

Since V1.2, it is now possible to configure each map with its own settings. To do that, this is really easy: just copy/paste the “realisticStartSettings.xml” file from the “moreRealisticGenuineMap.zip” archive into your own map folder.

Then, adjust the settings as you want. To see the different changes in the PDA while in-game, you will have to wait for the next prices update (usually a few seconds when playing at x120).

If you don’t use this configuration file, your map will use the default settings. Please read the default “realisticStartSettings.xml” to know what are the default values (in the comments).

To facilitate the task for map maker to set up their own settings, the displayed prices in the PDA are now what you get (what you see is what you get) like in the genuine game.

Please bear in mind you have to know the amount in T (metric ton) in your trailer to get the right price. (See fruit density below)

Base yield = 1.125 x good IRL yield figures.

Fertilized yield = 1.5 x good IRL yield figures.

Fruit	Wheat	Barley	Rape	Maize	Potato	SugarBeet
Yield fertilized, T per Ha	14.81	11.5	6.62	18.69	74.37	120.06
Seed usage, L per Ha	200	225	4	37	2850	3.75
Base price per T	200	195	400	190	65	40
Density (kg/L)	0.79	0.71	0.64	0.82	0.69	0.67

In easy difficulty, hired workers do not use seeds and fuel.

“mr engine” also supports these crops : (but you will have to play on a map with such crops and own appropriate equipment to handle them)

- "sunflower"
- "rye"
- "pea"
- "bean"
- "linseed"
- "oat"
- "carrot"
- "onion"
- "soybean"
- "rice"
- "greenWheat"

Fertilizer

Liquid fertilizer usage = 500L/Ha

Solid fertilizer usage = 600L/Ha

Liquid manure usage = 20M3/Ha

Solid manure usage = 20T/Ha (30M3)

0.5 factor in easy difficulty