

JRR MAP VERSION: 0.85

FOR ETS2 VERSION: 1.53, 1.54 & above

Features / Changelogs:

- Compatibility update for ETS2 1.53 and 1.54
- A new discovered city: **Bekasi** (*small part only*)
- Some new road access from the Bitung toll exit (Jatiuwung) to Tangerang city centre.
- Various bug fixes and map optimisations.

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**
- Adaptation for map version of **PM Afro-eurasia Map Background** by ProMods Team
- **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, freeman646, or GMC Team.
- **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 “World Background Map by GMC Team” (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[ETS2 version].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:

Global Backgrounds (Background Map) – [Top]

Sounds

Graphics/Weather

Physics

Tuning Parts

AI/Traffic Mods

Skins

Trailers

Trucks (or Bus)

Other Map Mods

-- *JRR_Def&Map[ETS2 version].scs*

-- *JRR_Assets&Models1.scs”*

-- *JRR_Assets&Models2.scs*" – [Bottom]

- Finally, it is ready to play. Enjoy!