

Forage Harvest Extension - Mappers

Adding custom forageYieldScale values directly in a mod map

Quick rule: The map still decides which crops and growth stages can be harvested with a forage harvester. This attribute only scales the resulting chopped material yield.

1. Where is it added?

Add the value directly in the crop's foliage.xml, where the <foliageState> entries of the growth stages are defined. The exact attribute name is forageYieldScale.

- Set it only on growth stages that should use a different scale.
- Stages without an entry automatically use the default value 1.00 or the mod fallback from forageYieldScales.xml.

2. Minimal example in a foliage.xml

```
<!-- Shortened example: maps/forage/greenRye.xml -->
<foliageType name="greenRye" ...>
  <foliageLayer ...>
    <foliageState name="greenBig2"
      forageYieldScale="1.00" />
    <foliageState name="harvestReady"
      forageYieldScale="1.15" />
  </foliageLayer>
</foliageType>
```

3. Priority and behavior

- Map values have priority over forageYieldScales.xml in the mod.
- If the map defines only individual stages, all remaining stages fall back to the mod value or 1.00.
- Values must be greater than 0. scale="0" or negative values are ignored.
- The value only affects direct chopping with a forage harvester/header and does not change normal combine, mowing, or windrow yields.

4. Scale logic

Value	Effect	Example
1.00	unchanged	100% of the normal chopped yield
0.75	25% less	early cut / weaker crop stand
1.25	25% more	later cut / stronger crop stand

5. Quick function test

- Start the map, chop the same area in two different growth stages, and compare the result.
- If nothing changes: check the foliageState names and make sure the crop is actually chopable on the map.
- Reload the savegame after XML changes so the foliage data is read again.

Forage Harvest Extension - Players

Adjusting yield scales directly in the mod

Quick rule: Players edit forageYieldScales.xml in the mod. These values are fallback values for base-game crops and maps that do not define their own forageYieldScale values in the map.

1. Open the file

- Open FS25_forageHarvestExtension.zip with 7-Zip, WinRAR, or a similar tool.
- Edit forageYieldScales.xml in the root directory of the ZIP.
- Use a text editor such as Notepad++ or VS Code. Do not edit it with Word or an office program.
- Create a backup copy of the ZIP or XML first.

2. File structure

Each crop is listed in a <fruit> block. The growth stages below it are <state> entries. Only the numeric value of scale is adjusted.

```
<forageHarvestExtension>
  <fruit name="grass">
    <state name="greenSmall02" scale="0.30"/>
    <state name="greenSmall" scale="0.50"/>
    <state name="greenMiddle" scale="0.75"/>
  </fruit>
</forageHarvestExtension>
```

3. What do the numbers mean?

Value	Effect	Example
1.00	unchanged	100% of the normal chopped yield
0.75	25% less	early cut / weaker crop stand
1.25	25% more	later cut / stronger crop stand

4. Typical adjustment

If a stage produces too little or too much chopped material, change only the corresponding scale value. Example: Change scale="0.75" to scale="0.90" if that stage should be slightly stronger.

- New crops can be added as their own fruit block if the internal FruitType name is known.
- Missing or misspelled crops/stages do not cause a crash, but they are ignored.
- Do not use values less than or equal to 0; they are ignored and behave like no entry.

5. Save and test

- Save the XML and put the changed file back into the ZIP if your archive tool asks for it.
- Make sure the files remain directly in the ZIP root directory and that no extra folder is created.
- Reload the savegame. The file is read again when the map starts.
- After mod updates, check your custom values or transfer them into the new forageYieldScales.xml.