FS25 – Icon Generator

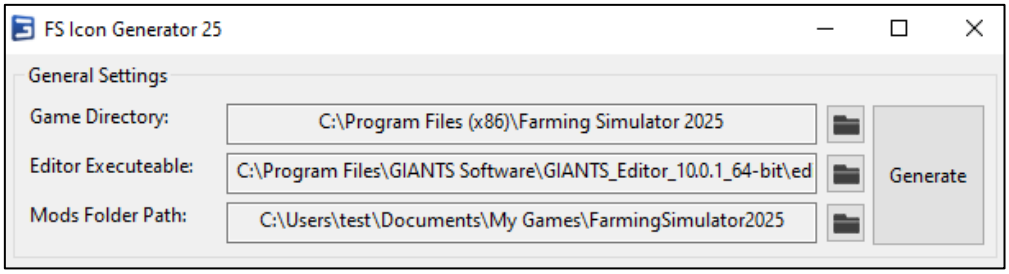
Version 10.0.0 – 12/11/2024

Requirements

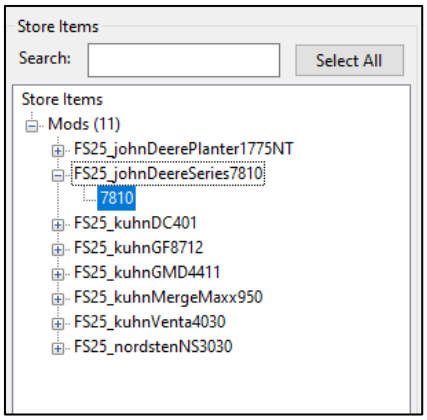
- Giants Editor 10.0.0 or higher (gdn.giants-software.com)
- Farming Simulator 25
- FS Icon Generator 25

Instructions

- Make sure the game and editor are up to date
- The mod you want to use has to be as unzipped folder in the mods folder
- Start the FS Icon Generator
- In the upper part of the window, you can see the paths to the game, editor and mods folder. These should be automatically detected. If not and the fields are marked red, you can use the folder icon beside the fields and select your path to the missing folder.



- In the left part of the window all found mods will be listed. Just select the mod you want to use.



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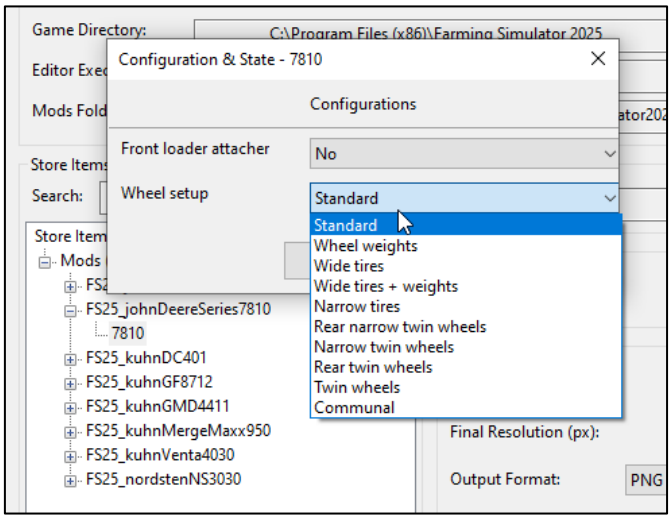
In case the mod got multiple configuration options, you can do a double click on the mod. This will open a window with available configurations.



- If you want to generate multiple icons, just select as many mods as you wish.
- After you are done with the selection press the "Generate" button.
- Now the GIANTS Editor opens, generates the icon(s) and closes again.
- Now the new icon should be in the folder of the mod. If the shadow of the icon is not correctly displayed, on the icons you can activate the "Automatic Height" setting or set the XML attribute "shopTranslationOffset", so the vehicle is placed at the correct height.

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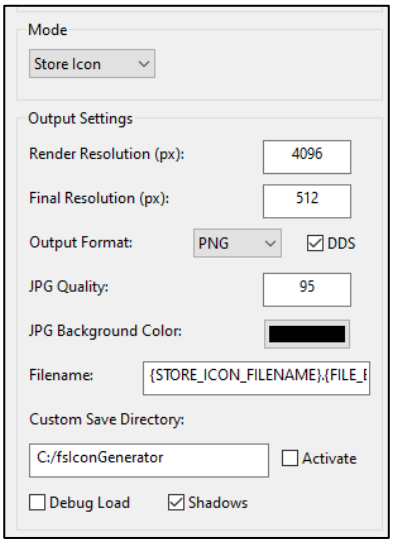
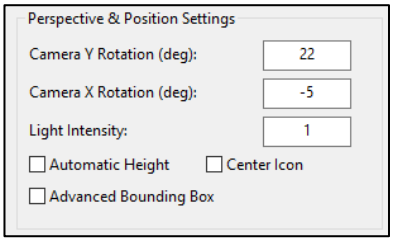
Settings





Setting	Description
Mode	Selection between Store Icons, 360 Degrees Icons or mod icons
Render Resolution	In this resolution the icon will be rendered.
Final Resolution	This is the final resolution for the icon
Output Format	Selection between PNG and JPG. (Only for 360 Degrees Icons)
Output Quality	Quality for the JPG icons.
Background Color	Background color for JPG icons.
Debug Load	After the generation the GIANTS Editor will not be closed. So you can see how the mods is placed for the generation and may adjust the xml or i3d file.
Shadows	Enable or disable shadows
Filename	Filename for icons.
Custom Save Directory	If it is activated the icon will be saved there.
Camera Y Rotation	Y rotation for the camera
Camera X Rotation	X rotation for the camera
Automatic Height	The vehicle will be automatically placed so the lowest point of the vehicle is at the 0 height. Can be activated if the shadow of the vehicle is not correctly placed.
Advanced Bounding Box	To place the vehicle on the icon all shapes will be included, otherwise just all collisions are used for the calculation. Can be used if the vehicle is cut off the icon.
Center Icon	Vehicle is center on Y on the generated icon.
Log File	Please send the content if you report a bug.
Reset Settings	Resets all settings.

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