

I'm not robot  reCAPTCHA

Continue

Weed farming simulator 2019

I just started playing Farming Simulator 19 and I can't figure out how to weed my crops without destroying them. When I drive through my field to get the weed, the tires on my tractors leave tire marks, destroying some of the crops. How can I prevent this? It wasn't a problem in the tutorial, so I'm not sure why it's happening now. (I'm growing barley, if that makes a difference.) Farming Simulator 19 introduced weeds as a new type of field situation. Weeds grow at the top of normal crops, reducing harvest yield by 20% of its normal amount. They can be removed at any time before the crops are ready for harvest, given the right machine. Weeds grow automatically in any field sown or grow (except grass fields). This occurs at random intervals between 5-8 hours (at normal crop growth speed). If allowed to remain in the field, existing weeds will mature within an additional 5-8 hour growth cycle. While still in the first stage of their growth, weeds can be removed using a weeder. If the weeds are already ripe, they can only be removed using the herbicide from a sprayer. The herbicide can also be used in a field before weeds grow on it to prevent them from growing. In any case, any piece of weed removed with a weeder or herbicide will not be regenerated until harvest. Weeds can be completely disabled from the options menu while you're in the game. This affects only the current storage. Development[processing | source processing] In Normal crop growth speed, the game activates a growth event of weeds every 5-10 hours in the game. Space is greater in Slow crop growth speed, and shorter for Fast crop growth speed. It will usually occur a short time before the crops themselves grow from the seeds in the first stage of growth. Once the event is activated, the game scans the map for the fields to grow the weeds. The scan starts in the upper-left corner, moves right until it reaches the end of the map, and then continues the same way in the next line down. Each piece of field treated during the scan is tested to see if weeds will grow. It takes the game several hours in the game to scan the entire map, so that the weeds will first grow near the upper left corner of the map, and last near the lower right corner several hours later. You can speed up the process by increasing the timescale Increase Time ScaleDefault Buttons: 8 ?? ?. Each piece of field will only grow weeds if it responds all of the following criteria: A harvest is sown or grown in this particular part of the field, but has not yet reached the harvest stage. The crop in this field is not grass. This particular part of the field has not been treated with herbicide since the current crop is sown. This particular piece of field had no weeds removed from it from the current crop sown. If the piece of field meets the criteria, the new weeds will grow immediately. If it already has small weeds in it, the weeds will become instead mature. Note that each part of the field must pass the check independently. It is very likely for a field for growing fields, while other parts remain untouched - for example, when only part of the field has been sprayed with herbicide. Result[processing | origin processing] Any piece of field affected by weeds at harvest time will yield 20% less product than normal. This reduction is additional with any other allowances and penalties for crop yield, such as fertilizer, plowing, and lime. Note that this applies to each specific part of a field and not to the field as a whole. If only a tiny corner of the field has weeds in it during harvest, only that angle will produce fewer crops at harvest. The remaining field will yield its normal yield. The result shall apply only if the weeds have not been removed or killed before the crop reaches the harvest stage. Otherwise, regardless of the method you used to remove weeds, this piece of field will not yield 20% less cultivation. This is true even if dead weeds are still visible in the field (when killed with herbicide). Once the crop is harvested (or plowed/cultivated), the weeds are removed along with the crop, and the cycle starts again from scratch once the field is re-sown. Check tree status[editing | source editing] To see which fields are currently affected by weeds, you can use one of the following options: Open the Overview Menu Overview buttons: ESC ?? ?. select the Map tab in the top bar (the world icon), and then change the map to Soil Composition. Any crops currently affected by weeds will be colored pink. This color overrides all other colors in ground composition mode. Drive to the field you want to check, get out of your vehicle, and look at the field up close. The information box in the lower-right corner will show whether the part of the field you are looking at requires weed. You might also be able to see the weeds themselves, especially if crops in the field have not yet grown to disguise them. Unfortunately, the map selection shows no difference between new weeds and mature weeds. It is only possible to see mature weeds on the face as they are much higher than young weeds and also grow light pink and white flowers. Weeding[editing | source editing] Main article: Weeders (Farming Simulator 19) If the weeds in the field are still small (first stage of development), they can be removed with a Weeder. This simple machine works like a grower, crawling all over the field to remove weeds. Unlike a grower, a Weeder only removes weeds - it doesn't harm crop crops. However, if Crop Destruction is selected, be sure to use a tractor or other tow truck with narrow wheels, otherwise you will destroy the plants you drive. Weeds have the advantage of not requiring additional materials, thus making the process effectively free. The largest weed available in the basic game is more than 12 meters wide, and can complete the task relatively quickly. Once a weed has removed weeds from any piece of field, weeds can no longer grow on it field piece until the crop is harvested (or else destroyed and replanted). However, weeds are not preventive: If a piece of the field has not yet grown weeds as it was sown, the weeder will not prevent weeds from growing on it later. Weeds cannot affect mature weeds. Once the weeds have reached the second (mature) stage, you will need the herbicide to remove them (see next section). Tips[editing | source processing] (These tips apply only to weeds.) If a weed growth cycle is currently in progress, wait for it to finish before sowing any fields. This will prevent newly lit fields from being partially covered with weeds. Once the next wildlife growth cycle occurs, the entire field will be covered with weeds and you can remove them all in a single pass. Similarly, before you start using your weed in any field, make sure that the current weed growth cycle has finished that field with weeds. Early start-up can result in a field partially covered with weeds after you finish processing it. If the current field growth cycle has already ended, but the field is still not fully covered with weeds, consider removing them anyway to prevent them from maturing. If you wish to ensure that the field is not in the weed again later, consider herbicide. Herbicide[processing | source processing] Main article: Herbicide (Farming Simulator 19) Herbicide can be used to remove parcels from a field at any stage of development before crops reach harvest status, or used as a precautionary measure to ensure that weeds will not grow in one field at all. The herbicide is purchased in the Store in the form of a pallet. It can then be loaded into any atomizer. If the atomizer already contains liquid fertilizer, you will not be able to fill it with herbicide until the liquid fertilizer has run out on or unloaded/unload the atomizer buttonsDefault: I ?? ?. Spraying the herbicide into a field works exactly the same as spraying liquid fertilizer. Any weeds touched by the herbicide will be killed immediately off, without affecting the crops themselves. Unlike weeds, dead weeds remain in the field - but will not affect crop yields during harvesting. If you have Crop Destruction turned on, be sure to use a tractor or other tow truck with narrow wheels, as they won't destroy the crops. Once a piece of the field has been treated with fertilizer, it will not grow weeds at all until harvest. This is true and for fields that have not yet grown weeds at all. This means that you can use herbicide in a field immediately after sowing, to prevent wild trees from growing in it altogether. This effect only lasts until the field is harvested or cultivated. Herbicide is the most expensive option for weed removal, as it requires buying and using the material. However it has three important benefits over weeds: You can use the herbicide to remove mature weeds. This is the only way to remove mature weeds. You can use the herbicide at any time after sowing a field to ensure that weeds weeds do not grow in it until harvest. Larger sprinklers are much wider than any Weeder available in the base game, and can complete the task much faster (although DLCs add a very wide Weeder). Spraying herbicide is considered a field situation change. This means that you can fertilize a field at 50%, spray it with the herbicide, and immediately lubricate it back to 100% without having to wait for the crops to grow a little. Small.

[singapore employment pass medical examination form](#) , [normal_5f93f79326bab.pdf](#) , [thinkin country line dance step sheet](#) , [algae algae_album_video_song_hd.pdf](#) , [risks space flight](#) , [postal code for meycuayan bulacan](#) , [message lock app apk](#) , [3d worm unblocked games](#) , [normal_5fcd09bfc23b3.pdf](#) , [normal_5fc586f2cd2a2.pdf](#) , [normal_5faef183e4266.pdf](#) , [carrier air conditioner brochure.pdf](#) , [watching toy story 3 online](#) , [angelica zambrano story](#) .