REVOLUTION MOD 14 V1.4

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STATEMENTS

List of Statements

Make sure you put each statement in the correct .lua file. If the correct file is missing, you need to create it. Each parameter within the brackets must be replaced with an appropriate value. Typically, each value should be an integer; however namecolour is in a more complex format (see below). Some complex statements allow you to use the value -1 for certain parameters, which will just use the value from the database.

The parameter namecolour sets the name colour on a kit. The format of this is the hexcode in quotation marks. For example, the hexcode FF0000 should be entered as "FF0000" including the quotation marks.

Some statements allow a parameter to be entered as a list. This means that as well as being able to use a single value, you can enter multiple values to allow the game to select a random one for each match. A list consists of numbers separated by commas surrounded by braces ("{" and "}"). Each list must have at least one item and items can be entered multiple times in a list to increase the change of selection. An example of a list is {1,2,3,4,4,4,4,5}. In this guide these parameters are shown in bold type. Statements using randomisation should not be put in external files.

Please also note that all assignments are case sensitive.

By default, a file has been created for each team containing an assignTeamTournament statement linking the team to its default league tournament. Rest of world teams in lower divisions have been assigned to their countries top division and other teams have been assigned dummy tournament IDs (see ID guide section).

When assigning items to a referee, add the coefficent 500000 to the player ID. This is because some players and referees share player IDs.

TEAM STATEMENTS

These statements must be placed in FIFA 14\Game\data\fifarna\lua\assignments\teams\team_X.lua, where X is the team ID.

assignGameKit(teamid,hometeamid,awayteamid,kittype,**newkittype**)
Assigns a kit to replace a specific kit in a specific match. This assignment can be used for outfield kits and goalkeeper kits.

assignGKKit(teamid,playerkttype,**gkkittype**)
Assign GK kit to a outfield player kit.

assignKitDetails(teamid,kittype,namefont,namecolour,namelayout,numberset,numbercolourshirt,numbercolourshort,fit,collarnumber)

Set the name and number type and colours of a kit, also the collar. namefont, namecolour, namelayout, numberset, numbercolourshirt, numbercolourshort fit, and collarnumber can be set to -1 to use the database values.

assignTournamentKitDetails(teamid,kittype,tournamentassetid,namefont,namecolour,namelayout,numberset,numbercolourshirt,numbercolourshort,fit,collarnumber)

Set the name and number type and colours of a kit, also the collar, for use in a specififed tournament. namefont, namecolour, namelayout, numberset, numbercolourshirt, numbercolourshort fit, and collarnumber can be set to -1 to use the database values.

assignTeamTournament(teamid,tournamentassetid)

Assigns teams to tournaments. This link is used to determine things like referee kits and generic adboards in friendlies and other matches where no other assignments take precedence.

setGameCrowdSize(hometeam,awayteam,**homesize**,**awaysize**)

Sets the size of the crowd for a specific match. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

setTeamCrowdSize(teamid,**homesize**,**awaysize**)

Sets the size of the crowd for a team. homesize is for home matches and awaysize is for away matches. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

setTournamentGameCrowdSize(hometeamid,awayteamid,tournamentassetid,**homesize**,**awaysize**)

Sets the size of the crowd for a specific match when played in a specific tournament. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

setTournamentTeamCrowdSize(teamid,tournamentassetid,**homesize**,**awaysize**)

Sets the size of the crowd for a team in a specific tournament. homesize is for home matches and awaysize is for away matches. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

swapTeamKit(teamid,kittype,**newkittype**)

Swaps a kit type of a team for another.

removeSeatsTeam(teamid)

Remove seats in stadiums when a team is the home team.

PLAYER STATEMENTS

These statements must be placed in FIFA 14\Game\data\fifarna\lua\assignments\players\player_X.lua, where X is the player ID.

assignGKPants(playerid)
Assign GK pants to a player.

assignPlayerFace(playerid)
Assign a real face to a player if player currently has generic face.

assignWinterAccessories(playerid,option)
Assign winter accessories to a player. Option can be none (0), long shirt sleeves (1), long shirt sleeves and under armour neck (2), short shirt sleeves and under armour sleeves (3), short shirt sleeves and under armour sleeves and neck (4).

setJerseyFit(playerid,fit)
Set the jersey fit of a player. fit can be normal (0) and tight (1).

setJerseyTuck(playerid,tuck)
Set whether a player's jersey is tucked. Tuck can tucked (0) or untucked (1).

setSleeveLength(playerid,option)
Set the sleeve length of a player. option can be short (0), long (1), long and under armour neck (2), short and under armour sleeves (3), short and under armour sleeves and neck (4).

setSockHeight(playerid,sock)
Sets the sock height of a player. Sock can be set as normal (0), low (1) or high (2).

setUndershorts(playerid,option)
Sets whether undershorts are worn. Option can be no undershorts (0) or undershorts (1). By default undershorts are only worn when winter accessories are active.

swapAccessory(playerid,oldaccessoryid,newaccessoryid,newaccessorycolour)
Swaps a generic accessory for another generic one. Set newaccessoryid to -1 to remove old accessory without adding a new one.

OTHER STATEMENTS

These statements must be placed in FIFA 14\Game\data\fifarna\lua\assignments\general.lua, or another assigned file in the same directory.

assignAlternateStaticAdboard(stadiumid)
This will allow a stadium with electronic or rotating adboards to use an alternate adboard for static adboards.

assignTournamentRefereeKitCollar(tournamentassetid,collar)
Assigns a collar to a set of tournament referee kits.

disableGenericBootReplacement()

Disables the generic boot replacement function. If you add this statement, automatic boots will not show for players who would otherwise wear generic boots.

disableOutfieldFontForGK()

Disables the outfield kit name font and number set from the database being applied to the GKkit.

identifyTournamentFinalStadium(tournamentassetid,stadiumid)

This will identify this stadium as the venue of the final of a tournament, any games held here in the tournament will use assigned final graphics.

removeAccessories()

This will remove all player accessories, including wristbands, sock tape and goalkeeper gloves.

removeSeatsStadium(stadiumid)

Remove seats in a stadium.

setTournamentCrowdSize(tournamentassetid,homesize,awaysize)

Sets the default size of the crowd for matches in a specific tournament. If the tournament is a league then it will apply when the tournament's default teams play in other competitions when no other relevant assignment is used. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

setWinterAccessoriesWeather(weather,option)

Set which weather winter accessories will appear in. Weather can be dry (0), wet (1) or snowy (2). Option can be not used (0) or used (1).

setWipeGraphicType(option)

Choose whether trophies or tournament logos are used for wipes in all competitions. Option can be trophies (1) or tournament logos (2). By default, tournament logos are typically used for leagues and trophies are typically used for cups.

useCustomFUTAssets()

Enables custom FUT assets.

useGlobalJerseyFit(option)

Sets the jersey fit of all players. fit can be normal (0) and tight (1).

useGlobalRefereeWinterAccessories(option)

Assigns winter accessories to all referees and assistant referees. Option can be none (0), long shirt sleeves (1), long shirt sleeves and under armour neck (2), short shirt sleeves and under armour sleeves (3), short shirt sleeves and under armour sleeves and neck (4).

useGlobalTournamentGraphics(tournamentassetid)

Use graphics assigned to tournaments in all matches.

useTournamentFinalGraphics()

Activates assigned tournament final graphics.

useTournamentGraphicsInFriendly(tournamentassetid)
Use graphics assigned to tournaments in friendly matches.

useWinterBalls()
Activates assigned winter balls.