

# REVOLUTION MOD 14 V1.4

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## EXAMPLES

### Statement Examples

```
assignGKKit(9,1,12)  
assignKitDetails(9,12,18, "FFFFFF",-1,16,1,1,-1,0)
```

This assigns a GK kit (type 12) to Liverpool's away kit. This kit is then assigned white Premier League style name and numbers, also collar 0. The new kit is kit\_9\_12\_0.rx3

```
assignKitDetails(234,0,91,-1,-1,93,-1,-1, -1,-1)  
assignKitDetails(234,1,91,-1, -1,93,-1,-1,-1-1,)  
assignKitDetails(234,2,91,-1, -1,93,-1,-1,-1-1,)
```

This will change the name font (91) and the number set (93) for the home (0), away (1) and GK (2) kits of Benfica (234). The colours of the name and number, or the collar type does not change (all set to -1 to do this). This requires files for the name font and the set of number to be added. This could allow official number set of Primeira Liga (Liga ZON Sagres) to be assigned.

```
assignGKKit(1,0,{2,12,13})
```

This assigns a set of GK kits (2,12,13) to the home kit (0) of Arsenal (1). The game will randomly select one of these GK kits to use in each match. The needed GK kit files are kit\_1\_11\_0.rx3 and kit\_1\_12\_0.rx3.

```
assignGKPants(1001).
```

This assigns GK pants to Gábor Király (1001).

```
useTournamentGraphicsInFriendly(223)
```

This will allow all graphics assigned to UEFA Champions League (223) to be visible during friendly matches.

```
assignTournamentPlayerKits(9,1000,1977,41,-1)
assignTournamentKitDetails(9,0,1000,-1,-1,-1,-1,1,-1,-1,7)
assignTournamentKitDetails(9,1,1000,-1,-1,-1,-1,4,-1,-1,7)
assignTournamentKitDetails(9,2,1000,-1,-1,-1,-1,1,-1,-1,9)

useTournamentGraphicsInFriendly(1000)
```

This will assign a set of kit (1977) to Liverpool (9) for use in an unassigned tournament (1000). All kits use then number set 41, which is set as white (1) for the home (0) and GK (2) kits, and red (4) for the away kit (1). The home and away kits are assigned collar 7 and the GK kit is assigned collar 9. The graphics for the unassigned tournament can then be used in a friendly match using the useTournamentGraphicsInFriendly() statement. This example shows how historic or fantasy kits can be added and used in friendly matches. These can be quickly enabled or disabled by adding or removing the useTournamentGraphicsInFriendly() statement.

```
setJerseyTuck(13743,0)
setSockHeight(13743,1)
setSleeveLength(13743,0)
assignWinterAccessories(13743,3)
```

This will assign to Steven Gerrard (13743), a tucked jersey (0), low socks (1), short sleeves (2) and short sleeves with underarmour sleeves for winter(3).

```
setWinterAccessoriesWeather(0,0)
setWinterAccessoriesWeather(1,0)
setWinterAccessoriesWeather(2,1)
```

This will disable (0) winter accessories in dry (0) and wet (1) weather, and enable (1) winter accessories in snowy (2) weather.

```
assignGameKit(1,5,1,0,4)
```

This will assign a specific kit (4) to Arsenal's (1) home shirt (0) when they play away at Chelsea (5). In this example, kit type 4 could be a variant of Arsenal's home kit with red socks, to avoid a clash with Chelsea's white socks.

```
assignGameKit(9,9,13,2,12)
assignGameKit(9,13,9,2,12)
```

This will assign a specific kit (12) to Liverpool's (9) goalkeeper (2) for home and away matches against Newcastle United (13). In this example, kit type 12 could be Liverpool's grey GK kit, used to avoid a clash between the black GK kit and Newcastle United's black and white shirts.

setJerseyFit(41236,1)

This will assign a tight fitting jersey (1) to Zlatan Ibrahimović (41236).

useGlobalRefereeWinterAccessories(2)

Sets the winter accessories for all referees and assistant referees to long shirt sleeves and under armour neck (2).

useGlobalJerseyFit(1)

This will force all players to wear tight fit jerseys (1).

swapAccessory (176580,9,6,3)

Swaps a generic right wristband (9) for a generic red (3) left hand support (6) for Luis Suárez (176580). Please note that Luis Suárez may not be assigned a right wristband in the database, this is just an example.

swapAccessory (177765,22,19)

Swaps generic left finger tape (22) for a specific right wristband(9) for Papiss Cissé (177765).

swapTeamKit(299,0,{0,0,6,7})

This will swap Lillestrøm's (299) home (0) kit with a random kit of type 0, 6 or 7. 0 is entered twice in the list to increase its change of being selected. Kit types 6 and 7 could be variations of the home kit with alternate sponsor logos, for example.

setTournamentCrowdSize(16,3,2)

setTeamCrowdSize(72,2,1)

This will set the crowd size to 75% (3) in the home section and 50% (2) in the away section in Ligue 1 (16) matches, and other matches Ligue 1 teams play in. However, Nice will instead have 50% (2) in home matches and 25% (1) in away matches.

setTeamCrowdSize(241,3,1)  
setTeamCrowdSize(243,3,1)  
setGameCrowdSize(241,243,4,2)  
setTournamentGameCrowdSize(241,243,223,4,4)

This will set the crowd size for both Barcelona (241) and Real Madrid (243) to 75% for home matches and 25% (1) for away matches. For Barcelona v Real Madrid, Barcelona's home crowd will be 100% (4) and Real Madrid's away crowd will be 50% (2). For Barcelona v Real Madrid matches in the UEFA Champions League (223), both home and away sections will be 100%. Please note these the game assignments will not apply to Real Madrid v Barcelona.

setTournamentTeamCrowdSize(1917,202,2,1)

This will set the home crowd to 50% (2) and away crowd to 25% (1) for Wigan Athletic (1917) matches in the Football League Cup (202).

removeSeatsTeam(1747)

This will remove the seats of the stadium when Mons (1747) play at home.

assignTeamTournament(120041,39)

This assigns a new team (120041) to MLS (30). This will not change any tournament allocations in the game, but will allow the team to use items assigned to MLS in non MLS matches, such as generic adboards and referee kits.

assignTournamentRefereeKitCollar(189,7)

This assigns a collar (7) to Swiss Super League (189) referee kits.

identifyTournamentFinalStadium(201,115)

This identifies Wembley (115) as the stadium for the final of the FA Cup (201). Please note that FA Cup semi finals are set to be played in this stadium, so any assigned final graphics for the FA Cup will also use final graphics.

### **Automation Examples**

These examples do not include the default files assigned in the database, which takes lowest precedence.

### Example 1

This is example is for a UEFA Champions League match where Milan play at home. The game takes place during the winter (useWinterBalls statement is used), the weather is dry and the time of day is night (3). The chosen referee kit is the yellow one (6005). Milan play in their home kit (0)

teamid = 47 (Milan)

tournamentassetid = 223 (UEFA Champions League)

stadiumid = 5 (San Siro)

leagueid = 31 (Serie A)

For this match, the adboard precedence is:

1. specificadboard\_47\_223\_5\_0.rx3
2. specificadboard\_0\_223\_5\_0.rx3
3. specificadboard\_47\_223\_0\_0.rx3
4. specificadboard\_0\_223\_0\_0.rx3
5. specificadboard\_47\_0\_5\_0.rx3
6. specificadboard\_0\_0\_5\_0.rx3
7. specificadboard\_47\_0\_0\_0.rx3
8. specificadboard\_0\_0\_0\_31.rx3
9. specificadboard\_0\_0\_0\_0.rx3
10. Ball assigned in DB

The ball precedence is:

1. specificball\_47\_223\_1\_textures.rx3
2. specificball\_47\_223\_0\_textures.rx3
3. specificball\_0\_223\_1\_textures.rx3
4. specificball\_0\_223\_0\_textures.rx3
5. specificball\_47\_0\_1\_textures.rx3
6. specificball\_47\_0\_0\_textures.rx3
7. specificball\_0\_31\_1\_textures.rx3
8. specificball\_0\_31\_0\_textures.rx3
9. specificball\_0\_0\_0\_textures.rx3

This list only shows the texture files (the model files have the same name but without the “\_textures” string). Because the weather is not snowy the snow balls are removed from the precedence list.

The net precedence is

1. specificnetcolor\_47\_5\_textures.rx3
2. specificnetcolor\_0\_5\_textures.rx3
3. specificnetcolor\_47\_0\_textures.rx3
4. specificnetcolor\_0\_0\_textures.rx3

The stadium texture file precedence is:

1. specificstadium\_5\_3\_47\_223\_textures.rx3
2. specificstadium\_5\_3\_0\_223\_textures.rx3
3. specificstadium\_5\_3\_47\_0\_textures.rx3
4. specificstadium\_5\_3\_0\_0\_textures.rx3

The Milan outfield kit precedence is:

1. kit\_45\_0\_223.rx3
2. kit\_45\_0\_31.rx3
3. kit\_45\_0\_0.rx3

The Milan GK kit precedence is:

1. kit\_45\_30\_223.rx3
2. kit\_45\_30\_223.rx3
3. kit\_45\_30\_31.rx3
4. kit\_45\_2\_31.rx3
5. kit\_45\_2\_0.rx3
6. kit\_45\_2\_0.rx3

Kit type 30 is the Gk kit automatically assigned to the home kit by default. If a Gk kit is assigned to Milan's home kit then that ID will replace 30 in the preference list.

The referee kit precedence is:

1. kit\_6005\_5\_223.rx3
2. kit\_6005\_5\_31.rx3
3. kit\_6005\_5\_0.rx3

Please note the 5 in the file name refers to the kit type, it is not the stadium ID.

## Example 2

José Reina (24630) will use the following items should they exist:

Skin tone:

- playerskin\_24630\_textures.rx3

GK Gloves

- playergkglove\_24630\_0\_textures.rx3

The boot precedence (assuming the random boot chosen is variant 2) is:

1. playershoe\_24630\_0\_2\_textures.rx3
2. playershoe\_24630\_0\_0\_textures.rx3

This list only shows the texture files (the model files have the same name but without the “\_textures” string).

### Example 3

These files will allow adboard randomisation for general assignment to Barcelona (241):

- specificadboard\_241\_0\_0\_0.rx3
- specificadboard\_241\_0\_0\_1.rx3
- specificadboard\_241\_0\_0\_2.rx3
- specificadboard\_241\_0\_0\_3.rx3

Each adboard has a 25% chance of being selected. If variants 1, 2 or 3 are missing then variant 0 will be chosen.

- specificadboard\_241\_0\_0\_0.rx3
- specificadboard\_241\_0\_0\_1.rx3

If the only variants are 0 and 1 as shown above, then 0 has a 75% of being chosen and 1 has a 25% chance.

### Example 4

The following set of files will assign tournament kit numbers to Ekstraklasa (66) games. Teams from this league will use these numbers in other games as well unless a higher precedence assignment exists. The list contains all default colours, however not all may be needed,

- specifickitnumbers\_0\_0\_66\_1.rx3
- specifickitnumbers\_0\_0\_66\_2.rx3
- specifickitnumbers\_0\_0\_66\_3.rx3
- specifickitnumbers\_0\_0\_66\_4.rx3
- specifickitnumbers\_0\_0\_66\_5.rx3
- specifickitnumbers\_0\_0\_66\_6.rx3
- specifickitnumbers\_0\_0\_66\_7.rx3
- specifickitnumbers\_0\_0\_66\_8.rx3
- specifickitnumbers\_0\_0\_66\_9.rx3
- specifickitnumbers\_0\_0\_66\_10.rx3
- specifickitnumbers\_0\_0\_66\_11.rx3
- specifickitnumbers\_0\_0\_66\_12.rx3

- specifickitnumbers\_0\_0\_66\_13.rx3
- specifickitnumbers\_0\_0\_66\_14.rx3
- specifickitnumbers\_0\_0\_66\_15.rx3
- specifickitnumbers\_0\_0\_66\_16.rx3
- specifickitnumbers\_0\_0\_66\_17.rx3
- specifickitnumbers\_0\_0\_66\_18.rx3
- specifickitnumbers\_0\_0\_66\_19.rx3

#### Example 4

The following files are needed to assign a set of bench players to Flamengo (1043). This set consists of three players, each with a model and texture file.

- specififcbenchplayer\_1043\_0\_0.rx3
- specififcbenchplayer\_1043\_0\_0\_textures.rx3
- specififcbenchplayer\_1043\_0\_1.rx3
- specififcbenchplayer\_1043\_0\_1\_textures.rx3
- specififcbenchplayer\_1043\_0\_2.rx3
- specififcbenchplayer\_1043\_0\_2\_textures.rx3

The following files are need to assign a manager to Flamengo:

- specififcmanager\_1043\_0\_0.rx3
- specififcmanager\_1043\_0\_0\_textures.rx3

#### Example 5

Rangers (86) by default have the following kits:

- kit\_86\_0\_0.rx3 (Home Kit)
- kit\_86\_1\_0.rx3 (Away Kit)
- kit\_86\_2\_0.rx3 (GK Kit)
- kit\_86\_3\_0.rx3 (Third Kit)

If any of the following files exist, they will be used:

- kit\_86\_30\_0.rx3 (Home GK Kit)
- kit\_86\_31\_0.rx3 (Away GK Kit)
- kit\_86\_33\_0.rx3 (Third GK Kit)

- kit\_86\_91\_0.rx3 (Arena Player Kit)
- kit\_86\_92\_0.rx3 (Arena GK Kit)
- kit\_86\_93\_0.rx3 (Home Training Kit)
- kit\_86\_94\_0.rx3 (Away Training Kit)
- kit\_86\_95\_0.rx3 (Home Training GK Kit)
- kit\_86\_96\_0.rx3 (Away Training GK Kit)
- kit\_86\_99\_0.rx3 (GK Pants)

#### Example 6

Banner for Newell's Old Boys (110396) for only home matches (1):

- specificbanner\_110396\_0\_0\_1\_0.rx3

Banner for Newell's Old Boys (110396) against Rosario Central (110580):

- specificbanner\_110396\_0\_110580\_0\_0.rx3

Banner for Newell's Old Boys (110396) in Copa Libertadores (1003) matches:

- specificbanner\_110396\_1003\_0\_0\_0.rx3

Banner for Newell's Old Boys (110396) in Copa Libertadores (1003) matches played away (2):

- specificbanner\_110396\_1003\_0\_2\_0.rx3

#### Example 7

If you play with Arsenal (1) and use their classic kit (1970), the following boot will be applied to all players if it exists:

- playershoe\_0\_1\_1970\_textures.rx3

If Arsenal is the home team, and playing at night (3) in the Emirates Stadium (156), the following items will be used if they exist (texture file listed only):

- specificadboard\_1\_1970\_0\_0.rx3
- specificball\_1\_1970\_0\_textures.rx3
- specificpitchmowpattern\_1\_1970\_0\_textures.rx3
- specificstadium\_156\_3\_1\_1970\_textures.rx3

#### Example 8

This will assign a boot for Gareth Bale (173731) for only when he plays for Wales (1367).

- playershoe\_173731\_1367\_0\_textures.rx3

This will assign him a boot when he player for Real Madrid (243) in UEFA Champions League matches (223).

- `playershoe_173731_243_223_textures.rx3`

#### Example 9

If final graphics are activated for UEFA Champions League (223), the following ball and adboards will be used if they exist:

- `specificadboard_0_223_0_4.rx3`
- `specificball_0_223_4_textures.rx3`

The following kits will be used for Borussia Dortmund if they exist:

- `kit_22_200_223.rx3` (Home Kit)
- `kit_22_201_223.rx3` (Away Kit)
- `kit_22_202_223.rx3` (GK Kit)
- `kit_22_203_223.rx3` (Third Kit)

Any other automated or assigned kits will be used if 200 is added to the kit type.

#### Example 10

The following skin tone will be used by Arjen Robben (9014) while wearing the home kit (0) of Bayern Munich (21) while winter accessories are active (1). This could be used to give him tights worn under his shorts and socks, or custom under armour sleeves.

- `playerskin_9014_21_0_1_textures.rx3`

#### Example 11

The following file will add two additional face textures (1,2) for Lazar Markovic (212125), each has a 25% chance of being randomly chosen for each match, otherwise the default texture will be used. An example of this use is to alternate facial hair styles. The default face texture could have no facial hair, variant 1 could have stubble and variant 2 could have a full beard. A third variant could also be added which would have a 25% chance of being used, and reduce the default texture's chance to 25%. The default texture could use the standard FIFA 14 specific face convention (`face_212125_0_0_0_0_0_0_0_0_0_textures.rx3`) or the new alternate (`specificface_212125_0_textures.rx3`) to keep all of that player's face files uniform.

- `specificface_212125_1_textures.rx3`
- `specificface_212125_2_textures.rx3`

#### Example 12

Training ball (5) for Napoli (48).

- specificball\_48\_0\_5\_textures.rx3

Arena ball (6) for Napoli (48).

- specificball\_48\_0\_6\_textures.rx3

Skill games ball (7). Please note that this ball cannot be assigned to teams, only globally.

- specificball\_0\_0\_7\_textures.rx3

### Example 13

This will create a unique away kit (1) for the squad number 7 of the Polish national team (1353). This kit could be used to draw the front number manually onto the texture as it is a different colour to the back number. The kit type is calculated as  $10000 + (100 * 1) + 7$ .

- kit\_1353\_10107\_0.rx3