In this quick readme you will learn how to install our "Manure Ramp" into any mod map

Lets get started!

1: you need to download and extract the ramp prefab files. (right click the folder you downloaded and click Extract All)

2: Once you have a unzipped folder you will want to continue on

3: There is a text document inside the folder called "copy to Moddesc, copy the code inside the file to the map's modDesc.xml file."

4: Copy the for <l10n> section into the <l10n> brackets.

5: Copy the for <imputBindings> in the <inputBindings> area.

6: Save the modDesc. We are done with that area.

7: We now drag the AnimatedObject.xml file into the folder where the map.i3d is(if there is already one there just copy the files from the ramp folder into that animatedObjects.xml file. We don't want to mess other animations up.)

8:Copy the Manure Ramp I3d file's into the same folder as the map.i3d and animatedObjects.xml files.

9: copy the ramp_textures folder to the same area as the map.i3d is in

10:Open the map up, import it,place it where you want to, and try it ingame!

That is it! We hope you understood our instructions and hope you enjoy it as much as we do!