

# VariableTipHeight - XML Guide (EN)

This script mod allows you to limit the maximum tipping angle of trailers in fixed steps. This helps to control bulk material more precisely, for example in low sheds, under pipes, or inside narrow bunkers.

## Features

- Global specialization for all trailers (vehicleType="trailer")
- Configurable tipping levels via vehicle XML
- Cycle through tipping levels (V)
- Instantly switch to maximum level (Shift + V)
- Tipping angle limitation directly affects the tipping animation
- HUD display with percentage value and progress bar
- HUD automatically fades in and out
- Can be disabled or repositioned per vehicle via XML
- Short UI sounds for actions and errors
- Multiplayer compatible

## Default Controls

- V : Cycle through tipping levels (25 → 50 → 75 → 100 → 25 %)
- Shift + V : Instantly switch to the maximum tipping level

The key bindings can be changed ingame under "Settings → Input Controls".

## XML Configuration

```
<FS25_VariableTipHeight>
<variableTipHeight steps="25 50 75 100"
  defaultStep="100"
  enabled="true"
  showHud="true"
  hudDisplayTime="3.0"
  hudOffsetX="0.0"
  hudOffsetY="0.0" />
</FS25_VariableTipHeight>
```

Attribute	Description
steps	Allowed tipping levels in percent
defaultStep	Default active tipping level
enabled	Enable or disable the specialization
showHud	Enable or disable the HUD
hudDisplayTime	HUD visibility duration
hudOffsetX / hudOffsetY	Adjust HUD position

## Multiplayer

The current tipping level index is synchronized between server and clients using a custom event. The specialization is fully multiplayer compatible.

## Known Limitations

- The specialization is limited to vehicleType="trailer" by default
- Highly modified tipping animations may behave differently from standard trailers

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## Credits

Script & Implementation: Elch97\_Design