

Real Football Simulator Getting Started

Publication date:

29 Jun 2023

Welcome

RFS has been designed with the goal to be intuitive and simple in any phase of the game, nevertheless a short introduction will help you to enjoy the game from the very beginning. The first thing you may want to decide is if you are going to play RFS by itself or in combination with FIFA 16. You can play any game of RFS in FIFA 16 and the result will be imported back in RFS.

Installing RFS

RFS comes in two separate files, an RFS_Setup.exe installer and a RFS.zip file.

First [launch RFS_Setup](#), it will install the RFS.exe, the simulator engine itself, but it will not install any database or graphics. database and graphics are located in the RFS.zip file.

After installation of RFS.exe, [unzip RFS.zip in the folder <MyDocuments>\RFS](#) .

You are ready to go.

Preparing FIFA16

First of all be aware that while using FIFA 16 with RFS, you cannot continue to use FIFA 16 in its normal way, so I recommend you [make a backup of your current FIFA 16](#) and [prepare a clean installation](#). RFS should actually work over any existing installation of FIFA 16 but, because FIFA 16 has so many patches, I cannot guarantee that RFS will work with any other patch you have previously installed.

Before to start RFS, it is recommended that you launch EA App (or Origin Games if you are still using it) and [put EA App offline](#). This is not mandatory, but it will tremendously speed up the launch of FIFA 16 when RFS will use it.

When RFS is launched, it checks for the presence of a properly installed FIFA 16 and ask you the permission to take control of FIFA 16 itself.

Configuring RFS

Let's take a look at the RFS Settings menu.

Note: your personal settings are saved in \AppData\Roaming\RFS folder, typically the full path is C:\Users\<Your Name>\AppData\Roaming\RFS. The first time, you will see the default settings:

choose your language typing the two letters international code, at the moment only Italian "it" and English "en" are supported, but it is possible to fully localize the game creating a specific translation file RFS-xx.DB where xx are the two letters identifying the language. The two letters xx are also used to identify the default language, that is actually English.

The screenshot shows the RFS settings menu with three main sections:

- User Interface:** Includes options for Menu Foreground, Menu Background, Menu Selected, Menu Icons (set to 'Light'), and Language (set to 'xx', which is circled in red). There are 'Restore' and 'Save' buttons at the bottom.
- User Info:** Includes fields for First Name (John), Last Name (Doe), Birthday (01/01/2000), and Country (Italy).
- Playing Preferences:** Includes dropdowns for Matches (Quick Simulation), Market Start (First Winter Session), FIFA 16 Level (World Class), FIFA 16 Half Duration (6), FIFA 16 Kit Creation (Since second season), FIFA 16 Language (eng_us), msec per Tick (100), and Hours per Tick (24).

Set your name, birthday and nationality. They will be used when starting a new career.

This screenshot is identical to the one above, but a red rectangle highlights the User Info section, which includes the fields for First Name, Last Name, Birthday, and Country.

Choose how to play or simulate your matches in RFS, you have 3 options

Quick Simulation, simulates the match result without any interaction with the user, you can just watch at the final result.

Interactive Simulation, simulates the match interactively, you can see the progress of the match and make substitutions.

Play in FIFA 16 will launch FIFA 16 and you can play the match.

A close-up of the 'Matches' dropdown menu showing three options: 'Quick Simulation', 'Interactive Simulation', and 'Play in FIFA 16'.

Choose when to start the transfers market, you have 2 options: the first winter session or the first summer session.

If you are going to play matches in FIFA 16, choose your playing preferences in terms of difficulty, duration and language, in addition RFS can generate missed kits and create new kits at every season. You can control this option choosing among:

"If not present" creates a new kit only if not present in current FIFA 16

"Since second season" creates a new kit starting only from the second season of your career

"Always" creates a new kit including the first season.

A close-up of the 'FIFA 16 Kit Creation' dropdown menu showing three options: 'Since second season', 'If not present', and 'Always'.

Finally you can control how fast is the simulation of the game choosing the two options

"msec per Tick" and "Hours per tick"

Think to a "tick" as a simulation step, you can choose how frequently in milli seconds happens a simulation step and how many hours are simulated in one step.

For example use 100 msec and 24 hours for running the simulation at the maximum speed

Use 100 msec and 1 hours for a "standard" speed, each day will require 2.4 seconds to be simulated.

Increase msec to a 150 or 200 if you prefer a slower simulation.

User Interface		User Info		Playing Preferences	
Menu Foreground	<input type="checkbox"/>	First Name	John	Matches	Quick Simulation
Menu Background	<input type="checkbox"/>	Last Name	Doe	Market Start	First Winter Session
Menu Selected	<input type="checkbox"/>	Birthday	01/01/2000	FIFA 16 Level	World Class
Menu Icons	Light	Country	Italy	FIFA 16 Half Duration	6
Language	xx			FIFA 16 Kit Creation	Since second season
Restore Save				FIFA 16 Language	eng_us
				msec per Tick	100
				Hours per Tick	24

Starting a Career

When starting a new you have 3 options:

Manage a team, where you can select your team and start your career as a manager.

Wait for a call, where you will start your career without a team, but you can select a league and wait for a proposal to be hired by a team of that league

Observer mode, where you will not manage any team but you can see the game running and, if you want, to play any match in FIFA 16.

Playing

The top menu has two important buttons, the Home Button that will bring you to your Home page

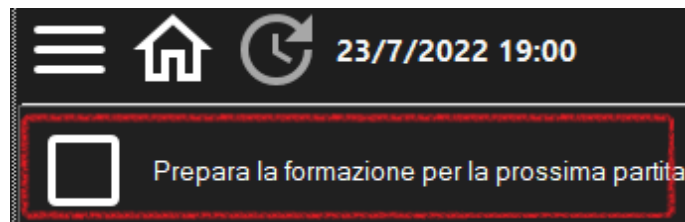


and the Advance Button, that you can use to go ahead with the simulation. The Advance Button, starts the simulation when it is stopped or stop the simulation while it is running.



In the top-left area of the Home Page you will find your "To Do List", the list of actions that you have to do before to continue the simulation using the Advance Button. Click on an

item of the To Do List to go to the related page. When you have pending actions to do, the Advance Button is disabled.



Confirming Choices and Delegating

In many pages you will find a button that can be colored in Green or Orange, when green it means that you can click it and confirm your choices, when orange it means that you still have to complete something in that page.



In many pages you will also find a "Delegate Button", clicking that button you delegate choices to your staff.

Playing a Match in FIFA 16

Use the menu Load Tournament to load the match prepared by RFS, play the match as usual. When complete, just exit FIFA 16 (you don't need to save anything) the result will be automatically imported.

RFS patch includes the possibility to play a match CPU vs CPU. In the "Select Side" screen of FIFA 16, set no controls for both teams and press "Button Y" (The one that is normally used to customize your controller settings)

Patching FIFA 16

Many graphical patches are compatible with RFS.

RFS will generate automatically Kits and kitnumbers, according to configuration settings.

RFS will generate automatically Goalnets, Flags, Kitoverlays, Wipes if not present. If present they will be not replaced (even if previously generated by RFS itself)

Player's face: just copy the files in the proper folder, RFS will automatically recognize if a player has a special face. For your reference, the following files are necessary (where # is the player id)

data\sceneassets\faces\face_#_0_0_0_0_0_0_0_0_0_textures.rx3

data\sceneassets\heads\head_#_0.rx3

data\sceneassets\hair\hair_#_0_0.rx3

data\sceneassets\hairlod\hairlod_#_0_0.rx3

Player's tatoos: load the following file for using a specific skin for a player (where # is the player id)

data\sceneassets\body\playerskin_#_textures.rx3

Specific Balls: load the following files for using a specific ball for a tournament (where # is the competition id)

data\sceneassets\ball\specificball_0_#_0.rx3

data\sceneassets\ball\specificball_0_#_0_textures.rx3

Specific Advertisement Boards: load the following file for using a specific adboard for a tournament (where # is the competition id)

data\sceneassets\adboard\specificadboard_0_#_0_0.rx3

load the following file for using a specific adboard for a team (where # is the team id)

data\sceneassets\adboard\specificadboard_#_0_0_0.rx3

Specific Warm-up Bib:

load the following file for using a specific bib for a tournament (where # is the competition id)

data\sceneassets\warmup\bib_0_0_#_textures.rx3

load the following file for using a specific bib for a team (where # is the team id)

data\sceneassets\warmup\bib_#_0_0_textures.rx3

Specific Tracksuite For Bench Players:

load the following file for using a specific tracksuit for a team (where # is the team id)

data\sceneassets\warmup\tracksuit_#_0_0.rx3

data\sceneassets\warmup\tracksuit_#_0_0_textures.rx3

Stadium Dressing:

load the following file for using a specific stadium dressing for a tournament (where # is the competition id)

data\sceneassets\tournament\specifictournament_0_#_0.rx3

Specific Stadium for each Team:

RFS allows to have a specific stadium for each team, without any limitation. For doing that it uses a special Stadium ID = 225, therefore you need to customize your stadium files with that specific id. Then you have to copy the files in a folder

Document\RFS\Stadiums\<TeamId>

For example for Bologna with Id = 189 the folder must be: Document\RFS\Stadiums\189\

The files that are typically available for a custom stadium are:

stadium_225.rx3	(The 3D Stadium model)
stadium_225_1_textures.rx3	(The day Stadium textures)
stadium_225_3_textures.rx3	(The night Stadium textures)
crowd_225_1.dat	(The day crowd placements)
crowd_225_3.dat	(The night crowd placements)
glares_225_#_\$.rx3	(with # = {1,3} and \$= {0..3} – 8 files with glares graphics)
glares_225_#_\$.lnx	(with # = {1,3} and \$= {0..3} – 8 files with glares positions)

Be aware that the .lnx files, contain the name of the file itself, that line must be consistent with the name of the file itself, for example a line should appear like this (#=1 \$=0)

```
<particleEffect name="glares_225_1_0">
```

Specific Overlay for each Competition:

RFS allows to have a specific overlay for each competition, where <AssetId> is the asset identifier of the competition.

In order to activate this feature save the specific overlay files in the folder

Document\RFS\Overlays\<AssetId> and specifically the subfolders:

Overlays\<AssetId>\globalcomponents\overlaycomponents_9

Overlays\<AssetId>\overlays

RFS always uses the “9” set of files, also for Bundesliga and Premier League.

Default files are saved in folder:

Document\RFS\Overlays\0\

This folder must not be removed.