

REVOLUTION MOD 14 V1.4

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AUTOMATED FEATURES

File Names

Most automatic assignment files use new naming conventions. For most items, the word "player" or "specific" is added to the start of the file name to help avoid confusion with the other files.

General Precedence

1. Automatic Assignment
2. Statement Assignment
3. Database Assignment

This order is important. You should take care if using both automated and statement assignments for an item, as for example, a team ball automatic assignment would take precedence over a tournament ball statement assignment.

Automatic Precedence Lists and Key

Some of these automated items have a precedence list. For each list, the highest precedence file for each match to exist is used.

In the precedence order lists I have used symbols to represent the IDs to help readability. These are:

- # = teamid
- \$ = tournamentassetid
- @ = stadiumid
- % = leagueid
- ? = playerid

The leagueid is the league the team are linked to in rm_default.lua. This is typically the team's domestic league. This is used to allow leagues to have generic adboards, a tournament assignment would take precedence over team assignments. It is also used to allow balls and referee kits assigned to leagues to be used in other matches outside of the tournament if no other assignment is made.

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

Statement and Automatic Comparison

This table compares the automatic adboard file names to the equivalent statement.

File Name	RM13 Statement Equivalent
specificadboard_#_\$_@_0.rx3	
specificadboard_0_\$_@_0.rx3	assignTournamentStadiumAdboard
specificadboard_#_\$_0_0.rx3	assignTournamentTeamAdboard
specificadboard_0_\$_0_0.rx3	assignTournamentAdboard
specificadboard_#_0_@_0.rx3	
specificadboard_0_0_@_0.rx3	assignStadiumAdboard
specificadboard_#_0_0_0.rx3	assignTeamAdboard
specificadboard_0_0_0_%.rx3	assignGenericTournamentAdboard
specificadboard_0_0_0_0.rx3	(default generic adboard)

Most of the other automated features have equivalent statements.

Name Guide

This guide states the needed file name, with parameters needing replacing with IDs shown in italics. Set these to 0 for a general assignment (e.g. setting stadiumid to 0 will allow the item to be used in all stadiums).

Classic Kits

When the home team uses a classic kit, the kityear of this kit replaces the tournamentassetid in the precedence list for most items. This allows items to be used with this kit, such as adboards, balls, boots, ect. This will not apply to the kits and boots of the away team, unless the away team also uses a classic kit.

ACCESSORIES (WRIST/HAND/LEG TAPE, WINTER GLOVES)

specificaccessory_*playerid*_teamid_accessoryid_textures.rx3

or

specificaccessory_*playerid*_teamid_accessoryid_kittype_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\accessory\

1. specificaccessory_?_#_accessoryid_kittype_textures.rx3
2. specificaccessory_0_#_accessoryid_kittype_textures.rx3
3. specificaccessory_?_#_accessoryid_textures.rx3
4. specificaccessory_0_#_accessoryid_textures.rx3
5. specificaccessory_?_0_accessoryid_textures.rx3

ADBOARDS

specificadboard_teamid_tournamentassetid_stadiumid_var.rx3

Directory: FIFA 14\Game\data\sceneassets\adboard\

var is usually 0, however values of 1, 2, and 3 can also be added to allow for randomisation. The value of var will be randomly chosen from 0, 1, 2, and 3. If you use assignAlternateStaticAdboard for a stadium, var will use the value 6 for the static adboards only. Please note that the adboard in position 15 in the list references leagueid to allow for generic adboards.

1. *specificadboard_0_\$_0_5.rx3 **
2. *specificadboard_#_\$_@_ var.rx3*
3. *specificadboard_#_\$_@_0.rx3*
4. *specificadboard_0_\$_@_ var.rx3*
5. *specificadboard_0_\$_@_0.rx3*
6. *specificadboard_#_\$_0_ var.rx3*
7. *specificadboard_#_\$_0_0.rx3*
8. *specificadboard_0_\$_0_%.rx3 **
9. *specificadboard_0_\$_0_ var.rx3*
10. *specificadboard_0_\$_0_0.rx3*
11. *specificadboard_#_0_@_ var.rx3*
12. *specificadboard_#_0_@_0.rx3*
13. *specificadboard_0_0_@_ var.rx3*
14. *specificadboard_0_0_@_0.rx3*
15. *specificadboard_#_0_0_ var.rx3*
16. *specificadboard_#_0_0_0.rx3*
17. *specificadboard_0_0_0_%.rx3*
18. *specificadboard_0_0_0_0.rx3*

* Item 1 is removed from the precedence list unless tournament final graphics are activated. The variant value for tournament final is 4.

*Item 8 is removed unless tournamentassetid is greater than 6 to avoid a conflict.

BALL

specificball_teamid_tournamentassetid_condition_textures.rx3

specificball_teamid_tournamentassetid_condition.rx3

Directory: FIFA 14\Game\data\sceneassets\ball\

condition is 0 for normal, 1 for winter ball and 2 for snow ball. If useWinterBalls statement is not used, winter ball is removed from precedence list. If the game weather is not snow then snow balls are removed from precedence list. This precedence list only shows the texture file. spec is 5 for training mode and 6 for arena mode and are removed from the precedence list outside of these situations.

1. *specificball_#_0_spec_textures.rx3 **
2. *specificball_0_0_spec_textures.rx3 **
3. *specificball_0_\$_4_textures.rx3 **

4. specificball_#_\$_2_textures.rx3
5. specificball_#_\$_1_textures.rx3
6. specificball_#_\$_0_textures.rx3
7. specificball_0_\$_2_textures.rx3
8. specificball_0_\$_1_textures.rx3
9. specificball_0_\$_0_textures.rx3
10. specificball_#_0_2_textures.rx3
11. specificball_#_0_1_textures.rx3
12. specificball_#_0_0_textures.rx3
13. specificball_0_%_2_textures.rx3
14. specificball_0_%_1_textures.rx3
15. specificball_0_%_0_textures.rx3
16. specificball_0_0_0_textures.rx3

* Items 1 and 2 are removed from the precedence list outside training matches or arena mode. Item 3 is removed from the precedence list unless tournament final graphics are activated. The condition value for tournament final is 4.

You can also set the skill games ball, only this ball is the precedence list for skill games.

1. specificball_0_0_7_textures.rx3

BANNERS

specificbanner_*teamid_tournamentassetid_opponentteamid_venue_var*.rx3

Directory: FIFA 14\Game\data\sceneassets\banner\

venue is 0 for home and away, 1 for home only and 2 for away only. The value of var will be randomly chosen from 0, 1, 2, and 3, please note this randomisation only applies when tournamentassetid and opponentteamid are 0.

1. specificbanner_#_%_opponentteamid_venue_0.rx3
2. specificbanner_#_%_opponentteamid_0_0.rx3
3. specificbanner_#_0_opponentteamid_venue_0.rx3
4. specificbanner_#_0_opponentteamid_0_0.rx3
5. specificbanner_#_%_0_venue_0.rx3
6. specificbanner_#_%_0_0_0.rx3
7. specificbanner_#_0_0_venue_var.rx3
8. specificbanner_#_0_0_venue_0.rx3
9. specificbanner_#_0_0_0_var.rx3
10. specificbanner_#_0_0_0_0.rx3

BENCH PLAYERS

specificbenchplayer_*teamid_tournamentassetid_var_textures*.rx3

specificbenchplayer_*teamid_tournamentassetid_var*.rx3

Directory: FIFA 14\Game\data\sceneassets\benchplayer\

var refers to the variants, 0, 1 and 2 are required for the full set. The precedence list only refers to the texture file.

1. specificbenchplayer _# _\$ _var _textures.rx3
2. specificbenchplayer _# _\$ _0 _textures.rx3
3. specificbenchplayer _# _0 _var _textures.rx3
4. specificbenchplayer _# _0 _0 _textures.rx3
5. specificbenchplayer _0 _\$ _var _textures.rx3
6. specificbenchplayer _0 _\$ _0 _textures.rx3
7. specificbenchplayer _0 _0 _var _textures.rx3
8. specificbenchplayer _0 _0 _0 _textures.rx3

BOOTS

playershoe _playerid _teamid _var _textures.rx3
or
playershoe _playerid _teamid _var _kittype _textures.rx3

playershoe _playerid _teamid _var .rx3
or
playershoe _playerid _teamid _var _kittype .rx3

Directory: FIFA 14\Game\data\sceneassets\shoe\

var is usually 0, however values of 1, 2, and 3 can also be added to allow for randomisation, unless teamid is not 0, then var represents tournamentassetid. The precedence list only applies to the texture file. The value of var will be randomly chosen from 0, 1, 2, and 3.

1. playershoe _? _# _\$ _kittype _textures.rx3
2. playershoe _? _# _0 _kittype _textures.rx3
3. playershoe _? _# _\$ _textures.rx3
4. playershoe _0 _# _\$ _textures.rx3
5. playershoe _? _# _0 _textures.rx3
6. playershoe _? _0 _\$ _textures.rx3 *(see below)
7. playershoe _? _0 _var _textures.rx3
8. playershoe _? _0 _0 _textures.rx3

*Only if tournamentassetid is greater than 3, this item is removed from the precedence list due to a conflict otherwise.

CROWDS

specificcrowd _teamid _leagueid _var _lightid _condition _textures.rx3
specificcrowd _teamid _leagueid _var _lightid _condition .rx3

Directory: FIFA 14\Game\data\sceneassets\crowd\

lighttype refers to the time of day, the values are 0 (overcast day), 1 (dry day), 3 (night) and 4 (sunset). condition is 0 (dry) or 1 (wet). For a full set, values of var are 0, 1, 2, 3 and 4, although a full set is not necessary. var 4 is only used in home and away sections and uses the player shirt texture, var 3 is only used in the neutral section.

1. specificcrowd_#_0_var_lightid_condition_textures.rx3
2. specificcrowd_#_0_var_0_condition_textures.rx3
3. specificcrowd_#_0_var_lightid_0_textures.rx3
4. specificcrowd_#_0_var_0_0_textures.rx3
5. specificcrowd_0_%_var_lightid_condition_textures.rx3
6. specificcrowd_0_%_var_0_condition_textures.rx3
7. specificcrowd_0_%_var_lightid_0_textures.rx3
8. specificcrowd_0_%_var_0_0_textures.rx3

Items 1-4 are removed from the precedence list for the neutral sections of the crowd, the leagueid is that of the home team for this section.

FACES

face_playerid_0_0_0_0_0_0_0_0_textures.rx3
or
specificface_playerid_var_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\faces\

hair_playerid_0_0.rx3
or
specifichair_playerid_var.rx3

hair_playerid_0_textures.rx3
or
specifichair_playerid_var_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\hair\

hairlod_playerid_0_0.rx3
or
specifichairlod_playerid_var.rx3

Directory: FIFA 14\Game\data\sceneassets\hairlod\

eyes_playerid_0_textures.rx3
or
specificeyes_playerid_var_textures.rx3

head_playerid_0.rx3
or
specifichead_playerid_var.rx3

head_playerid_bump.rx3

or

`specifichead_playerid_var_bump.rx3`

Directory: FIFA 14\Game\data\sceneassets\heads\

These are the standard specific face filenames for FIFA 14; however an optional bump file is also supported. If the face files are converted from FIFA 13 then the bump file is required.

var is usually 0, however values of 1, 2, and 3 can also be added to allow for randomisation. The precedence list only applies to the face texture file. The value of var will be randomly chosen from 0, 1, 2, and 3.

1. `specificface_?_var_textures.rx3`
2. `specificface_?_0_textures.rx3`

GK GLOVES

`playergkglove_playerid_teamid_textures.rx3`

Directory: FIFA 14\Game\data\sceneassets\gkglove\

1. `playergkglove_?_#_textures.rx3`
2. `playergkglove_?_0_textures.rx3`

GOAL NET COLOUR

`specificnetcolor_teamid_stadiumid_textures.rx3`

Directory: FIFA 14\Game\data\sceneassets\goalnet\

1. `specificnetcolor_#_@_textures.rx3`
2. `specificnetcolor_0_@_textures.rx3`
3. `specificnetcolor_#_0_textures.rx3`
4. `specificnetcolor_0_0_textures.rx3`

GOAL NET SHAPE

`specificgoalnet_teamid_stadiumid.rx3`

Directory: FIFA 14\Game\data\sceneassets\goalnet\

1. `specificgoalnet_#_@.rx3`
2. `specificgoalnet_0_@.rx3`
3. `specificgoalnet_#_0.rx3`
4. `specificgoalnet_0_0.rx3`

KIT NAME

specificfont_teamid_item_tournamentassetid_kittype.ttf

Directory: FIFA 14\Game\data\sceneassets\jerseyfonts\

item is 0 for generic and 1 for shirt. When item is 0, kittype is 0. When item is 0, kit type is the kit type.

1. *specificfont_#_1_\$_kittype.rx3*
2. *specificfont_#_1_%_kittype.rx3*
3. *specificfont_#_1_0_kittype.rx3*
4. *specificfont_#_0_\$_0.rx3*
5. *specificfont_0_0_\$_0.rx3*
6. *specificfont_#_0_0_0.rx3*
7. *specificfont_0_0_%_0.rx3*
8. *specificfont_0_0_0_0.rx3*

Please note that only precedence 1 and 5 apply to classic kits.

KIT NUMBERS

specifickitnumbers_teamid_item_tournamentassetid_numbercolour.rx3

Directory: FIFA 14\Game\data\sceneassets\kitnumbers\

item is 0 for generic, 1 for shirt and 2 for shorts. When item is 0, numbercolour is the colour of the numbers set in the database or assigned with this mod. Each full generic set has values between 1-19. When item is 1 or 2, numbercolour is the kit type.

1. *specifickitnumbers_#_item_\$_kittype.rx3*
2. *specifickitnumbers_#_item_%_kittype.rx3*
3. *specifickitnumbers_#_item_0_kittype.rx3*
4. *specifickitnumbers_#_0_\$_numbercolour.rx3*
5. *specifickitnumbers_0_0_\$_numbercolour.rx3*
6. *specifickitnumbers_#_0_0_numbercolour.rx3*
7. *specifickitnumbers_0_0_%_numbercolour.rx3*
8. *specifickitnumbers_0_0_0_numbercolour.rx3*

Please note that only precedence 1 and 5 apply to classic kits.

MANAGER

specificmanager_teamid_tournamentassetid_var_textures.rx3

specificmanager_teamid_tournamentassetid_var.rx3

Directory: FIFA 14\Game\data\sceneassets\manager\

var is 1 for wet weather, 0 otherwise.

The precedence list only refers to the texture file.

1. specificmanager_#_\$_1_textures.rx3
2. specificmanager_#_0_1_textures.rx3
3. specificmanager_0_\$_1_textures.rx3
4. specificmanager_0_0_1_textures.rx3
5. specificmanager_#_\$_0_textures.rx3
6. specificmanager_#_0_0_textures.rx3
7. specificmanager_0_\$_0_textures.rx3
8. specificmanager_0_0_0_textures.rx3

Items 1-4 are removed from the precedence list in dry weather.

PITCH COLOUR

specificpitchcolor_*teamid_stadiumid*_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\pitch\

1. specificpitchcolor_#_@_textures.rx3
2. specificpitchcolor_0_@_textures.rx3
3. specificpitchcolor_#_0_textures.rx3
4. specificpitchcolor_0_0_textures.rx3

PITCH MOW PATTURN

specificpitchmowpattern_*teamid_tournamentassetid_stadiumid*_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\pitch\

1. specificpitchmowpattern_#_\$_@_textures.rx3
2. specificpitchmowpattern_0_\$_@_textures.rx3
3. specificpitchmowpattern_#_\$_0_textures.rx3
4. specificpitchmowpattern_0_\$_0_textures.rx3
5. specificpitchmowpattern_#_0_@_textures.rx3
6. specificpitchmowpattern_0_0_@_textures.rx3
7. specificpitchmowpattern_#_0_0_textures.rx3
8. specificpitchmowpattern_0_0_0_textures.rx3

PITCH LINES

specificpitch_common_textures_*teamid_stadiumid*.rx3

Directory: FIFA 14\Game\data\sceneassets\pitch\

Use pitch_common_textures.rx3 file for this.

1. specificpitchct_#_@.rx3

2. specificpitchct_0_@.rx3
3. specificpitchct_#_0.rx3
4. specificpitchct_0_0.rx3

PITCH WEAR PATTERN

specificpitchwearpattern_teamid_stadiumid_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\pitch\

1. specificpitchwearpattern_#_@_textures.rx3
2. specificpitchwearpattern_0_@_textures.rx3
3. specificpitchwearpattern_#_0_textures.rx3
4. specificpitchwearpattern_0_0_textures.rx3

PLAYER/REFEREE KITS

kit_teamid_kittype_tournamentassetid.rx3

Directory: FIFA 14\Game\data\sceneassets\kit\

kittype refers to the kit type (home, away, ect).

1. kit_#_finalkittype_\$.rx3 *
2. kit_#_kittype_\$.rx3
3. kit_#_kittype_%.rx3
4. kit_#_kittype_0.rx3

* Item 1 is removed from the precedence list unless tournament final graphics are activated.
finalkittype is the kit type added to 200 (e.g. use 201 for away kit instead of 1 for final away kit).

In addition, the following kittype IDs can be used for automation.

- 2 – GK Kit
- 91 - Player Arena Kit
- 92 - Arena GK Kit
- 93 - Home Training Kit
- 94 - Away Training Kit
- 95 - Home GK Training Kit
- 96 - Away GK Training Kit
- 99 - GK Pants

GK kits can be automatically assigned to outfield kits by adding 30 to the outfield kit type to determine the new kit type.

- 30 – Home GK Kit (0 + 30)
- 31 – Away GK Kit (1 + 30)
- 33 – Third GK Kit (3 + 30)

Individual kit files can be assigned to squad numbers (e.g. when the front shirt number is a different colour to the back number, the front number can be drawn onto the texture). To do this, you need to calculate the kit type in the file name as following.

$\text{kitttype} = 10000 + (\text{kitttype} * 100) + \text{squad number}$

When adding kits for referees, a set consists of teamid values of 6004, 6005, 6006, 6007, 6008 and 6009. The kitttype of referee kits is always 5.

You can also add referee kits for use in a specific match, for these only teamid 6004 is used. This is the precedence list for referee kits.

1. `specifickit_6004_5_$_hometeamid_awayteamid.rx3`
2. `kit_#_5_$.rx3`
3. `specifickit_6004_5_%_hometeamid_awayteamid.rx3`
4. `kit_#_5_%.rx3`
5. `specifickit_6004_5_0_hometeamid_awayteamid.rx3`
6. `kit_#_5_0.rx3`

SCARF

`scarf_teamid.rx3`

Directory: `FIFA 14\Game\data\sceneassets\flag\`

You should use a flag file for this, FIFA File Explorer 14 by jenkey1002 can be used to change the texture size to something more preferable (I used 256x32).

SLE CHARACTERS

`specificX_teamid_tournamentassetid_0_textures.rx3`
`specificX_teamid_tournamentassetid_0.rx3`

Directory: `FIFA 14\Game\data\sceneassets\X\`

X represents either "steward", "photographer", "cameraman", "medic", "ballboy", "generic", and "policeofficer". The precedence list only refers to the texture file.

1. `specificX_#_$_1_textures.rx3`
2. `specificX_#_0_1_textures.rx3`
3. `specificX_0_$_1_textures.rx3`
4. `specificX_0_0_1_textures.rx3`
5. `specificX_#_$_0_textures.rx3`
6. `specificX_#_0_0_textures.rx3`
7. `specificX_0_$_0_textures.rx3`
8. `specificX_0_0_0_textures.rx3`

Items 1-4 are removed from the precedence list in dry weather.

SKIN TONE (FOR TATTOOS)

playerskin_*playerid*_textures.rx3

or

playerskin_*playerid*_teamid_kittype_var_textures.rx3

Directory: FIFA 14\Game\data\sceneassets\body\

var is 0 for default, 1 for when winter accessories are active.

1. playerskin_?_#_kittype_1_textures.rx3
2. playerskin_?_#_kittype_0_textures.rx3
3. playerskin_?_textures.rx3

Item 1 is removed when winter accessories are not activated.

Please note it is not necessary to hex edit the file.

STADIUM

specificstadium_*stadiumid*_lighttype_teamid_tournamentassetid_textures.rx3

specificstadium_*stadiumid*_lighttype_teamid_tournamentassetid.rx3

Directory: FIFA 14\Game\data\sceneassets\stadium\

lighttype refers to the time of day, the set of values are 1 (day) and 3 (night), and can be set as 0 in the model file to apply to both day and night. envlighting is similar to lighttype, except also includes overcast day (0) and dusk (3). This option will only work for original stadium ID and possibly new IDs with rendering_patch.cdb entries.

1. specificstadium_@_lighttype_#_\$_textures.rx3
2. specificstadium_@_lighttype_0_\$_textures.rx3
3. specificstadium_@_lighttype_#_0_textures.rx3
4. specificstadium_@_envlighting_0_0_textures.rx3
5. specificstadium_@_lighttype_0_0_textures.rx3

1. specificstadium_@_lighttype_#_\$_.rx3
2. specificstadium_@_0_#_\$_.rx3
3. specificstadium_@_lighttype_0_.rx3
4. specificstadium_@_0_0_.rx3
5. specificstadium_@_lighttype_#_0_.rx3
6. specificstadium_@_0_#_0_.rx3
7. specificstadium_@_envlighting_0_0_.rx3
8. specificstadium_@_lighttype_0_0_.rx3
9. specificstadium_@_0_0_0_.rx3

STADIUM DRESSING

specifictournament_teamid_tournamentassetid_stadiumid.rx3

Directory: FIFA 14\Game\data\sceneassets\tournament\

1. *specifictournament_#_\$_@.rx3*
2. *specifictournament_0_\$_@.rx3*
3. *specifictournament_#_\$_0.rx3*
4. *specifictournament_0_\$_0.rx3*
5. *specifictournament_#_0_@.rx3*
6. *specifictournament_0_0_@.rx3*
7. *specifictournament_#_0_0.rx3*
8. *specifictournament_0_0_0.rx3*

Please note that tournament dressings only appear in a small number of tournaments, mainly international and club continental.

WIPES

specificwipe_wipeid_tournamentassetid_textures.rx3

specificwipe_wipeid_tournamentassetid.rx3

Directory: FIFA 14\Game\data\sceneassets\wipe3d\