



(Pages taken from the Historic GT & Touring cars Mod Manual)
Please go to www.historx.net to get the full version

Information for Skimmers

Due the complexity of this mod if you want to create a skin you should keep in mind some important things in order to make it work properly. We'll explain them with an example: let's imagine you've created a new GT40 skin (#987) for the 2006 Historic FIA series and you want to add it as a new standalone car

- Go to \GameData\Vehicles\HISTORIC GT\HISTORICAL FIA GT\GTC-65\GT 40\2006
- Create a duplicate of one of the already existing GT40 folders (ex. 420), renaming it as "987".
- Paste inside your new skin (ex: GT987.dds) and delete the old one (gt420.dds)
- Edit all the names of the files you'll find inside, changing any "420" for that "987" you're using for your new car. So, instead a GB420.veh you should have a GB987.veh, instead a GB420extra1.dds you should have a GB987extra1.dds and so on.

Editing the .veh of your car

Pay special attention to these steps, as some of them are critical!

- Open the .veh file and be sure to change the line DefaultLivery="GB420.dds" to DefaultLivery="GB987.dds". This must be the file name of the skin you've created.
- Change "Number" to GB987
- Change the "Team" value following the mask "Model – Team #Number" (so something like "GT40 Mkl - Daniels #987" in this case). Keep in mind that if you don't change the team the new car will appear in the same team of the original 420. (This is the text shown in the "Team" column in monitor's race standings)
- **Be sure that the classes set in the "Classes" line are 100% correct for the car you're creating.** More information about this in the "Classes system" chapter of this book and the additional "Classes system values" appendix.
- **The "Description" value is very important.** Apart of being the text shown in the "Opponents" list, it controls how the car feels! Due to the changes made by TechAde to the latest Realfeel plugin this value is used as car's name inside RealFeelplugin.ini file, where the force feedback properties for the car are stored. So pay attention to the following:
 - The first 18 characters (the ones before the '#') must be exactly the same in all cars using the same physics. Please don't modify anything before the '#'.
 - After the '#' write the number and series championship using a similar pattern as the used in car you copied.
 - Please note the total length of the Description value can't be longer than 65 characters or rFactor will crash!

So, the description line should be as follows:

Description="Ford GT40 #987 2006 FIA GTC-TC Championship"

- Change also the "Driver" and other information if needed.



- The “**FullTeamName**” value is important because it is what denotes the name of the car in the selection menu. It needs to follow the format of “Series(class) (Year) #Number (track) Teamname”. Not all entries are required if you don’t need them. An example of this would be: “FIA GTC65 ’06 #987 Daniels”
- Then set the “Category” field. This one controls where the car appears in car selection screen’s tree, so in most cases you shouldn’t need to edit it, as it will be in the same folder where the original one was. In our example it should be : Category="Ford,GT40 (Prototype A2),’65 MkI"
- The last step should be to check that the image containing the class icons that will be shown in the car selection screen show the same the information you put in the “Classes” field of the .veh file. This image must be in .jpg format and the name follows this mask: **skin_nameclasses.jpg**. So in our example it should be “GB987classes.jpg”.

If you need to change the icons assigned to your car download the template we’ve released to create such image. (You can get it at our official site www.historx.net)

Here goes a graphic example of the classes icons image for GT40 DS420

DS420classes.jpg

Performance class →

Series/Event or FIA Class (If applicable) →

Origin →

Decade →

Example of classes icon for GT40 DS420