

REVOLUTION MOD 14 V1.4

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EDITING AND ID GUIDE

Precedence of Statements

Some statements have precedence over others.

For Crowd Size:

1. Tournament Game
2. Tournament Team
3. Game
4. Team
5. Tournament Default

Alternate GK Kits

When you assign alternate GK kits, the game will use the name, number and collar choices of the default GK kit (type 2). You can use the assignKitDetails statement to so set these for the alternate kit. You should not add any records for alternate GK kits to the database. Please note that if you set a parameter to -1 in the assignKitDetails statement, then it will use the values from the database for kit type 2.

Classic Kits

If you want to use assignKitDetails for a classic kit, you should use assignTournamentKitDetails, using the kit year as the tournamentassetid.

Tournament Asset ID List

Please note that this list may be incomplete. Some items such as referee kits assigned to leagues shown in bold will show in friendlies.

- | | | |
|----|---------------------------|-----|
| -1 | Friendly | |
| 1 | Danish Superliga | DEN |
| 4 | Belgian Pro League | BEL |
| 7 | Brasileirão | BRA |
| 8 | Russian Cup | RUS |
| 10 | Eredivisie | NED |

13	Premier League	ENG
14	Football League Championship	ENG
15	Friendly (Career Mode)	
16	Ligue 1	FRA
17	Ligue 2	FRA
19	1. Bundesliga	GER
20	2. Bundesliga	GER
31	Serie A	ITA
32	Serie B	ITA
39	Major League Soccer	USA
41	Tippeligaen	NOR
50	Scottish Premiership	SCO
53	Primera División	ESP
54	Segunda División	ESP
56	Allsvenskan	SWE
57	Categoría Primera A (Apertura?)	COL
58	Categoría Primera A (Finalización?)	COL
60	Football League One	ENG
61	Football League Two	ENG
65	League of Ireland Premier Division	IRE
66	Ekstraklasa	POL
67	Russian Premier League	RUS
78	International	
80	Austrian Bundesliga	AUT
83	K-League	KOR
84	Liga MX (Apertura?)	MEX
85	Liga MX (Clausura?)	MEX
152	Argentine Primera División (Inicial?)	ARG
153	Argentine Primera División (Final?)	ARG
156	Chilean Primera División (Apertura?)	CHI
157	Chilean Primera División (Clausura?)	CHI
189	Swiss Super League	SUI
201	FA Cup	ENG
202	Football League Cup	ENG
203	Football League Trophy	ENG
204	Coupe de France	FRA
205	Coupe de la Ligue	FRA
206	DFB-Pokal	GER
208	Copa del Rey	ESP
210	Coppa Italia	ITA
211	Supercoppa Italiana	ITA
212	Austrian Cup	AUT
213	Coupe de Belgique	BEL
215	Danish Cup	DEN
217	Norwegian Football Cup	NOR
218	Taça de Portugal	POR

219	Scottish Cup	SCO
220	Svenska Cupen	SWE
221	Swiss Cup	SUI
223	UEFA Champions League	
224	UEFA Europa League	
225	Supercopa de España	ESP
228	FA Community Shield	ENG
229	Copa do Brasil	BRA
232	UEFA Super Cup	
233	Trophée des Champions	FRA
234	US Open Cup	USA
308	Primeira Liga	POR
314	KNVB Cup	NED
335	Chilean Primera División	CHI
336	Categoría Primera A	COL
341	Liga MX	MEX
350	Saudi Professional League	KSA
351	A-League	AUS
353	Argentine Primera División	ARG
360	Football League One (Playoffs)	ENG
361	Football League Two (Playoffs)	ENG
365	League of Ireland Cup	IRL
366	Polish Cup	POL
375	Copa Sudamericana	
414	Football League Championship (Playoffs)	ENG
450	Saudi Crown Prince Cup	KSA
451	A-League (Playoffs)	AUS
483	K-League (Playoffs)	AUS
550	King Cup of Champions	KSA
940	CONCACAF Gold Cup	
950	AFC Asian Cup	
960	CAF Africa Cup of Nations	
970	Copa America	
980	UEFA European Championships	
981	UEFA European Championships (Qualifiers)	
990	FIFA World Cup	
991	FIFA World Cup (Qualifiers)	
992	FIFA World Cup (Qualifiers)	
999	FIFA Confederations Cup	
1003	Copa Libertadores	

The following IDs do not reference actual tournaments, but are used by this mod for assigning things such as referee kits and generic adboards to rest of the world teams in these leagues. The link is the teamTournamentLink statement in the file for each team.

901	Ukrainian Premier League	UKR
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902	Greece Superleague	GRE
903	Premier Soccer League	RSA
904	Süper Lig	TUR

Shirt Name and Number Colour Guide

This table shows the colours of the generic FIFA 13 numbers and the corresponding hex codes for the player name. Please note that user made numbers can be different shades.

		<u>Number</u> <u>Colour</u>	<u>Name</u> <u>Colour</u>
	White	1	"D5D9D5"
	Black	2	"0D0C0D"
	Blue	3	"0046B0"
	Red	4	"A00005"
	Yellow	5	"E8D628"
	Green	6	"007A00"
	Orange	7	"F88500"
	Purple	8	"7A19B8"
	Brown	9	"553210"
	Pink	10	"ED80B0"
	Dark Red	11	"750E05"
	Light Blue	12	"7DC1F0"
	Dark Blue	13	"001450"
	Grey	14	"A0A2A0"
	Light Gold	15	"C5C965"
	Gold	16	"98864D"
	Dark Yellow	17	"F8C932"
	Light Red	18	"C53232"
	Dark Green	19	"003C00"

Accessories Guide

The game only loads the number of accessories set in the database and what it needs otherwise. This means that it is not possible to add accessories with this mod, only to substitute them. You could set accessories in the database to unused IDs such as 20 and 21 so you can swap them later with this mod.

This table shows the IDs of each accessory. Please note that accessories marked with a star (*) are not recolourable, and will only show when colour is set to 0. The swap statements can not be used to swap the GK gloves for another accessory, or vice versa, but can be used to disable them.

- 2 Referee Headset*
- 4 Referee Watch (Left)*

- 5 Referee Watch (Right)*
- 6 Hand Support (Left)
- 7 Hand Support (Right)
- 8 Wristband (Left)
- 9 Wristband (Right)
- 10 Knee Tape (Left)
- 11 Knee Tape (Right)
- 12 Knee Support (Left)
- 13 Knee Support (Right)
- 14 Ankle Tape
- 16 Winter Gloves
- 18 GK Gloves
- 22 Finger Tape (Left)
- 23 Finger Tape (Right)
- 24 Wide Wristband (Left)
- 25 Wide Wristband (Right)
- 26 Bracelet (Left)
- 27 Bracelet (Right)
- 28 Referee Yellow Card (Left)*
- 29 Referee Yellow Card (Right)*
- 30 Referee Red Card (Left)*
- 31 Referee Red Card (Right)*

Here are the colours used for generic accessories.

		<u>Colour</u>
	White	0
	Black	1
	Blue	2
	Red	3
	Yellow	4
	Green	5
	Orange	6
	Purple	7
	Brown	8
	Pink	9
	Dark Red	10
	Light Blue	11
	Dark Blue	12

If you want to create specific accessories, I recommend that you use the file accessory_2_0_textures.rx3 as a template as the texture is 128x128 pixels, the texture size for most generic accessories is 8x8 pixels. For accessories which have a left and right variant, the texture file exists for the ID allocated to the left variant and is shared by the right variant. For example, if you

want to create a specific wristband, the file should be called `specificaccessory_8_playerid_textures.rx3`, this can be used for both the left and right wrists.

Winter Balls

It is not possible for this mod to detect if a match takes place when winter balls should be used. These balls must be activated using the `useWinterBalls` statement.

Manager/Substitute/Cameraman Assignments

These assignments need a texture and a paired model. To help you find these from EA's files, EA defines each as `manager_suittype_skintone_suitvariation_wet_textures.rx3` and `manager_suittype_bodytype_wet.rx3`, and this applies to substitutes and cameramen. For substitute assignments, I have required three pairs to allow variation of the substitutes as the head and clothes are included on the same texture and model. You do not need three variations, you can copy the same one to all three pairs.

It should also be noted that the face textures are transparent in EA's substitute textures. A simple way to view these is to export the texture and view in Paint. Keeping this transparency is not needed for new specific textures as the game will not recolor these parts.

Virtual Pro

The playerid of your virtual pro is 30999.

Custom FUT Assets

Using the `useCustomFUTAssets` statement will allow you to use custom assets while playing with your FUT team. You can add custom kits, adboards, balls and more using the team ID 130000. This includes statements and automated assignments related to kits, including kit name and numbers. For kits, you should choose a home kit for your home kit and an away kit for your away kit in FUT as the custom kit types align to the kit type of the chosen kit rather than which one you assign it. For example, if your FUT home kit is the away kit of Barcelona, then your custom away kit will be used.

Crowds

The crowd contains figures categorised as home, away and neutral. The home section of the crowd is about 60% home figures and 40% neutral. Typically, the distribution tends to be even, apart from in areas associated with the most dedicated supporters (e.g. the Kop at Anfield), where home figures are predominant. The away section is about 90% away figures and 10% neutral.

Each of these three types of figure are stored in four pairs of model and texture files. Each texture file contains textures for four figures, each sharing the paired model. The textures include both clothes and skin. The game will recolour parts of these textures so some supporters wear the team's colours. This is determined by the value of the alpha channel, opaque pixels are recoloured and transparent ones are not.

For those intending to import textures with RX3 master, please note that the RGB values of transparent pixels are not saved. I would suggest instead making those pixels nearly transparent. That way the RGB values will be saved in the RX3 and the recolouring will be so minimal it will not be noticeable. One way of doing this is to set the opacity to 1% in your image editor (e.g. Photoshop) and save the image.

Generic Textures Filename:

`crowd_0_varient_light_condition_textures.rx3`

Specific Textures Filename:

<code>specificcrowd_teamid_0_varient_light_condition_textures.rx3</code>	[team assignments]
<code>specificcrowd_0_leagueid_varient_light_condition_textures.rx3</code>	[league assignments]

For both the paired model is the same filename, but without “_textures”. Light refers to the stadium light, 0=overcast, 1=clear, 3=night, and 4=sunset. Condition refers to the weather, 0=dry and 1=wet. Home, away and neutral figures use variants 0, 1 and 2. Home and away also use variant 4, which uses the player shirt texture over the clothes in the texture, neutral uses variant 3 instead.

For specific crowds, you can assign to either teams or leagues. Team crowds are used in only the home and away sections.

Home Section Precedence:

1. Home team assignment
2. Home league assignment
3. Generic

Away Section Precedence:

1. Away team assignment
2. Away league assignment
3. Generic

Neutral Section Precedence:

1. Home league assignment
2. Generic

Hints and Tips

`assignPlayerFace(playerid)` is not needed if you replace a specific face with a specific face, just regenerate.