

1 Overview

Submitted mods are thoroughly tested on the ModHub prior to publishing. Testing takes place in accordance with the guidelines in this document.

Mods that are dealt behind Paywalls such as Patreon or similar sites, and therefore break our Terms of Service, are rejected immediately.

<https://www.farming-simulator.com/termsModHub.php>

Please try packaging applicable mods accordingly to mod packs and don't submit them as single pieces since this is a whole submission process for each mod.

An Update for mods should only be done to fix game-breaking issues – otherwise there is a grace period of two weeks before we consider a submitted update for anything less than that (minor fixes, smaller feature additions, etc.). Do not submit an update to only change small things like the modDesc version.

With the exception of team pages, partner pages and the ModHub, mods may only be offered on other web pages if linked directly to the original ModHub mod page. Certain download portals may be exempt from linking (e.g. portals featuring layer / pop-up ads). Direct downloads and external original links are only permitted on team pages after coordinating with GIANTS Software.

Before submitting a mod, always be sure to read through and download our public Testing Tool from our forum here and checking for errors yourself:

<https://forum.giants-software.com/viewtopic.php?t=187502>

When submitting the mod, check again whether any other mods are absolutely required. Then add the modHub link to the mod within the submission comment field & set the "dependency" in the modDesc.xml accordingly. Unnecessary mods or links to your own mods will not be permitted unless there is a valid justification for this.

Remember: The better prepared a mod is before you submit it, the quicker the testing time will be until it's released.

All newly submitted mods must support the following guidelines, excluded from this are only updates of already released or tested mods.

Already released mods are obviously excluded from guideline changes, so there may be mods on modhub which do not comply with the latest guidelines. Updates should try to implement changes.

2 Mod Exclusivity

Mods can get the promoted status if they are published exclusively in the ModHub and our ModHub team deems it special enough to be featured for its quality or innovation. Furthermore, mods can be selected based on their visual presence.

5 Meta Data

Guideline Item 5.1	Icons, Screenshots and description may not contain logos, watermarks, links or credits. Modfolder structure is ok.
Test Method:	<ul style="list-style-type: none"> • Check of icons, screenshots and description • The modTitle as a copy of the English one is not necessary, because in this case the system takes the en description by itself. • Your mod must have at least three screenshots, one of which shows the machine or tool in an actual work environment. The first one shall never have text on it. • Texts in icons or screenshots must be English • No white background/versionNumber in screenshots • Mod folder structure OK paths refer to the baseGame, unless the corresponding files have been specially adapted. • ModICon must be saved as icon_*.dds (BC1 without mipMaps, with the template background) in 256*256 format. • StoreICon must be saved as store_*.dds (BC3 / BC7 without mipMaps), without background and in 512*512 format. • Brand icon must be saved as brand_*.dds (BC3 / BC7 without mipMaps), without background in 512*256 format. • ModICon should be present in the root folder. • Textures or other references with youth endangering contents, as well as alcoholic products, or similar are not allowed.
Pass / Fail Determination:	<p>Pass:</p> <ul style="list-style-type: none"> • Contains no logos, watermarks, links, version numbers • Contributors are only allowed within the modDesc's <contributors> tag or at the end of the mod's description. • Screenshots comply with requirements (e.g. aspect ratio). • Text in icons and screenshots are in English. • Useful screenshots (e.g. not just use of the store image icon), not enough screenshots • First screenshot must not include any HUD • ModICon uses the template background and correct compression format. • StoreICon has alpha channel and the correct format • Description of other languages are not copies of <en> • Mod folder structure is ok, shaders/shared-folder only used for customized files. • Modell is placed in the center of the modICon • Mod does not use any fantasy brands.
Exception:	See Guideline Item 8.3 „Manufacturer licenses“

Guideline Item 5.2	Filename of the <i>mod.zip</i> archive
Test Method:	<ul style="list-style-type: none"> • Check if filename is in English • Filename must start with "FS22_..." prefix • No version number in filename
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Filename is in German (e.g. externesKonto.zip) • Filename is missing „FS22_...“ prefix • Version number in filename <p>Pass:</p> <ul style="list-style-type: none"> • Filename can include modder reference / other info up to 3 characters after the FS22_ prefix.
Exception:	Name of a brand, a product or a map.

Guideline Item 5.3	Mod updates / cross play version mods
Test Method:	<ul style="list-style-type: none"> • In case of a mod update, the changelog has to be part of the modDesc XML CDATA <description> • Use _update in filename and add it as new mod, so the old one will be still available till we finished testing. Use the _crossplay in the filename for crossplay mod versions. • Mods should always be kept up to date, gameBreaking updates are preferred, useful extensions are only permitted bi-weekly so try to make the most out of the 2 week pause.
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • No changelog in description. • Missing _update/_crossplay in filename. • Usage of a different "_prefix" in the filename.
Exception:	None

Guideline Item 5.4	Using latest descVersion in modDescXML	
Test Method:	Modtype	<i>descVersion</i>
	Mod for game-version 1.10.X.0	75
	Prefabs	1
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Uses a different descVersion 	

Guideline Item 5.5	modDescXML / prefabDescXML / vehicleXML
Test Method:	<ul style="list-style-type: none"> • Capital initial letter for each word in the modTitle. • Use CDATA for description. • Use four digits for version 1.0.0.0 (can be higher, if the mod had its initial release on another public platform) • Detailed description. • MP tag is set only for MP compatible mods. • L10n entries for all configs and for all colors (EN & DE) • L10n entries must start with a capital letter
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • No detailed description. Check guideline 10 • No CDATA used for description. • Initial letters for each word are small in the modTitle. • Wrong format of version number. • MP tag is set for singleplayer Mod
Exception:	None

Guideline Item 5.6	Prefabs & embedded videos
Pass / Fail Determination:	<ul style="list-style-type: none"> • Sound Prefabs (& similarly applicable) must have a sample video on YouTube of the included sounds. <p>(YouTube video links, which are mandatory, must be submitted directly in the "Submission Comment").</p>

6 Maps

Guideline Item 6.1	Log file error free
Test Method:	Load map into game and analyze the log file
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Errors or warnings in the log file
Exception:	Warnings that are caused by files directly from the installation directory.

Guideline Item 6.2	Collisions and Occluder meshes must match visual Objects
Test Method:	Collision Meshes must be kept simple but accurate. Occluder Meshes should be kept absolutely simple, preferably under 25 Polys.
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Collision meshes are misaligned. • Collisions are placed separately without any corresponding visual model • Occluder meshes are unresponsibly detailed.
Exception:	Triggers may stand separately

Guideline Item 6.3	No floating objects in the world
Test Method:	Check in GIANTS Editor or in-game, if all objects are located on the ground
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Floating objects
Exception:	None

Guideline Item 6.4	Filename of the <i>map</i> i3D
Test Method:	<ul style="list-style-type: none"> • Check the filename of the map i3D
Pass / Fail Determination:	Pass: <ul style="list-style-type: none"> • Must have the phrase “map” in it’s filename as one word, e.g.: elmcreekMap.i3D / mapElmcreek.i3D / map.i3D Fail: <ul style="list-style-type: none"> • mapfile is named without “map” in it’s filename, e.g.: Elmcreek.i3D / terrain.i3D / m_a_p.i3D
Exception:	None

Guideline Item 6.5	Single player gameplay test
Test Method:	Play in single player mode for a minimum of 30 minutes <ul style="list-style-type: none"> • Check description of map / loading screen. • Test all selling points. • Test all gameplay functions (cultivating, plowing, sowing, fertilizing, threshing, refilling of gas, buying / selling at shop trigger, biogas plant, livestock breeding, etc. • Check AI traffic for errors (e.g. at junctions). • Adequate performance (FPS and VRAM usage)
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Single player gameplay error found in map
Exception:	None

Guideline Item 6.6	Multiplayer gameplay test
Test Method:	Play in multiplayer mode for a minimum of 30 minutes Special attention if applicable: Are additional scripts synchronized correctly?
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Multiplayer gameplay error found in map
Exception:	None

Guideline Item 6.7	2D overview screenshot
Test Method:	The second screenshot has to be a 2D Overview of the whole playable area on the map, but shall not be a screenshot from the ESC Menu.
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Second screenshot is not an 2D overview or has an inadequate aspect ratio or unrecognisable
Exception:	None

Guideline Item 6.8	Building Array Usage (obsolete for FS22 standard)
Test Method:	The mod MUST NOT include any \$data links to the buildingArray files from the baseGame nor include them in any renamed form.
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> Mod is using \$data links to buildingArray files or they are part of the mod itself
Exception:	Only Exception: A converted map may use ONE building array. But not for placeables!

7 Machines & Tools

Guideline Item 7.1	Log file is error-free
Test Method:	Load mod into game Buy mod in game and sell at the trigger Analyze log file
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> Errors or warnings in the log file
Exception:	None

Guideline Item 7.2	Store text, icon, manufacturer, description, price and stats.
Test Method:	<ul style="list-style-type: none"> Check of icons, screenshots, brandIcons and descriptions Check price, maintenance costs and statistics View 8.3 for more Informations on Licensing
Pass / Fail Determination:	Pass: <ul style="list-style-type: none"> Description is adequate and free of errors (At least in English and German) Name of mod team or modder are prohibited in the description (exception are contributors at the end of the description.) Purchase price and maintenance costs are adequate. (realistically or subject to gameplay.) -> 1 Euro mods are not allowed. Statistics (horsepower, fill capacity, etc.) are adequate (realistically or subject to gameplay) and the values match the .xml file
Exception:	One unrealistic fillunit / speed configuration is permitted if there is atleast one "realistic" configuration available. (Configuration only, no separate storeItems or mods where possible.)

Guideline Item 7.3	Functionality Test & Mod Dependencies
Test Method:	Test overall functionality in the game and make sure required mods work flawlessly with your mod. (List the mod #ID in "Submission Comment" when submitting)
Pass / Fail Determination:	Pass: <ul style="list-style-type: none"> • All basic and auxiliary functions work properly • Purchase / Selling works (at the shop) • Lights, working lights, braking lights, reverse lights and warn lights with function • Steering wheel is rotating (driver is animated) • Driver is invisible in first person • Camera navigation indoor / outdoor is correct • <i>fillVolume</i> and animations are fitting • Functional and working navMeshes are required for animal husbandries. • Physical behavior is normal, Attach / detach is functional • Required mods work fine with your mod and are relevant, without unnecessary references.
Exception:	None
Guideline Item 7.4	.i3d Test
Test Method:	Open all .i3d files and check for errors
Pass / Fail Determination:	Pass: <p>Collision meshes are adequate and have set the correct bit-flags</p> <ul style="list-style-type: none"> • Invisible collisions do not have shaders, materials or textures assigned. <p>Occluder meshes are adequate, under 30 vertices and properly named "Occluder" with the correct attributes set.</p> <ul style="list-style-type: none"> • <i>clipDistance</i> is set to max. 800. (if possible 300 and clip sub meshes earlier) <p>Decals should have a clipDistance of ~50 (depending on the size it's permitted to exceed this)</p> <ul style="list-style-type: none"> • Poly count is adequate & no major unnecessary polys are used, compare to similar basegame machines • Number of objects is justified. (No unnecessary submeshes) • VRAM storage use is adequate. • Number of textures is reduced to a minimum (No separate texture for each small object, if everything could fit on one atlas) • Only one material per mesh (soon to be enforced!) Make sure to plan ahead with new mods. • Component amount is adequate for the model size.
Exception:	None

Guideline Item 7.5	Contents of mod.zip archive
Test Method:	Check all files in mod.zip archive
Pass / Fail Determination:	Pass: <ul style="list-style-type: none"> • Only necessary files. (.i3d, .xml, .lua and .dds) • No .png, Maya, Max or similar files unless they are needed for the mod's functionality. • Number of textures reduced to a minimum. (No separate texture for each small object, if everything could fit on one atlas unless there is a reason against it.) • No advertisements or links. • Sound files MUST be in .ogg or. gls format – no .wav/.mp3/other format is allowed
Exception:	Useful <i>.readme</i> files

Guideline Item 7.6	Multiplayer testing
Test Method:	Play in multiplayer mode for a minimum of 30 minutes Special attention if applicable: Are additional scripts synchronized correctly?
Pass / Fail Determination:	Fail: <ul style="list-style-type: none"> • Multiplayer gameplay error found in mod
Exception:	None

8 Crossplay Mods

Guideline Item 8.1	Structure of folder
Test Method:	<ul style="list-style-type: none"> • Shader and shared files are linked into the basegame with \$data (no custom shaders, old FS19 shaders, scripts, or unlicensed brands used) • Cleaned archive. • No unnecessary files. • Assigned shaders should match modType placeable -> placeableShader vehicle -> vehicleShader ...
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Custom shaders folders, scripts, unlicensed brands are available. • Misplaced folder • Unnecessary/doubled files in archive
Exception:	Non matching shader assignments must be explained in modHub for example: vehicleShader on Placeable

Guideline Item 8.2	Usage of scripts (PC Only)
Test Method:	<p>Own, customized scripts are not allowed on consoles. These guidelines were set by Sony and Microsoft. If the script alters/adds any UI elements, these elements must at least have a EN and DE translation</p> <ul style="list-style-type: none"> • Custom UI elements supports the following aspect ratios: 4:3 / 16:9 / 16:10 / 21:9 (preferably also 32:9 / 48:9)
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Scripts are present and/or new UI elements have missing EN/DE translations • Custom UI elements are causing issues with aspect ratios
Exception:	None

Guideline Item 8.3	Manufacturer licenses
Test Method:	<p>Only licenses from manufacturers from the base game, DLCs, Addons, or by arrangement, are allowed on the consoles. Fantasy-Brands are not allowed – use “Lizard” (or any of the available sub-brands from 1.2+ Update) in the modDesc, XML & Texture file aswell as the modhub modPage.</p> <p>Fantasy brands outside of the modDesc, XML & Texture file aswell as the modhub modPage are allowed if they do not have a direct connection to the modding team.</p>
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • Usage of unlicensed brands or fantasy brands
Exception:	<p>PC Exclusive – Mods</p> <p>Maps are allowed to display “fake” brands in their Gameworld to ensure a consistent experience.</p>

Guideline Item 8.4	Optimization
Test Method:	<p>Optimization for consoles:</p> <ul style="list-style-type: none"> • VRAM and memory usage • Usage of diffuse, specular and normalMaps. • No alphaChannel for specularMaps without colorMaskShader. • alphaBlending for decals • Only BC1, BC3 and BC7 • Only shaders which are available in the baseGame.. • Materials use either emissive or diffuse texture diffuseColor = Texture/AlbedoMap emissiveColor = emissiveMap
Pass / Fail Determination:	<p>Fail:</p> <ul style="list-style-type: none"> • BC2 is used (DXT3) • alphaChannel without colorMaskVariation • No defined Normalmaps • Additional shaders are used. • Used emissiveMap and diffuseMap in same material • Default_normal / _vmask used for other then small decorative objects. • Generic / non fitting normal / specular map used
Exception:	<p>None</p>

9 Edits / Converts of GIANTS Assets

Guideline Item 9.1	Structure of folder
Test Method:	<ul style="list-style-type: none"> • Test new gamefunctions with your mods. Send the AI to a trip across the map via go-to and check if the AI can unload goods with your mods attached (if applicable) • Test your placeable mod across one-year in game, verify that your placeable clears snow & has snow on the roof. • Check all your configurations ingame, log should never have Errors in them.
Pass / Fail Determination:	<p>Pass:</p> <ul style="list-style-type: none"> • FS19 Basegame vehicle/equipment conversions are generally allowed, including any mods prior to FS19, but must support general FS22 features such as GearShifting, addition of new Tirebrands, hoses where needed, Licenseplates, they must work with the AI Go-To feature (if applicable to your mod) and have an animated part. (For example the gearshifting) • All buildings must support the following FS22 key features: Snow on roofs (when snow would be displayed on basegame buildings. aswell as seasons, tip, terrainleveling & terrainpainting definitions. Providing the AI Splines for your placeable is welcomed. • Must pass console testing. No PC only releases on basegame conversions. <p>Fail:</p> <ul style="list-style-type: none"> • Missing key features on conversions. • Very limited selection of wheelbrand configurations
Exception:	<p>Wheelbrands can be limited, if the manufacturer of the mod (real brand) does not want other brands or when there are no other fitting (size constraint) wheels available.</p> <p>Converted mods from missing licenses are excluded from console requirement.</p>

10 Mod Description Example Templates

Following Template should be used to describe your mods, the options listed are the minimum requirement (where applicable)

10.1 Vehicle- / Equipment Mods

modTitle should be formatted in example: BRAND VEHICLETYPE e.g., Fendt Vario 700X

Shop Category:	(Example "Medium Tractors")
Price: <en> \$, <de> €	(other languages should display their native currency or "\$")
Engine Power: <en> [HP], <de> [PS]	(for driveable vehicles, if applicable)
Required Enginepower: <en> [HP], <de> [PS]	(for tools, implements, trailers if applicable)
Max. speed / Max. working speed: [km/h]	(mp/h optional for <en> but only additionally, not as a replacement for km/h)
Work width: [meter]	(if applicable, ft optional for <en> but only additionally, not as a replacement for meter)
Capacity: [liters]	(if applicable, gallons optional for <en> but only additionally, not as a replacement for liters)
Configurations:	(if applicable, excluding licenseplate and all basegame tires)
- Base color	
- Design color / Rim color	
- Unique differences to other similar mods / basegame items (if applicable)	

10.2 Placeable / Production Mods

Placeable Shop Category:	(Example "Production – Selling Points")
Price: <en> \$, <de> €	(other languages should display their native currency or "\$")
Incoming Materials:	(Example Bakery: Flour, Sugar, Milk, Eggs, Butter, Strawberries)
Outgoing Materials:	(Example Bakery: Bread, Cake)
Production recipes:	(All Production recipes available Example Bakery:
	Bread:
	2 Flour yields
	1 Bread (2160 Cycles / Month 60\$ / Month)
	Cake:
	2 Flour, 2 Sugar, 2 Milk, 2 Eggs, 2 Butter, 2 Strawberries yields
	5 Cakes (2160 Cycles / Month 60\$ / Month))
Functions:	(if applicable)
- Color selection	
- Openable Doors / Gates	
- Night lights	
- Unique differences to other similar mods / basegame items (if applicable)	

10.3 Map Mods

Description should have a nice, detailed description about the map. At least 3 sentences location, environment, inspiration,...

- How many fields are there on the map
- How many dedicated forest parcels are available for purchase on the map
- Natural water source exists? Lake / river / puddles
- Are there Collectibles on the map?
- How many selling points available, and all FS22 standard can be sold?
- Describe the set Seasonal Growth plan, where is it based on or default?

10.4 Script Mods

Description should have a short, but descriptive overview what the mod adds, changes or removes, how to use it & any "Important" Informations for the users.

Any Hotkeys defined by the scriptmod should be explained per Action. (Ideally, also for Controller, if applicable)

Script mods are permitted to link to Github or any similar open source collaboration platform where the mod is developed on.

(Linked platform must be viewable without registration)