

INTRODUCTION

rFactor, in general, is a user-friendly software regarding modifications. It searches for vehicles by first searching a *.veh file. This file contains links to the 3D files, textures and vehicle properties. In this document we are going to give you some guidelines how to create your own car liveries for FS Online.

Which Programs are needed?

rFactor uses the *.dds file format for textures. The recommended freeware software to use is **Paint.NET**. We included the software with the templates and the base CV and EV cars in the FSO_template package.

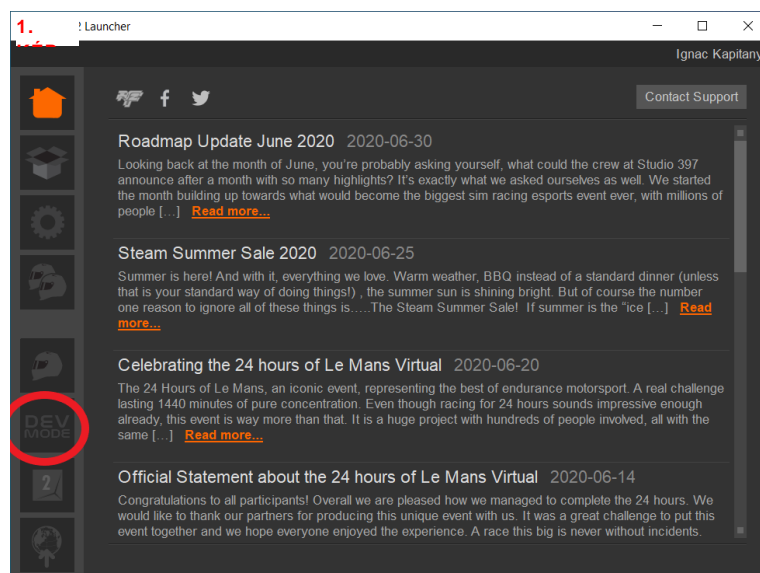
An alternative software to create your liveries is **Photoshop**. For that you will need the following **plugin** to be installed:

<https://developer.nvidia.com/nvidia-texture-tools-exporter>

If you are using Photoshop you will have to edit the .psd files and in case you choose Paint.Net you will have to work on the .pnd files.

Installing test mod

- I. Copy the files from the Mod folder into \Steam\steamapps\common\rFactor 2
- II. Start ModDev from the rF2 launcher. (1st picture)
- III. You can customize your car's aero appearance in the Tuning menu, where you can choose between a car with or without front and rear wings.
- IV. You can view your car livery both in the tuning menu and ontrack also. Ontrack as you leave the garage you can change the camera angles with the pg up and numerical buttons.



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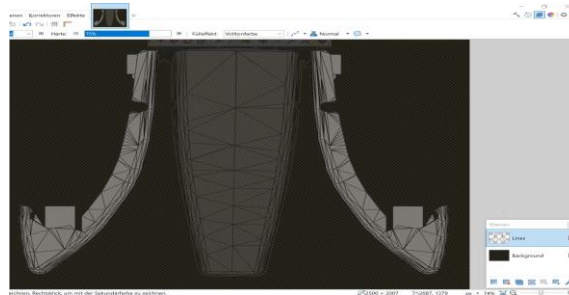
Create your own livery

EV category:

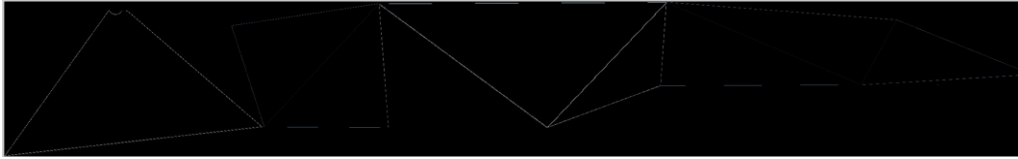

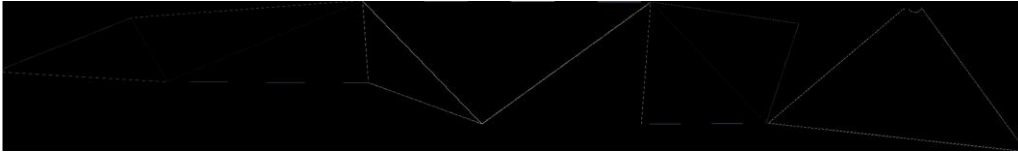
Download the file package from the link below:


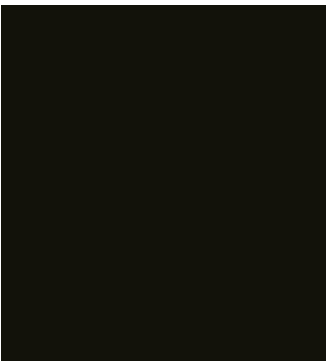

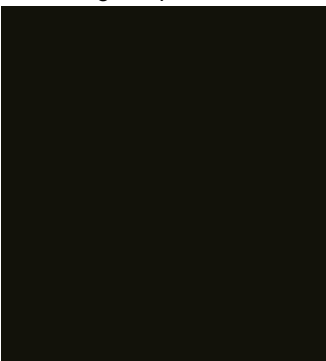

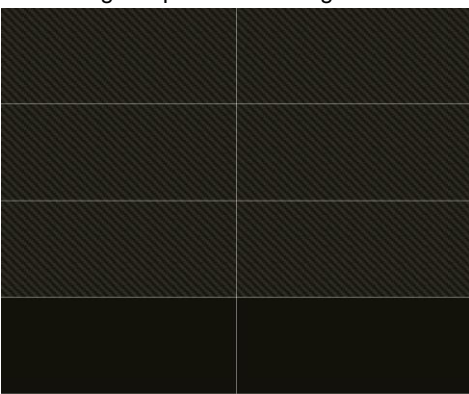

https://drive.google.com/file/d/1sVFPI_VxRCjNVsy-umn1YAyjwfIWoKCB/view?usp=sharing

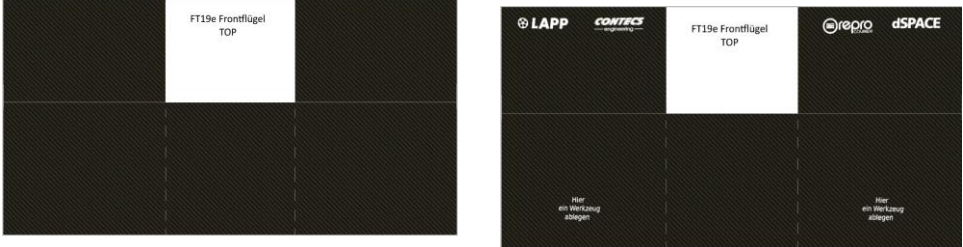

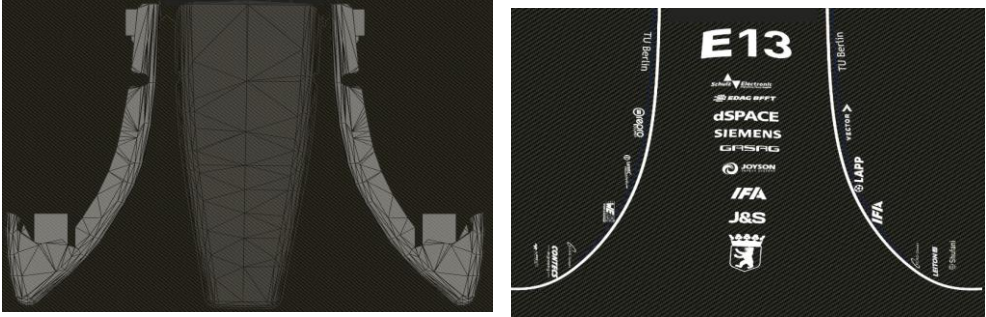
The templates have different layers, so you can still use the carbon fibre background for your paint. Textures can be removed directly. Please be aware that you are only able design the template within the "Lines". Anything out of the marked area will not be shown on the vehicle livery in rFactor.



The following areas of the car can be repainted:

<p>Extra0</p>	<p>Sidebox right</p>  <p>FaSTTUBe example:</p> 
<p>Extra1</p>	<p>Sidebox left:</p> 

	<p>FaSTTUBe example:</p> 
<p>Extra2</p>	<p>Rear wing Endplate right:</p>  <p>FaSTTUBe example:</p> 
<p>Extra3</p>	<p>Rear wing Endplate left:</p>  
<p>Extra4</p>	<p>Front wing Endplate left and right</p>  

<p>Extra5</p>	<p>Front wing - Wing upper-side</p> 
<p>Extra7</p>	<p>Rear wing - Wing Upper and Lower</p> 
<p>Extra8</p>	<p>Nose</p> 

If an area should not be painted, simply leave out the file. The original paint [black & blank] will then be loaded.

Save as *.dds format

Before you change the format, save your paint scheme again. By saving, all layers will be combined. Although the layer "Lines" should not be selected since it only supports the design process but should not be seen in the finalised livery design.

Click „save as“

Name it as follows: **(vehicle name = exactly the same name as the *.veh file)**

vehicle name + extra + number (example: FSO_EVextra1)

Chooses file type *.dds

Now you are opening the setting for saving the file. Choose „BC1a RGBA (DXT1)“ and click OK.

Now you will be asked if you want to merge the picture. You must do this, otherwise, the file will not be saved.

This process can be undone after saving. (CTRL + Z) But it is recommended saving the image in Paint.NET format somewhere else for safety reasons.

If you do this for all files, your folder should look like the folder:

steam\steamapps\common\rFactor 2\ModDev\Vehicles\FSO_EV\Teams

CV category:

Download the file package from the link below:

<https://drive.google.com/file/d/1qbVKTHiNYZvAuaayvmeRmmm-7M8s4VNP/view?usp=sharing>

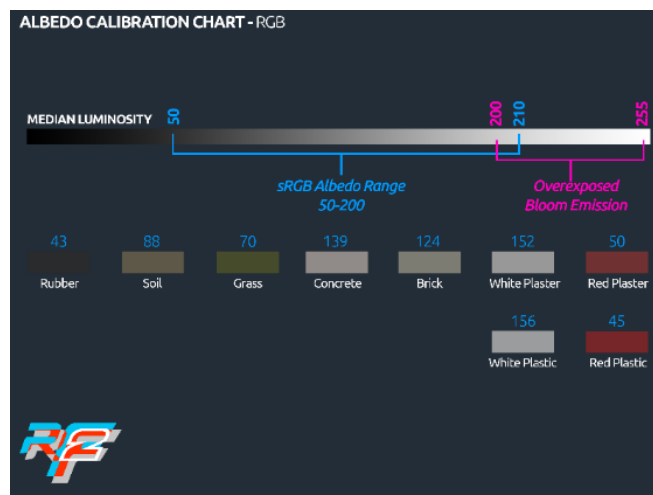
In the „Template\CV” folder you can find the „body_template” and „wing_template” psd files. By modifying these files you can create your own car livery.

Teams, which do not have front and rear wings on their car have to paint only the „body_template”

For each sponsor / part you will have to create a new layer. After finishing your livery, delete the text containing layers. (Body Left Side, Left Bargeboard, etc.)

In case you are planning to use white color while painting your car, it is recommended to use a darker shade, because the result can be a very bright “glowing” shade. We recommend to use “Albedo map” about which you can learn more by clicking on the following link:

<https://www.studio-397.com/modding-resources/guidelines-for-artists/>



Save as *.dds format

Before you change the format, save your paint scheme again. By saving, all layers will be combined.

Click „save as”

Name it as follows: **(vehicle name = exactly the same name as the *.veh file)**

Body template: vehicle name (example: FSOnline.dds)

Wing template: vehicle name + extra1 (example: FSOnlineextra1.dds)

Chooses file type *.dds

Now you are opening the setting for saving the file. Choose „BC1a RGBA (DXT1)” and click OK.

Now you will be asked if you want to merge the picture. You must do this, otherwise, the file will not be saved.

It is recommended saving the image before that in Paint.NET or Photoshop format somewhere else for safety reasons.

If you do this for all files, your folder should look like the folder: steam\steamapps\common\rFactor

2ModDev\Vehicles\FT2019e\Teams

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Creation of your car

1. Creation of your vehicle file

You have to create a dedicated vehicle for each participating driver. Start by creating a new folder and name it as you like (**You will have to upload this folder afterwards**). Copy the Default *veh file into your folder and name it as you wish, but consider this will dictate how every other dedicated file must be named like. (*.dds)

2. Modifying the *veh file with a text editor.

Following entities must be changed to personalize your car and its livery:

DefaultLivery= same name as the file name (only file with extension .dss)

For example:

```

10 // TrackLivery="TRACK, PREFIX" // TRACK is the track name as defined in the event GDB
11 // TrackLivery="TRACK, PREFIX" // For example, "2001_Monza"
12 // TrackLivery="TRACK, PREFIX" // You can have an infinite # of these lines
13 //
14
15 DefaultLivery="Tutorial.dds"
16 HDVehicle=FT19e.hdv

```

Number = your chosen starting number

Driver = Full name (displayed in the leaderboard during a session)

Description = Full name (displayed during vehicle selection)

Team = (Name of your Team)

- Now you need to copy the default.dds from the EV template folder (one pixel file) into the created driver folder and name it according to your *veh file. (Only EV)
- It is important that the file names stay the same throughout the whole process.
- Lastly you are going to copy all of your previously designed files into the folder. Make sure that the "extra.dds" are named exactly as your *dds and *veh file in your folder as mentioned before.
- Make sure to upload the dedicated vehicle folder to our website by no later than the 28th of July, 23:59 CEST.

Implementing your new car and design into rFactor2

To implement your car livery, you only have to copy the folder you created into:

steam\steamapps\common\rFactor 2\ModDev\Vehicles\FSO_CV\Teams (for CV category)

or: steam\steamapps\common\rFactor 2\ModDev\Vehicles\FSO_EV\Teams (for EV category)

folders and your car will appear in rFactor 2 Dev Mode. For modifying your livery you will only have to change the .dds files in the folders mentioned above.

Thank you to the contributors of our dynamic
simulator mods!



CV modder team



EV modder team