

# REVOLUTION MOD 13 V1.0

By scouser09

## About

The .lua files are written in the programming language Lua. I have been able to add new code to some of these files to change which files are loaded so the graphics loaded in matches can be conditional to custom settings. Some of these functions allow things which were not previously possible, some are currently possible but avoid editing the database so they can be used in saved careers.

## Using

To use this mod, open the needed file in a text editor such as Notepad (I use Notepad++). Then add the statements you want to add near the start of the file (the file is annotated to help you), and then save.

In each file you will see these lines at the top of the file:

```
-----  
--PLACE CUSTOM ASSIGNMENTS BELOW HERE  
-----
```

```
-----  
--PLACE CUSTOM ASSIGNMENTS ABOVE HERE  
-----
```

You must place all of your statements between these lines, like this:

```
-----  
--PLACE CUSTOM ASSIGNMENTS BELOW HERE  
-----
```

```
assignTeamAdboard(241,100)  
assignTeamAdboard(243,101)  
assignTournamentAdboard(223,102)
```

```
-----  
--PLACE CUSTOM ASSIGNMENTS ABOVE HERE  
-----
```

## Changes from FIFA 12 versions and FIFA 13 beta

The format for namecolour for shirts has changed. Previously, this was input was the hexcode prefixed with 0xFF. The new format is the simpler hexcode in quotation marks. For example, the hexcode **FF0000** was 0xFF**FF0000**, it should now be entered as "**FF0000**" including the quotation marks.

Some statements have been changed or removed for version 1.0. This guide details how to update your code for changed statements and what statements should be used to replace removed ones.

Another change is that some parameters can be entered as a specific value (e.g. "7") or a list of values (e.g. {7,8,9}) to allow randomisation.

### Changed Statements

The following statements now have extra parameters.

OLD

assignTournamentRefereeKits(tournamentassetid,set)

NEW

assignTournamentRefereeKits(tournamentassetid,set,collarnumber)

Parameter for collar number has been added. Six extra statements would otherwise be needed to change collarnumber.

OLD

assignKitDetails(teamid,kittype,namefont,namecolour,numberset,numbercolourshirt,numbercolours  
hort,collarnumber)

NEW

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

Add parameters for namelayout and fit, change format for namecolour (see above). These can be set to -1.

OLD

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

NEW

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

Add parameters for namelayout and fit, change format for namecolour (see above). These can be set to -1.

### Removed Statements

The following statements have been removed from the mod. The functions of these have been placed elsewhere.

REMOVED

assignAdboard(teamid,adboardid)

NOW USE

assignTeamAdboard(teamid,adboardid)

Rename each "assignAdboard" to "assignTeamAdboard".

REMOVED

assignRandomGKKit(teamid,playerktttype,{gkkitttype1, gkkitttype2, gkkitttype3})

NOW USE

assignGKKit(teamid,playerktttype,gkkitttype)

gkkitttype can now be entered as a set of boots. Rename each "assignRandomGKKit" to "assignGKKit".

REMOVED

assignRandomPlayerBoot(playerid,{bootid1,bootid2,bootid3})

NOW USE

assignPlayerBoot(playerid,bootid)

bootid can now be entered as a set of boots. Rename each "assignRandomPlayerBoot" to "assignPlayerBoot".

REMOVED

assignKitNameLayout(teamid,kit,layout)

NOW USE

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

REMOVED

assignTournamentNameLayout(teamid,tournamentassetid,layout)

NOW USE

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

### Randomisation

The following statements now allow a parameter to be entered as a list for randomisation. This parameter can also just be a single value as before. This parameter is shown in bold.

assignGKKit(teamid,playerktttype,**gkkitttype**)

assignPlayerBoot(playerid,**bootid**)

assignGameKit(teamid,hometeamid,awayteamid,kitttype,**newkitttype**)

useGlobalAdboard(**adboardid**)

assignTournamentAdboard(tournamentassetid,**adboardid**)

```
assignTeamAdboard(teamid,adboardid)  
assignStadiumAdboard(stadiumid,adboardid)
```

### **Including RM Statements in Installations**

rm13.exe a small command line program created to update lua files, while keeping the user's custom statements during the mods installation. The program can also copy a list of statements from a text file, into a lua file. This feature can be used by patch makers to allow automatically adding lua statements during a setup, without deleting the users existing statements. This can be done from a batch file using the following command:

```
rm13.exe -import <target lua file> <statements to be added>
```

For example, a modder could create a patch containing new faces. Some of these faces could be for players who originally have a generic face and they wish to use this mod to assign specific faces. The modder could then copy the statetments needed for this into a text file, newfaces.txt. They could then add a batch script to the setup with the following line:

```
rm13.exe -import player.lua newfaces.txt
```

When a user installs the mod, the batch script would then invoke the program to add the contents of newfaces.txt into player.lua. This example requires the batch file and newfaces.txt to be installed to FIFA 13\Game\data\fifarna\lua\assets.

### **Regeneration**

When this mod is first installed, FIFA 13 must be regenerated. Regeneration is not necessary when the lua files are edited.

### **Custom ID Range**

When adding new items, you are free to assign items IDs which are outside the range of the database. For example, an expanded database allows boot assignments with the upper limit of 4096. Since this mod does not use the database, you can assign to IDs higher than this limit. I would not recommend trying to use IDs less than 1.

### **Limitations**

There is a limit to the amount of custom statements you can add to this mod. This may vary based on the statements. This will cause your game to crash. If this happens, remove statements until your game runs. Moving statements to external files can increase your limit.

## **External Files**

It is now possible to add external files for statements. To do this you must create a new Lua file (a simple text file with the extension .lua) in FIFA 13\Game\data\fifarna\lua\assets\.

You can not use the following file names as they already exist in FIFA 13, some are used for this mod:

- accessory.lua
- ball.lua
- batchsle.lua
- crowd.lua
- digitalboard.lua
- gameplayprop.lua
- goalnet.lua
- grass.lua
- indicator.lua
- particleseffect.lua
- player.lua
- poleflag.lua
- refereeflag.lua
- rm\_default.lua
- sle.lua
- smallobjects.lua
- stadium.lua
- trophy.lua
- volumetricfx.lua
- wipe3d.lua

The only needed content of the file is your statements. To enable your additional file, you must add a statement to assets.lua (FIFA 13\Game\data\fifarna\lua\), in the same area as other lua files. The statement is:

```
addExternalFile(filename)
```

The filename must be in quotes and include the file extension. For example, if you add an external file called faces.lua, you would use the statement:

```
addExternalFile("faces.lua")
```

Please note that using external files is new and has not been tested in depth. Some statements may not work correctly. It has not been tested for the maximum number of external files that can be used. External files should not be used for statements using randomisation.

## **List of Statements**

Make sure you put each statement in the correct .lua file. 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 {1,2,3,4,4,4,5}. 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.

Although wipe3d.lua is included, there are no statements that can be used in this file.

## **ACCESSORY.LUA**

**assignGKGloves(playerid,gloveid)**

Assign a pair of GK gloves to a goalkeeper.

**removeAccessories()**

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

## **BALL.LUA**

**assignTeamBallSnow(teamid,ballid)**

Assign a ball to a team which will be used only in snow.

**assignTournamentBall(tournamentassetid,ballid)**

Assign a ball to a tournament.

**assignTeamBall(teamid,ballid)**

Assign a ball to a team.

**assignTournamentBallSnow(tournamentassetid,ballid)**

Assign a ball to a tournament which will be used only in snow.

**setArenaModeBall(ballid)**

Set ball used in arena mode.

**useGlobalBall(ballid)**

Use specified ball ID in all matches.

## **CROWD.LUA**

**setHomeCrowdSize(size)**

The volume of the home crowd. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

**setAwayCrowdSize(size)**

The volume of the away crowd. The acceptable values of size are 0 (0% capacity), 1 (25%), 2 (50%), 3 (75%) and 4 (100%).

**removeSeats()**

Remove the seats from stadiums.

## **GOALNET.LUA**

**assignNet(teamid,netid,netcolourid)**

Assign goal nets to a team. netid is defined as goalnet\_*netid*.rx3 and is the style of the net, netcolourid is defined as netcolor\_*netcolourid*\_textures.rx3 and is the colour of the net. For netid, 1 is square and 2 is hexagonal.

## **PLAYER.LUA**

### Team Kits

**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,playerktttype,gkkittype)**

Assign GK kit to a outfield player kit.

**assignHomeTrainingKit(teamid,kittype)**

Assigns a training kit to a team.

**assignAwayTrainingKit(teamid,kittype)**

Assigns a training kit to a team, to be used by the generic opponents.

**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 specified tournament. namefont, namecolour, namelayout, numberset, numbercolourshirt, numbercolourshort fit, and collarnumber can be set to -1 to use the database values.

**assignSpecificGKKit(teamid)**

Assign a specific GK kit to a team which currently uses a generic GK kit.

**assignTeamGKPants(teamid,set)**

Assign GK pants to a team. The GK pants set is defined as kit\_5200\_0\_set.rx3

**assignTournamentPlayerKits(teamid,tournamentassetid,set,numberset,namefont)**

Assign player kit set to tournament. numberset and namefont can be set to -1 to use the database values. Kit sets are defined in the filename as kit\_teamid\_kittype\_kitset.rx3

**assignTournamentRefereeKits(tournamentassetid,set,collarnumber)**

Assign referee kit set to tournament. collarnumber can be set to -1 to use the database value. Kit sets are defined in the filename as kit\_teamid\_kittype\_kitset.rx3

**setArenaModeGKKit(teamid,kittype)**

Set kit used by arena mode player

**setArenaModePlayerKit(teamid,kittype)**

Set kit used by arena mode goalkeeper

## Players

**assignGKPants(playerid)**

Assign GK pants to a player.

**assignPlayerBoot(playerid,bootid)**

Assign a boot to a player

**assignPlayerFace(playerid)**

Assign a real face to a player if player currently has generic face.

**assignPlayerSkinTone(playerid,toneid)**

Assign a player a skin tone (for tattoos).

**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 be tucked (0) or untucked (1).

**setSleeveLength(playerid,option)**

Set the sleeve length of a player. Option can be short (0) or long (1).

**setSockHeight(playerid,sock)**

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

**useGlobalBoot(bootid)**

Assign specified boot ID to all players.

**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).

### Other

**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).

## **STADIUM.LUA**

### Adboards

**assignStadiumAdboard(stadiumid,adboardid)**

Assign an adboard to a stadium.

**assignTeamAdboard(teamid,adboardid)**

Assign an adboard to a team.

**assignTournamentAdboard(tournamentassetid,adboardid)**

Assign an adboard to a tournament.

**setArenaModeAdboard(adboardid)**

Set adboard used in arena mode.

**useGlobalAdboard(adboardid)**

Use specified adboard ID in all matches.

### Other

**assignMowPattern(teamid,mowpattern)**

Assign a pitch mow pattern to a team.

**assignTournamentMowPattern(tournamentassetid,mowpattern)**

Assign a pitch mow pattern to a tournament.

**assignTournamentStadTex(stadiumid,tournamentassetid,set)**

Assign stadium textures to a tournament. Stadium set is defined in the filename as stadium\_id\_lighttype\_container\_set.rx3

**useTournamentGraphicsInFriendly(tournamentassetid)**

Use graphics assigned to tournaments in friendly matches.

### Examples

assignTeamAdboard(241,100)

assignTeamAdboard(243,101)

assignTournamentAdboard(223,102)

This will assign adboard ID 100 to Barcelona (241), adboard ID 101 to Real Madrid (243) and adboard ID 102 to UEFA Champions League (223) games. This arrangement will force all teams to use adboard ID 102 in UEFA Champions League games, and will allow Barcelona and Real Madrid to use their specific adboards in all other matches.

assignGKKit(9,1,12)

assignKitDetails(9,12,18, "FFFFFF ",16,-1,1,1,-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.

assignPlayerFace(166706)

This will give Martin Škrtel a specific face instead of a generic one.

assignTournamentPlayerKits(22,223,1,-1,-1)

This assigns a set (1) of player kits for Borussia Dortmund (22) to use in UEFA Champions League (223) matches. The name and number font does not change. If Borussia Dortmund has home (0), away (1), GK (2) and third (3) kits, then the needed files are kit\_22\_0\_1.rx3, kit\_22\_1\_1.rx3, kit\_22\_2\_1.rx3 and kit\_22\_3\_1.rx3.

assignTournamentPlayerKits(18,224,3,60,70)

This assigns a set (3) of player kits for Tottenham Hotspur (18) to use in UEFA Europa League (224) matches. This set will use numbers from set 60 and the name font is 70. If Tottenham Hotspur has home (0), away (1), GK (2) and third (3) kits, then the needed files are kit\_18\_0\_3.rx3, kit\_18\_1\_3.rx3, kit\_18\_2\_3.rx3 and kit\_18\_3\_3.rx3. You will also need to add files for the name and numbers.

assignTournamentRefereeKits(31,1,7)

This assigns a set (1) of referee kits to Serie A (31) with collar number 7. The needed kit files are kit\_6004\_5\_1.rx3, kit\_6005\_5\_1.rx3, kit\_6006\_5\_1.rx3 and kit\_6007\_5\_1.rx3.

assignTournamentBall(19,20)

assignTournamentBallSnow(19,21)

This assigns the white Adidas Bundesliga ball (20) to all 1.Bundesliga (20) matches, unless the weather is snow, where the red Adidas Bundesliga ball (21) will be used instead.

setHomeCrowdSize(2)

setAwayCrowdSize(3)

This sets the volume of the home crowd to 50% (2) and the volume of the away crowd to 75% (3).

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.

assignNet(9,2,0)

This will assign a white (0) hexagonal net (2) to Liverpool (9)

assignGKPants(1001)

assignTeamGKPants(33,1).

This assigns GK pants to Gábor Király (1001) and assigns a set of GK pants (1) to 1860 Munich (33). Any other goalkeepers who play for 1860 Munich and are assigned GK pants will use this specific set. If Király plays for another team then he will wear the generic black GK pants. The needed GK pants file is kit\_5200\_0\_1.rx3.

useTournamentGraphicsInFriendly(223)

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

assignGKGloves(24630,54)

This assigns a set of GK gloves (54) to Pepe Reina (24630). The required glove file is gkglove\_0\_54\_textures.rx3.

assignMowPattern(1960,20)

This will assign mow pattern (20) to Swansea City (1960) home matches. Any other teams who use the same stadium as Swansea City (Sheldon Stadium by default) will use the mow pattern assigned to that stadium (1 by default). The required mow pattern is pitchmowpattern\_20\_textures.rx3 (a mow pattern with rugby union markings would be ideal for this example as Swansea City share a stadium with rugby union team Ospreys).

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.

```
assignPlayerBoot(158023,{601,602,603,604})
```

This will assign a set of boots (601,602,603,604) to Lionel Messi (158023). A random boot from the set will be chosen for each game.

```
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.

assignTournamentMowPattern(223,24)

This will assign a mow pattern (24) to all UEFA Champions League (223) matches.

assignTeamAdboard(48,{91,91,92,93})

This assigns a set of adboards to Napoli (48). Adboard ID 91 is entered twice to double its chance of being selected compared to IDs 92 and 93.

setJerseyFit(41236,1)

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

assignHomeTrainingKit(1043,21)

assignAwayTrainingKit(1043,22)

This will assign training kits to Flamengo (1043) for training matches. Flamengo players will wear the home training kit (21) while the generic opposition wear the away training kit (22). The needed kit files are kit\_1043\_21\_0.rx3 and kit\_1043\_22\_0.rx3.

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).

### **Precedence of Statements**

Some statements have precedence over others.

For Balls:

1. Global
2. Arena assignment
3. Tournament assignment (snow)
4. Tournament assignment
5. Team assignment (snow)

6. Team assignment
7. Original FIFA 13 choice

For Adboards:

1. Global
2. Arena assignment
3. Tournament assignment
4. Stadium assignment
5. Team assignment
6. Original FIFA 13 choice

### **Arena Mode Statements**

The statements that can be used to define which graphics are used in arena mode have the limitation that causes them to be shown in the pre-match arena until the training stadium switches to the match stadium. If you use the kit assignment statements, please note that the name, numbers and collar will be from the kit which would appear if you did not use that statement. You can use the assignKitDetails statement to correct this, however you must replicate all the values from the database and not set any parameters to -1.

### **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.

There is a small limitation with alternate GK kits which caused when you play a match with the home team the same as the away team. In this case, the away team will use the same GK kit as the home team rather than it's own assignment. This only applies when the team has been allocated alternate GK kits.

### **Classic Kits**

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

### **Using with Saved Careers**

In FIFA 13, editing your database can cause problems with saved careers. The general rule is graphics can be changed but the database can not. Therefore you can use Creation Master 12 to import graphics to your game, just do not save the database. For example, you can use CM12 to import a specific face for a player, and then add the needed line of code to player.lua to see the new face in your game.

### **Commenting**

If you want to add some comments into the code, you can do so by typing "--", followed by your comments. This can be done on a new line or after a statement. This is standard Lua syntax which stops the rest of the line being read as code. For example:

```
--Player Faces  
assignPlayerFace(166706) --Martin Skrtel Face
```

### **Adboard Set**

The game has four adboards for each adboard ID, however, only set 0 seems to be used in game (this is show far left when viewed in Creation Master 12). To simplify things, I have forced only set 0 to be used. This means you only have to import one adboard texture rather than four.

### **French Referee Kits**

The game included a set of referee kits which where used by French teams in Ligue 1 and 2 matches. I have disabled these kits, you can assign a specific referee kit set to these tournaments using the new naming convention with the assignTournamentRefereeKits statement.

### **Net Bug**

A bug exists where if you play consecutive matches in a stadium, the net will remain the same as the first match regardless of assignments. A solution is not yet known.

### **assignMatchKit Bug**

If you play a match where the assignMatchKit statement is active for an outfield kit, the new kit may appear in the kit selection screen in your next match instead of the original. However, the correct kit will appear in the actual match.

### **Accessories Bug**



There is a bug when giving a player long or under armour sleeves in a situation when they would wear short sleeves, where wrist accessories show through the sleeve.

### **Tournament Asset ID List**

Please note that this list may be incomplete.

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
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 Premier League	SCO
53	Primera División	ESP
54	Segunda División	ESP
56	Allsvenskan	SWE
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
80	Austrian Bundesliga	AUT
83	K-League	KOR
84	Mexico Clausura	MEX
85	Mexico Apertura	MEX
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
341	Mexico Primera Division (1)	MEX
351	A-League	AUS
366	Polish Cup	POL
511	FIFA World Cup	

The following IDs do not reference actual tournaments, but are used by this mod for assigning referee kits to rest of the world teams.

901	Argentina Primera División	ARG
902	Greece Superleague	GRE
903	Premier Soccer League	RSA
904	Süper Lig	TUR

### **Generic Adboard IDs**










By default, all teams will use these adboard IDs in all matches, unless assigned otherwise. Some of these have been changed from the database values to allow each league to have a unique generic set. Any new teams will use adboard ID 1 by default.

- 1 International [+ World XI, Classic XI, Adidas XI]
- 2 England Premier League (1)
- 3 England League Championship (2)
- 4 Scotland Premier League (1) [+ Rangers]
- 5 Spain Primera Division (1)
- 6 Spain Segunda A (2)

- 7 France Ligue 1 (1)
- 8 France Ligue 2 (2)
- 9 Italy Serie A (1)
- 10 Italy Serie B (2)
- 11 Belgium Jupiler Pro League (1)
- 12 Denmark Superliga (1)
- 13 Norway Tippeligaen (1)
- 14 Holland Eredivisie (1)
- 15 Sweden Allsvenskan (1)
- 16 Austria tipp3-Bundesliga (1)
- 17 Switzerland Super League (1)
- 18 Germany 1. Bundesliga (1)
- 19 Germany 2. Bundesliga (2)
- 22 England League One (3)
- 23 England League Two (4)
- 24 Mexico Liga MX (1)
- 25 Portugal Liga SAGRES (1)
- 26 Poland T-Mobile Ekstraklasa (1)
- 27 USA Major League Soccer (1) [+ MLS All Stars]
- 28 Korea K-League (1)
- 29 Argentina Primera División (1) [Boca, Racing, River only]
- 30 Greece Superleague (1) [AEK, Olympiacos, Panathinaikos, PAOK only]
- 31 South Africa Premier Soccer League (1) [Kaiser Chiefs, Orlando Pirates only]
- 32 Brazil Campeonato Brasileiro (1)
- 34 Rep. Ireland Airtricity League (1)
- 35 Australia Hyundai A-League (1)
- 37 Turkey Süper Lig (1) [Galatasaray only]
- 38 Russia Premier League (1)
- 39 Saudi Professional League (1)

### **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>Name</u>
		<u>Colour</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"

### **Hints and Tips**

FIFA 13 has two extra referee kits per set (IDs 6008 and 6009) compared to FIFA 12. Do not forget to add these if copying them from FIFA 12,

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

### **Change Log**

#### FIFA 13

##### V1.0

- Fixed bug where generic (upper) adboards show as missing textures if texture is missing.
- Fixed boots recolour bug.
- Fixed classic kit bugs.
- Updated generic adboard and friendly referee kit assignments for 2012/13 season.
- Code optimized to allow more statements to be used.
- 5 new assignments.
- 10 assignments changed.
- 5 assignments removed.

##### Beta

- Adapted to work in FIFA 13.

#### FIFA 12

##### V1.3

- Fixed bug for names on random GK kits sometimes being wrong colour
- 10 new assignments.

#### V1.2

- Fixed bug for referee kits in French tournaments.
- Wipe.lua removed as all assignments for this file did not work.
- Referee kits assigned to league tournaments will also be assigned to friendlies.
- 15 new assignments.

#### V1.1

- Fixed bug for stadium textures linked to tournaments