

# REVOLUTION MOD 14 V1.4

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## GENERAL

### About

The .lua files are written in the programming language Lua. I have been able to add new code to some of these files to change which files are loaded so the graphics loaded in matches can be conditional to custom settings. Some of these functions allow things which were not previously possible, some are currently possible but avoid editing the database so they can be used in saved careers.

### Using

To use this mod, open the needed file in a text editor such as Notepad (I use Notepad++). Then add the statements you want to add to the correct file, and then save.

Statements should be placed in lua files in data\fifarna\lua\assets\assignments\, see statements section for which file to place statements in.

For automated assignments, the file just needs to exist to be detected, no assignment needed.

## Changes from FIFA 13 versions

### Overview

- Many statements have been removed.
- User statements are now entered in different files.
- The naming convention for some automated assignments has changed.

### Adding Statements

All user statements will now be placed in external files which are all now in directory data\fifarna\lua\assignments\, a file called general.lua has been configured for use, although you can add extra files. For assignments related to teams, these should now only be placed in the file referencing the team's ID in the teams folder. For example, assignments for Barcelona (241) should be placed in the file data\fifarna\lua\assets\assignments\teams\team\_241.lua. For assignments related to players, these should now only be placed in the file referencing the player's ID in the players folder. For example, assignments for Lionel Messi (158023) should be placed in the file

data\fifarna\lua\assets\assignments\players\player\_158023.lua. If the needed file is missing, create it.

The reason for the introduction of the team and player statement files is to increase the limitation of statements which can be added. Before each match, assignments for the teams and players involved are loaded from the specific files and are deleted before the next match. This means that the limitation is related to the number of general statements, plus the number of statements in the two largest team file (for matches where those two teams play each other).

### Removed Statements

Due to a smaller limitation of new code, statements which can be automated have been removed.

The following statements have been removed and their function is now automated only:

- assignAutoAdboardVar(teamid,tournamentassetid,stadiumid,varient)
- assignAwayTrainingKit(teamid,kitype)
- assignClassicGKKit(teamid,kityear)
- assignGenericTournamentAdboard(tournamentassetid,adboardid)
- assignHomeTrainingKit(teamid,kitype)
- assignManager(teamid,id)
- assignMowPattern(teamid,mowpattern)
- assignNet(teamid,netid,netcolourid)
- assignPlayerBoot(playerid,bootid)
- assignPlayerSkinTone(playerid,toneid)
- assignSpecificGKKit(teamid)
- assignStadiumAdboard(stadiumid,adboardid)
- assignSubstitute(teamid,id)
- assignTeamAdboard(teamid,adboardid)
- assignTeamBall(teamid,ballid)
- assignTeamBallSnow(teamid,ballid)
- assignTeamBallWinter(teamid,ballid)
- assignTeamGKPants(teamid,set)
- assignTeamStadTex(stadiumid,teamid,set)
- assignTeamWinterGloves(teamid,accessoryvarient)
- assignTournamentAdboard(tournamentassetid,adboardid)
- assignTournamentBall(tournamentassetid,ballid)
- assignTournamentBallboy(tournamentassetid,id)
- assignTournamentBallSnow(tournamentassetid,ballid)
- assignTournamentBallWinter(tournamentassetid,ballid)
- assignTournamentCameraman(tournamentassetid,id)
- assignTournamentKitNameAndNumbers(tournamentassetid,namefont,numberset)
- assignTournamentMowPattern(tournamentassetid,mowpattern)
- assignTournamentPhotographer(tournamentassetid,id)

- assignTournamentPlayerKits(teamid,tournamentassetid,set,numberset,namefont)
- assignTournamentStadiumAdboard(stadiumid,tournamentassetid,adboardid)
- assignTournamentStadTex(stadiumid,tournamentassetid,set)
- assignTournamentTeamAdboard(teamid,tournamentassetid,adboardid)
- assignWearPattern(teamid,wearpatturn).
- replaceGenericBoots(list)
- setArenaModeAdboard(adboardid)
- setArenaModeBall(ballid)
- setArenaModeGKKit(teamid,kittype)
- setArenaModePlayerKit(teamid,kittype)
- swapAccessorySpecific(playerid,oldaccessoryid,newaccessoryid,newaccessoryvariant)
- useAutoBenchPlayers()
- useAutoKits()
- useTrainingKitsInArenaMode()

The following statements and their specific functions have been removed.

- removeSeats()
- setAwayCrowdSize(size)
- setHomeCrowdSize(size)
- useGlobalAdboard(adboardid)
- useGlobalBall(ballid)
- useGlobalBoot(bootid)

The following statements have been removed and their function partially automated, with the remaining functionality in a new statement:

- assignTournamentRefereeKits(tournamentassetid,set,collarnumber)  
The kit assignment is automated; a new statement is now used for the collar, assignTournamentRefereeKitCollar.

The following statements have been renamed:

- swapAccessoryGeneric (now swapAccessory)

### Automation

Many more features are now automated. For those which were automated in FIFA 13, the following naming conventions have changed:

- Manger

- Bench Players
- Boots
- Kit Numbers
- Kit Name Font
- Pitch Colour

I have included scripts which will make copies of these with the correct new names. Kit names, kit numbers and boots were changed to allow added functionality. Managers and bench players were changed as the previous convention had some conflict with the generic files in a very small number of cases.

### Accessories

The generic recolourable accessory texture files have been replaced with coloured ones. This allows recolouring to be disabled so automatic player and team specific accessories could be added. These do not overwrite the original files.

### Scripts

Some batch scripts have been included. These can update the changed automatic file names when using files from FIFA 13, create automatic assigned files using RM13 statements which are no longer part of the mod, and sort statements into the correct general, team and player files.

### FIFA 13 Files

Despite a different format, a lot of FIFA 13 files work correctly in FIFA 14 without conversion. Known exceptions are face files and stadium containers.

### Regeneration

When this mod is first installed, FIFA 14 must be regenerated. Regeneration is not necessary when the lua files are edited, or any new files are added in the assignments folder or subfolders.

### Custom ID Range

When adding new items, you are free to assign items IDs which are outside the range of the database. For example, an expanded database allows boot assignments with the upper limit of 4096. Since this mod does not use the database, you can assign to IDs higher than this limit. I would not recommend trying to use IDs less than 1.

## Limitations

There is a limit to the amount of custom statements you can add to this mod. This may vary based on the statements. Exceeding this will cause your game to crash. If this happens, remove statements until your game runs.

## External Files

You can add additional external files for statements general statements. To do this you must create a new Lua file (a simple text file with the extension .lua) in FIFA 14\Game\data\fifarna\lua\assignments\.

The only needed content of the file is your statements. To enable your additional file, you must add a statement to assets.lua (FIFA 14\Game\data\fifarna\lua\). The statement is:

```
addExternalFile(filename)
```

You only need to do this for general statements files, not team and player assignment files.

The filename must be in quotes and include the file extension. For example, if you add an external file called refkitcollars.lua, you would use the statement:

```
addExternalFile("refkitcollars.lua")
```

These statements must be placed in a specific part of the file, and this section has been annotated.

```
-----  
--PLACE CUSTOM ASSIGNMENTS BELOW HERE  
-----
```

```
addExternalFile("refkitcollars lua")
```

```
-----  
--PLACE CUSTOM ASSIGNMENTS ABOVE HERE  
-----
```

Sometimes the game will ignore files with certain names. The reason for this is unknown. If this happens, try renaming the file and updating the assignment to reflect this.

## Using with Saved Careers

In FIFA 14, editing your database can cause problems with saved careers. The general rule is graphics can be changed but the database can not. Therefore you can use Creation Master 12 to import graphics to your game, just do not save the database. For example, you can use CM12 to import a specific face for a player, and then add the needed line of code to player.lua to see the new face in your game.

### **Commenting**

If you want to add some comments into the code, you can do so by typing "--", followed by your comments. This can be done on a new line or after a statement. This is standard Lua syntax which stops the rest of the line being read as code. For example:

```
--Player Faces  
assignPlayerFace(166706) --Martin Skrtel Face
```

### **Net Bug**

A bug exists where if you play consecutive matches in a stadium, the net will remain the same as the first match regardless of assignments. A solution is not yet known.

### **Kit Selection Screen Bug**

Sometimes the kits shown in the kit selection screen will be an alternate or tournament kit if that kit was used in the previous match. The correct kit will be present in the actual match.

### **Wrist Accessories Bug**

The game will not load wrist accessories when a player is wearing long or under armour sleeves. If you use this mod to change sleeve or winter accessory settings, then wrist accessories will not show if the original settings from the database set a player to wear long or under armour sleeves for the match. If any wrist accessories are swapped for others, then the new accessory is subject to this removal.

### **Pre Match Arena Bug**

Sometimes your game may stutter during the first few seconds in the pre match arena. I believe this to be related to player and team files being loaded at this point.

### **In Game Created Player in Edit Mode Bug**

No assignments from the team or player file will be loaded for in game created players in edit mode. This is to prevent the game from crashing. These assignments will be loaded and used elsewhere in the game.

### **User Made Stadium Sky Bug**

Due to an EA issue, user added stadiums do not include sky textures. This mod fixes this issue for dry, rainy and night games. It is not possible to fix for sunset matches, and there seems to be an overcast bug for all stadiums in the game.