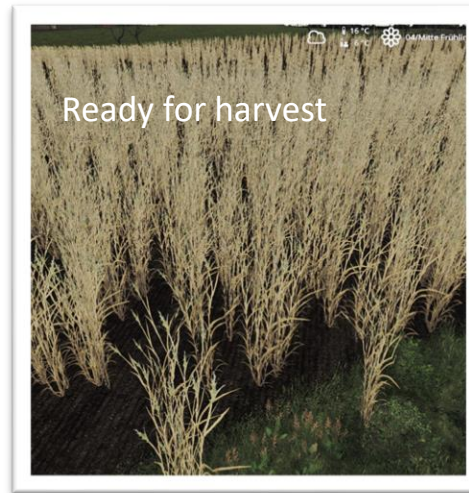
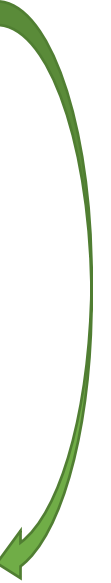
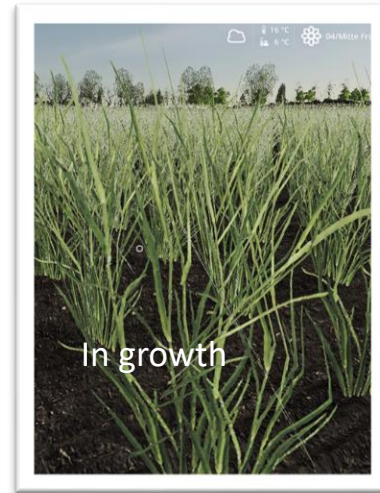
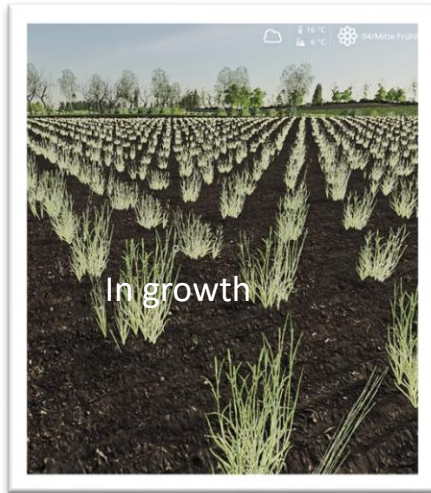
	Mowed	1 x tedding o. mow. Cond. and Moist >20%	2 x tedding o. mow. Cond. and Moist <20%	3 x tedding / time
Action	„Grass “	„Grass “	Horse moisturiser	Horse hay
Filltype Name	WETHORSEGRASS_WINDROW	HORSEGRASS_WINDROW	SEMIDRY_HORSEGRASS_WINDROW	DRYHORSEGRASS_WINDROW
Baler (without foler)	Grass bales	Grass bales	Horse moisturiser	Horse hay
Baler (with foler)	silage grass → Grass silage (48h*)	silage grass → Grass silage (48h*)	„Horse moisturiser “ → Horse silage (48h*)	Horse hay
Chopper with pickup	Grass	Grass	Grass	Grass

* depends on your season settings

Horse silage can only be made from horse moisturiser !

Elephant grass [miscanthus]

Growth levels



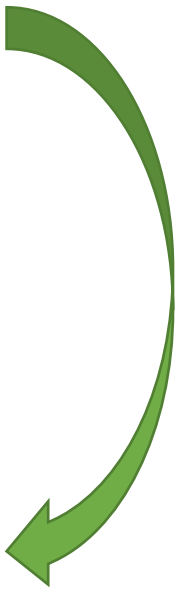
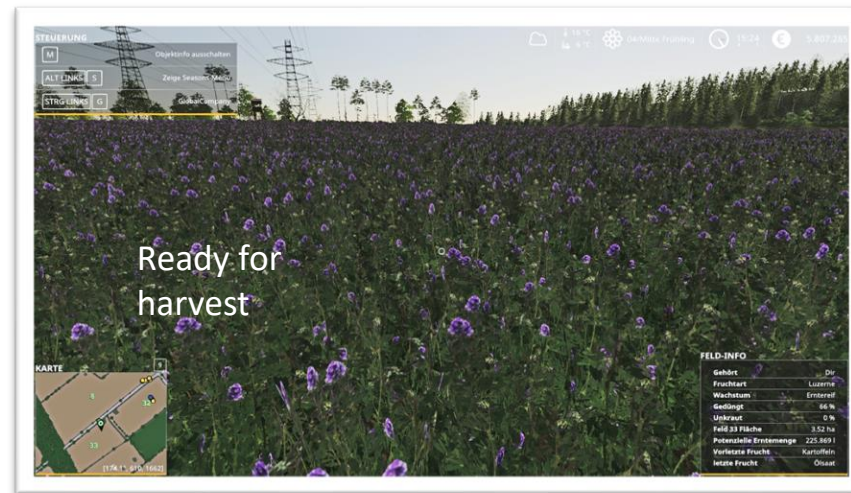
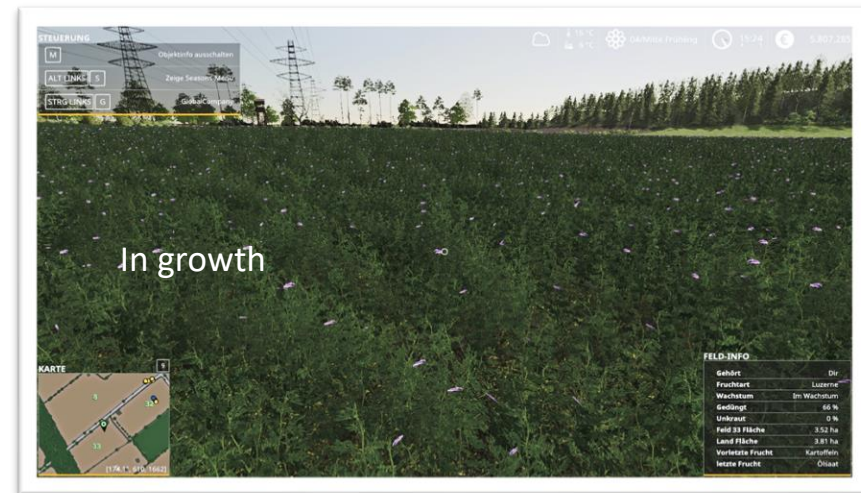
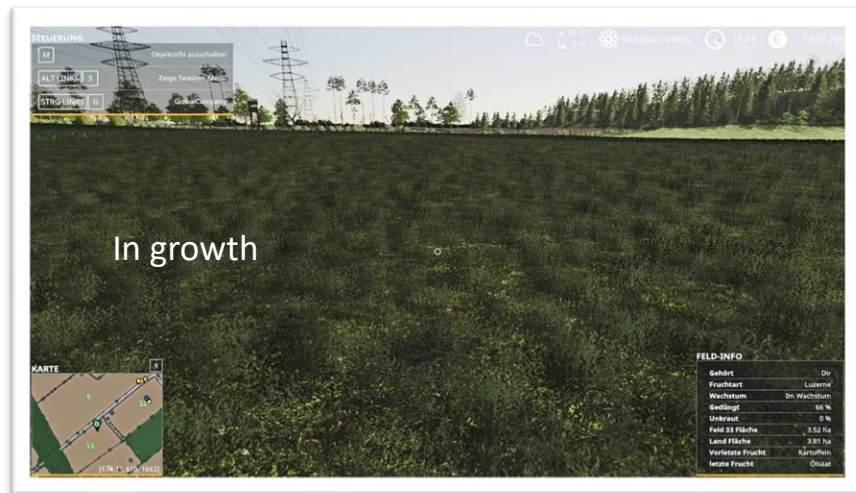
Elephant grass [miscanthus]

Harvesting with choppers



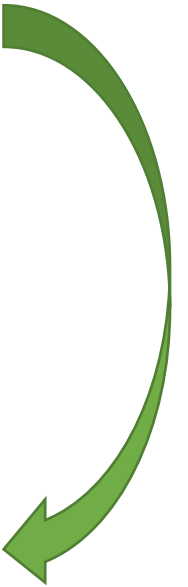
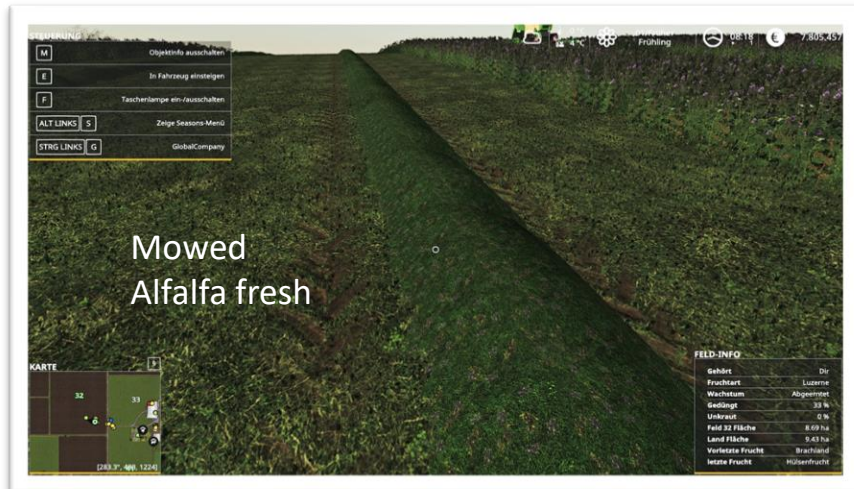
Alfalfa

Growth levels [renewable, no new sowing required]



Alfalfa

Hay production



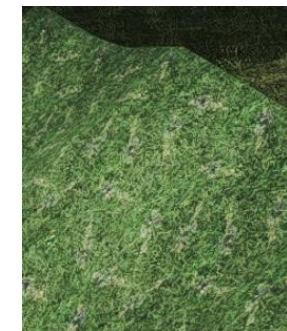
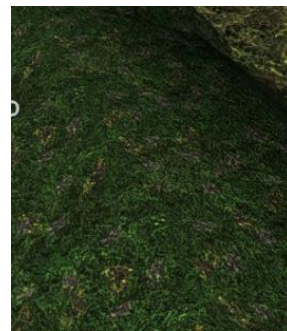
Alfalfa

Pick up with device

alfalfa chopped results [alfalfa_windrow]

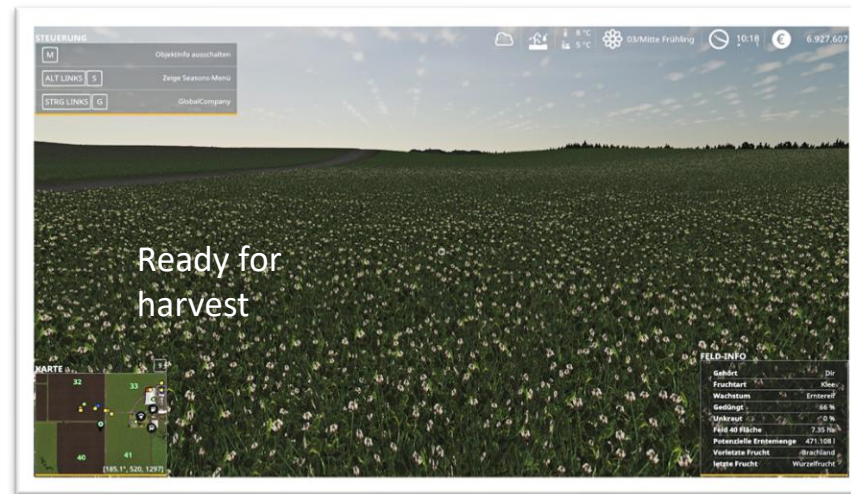
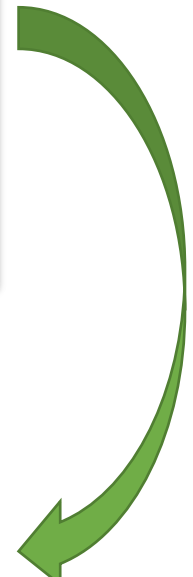
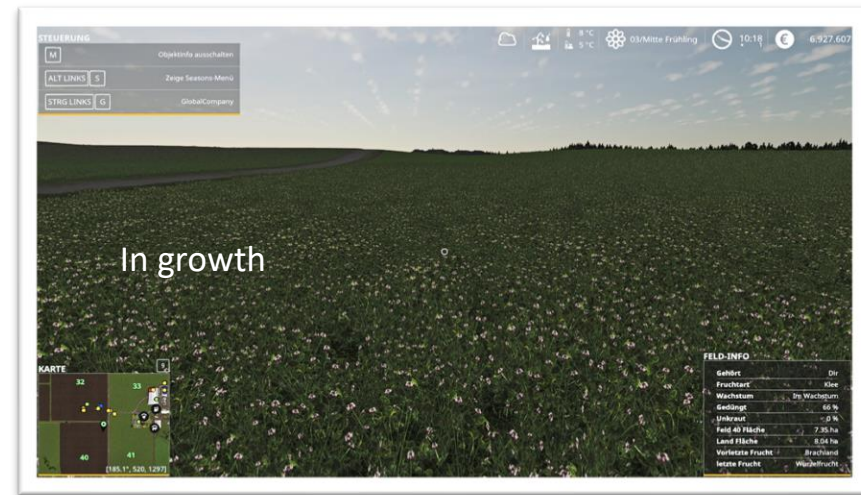
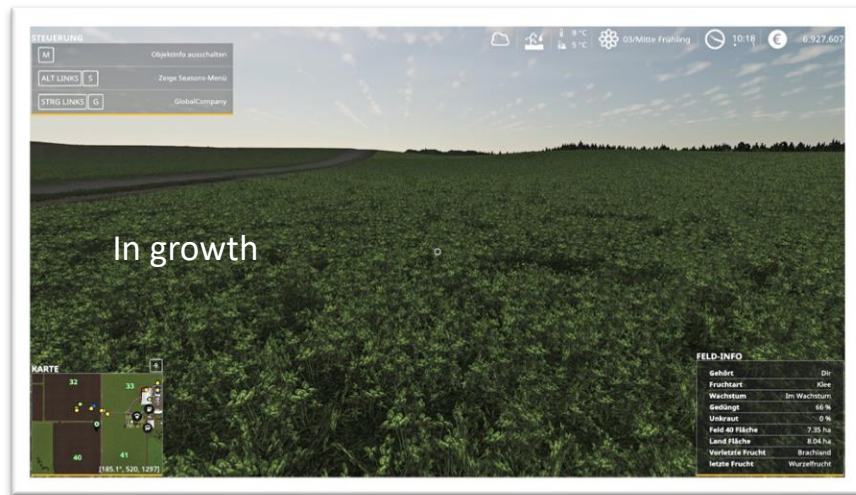
	Mowed	1 x tedding o. mow. Cond. and Moist >20%	2 x tedding o. mow. Cond. and Moist <20%	3 x tedding / time
Action	Alfalfa Fresh	Alfalfa	Alfalfa wilted	Alfalfa Hay
Filltype Name	WETALFALFA_WINDROW	ALFALFA_WINDROW	SEMIDRYALFALFA_WINDROW	DRYALFALFA_WINDROW
Pick up with loader wagon	Yes	Yes	Yes	Yes
Tipping in the bunker silo	Yes → silagealfalfa	Yes → silagealfalfa	Yes → silagealfalfa	-
Baler (without foler)	Alfalfa bales	Alfalfa bales	Alfalfa Bales	Alfalfa Hay
Baler (with foler)	silagealfalfa → Alfalfa Silage (48h*)	silagealfalfa → Alfalfa Silage (48h*)	silagealfalfa → Alfalfa Silage (48h*)	Alfalfa Hay
Chopper with pickup	Alfalfa Fresh	Alfalfa Fresh	Alfalfa Fresh	-

* depends on your season settings



Clover

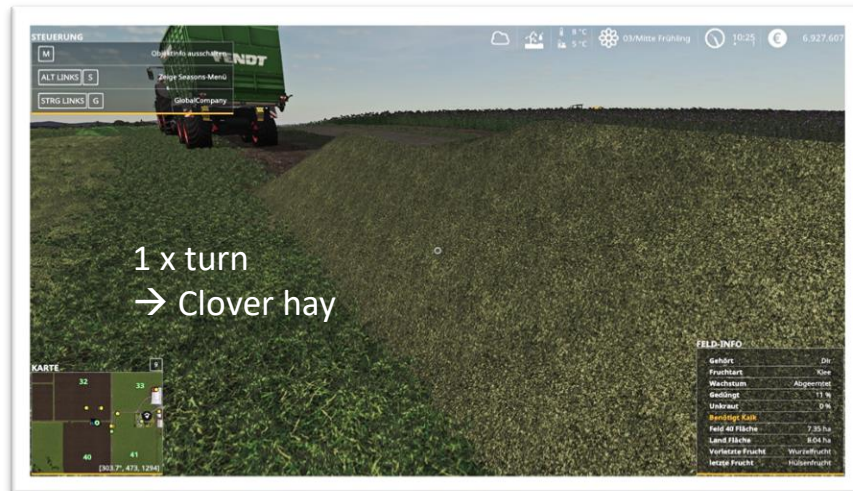
Growth levels [renewable, no new sowing required]



Explaining the MaizePlus Extensions [ENG] 1.3

Clover

Hay production



Clover

Pick up with device

Clover chopped results in [clover_windrow]

Mowed

1 x tedding o. **mow. Cond.**
and Moist >20%

2 x tedding o. **mow. Cond.**
and Moist <20%

3 x tedding /
time

Action	Clover fresh	Clover	Clover wilted	Clover Hay
Filltype Name	WETCLOVER_WINDROW	CLOVER_WINDROW	SEMIDRYCLOVER_WINDROW	DRYCLOVER_WINDROW
Pick up with loader wagon	Yes (Clover fresh)	Yes (Clover fresh)	Yes (Clover wilted)	Yes (clover hay)
Tipping in the bunker silo	Yes → silageclover	Yes → silageclover	Yes → silageclover	-
Baler (without foler)	Clover bales	Clover bales	Clover bales	Clover hay
Baler (with foler)	silageclover → Clover Silage (48h*)	silageclover → Clover Silage (48h*)	silageclover → Clover Silage (48h*)	Clover hay
Chopper with pickup	Clover fresh	Clover fresh	Clover fresh	-

* depends on your season settings



Whole crop silage (WCS)

can be produced from growth level 4

	Mowing	Mowing With Mowerconditioner	Mowing With chopper	Chopping	Chopper With Direct-Disc
Harvest product	Cropswath	Cropswath	Cropswath	WCS (Fresh)	WCS (Fresh)
Filltype	CROP_WINDROW	CROP_WINDROW	CROP_WINDROW		
Pick up With					
Loading wagon	Cropswath	Cropswath	Cropswath	-	-
Baler With foler	Cropswath → WCS fermented (48h*)	Cropswath → WCS fermented (48h*)	Cropswath → WCS fermented (48h*)	-	-
Chopper with pickup	WCS (Fresh)	WCS (Fresh)	WCS (Fresh)	-	-
In the trailer	-	-	-	WCS (Fresh)	WCS (Fresh)

* depends on your season settings

WCS can be made from:

Wheat; Barley; Oat; Rye; Tritics;

Cropswath and WCS (fresh) can be tipped together in a bunker silo and then becomes WCS (fresh)

- Compress and sily encapsulate - WCS (fermented)

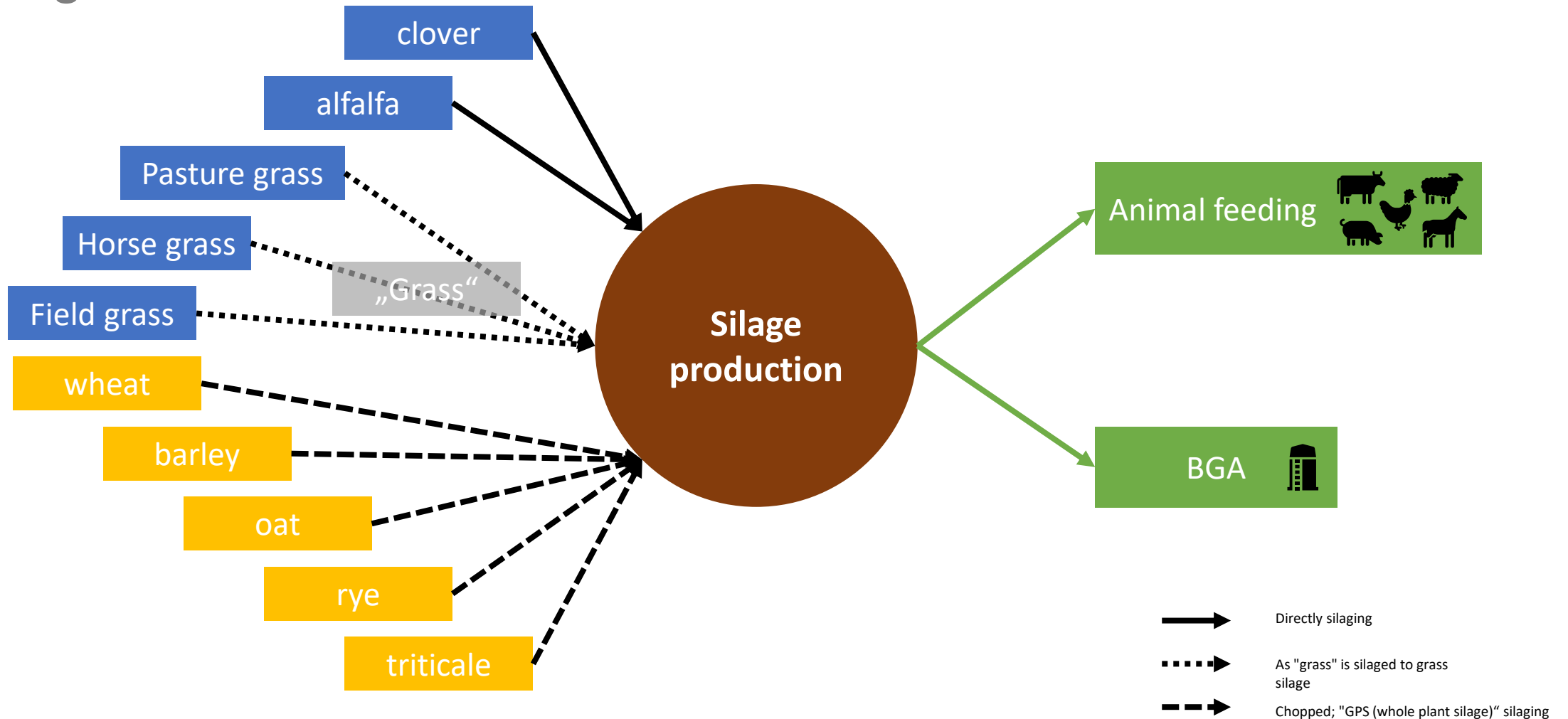
CCM



Luprosil (available as a pallet to buy in the shop) can also be added to the mobile CCM mill. This increases the yield during milling.

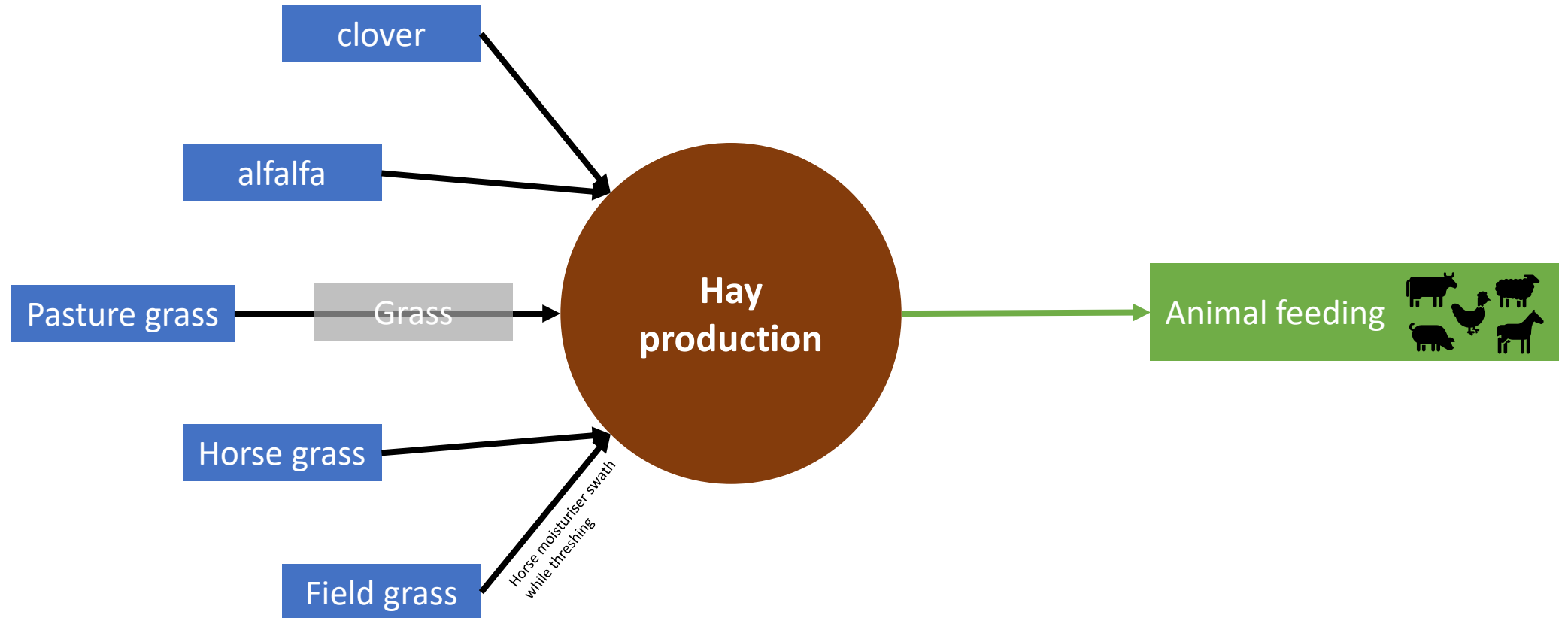
And what can be done with it?

Silage



And what can be done with it?

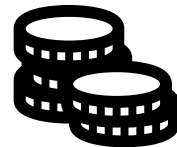
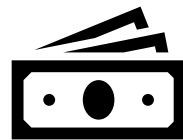
Hay



And what can be done with it?

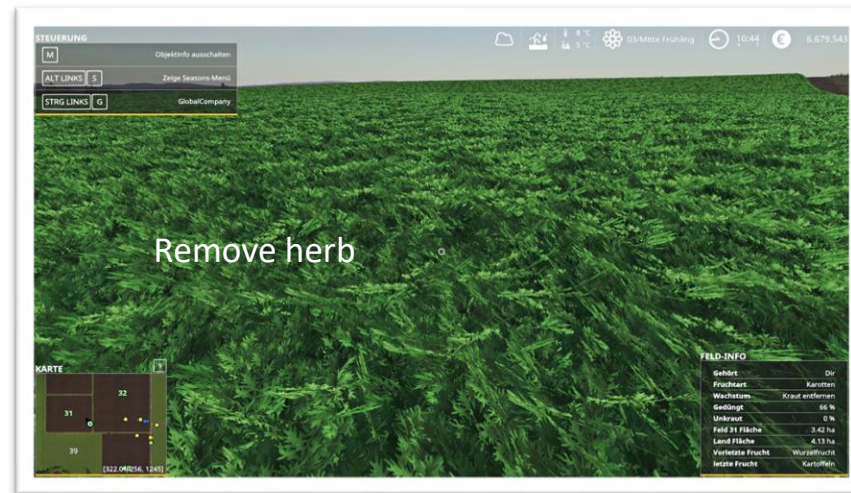
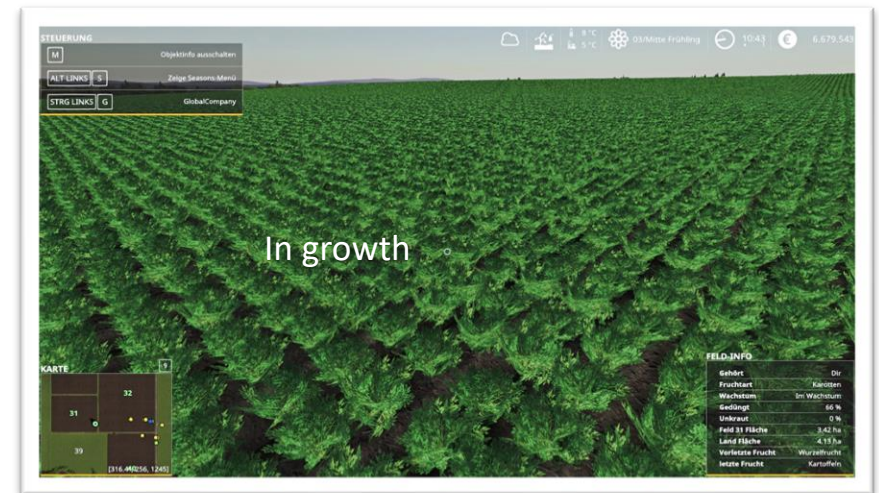
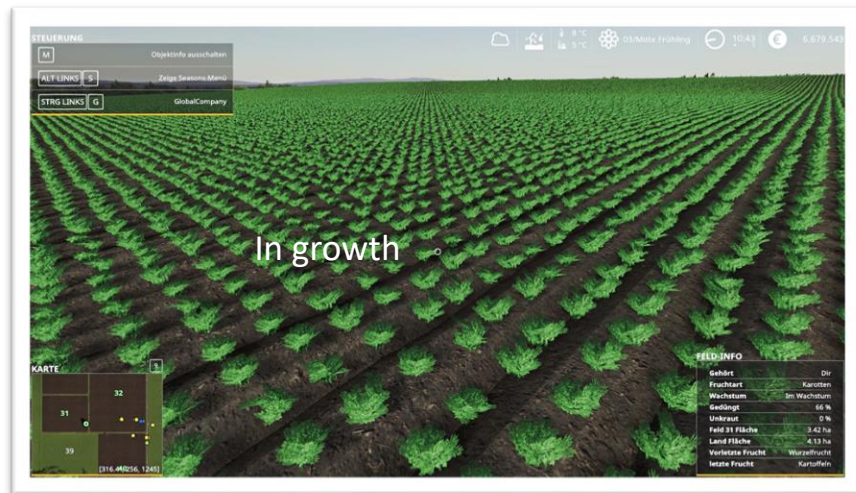
Sale

Of course, you can also
just sell everything at a sales station



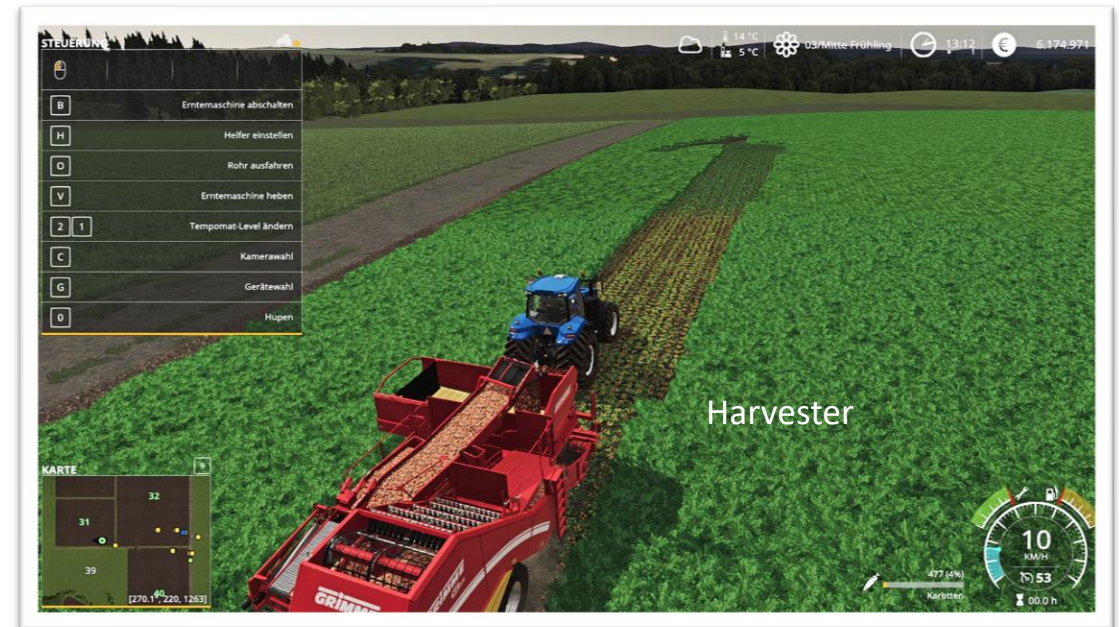
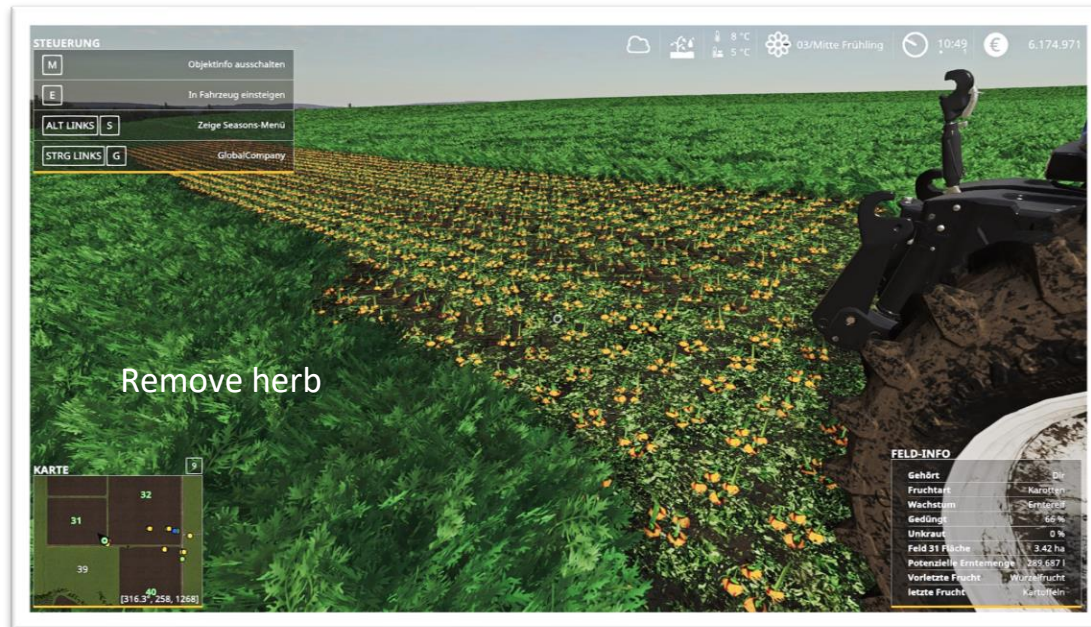
Carrots

Growth levels



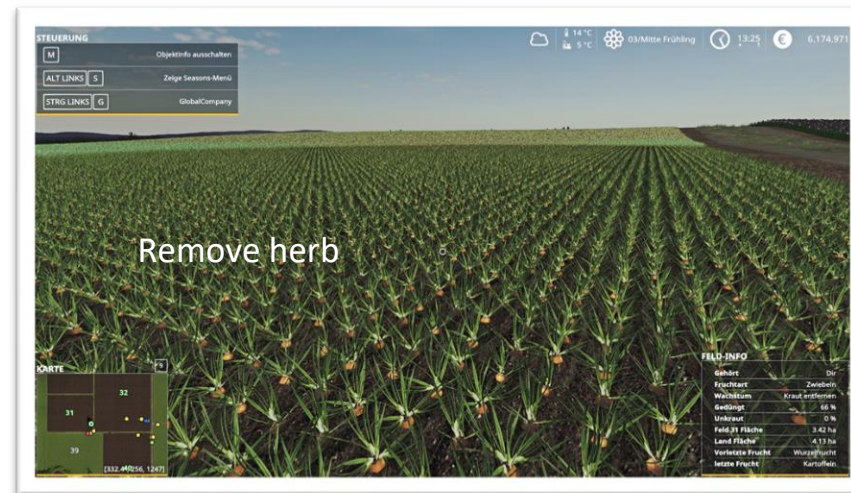
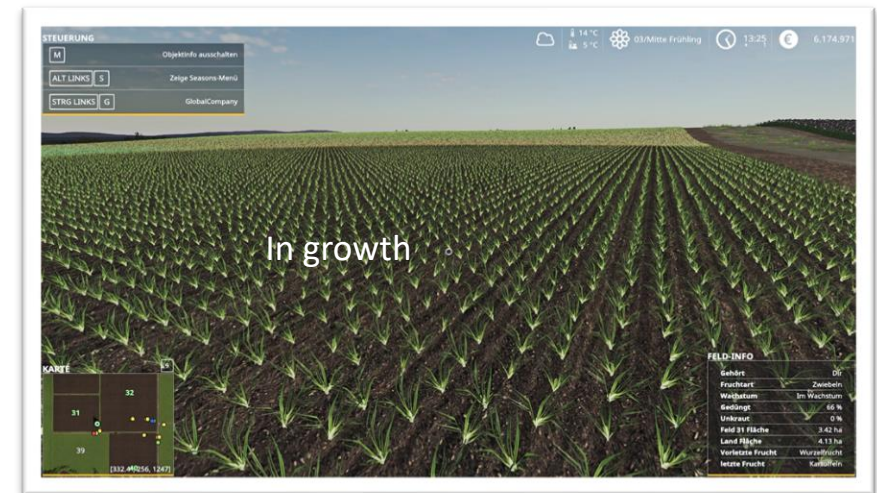
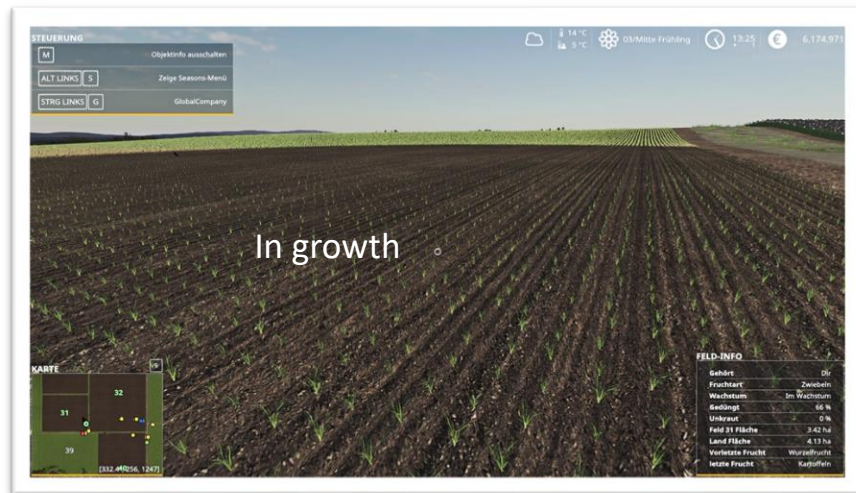
Carrots

Harvest



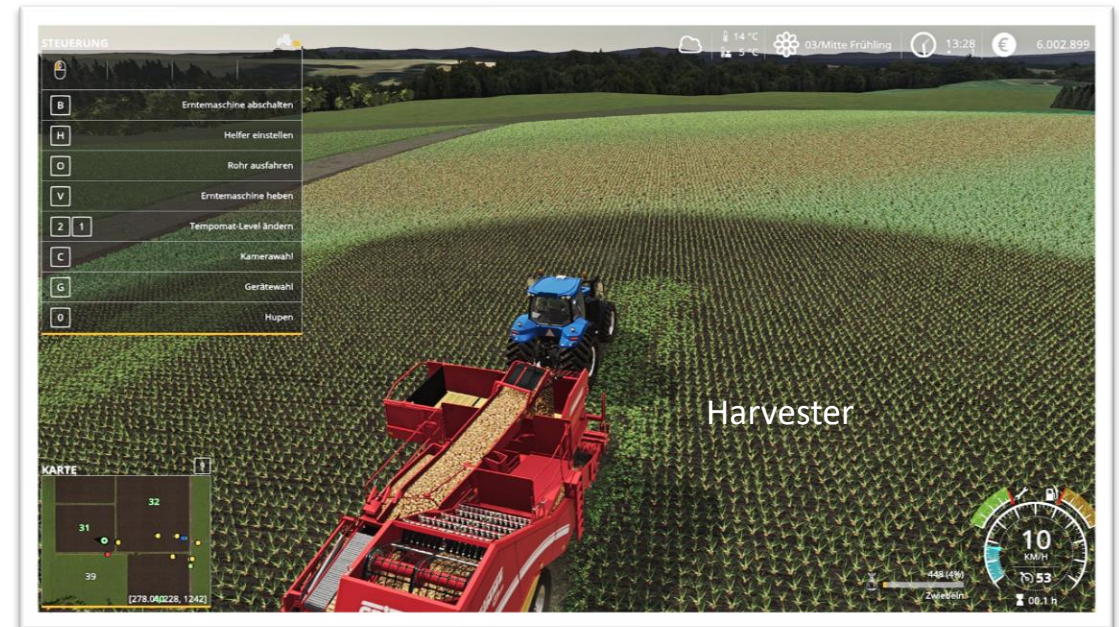
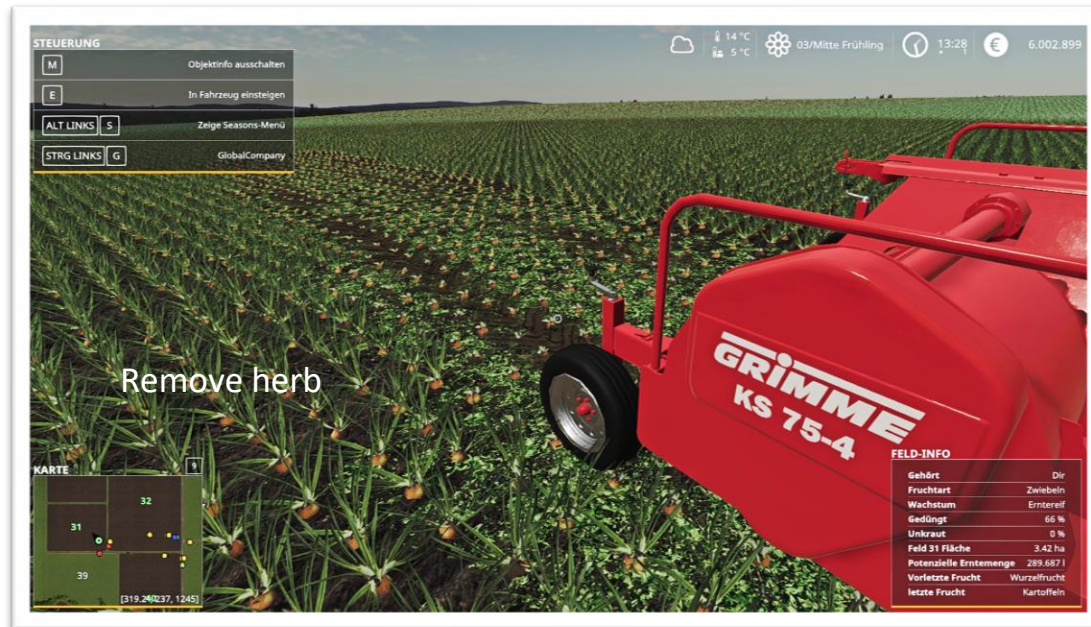
Onions

Growth levels



Onions

Harvest



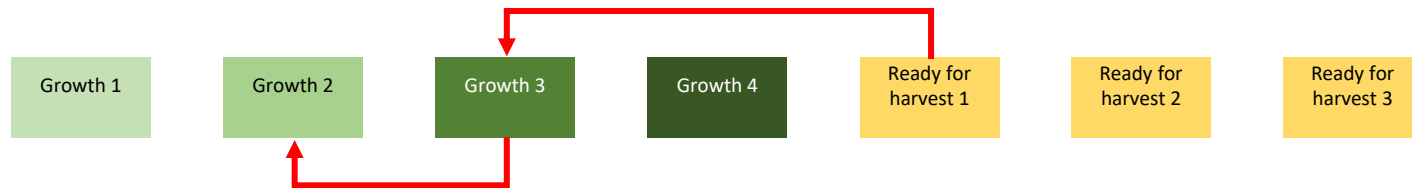
Fruit destruction 2.0

With the new fruit destruction, the fruit is not completely destroyed when it is passed over, but is reset by x steps in its growth.

You can see this visually by e.g. flatgrass or pasture grass, which the integrated flowers in the texture change or in the "Esc-Menu" on closer inspection of the map.

However, for fruits that are "Remove Herb" in their level, the fruit is destroyed, as in the base game!

Flat-ridden grass, for example, can still be mowed. This can be prevented by using care tyres.



Feeding changes

on the example of cows

- feeding is split into 4 feeding categories
- cows don't eat the highest production feed first, they eat all 4 feed-groups at the same time (parallel)
- each category is 25% production value
- the tmr forage mixing can fill 3 of the 4 categories, the 4. category (hay) needs to be filled separately to reach 100% production
- with tmr forage mixing you can feed things you can't feed directly (for example Sugarbeet, Potato or Grains)

The following 4 categories exist:

- silage-category | [energy] - maize-silage, grass-silage and wcs-silage
- hay-category | [structure] - hay, clover-hay and alfalfa-hay
- silage-category | [protein] - clover-silage, alfalfa-silage
- fresh-fodder-category | [fresh] - grass, clover, chopped-maize

Forage Extension

Animal feeding & TMR Mixture

```

<FoodGroups>
  <!-- Parallele/ serielle Fütterung -->
  <!-- Gewichtung -->
  <!-- Früchte -->
  <foodGroup animalType="COW" consumptionType="PARALLEL" ><!-- Caution! Due to a default game limitation you can't have more than 4 "contents" -->
    <content title="$!10n_fillTypeGroup_forage" productionWeight="0.25" eatWeight="0.35" fillTypes="CHOPPEDMAIZE_FERMENTED GRASS_FERMENTED SILAGE" />
    <content title="$!10n_fillTypeGroup_bulk" productionWeight="0.25" eatWeight="0.25" fillTypes="DRYGRASS_WINDROW DRYCLOVER_WINDROW DRYALPALFA_WINDROW HAYPELLETS"/>
    <content title="$!10n_fillTypeGroup_base" productionWeight="0.25" eatWeight="0.20" fillTypes="CLOVER_FERMENTED ALPALFA_FERMENTED"/>
    <content title="$!10n_fillTypeGroup_grass" productionWeight="0.25" eatWeight="0.20" fillTypes="GRASS_WINDROW CLOVER_WINDROW CHOPPEDMAIZE" />
  </foodGroup>
</FoodGroups>
  
```

When using MaizePlus, the *animalFoodAdditions.xml* regulates the feeding of the animals, the entries of the *husbandryFoodDefinition.xml* (entries for the card if without MaizePlus mod is played) are overwritten. The *animalFoodAdditions.xml* can be found in the maizePlus folder of the zipped map. This can be adjusted if necessary, both parallel/serial feeding (all simultaneously/descending from the most valuable) as well as the fed fruits as well as the weighting during feeding (percentage distribution). Furthermore, you will find here settings to adjust the composition of the Total Mixing Ratio (TMR).

```

<!-- unlike in the default husbandry food definitions we define mixerWagonSettings here too -->
<mixerWagonSettings>
  <!-- Min % -->
  <!-- Max % -->
  <!-- Displayed name -->
  <mixerWagonFillTypes>
    <mixerWagonFillType minPercentage="20" maxPercentage="50" name="choppedmaize_fermented">
      <fillType fillType="choppedMaize_fermented" />
    </mixerWagonFillType>
    <!-- Fruits -->
    <mixerWagonFillType minPercentage="0" maxPercentage="50" name="silage">
      <fillType fillType="silage" />
    </mixerWagonFillType>
    <mixerWagonFillType minPercentage="0" maxPercentage="35" name="straw">
      <fillType fillType="straw" />
    </mixerWagonFillType>
    <mixerWagonFillType minPercentage="20" maxPercentage="50" name="grass_fermented">
      <fillType fillType="grass_fermented" />
    </mixerWagonFillType>
    <mixerWagonFillType minPercentage="1" maxPercentage="15" name="SOYBEAN">
      <fillType fillType="CCM" />
      <fillType fillType="BARLEY" />
      <fillType fillType="CANOLA" />
      <fillType fillType="SOYBEAN" />
    </mixerWagonFillType>
    <mixerWagonFillType minPercentage="2" maxPercentage="15" name="sugarbeet">
      <fillType fillType="sugarbeet" />
    </mixerWagonFillType>
    <fillType fillType="POTATO" />
  </mixerWagonFillTypes>
</mixerWagonSettings>
  
```

When configuring the feed mixture, it should be noted that in the *ingame menu* of the mixer (mixed ratio) only the "displayed name" is displayed or its icon is displayed, but there may well be other fruits to this "line". The display for the mixing ratio now appears as soon as you are near the mixer. This makes loading much easier.



Forage Extension

Changed *animalFoodAdditions.xml*

Can be found at "[F/A] MaizePlus Extension" discord in the channel
#animal-food-additions-com

These are provided by the community, if you have any questions,
contact the creator with confidence

TMR

Default Mixing Ratio & example mixes

Mixing ratio TMR

- Maize silage 20% - 50%
- WCS silage 0% - 50%
- Straw 0% - 35%
- Grass silage 20% - 50%
- Concentrated feed 1% - 15% (soybeans / CCM / barley / canola)
- Juicy feed 2% - 15% (potato / sugar beets)

Default setting

Example mixes

		parts					
		Maize Silage	WCS Silage	straw	Grass Silage	Concentrated feed	Juicy feed
mixer	Volume mixer	25%	0%	30%	25%	10%	10%
Siloking	16000	4000	0	4800	4000	1600	1600
Anderson A700	23475	5869	0	7043	5869	2348	2348
Anderson 950	29393	7348	0	8818	7348	2939	2939

		parts					
		Maize Silage	WCS Silage	straw	Grass Silage	Concentrated feed	Juicy feed
mixer	Volume mixer	40%	0%	0%	40%	15%	5%
Siloking	16000	6400	0	0	6400	2400	800
Anderson A700	23475	9390	0	0	9390	3521	1174
Anderson 950	29393	11757	0	0	11757	4409	1470

		parts					
		Maize Silage	WCS Silage	straw	Grass Silage	Concentrated feed	Juicy feed
mixer	Volume mixer	23%	50%	0%	24%	1%	2%
Siloking	16000	3680	8000	0	3840	160	320
Anderson A700	23475	5399	11738	0	5634	235	470
Anderson 950	29393	6760	14697	0	7054	294	588

		parts					
		Maize Silage	WCS Silage	straw	Grass Silage	Concentrated feed	Juicy feed
mixer	Volume mixer	20%	0%	35%	42%	1%	2%
Siloking	16000	3200	0	5600	6720	160	320
Anderson A700	23475	4695	0	8216	9860	235	470
Anderson 950	29393	5879	0	10288	12345	294	588