

## **LS19** GlobalCompany

**Post by “EUROFARMER” of Jan 31st 2019, 9:39 am**

Let's see if I got it right ;

instead of every mod to include its own script, (for example a TMR mixer station in FS17 had its own factory script, the same with the Sawmill etc), now we will have the Global Company script and the mods will have a path to it, for example the TMR Mixer and Sawmill will have paths to Global Company ?

In FS15 we had UPK ( Universal Process Kit), so the Global Company will be something like that, correct? a mod will point to Global Company.

If that is the case then those are very good news, because in FS17 some mods had outdated fabric scripts and the result was log errors, crashes etc.

So by having one central fabric script in our mods folder ( Global Company ) , we will be out of headaches:)

Keep it up guys.