

ENGLISH

# USER GUIDE



## JRR MAP VERSION: **0.90** FOR ETS2 VERSION: **1.56 & above**

### Features / Changelogs:

- ❖ Major rework of **Merak Seaport**, including the integrated bus station nearby
- ❖ Major rework of **Cilegon**, covering the city centre, Krakatau industrial area, and Ciwandan Seaport
- ❖ Major rework of the **Tangerang–Merak Toll Road**
- ❖ Added lots of new Indonesian map assets
- ❖ Various bug fixes and map optimizations

### Notes:

- ❖ **No DLC's Required!** You can use this map without having any DLCs
- ❖ Compatible with every add-on map (*for map combo*).
- ❖ Use **"Background Map"** or **"Zoom"** mod to reach/find this map position in game.

### Many Thanks to:

- ❖ **SCS Software**
- ❖ **BenganJ** (*creator of editor background for this map*)
- ❖ Model Map Creator: **M. Ibnu S Priatna, Achmad Roviqh**
- ❖ Additional Sound & Indonesia Real Company Skin Trailer/Cargo by **Medy Wdjanarko**
- ❖ **Indonesian (Facebook) Modding Communities:**
  - ETS2 Indonesian Community Group (owned by: Candra Wijaya & co.)
  - ETS2 Developer Indonesia (owned by: Rizky Arifin & co.)
  - NJIR & MaSuGo (owned by: M. Reza Fahlevi & co.)
  - All map testers (Indonesian) from the pre-release map version who have contributed so much

### Visit my other sites:

- ❖ Blogspot Pejindo : <https://pejindo.blogspot.com>
- ❖ Fans Page (Facebook) : <https://www.facebook.com/blogpejindo/>
- ❖ Discord Pejindo Project : <https://discord.gg/KNTSG98G7H>



# Map Installation

- ❖ **Download the JRR Indonesia Map** from Discord server "Pejindo Project" or Truckymods.io

**Note:** This JRR map is now available in **TWO** different versions based on the **UI Map Background** mod you're using.

- ❖ **JRR Map Type A (Default):** Use **World Background Map** by **BenganJ** or **SaltySeeds06**.
- ❖ **JRR Map Type B (PM Background):** Only use **ProMods Afroeurasia Background Map**.

## **Cases for understanding:**

- *If you have the "ProMods Map" but are using the "ETS2 Global Background Map by SaltySeeds06" (for example), then you should choose **JRR Map Type A**.*
- *If you DON'T have the "ProMods Map" but ARE using the "ProMods Afroeurasia Background Map", then you should choose **JRR Map Type B**.*
- *Remember, "Background Map Mod" and "Map Mod" are two different things. Please don't misunderstand...*

Choose ONE map type above that suits your preference.

- ❖ You also need to download a "**Background Map**" mod that just explained above.
- ❖ After that, open **JRR Map v0.x (ETS2 Version)** (no password include) using WinRAR or 7-zip. Then, ensure that all **three SCS format files** are available. Otherwise, there might be a missing or corrupted file.
- ❖ Extract all those .scs files into mod folder:

**"C:\Users\<...Your\_PC...>\Documents\Euro Truck Simulator 2\mod"**

- **JRR\_Def&Map\_<Type A or B>.scs**,
  - **JRR\_Assets&Models1.scs**, and
  - **JRR\_Assets&Models2.scs**
- ❖ Next, start the game as usual (also pick or manage your game profile and stuff). Then follow this "General Load Order" in Mod Manager menu.

*UPDATE: From now on, this map isn't exactly placed in the bottommost level since there are some other map mods that also use assets from this map, you can follow the guideline from some people I listed here:*

- Version 1: <https://www.gmc-community.co.uk/>
  - Version 2: <https://forum.scssoft.com/viewtopic.php?t=293794>
- ❖ Finally, it is ready to play. Enjoy!