

FM12 Workbench

Preface

Hi there FIFA MANAGER-Fans,

We hereby want to wish you a lot of fun with our FM12 Workbench tutorial. The goal of this tutorial is to make the expansion of the FIFA MANAGER series as easy as possible.

The term "ID" will be used frequently in this document. This term represents a distinctive identification number which is used to for example find a particular club in any case. The actual name of the club is not distinctive and can change or will be written differently by different persons ("Manchester United", "Man Utd." etc.). Via the ID and the respective coordination of your files with those of other editors or fan sites full compatibility will be granted.



If you should find any faults in this document, have any questions or if something is completely missing simply write a PM to Soeren or Gerald. We will then look at your proposal and we will try to include it in one of the updates.

But now we wish you a lot of fun and happy editing

Greetings

Your FIFA MANAGER-Team

Important: *All information in this document is subject to correction and is realised at your own risk. We also point out that for certain areas partly advanced computer skills are necessary and the modification of files could also lead to a corruption or loss of data on your computer. If FIFA MANAGER should not start any more, a reinstallation of the game might help.*

If you haven't downloaded this document from the official FIFA MANAGER website, please make sure that you have the newest version. Otherwise you might invest a lot of hard work and some things might work completely different in the meantime.

If you publish your work please make sure you own all the rights.

Content

| | |
|--|----|
| Preface..... | 1 |
| Overview (Graphics) | 5 |
| 3D-Loading Screen..... | 5 |
| Desktop Books..... | 5 |
| Desktop Backgrounds..... | 5 |
| Desktop Objects | 5 |
| Family Pictures | 6 |
| Fan Banners and Flags..... | 6 |
| Hall of Fame..... | 6 |
| Background Picture for the Editor..... | 6 |
| Manager Pictures (other Managers) | 6 |
| Manager Pictures (own picture)..... | 7 |
| Staff Pictures | 7 |
| President Pictures..... | 7 |
| Personal Life: Stocks..... | 7 |
| Personal Life (Car) | 7 |
| Personal Life (Houses) | 7 |
| Personal Life (Luxury) | 8 |
| Referee Pictures | 8 |
| Player Pictures..... | 8 |
| Player Pictures XXL | 8 |
| Stadiums (created in FIFA MANAGER) | 8 |
| Stadiums (from FIFA, older FIFA versions, not FIFA 11 or FIFA 12)..... | 9 |
| Stadium Pictures..... | 9 |
| City Pictures..... | 9 |
| Sponsors: Adboard Sponsors..... | 9 |
| Sponsors: Primary Sponsors..... | 9 |
| Tickets..... | 10 |
| Training Camps..... | 10 |
| Kits..... | 10 |
| Trophies..... | 11 |
| Badges (Clubs)..... | 11 |
| Badges (Generic) | 11 |

| | |
|--|----|
| Badges (Leagues)..... | 11 |
| Website (Header) | 12 |
| Website Content Pictures..... | 12 |
| Overview (Audio)..... | 13 |
| Stadium Entry Music | 13 |
| Fan Chants | 13 |
| Manager Shouts | 13 |
| Menu.mp3 | 13 |
| Mode.mp3 | 14 |
| Quiz Sounds | 14 |
| SeasonNeg / SeasonPos | 14 |
| Select Effects | 14 |
| Goal Music (for clubs and players) | 14 |
| Ups..... | 15 |
| Ups and Downs sound effects | 15 |
| Club Music | 15 |
| Overview (Output)..... | 16 |
| Formations | 16 |
| Manager Biography | 16 |
| Match Analysis Tool Data | 16 |
| Savegames..... | 16 |
| Statistics | 16 |
| Training Teeks..... | 16 |
| Overview (Data)..... | 17 |
| Historical Data | 17 |
| Interviews | 17 |
| Matchday Comments | 17 |
| Sponsors | 17 |
| Towns | 17 |
| Training Camps | 18 |
| Tutorials..... | 19 |
| Desktop-Books..... | 19 |
| Desktop Objects | 20 |
| Family Pictures | 21 |

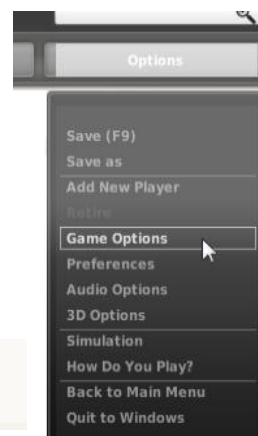
| | |
|--|----|
| Integrate FIFA Stadiums | 24 |
| Historical Results | 25 |
| Background Picture for the Editor..... | 29 |
| Music | 34 |
| Parameter Files..... | 35 |
| Personal Life | 36 |
| Scripts | 37 |
| Player Pictures..... | 38 |
| Player Kits in Create a Club (CaC) Mode..... | 40 |
| Training Camps | 41 |
| TPI Files..... | 42 |
| Translations | 42 |
| User.INI..... | 42 |
| Badges (Club)..... | 43 |
| Badges (Generic) | 44 |
| Badges (League Badges)..... | 49 |
| Sponsor Images | 51 |
| Big..... | 51 |
| Small | 51 |
| Ad board | 51 |

Overview (Graphics)

On the following pages you will find a list of the changeable graphical elements of FIFA MANAGER.

The Unique IDs of clubs, players, countries and competitions can be activated in the options (open a savegame, click on **Options** -> **Game Options**) and will then be shown on the respective info screens.

If tutorials are available, you can directly get there by clicking on YES.



| 3D-Loading Screen | | | |
|----------------------------|---|-------------------------|---------|
| Width: | 1,920px | Height: | 1,200px |
| Format: | TGA with Alpha channel or BMP | | |
| Tutorial available: | No | Reboot required: | Yes |
| File name: | Your choice.tga | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\3DMatch>LoadingScreen\1920x1200 | | |
| Additional Info: | -/- | | |

| Desktop Books | | | |
|----------------------------|--|-------------------------|-----------------|
| Width: | 1,124px 64px | Height: | 1,004px 64px |
| Format: | TGA with Alpha Channel / BMP 24 Bit | | |
| Tutorial available: | YES | Reboot required: | Yes |
| File name: | Your choice.tga, Your choice_ico.tga | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Books\1124x1004 ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Books\64x64 | | |
| Additional Info: | Two files are needed. Thereby, the large 1,124x1,004 graphic is the actual object, the smaller 64x64 graphic is the preview picture. You can replace existing books (see tutorial) as well as implement a new one. If it is located in the respective folder, it will always be displayed in the game. Attention: The preview pictures are currently not used by the game, but could and should be created for the future. | | |

| Desktop Backgrounds | | | |
|----------------------------|--|-------------------------|-----------------|
| Width: | 1,920px 64px | Height: | 1,200px 64px |
| Format: | TGA with Alpha Channel / BMP 24 Bit | | |
| Tutorial available: | No | Reboot required: | Yes |
| File name: | Your choice.tga, your choice_ico.tga | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Backgrounds\1920x1200 ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Backgrounds\64x64 | | |
| Additional Info: | Two files are needed. Thereby, the large 1,920x1,200 graphic is the actual object, the smaller 64x64 graphic is the preview picture. | | |

| Desktop Objects | | | |
|----------------------------|--|-------------------------|---------------|
| Width: | 512px 64px | Height: | 512px 64px |
| Format: | TGA with Alpha Channel / BMP 24 Bit | | |
| Tutorial available: | YES | Reboot required: | Yes |
| File name: | Your choice.tga, your choice_ico.tga | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Objects\512x512 ...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Objects\64x64 | | |
| Additional Info: | Two files are needed. Thereby, the large 512x512 graphic is the actual object, the smaller 64x64 graphic is the preview picture. | | |

Family Pictures

| | | | | | |
|----------------------------|--|-------------------------|---------------------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | YES | Reboot required: | New savegame needed | | |
| File name: | GenderContinentAgegroup_XX.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Family\160x160 | | | | |
| Additional Info: | The complete list of all replaceable pictures can be found further below in this document. Furthermore, new pictures can be added which is also explained there. | | | | |

Fan Banners and Flags

| | | | | | |
|----------------------------|--|-------------------------|------|----------------|------------------------|
| Width: | 128px | Height: | 64px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | bna.tga -> Fan Banner bnb.tga -> Fan Banner bnc.tga -> Fan Banner fla.tga -> Flag flb.tga -> Flag flc.tga -> Flag lga.tga -> Logo Banner (Corner Flag) lgb.tga -> Logo Banner (Corner Flag) | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\3DMatch\Banners\UNIQUE TEAM ID | | | | |
| Additional Info: | *** The logo banners are currently not used. *** | | | | |

Hall of Fame

| | | | | | |
|----------------------------|--|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | UniqueTeamId_LastnameFn_ShirtNo_Birthday.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\PictureHallOfFame\160x160 | | | | |
| Additional Info: | Fn = First two letters of the first name; Birthday in the format ddmmyyyy (e.g. 25121979 for 25.12.1979); Shirt number has to be without leading zeros (1, 2, 3, ..., 9, 10, 11, 12...) <u>Example:</u> 000E000F_BestGe_11_22051945.tga | | | | |

Background Picture for the Editor

| | | | | | |
|----------------------------|---|-------------------------|--------------------------|----------------|------------|
| Width: | 1024px | Height: | 768px | Format: | BMP 24 Bit |
| Tutorial available: | Yes | Reboot required: | Editor must be restarted | | |
| File name: | EdManager.bmp | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Skins\Editor\1024x768 | | | | |
| Additional Info: | -/- | | | | |

Manager Pictures (other Managers)

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | LastnameFnDDMMYYYY.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Staff\160x160 | | | | |
| Additional Info: | Fn = First name; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979) ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name consists of more than one word, it must be written completely in lower case. | | | | |

Manager Pictures (own picture)

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | Your choice.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Manager\160x160 | | | | |
| Additional Info: | For the picture selection at game start. ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name consists of more than one word, it must be written completely in lower case. | | | | |

Staff Pictures

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | LastnameFnDDMMYYYY.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Staff\160x160 | | | | |
| Additional Info: | Fn = First name; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979) ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name consists of more than one word, it must be written completely in lower case. | | | | |

President Pictures

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | LastnameFn.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Staff\160x160 | | | | |
| Additional Info: | Fn = First name; no Date of Birth needed here. ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name consists of more than one word, it must be written completely in lower case. | | | | |

Personal Life: Stocks

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|-----|
| Width: | 160px | Height: | 160px | Format: | BMP |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | COMPANY NAME.bmp | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Stocks\160x160 | | | | |
| Additional Info: | A custom file must be saved in the "Graphics\Stocks\" subdirectory of the game path in the custom directory. File structure: COMPANY NAME,FILE NAME,NUMBER OF SHARES,STARTING PRICE Example: xxx,xxx.bmp,60000000,35.50 yyy,yyy.bmp,100000000,54.25 In this directory the user must also save the logos of the companies. | | | | |

Personal Life (Car)

| | | | | | |
|----------------------------|--|-------------------------|----------------------------|----------------|-------------------------------------|
| Width: | 820px | Height: | 510px | Format: | TGA with Alpha Channel / BMP 24 Bit |
| Tutorial available: | Yes | Reboot required: | Save game must be reloaded | | |
| File Name: | Your choice.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\PersonalItems\820x510 | | | | |
| Additional Info: | The file "...\My Documents\FIFA MANAGER 12\Data\PersonalItems\Car.txt" must be adjusted. | | | | |

Personal Life (Houses)

| | | | | | |
|----------------------------|---------------------|-------------------------|----------------------------|----------------|-------------------------------------|
| Width: | 820px | Height: | 510px | Format: | TGA with Alpha Channel / BMP 24 Bit |
| Tutorial available: | Yes | Reboot required: | Save game must be reloaded | | |

| | |
|-------------------------|---|
| File name: | Your choice.tga |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\PersonalItems\820x510 |
| Additional Info: | The file "... \My Documents\FIFA MANAGER 12\Data\PersonalItems\House.txt" must be adjusted. |

Personal Life (Luxury)

| | | | | | |
|----------------------------|--|-------------------------|----------------------------|----------------|-------------------------------------|
| Width: | 820px | Height: | 510px | Format: | TGA with Alpha Channel / BMP 24 Bit |
| Tutorial available: | Yes | Reboot required: | Save game must be reloaded | | |
| File name: | Your choice.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\PersonalItems\820x510 | | | | |
| Additional Info: | The file "... \My Documents\FIFA MANAGER 12\Data\PersonalItems\Luxury.txt" must be adjusted. | | | | |

Referee Pictures

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | LastnameFn.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Referees\160x160 | | | | |
| Additional Info: | Fn = First name; no Date of Birth needed here. ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name consists of more than one word, it must be written completely in lower case. | | | | |

Player Pictures

| | | | | | |
|----------------------------|--|-------------------------|-------|----------------|------------------------|
| Width: | 160px | Height: | 160px | Format: | TGA with Alpha Channel |
| Tutorial available: | Yes | Reboot required: | No | | |
| File name: | LastnameFnDDMMYYYY.tga or StagenamDDMMYYYY.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Players\160x160 | | | | |
| Additional Info: | Fn = First name; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979). ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name/ stage name consists of more than one word, it must be written completely in lower case. | | | | |

Player Pictures XXL

| | | | | | |
|----------------------------|--|-------------------------|-------|----------------|------------------------|
| Width: | 418px | Height: | 336px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | LastnameFnDDMMYYYY.tga or PseudonymDDMMYYYY.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Players\418x336 | | | | |
| Additional Info: | Fn = First name; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979). ä, ü, ö, é, è, etc. must be replaced by the respective standard letters. If the last name/ stage name consists of more than one word, it must be written completely in lower case. | | | | |

Stadiums (created in FIFA MANAGER)

| | | | | | |
|----------------------------|--|-------------------------|-----|----------------|-----|
| Width: | - | Height: | - | Format: | STD |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | UNIQUE TEAM ID.std -> Stadium of the first team UNIQUE TEAM ID-2.std -> Stadium of the second team UNIQUE TEAM ID-3.std -> Youth stadium | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\3DMatch\Stadiums\FM | | | | |
| Additional Info: | Your stadiums created in FIFA MANAGER 12 will be stored here. You can also save stadiums from your friends in this folder and then use them in the game. | | | | |

Stadiums (from FIFA, older FIFA versions, not FIFA 11 or FIFA 12)

| | | | | | |
|----------------------------|--|-------------------------|-----|----------------|---------|
| Width: | - | Height: | - | Format: | O / FSH |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | sky_LIGHTINGTYPE.o texture_LIGHTINGTYPE.fsh stadium_LIGHTINGTYPE.o | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\3DMatch\Stadiums\FIFA\UNIQUE TEAM ID | | | | |
| Additional Info: | Each FIFA stadium (older version, not FIFA 11 or 12) consists of three files (see file name). For each stadium five different weather/lighting conditions are predefined. Hereby LIGHTINGTYPE represents a number from 0 to 4: 0 = Rain / 1 = Snow / 2 = Cloudily / 3 = Light Cloudily / 4 = Sun. All three files must of course have the same number. <u>Example:</u> sky_01.o stadium_01.o texture_01.fsh These files can be copied in the TEAM ID-folder and then be assigned to your club. | | | | |

Stadium Pictures

| | | | | | |
|----------------------------|--|-------------------------|---------------------------|----------------|-------------------------------|
| Width: | 1,920px 800px 200px | Height: | 1,200px 600px 150px | Format: | TGA with Alpha Channel or JPG |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | UNIQUE TEAM ID.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Stadiums\1920x1200 ...\My Documents\FIFA MANAGER 12\Graphics\Stadiums\800x600 ...\My Documents\FIFA MANAGER 12\Graphics\Stadiums\200x150 | | | | |
| Additional Info: | If the 1,920x1,200 resolution is not available, the integration will still pay off, since the highest resolution is only used in the background (Text Mode). | | | | |

City Pictures

| | | | | | |
|----------------------------|---|-------------------------|-------|----------------|---|
| Width: | 615px | Height: | 461px | Format: | TGA with Alpha Channel / BMP 24 Bit / JPG |
| Tutorial available: | No | Reboot required: | No | | |
| File name: | UNIQUE TEAM ID.tga, Cityname.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Cities\615x461 | | | | |
| Additional Info: | For Create a Club cities, city names can be added via cityname.tga. | | | | |

Sponsors: Adboard Sponsors

| | | | | | |
|----------------------------|--|-------------------------|------|----------------|------------------------|
| Width: | 512px | Height: | 85px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | Your choice.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Sponsors\512x85 | | | | |
| Additional Info: | The file "...My Documents\FIFA MANAGER 12\Data\Sponsors\Adboards.txt" must be adjusted. *** Currently you still find this file in fmdata\eng (please change according to your game language). *** | | | | |

Sponsors: Primary Sponsors

| | | | | | |
|----------------------------|---|-------------------------|------|----------------|------------------------|
| Width: | 153px | Height: | 95px | Format: | TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | Your choice.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Sponsors\Primary\153x95 | | | | |
| Additional Info: | The file "...My Documents\FIFA MANAGER 12\Data\Sponsors\PrimarySponsors.txt" must be adjusted. *** Currently you still find this file in fmdata\eng (please change according to your game language). *** | | | | |

| Tickets | | | | |
|----------------------------|---|-------------------------|-------|---------------------------------------|
| Width: | 620px | Height: | 280px | Format: TGA with Alpha Channel |
| Tutorial available: | No | Reboot required: | Yes | |
| File name: | [ID]_[TROPHY LOGO]_[ColorHex].tga | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Skins\Tickets\620x280 | | | |
| Additional Info: | <p>There is a special folder "Graphics\Tickets" for tickets in the weekly progress (one per competition). Format: 620x280 tga. The filename must be of the following convention: [ID]_[TROPHY LOGO]_[ColorHex].tga ID = Competition ID (see CompetitionBranding below) TROPHY LOGO = Indicator whether the trophy or the competition logo is displayed. ColorHex = Text colour on the ticket (hexadecimal)</p> <p>CompetitionBranding:</p> <p>LEAGUE = 01 LEAGUE_CUP = 04 CHALLENGE_SHIELD = 05 CONFERENCE_CUP = 06 SUPERCUP = 07 RELEGATION = 08 CHAMPIONSLEAGUE = 09 UEFA_CUP = 0A</p> | | | |

| Training Camps | | | | |
|----------------------------|--|-------------------------|-------|--|
| Width: | 295px | Height: | 221px | Format: TGA with Alpha Channel / BMP 24 Bit |
| Tutorial available: | Yes | Reboot required: | Yes | |
| File name: | Your choice.tga, TC<ID>_booking.tga, TC<ID>_start.tga, TC<ID>_report.tga | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\TrainingCamps\295x221 | | | |
| Additional Info: | The file "...fmdata\Parameter File - Training Camp New.txt" must be adjusted. There you can also find/ add the training camp ID. | | | |

| Kits | | | | |
|----------------------------|--|-------------------------|----------------------------|---------------------------------------|
| Width: | Template | Height: | Template | Format: TGA with Alpha Channel |
| Tutorial available: | Yes | Reboot required: | Save game must be reloaded | |
| File name: | UNIQUE TEAM ID_h.tga UNIQUE TEAM ID_a.tga UNIQUE TEAM ID_t.tga Countrycode.tga | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\3DMatch\Kits | | | |
| Additional Info: | <p>The Country Code system is indicated in the ISO3-Standard (always the one with three letters). _t stands for "Third Kit". For national squads, only one kit can be edited at the moment. The Template is located in ...FIFA MANAGER 12\user\kits. Both kit front and kit back have the texture size of 350x256. The aspect ratio however is displayed as 1:1 in the game. This means that before you work on these parts of the texture, they should be scaled from 350x256 to the size of 350x350 (So the real aspect ratio can be used), after that the finished front and back kit should be downscaled back to 350x256.</p> | | | |

Trophies

| | | | | | |
|----------------------------|---|-------------------------|---|----------------|-------------------------------------|
| Width: | 534px 256px 128px 64px 32px | Height: | 423px 256px 128px 64px 32px | Format: | TGA with Alpha Channel / BMP 24 Bit |
| Tutorial available: | No | Reboot required: | Yes | | |
| File name: | COMPETITION ID.tga COUNTRY ID:HEX2.tga <COUNTRY ID:HEX2><COMP_TYPE:HEX2>.tga <COUNTRY ID:HEX2><COMP_TYPE:HEX2>-<LEAGUE DEPTH>.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Trophies\295x221 | | | | |
| Additional Info: | Competition ID = Unique ID of the competition. COUNTRY ID:HEX2 = Unique ID of the country in Hex-format. COM_TYPE:HEX2 = Competition type in Hex-format. LEAGUE DEPTH = League depth (00 for the first league, 01 for the second league, 02 for the third league). | | | | |

Badges (Clubs)

| | | | | | |
|----------------------------|--|-------------------------|--------------------------------|----------------|------------------------|
| Width: | 256px 128px 64px 32px | Height: | 256px 128px 64px 32px | Format: | TGA with Alpha Channel |
| Tutorial available: | Yes | Reboot required: | Yes | | |
| File name: | UNIQUE TEAM ID.tga | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\256x256 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\128x128 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\64x64 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\32x32 | | | | |
| Additional Info: | Those are badges for real life clubs. There are no sub directories; the badges of all countries are directly put in the above mentioned directories. | | | | |

Badges (Generic)

| | | | | | |
|----------------------------|--|-------------------------|--------------------------------|----------------|------------------------|
| Width: | 256px 128px 64px 32px | Height: | 256px 128px 64px 32px | Format: | TGA with Alpha Channel |
| Tutorial available: | Yes | Reboot required: | No | | |
| File name: | See list in appendix of this document | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Generic\256x256 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Generic\128x128 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Generic\64x64 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Generic\32x32 | | | | |
| Additional Info: | Here you can add badges which will be used for generic clubs. The complete list with all replaceable badges can be found in the appendix at the end of this document. | | | | |

Badges (Leagues)

| | | | | | |
|----------------------------|--|-------------------------|--------------------------------|----------------|------------------------|
| Width: | 256px 128px 64px 32px | Height: | 256px 128px 64px 32px | Format: | TGA with Alpha Channel |
| Tutorial available: | Yes | Reboot required: | No | | |
| File name: | See list in appendix of this document | | | | |
| Path: | ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Leagues\256x256 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Leagues\128x128 ...\My Documents\FIFA MANAGER 12\Graphics\Badges\Leagues\64x64 | | | | |

...\My Documents\FIFA MANAGER 12\Graphics\Badges\Leagues\32x32

These are league and competition badges.
Competition ID = Unique ID of the competition
COUNTRY ID:HEX2 = Unique ID of the country in Hex-format.
COM_TYPE:HEX2 = Competition type in Hex-format.
Additional Info: LEAGUE DEPTH = League depth (00 for the first league, 01 for the second league, 02 for the third league).

The complete list with all replaceable badges can be found in the appendix at the end of this document.

Website (Header)

Width: 1024px **Height:** 126px **Format:** TGA with Alpha Channel

Tutorial available: No **Reboot required:** Yes

File name: Header_Countrycode.tga

Path: ...\\My Documents\FIFA MANAGER 12\Graphics\Skins\Website\769x82
*** The path is still 769x82! ***

Additional Info: The Country Code system is indicated in the [ISO3-Standard](#) (always the one with three letters). It will only work for countries, who do not have an own website. Therefore excluded are Germany, England, France, Spain and Italy.

Website Content Pictures

Width: 640px **Height:** 480px **Format:** TGA with Alpha Channel

Tutorial available: No **Reboot required:** Yes

File name: [TEAM ID]_Number.tga

Path: ...\\My Documents\FIFA MANAGER 12\Graphics\Website\640x480

Additional Info: These files must be stored in a new folder "Graphics\Website\640x480" in the user directory, under the unique club ID. Up to 10 pictures can be stored if the club ID is extended by a _number, for example 0015000A_5.jpg.

A club file is shown with a probability of 50%, otherwise the stadium picture is used.

Overview (Audio)

On the following pages you will find a list of the changeable audio elements of FIFA MANAGER.

| Stadium Entry Music | |
|-------------------------|---|
| File format: | MP3 or ASF |
| File name: | UNIQUE TEAM ID.mp3 oder .asf |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Music\StadiumEntry |
| Additional Info: | The entry music can be played in the club info's stadium tab. During the 3D match the stadium entry will only be played at home games. Tutorial |

| Fan Chants | |
|-------------------------|--|
| File format: | WAV |
| File name: | UNIQUE TEAM ID_X.wav |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Chants |
| Additional Info: | The X in the file name stands for an ongoing number: 1, 2, 3, ...99, 100, 101, ... |

| Manager Shouts | |
|-------------------------|--|
| File format: | MP3 |
| File name: | aa_x.mp3 -> All-out Attack! ba_x.mp3 -> Back! cs_x.mp3 -> Change sides! cl_x.mp3 -> Clear! sd_x.mp3 -> Slow down! cr_x.mp3 -> Crossing! dr_x.mp3 -> Dribbling! fr_x.mp3 -> Forward run! ho_x.mp3 -> Hoof it! ot_x.mp3 -> One-twos! ob_x.mp3 -> Out of bounds! pf_x.mp3 -> Pass forward! pl_x.mp3 -> Pass left! pr_x.mp3 -> Pass right! sh_x.mp3 -> Shoot! sq_x.mp3 -> Square it! ta_x.mp3 -> Tackling! |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Shouts |
| Additional Info: | The X in the file name stands for an ongoing number: 1, 2, 3, ...99, 100, 101, ... |

| Menu.mp3 | |
|-------------------------|---|
| File format: | BNK |
| File name: | menu.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the in-game sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Mode.mp3 | |
|-------------------------|--|
| File format: | BNK |
| File name: | mode.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Quiz Sounds | |
|-------------------------|---|
| File format: | bnk |
| File name: | QuizRight.bnk QuizLoading.bnk QuizLost1.bnk QuizLost2.bnk Won.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | QuizLost1 will be played if defeated in the first three rounds (Laughter), QuizLost2 will be played if an honorable result has been achieved. *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| SeasonNeg / SeasonPos | |
|-------------------------|--|
| File format: | BNK |
| File name: | SeasonNeg1.bnk SeasonNeg2.bnk SeasonPos1.bnk SeasonPos1.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Select Effects | |
|-------------------------|--|
| File format: | BNK |
| File name: | Select1.bnk Select2.bnk Select3.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Goal Music (for clubs and players) | |
|------------------------------------|--|
| File format: | MP3 oder ASF |
| File name: | LastnameFnDDMMYYYY.mp3 or .asf |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Music\Goal |
| Additional Info: | Format for clubs: UNIQUE TEAM ID.mp3 or .asf Format for players: Fn = First name ; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979) The goal music will only be played at home games! Tutorial |

| Ups | |
|-------------------------|--|
| File format: | BNK |
| File name: | UpsStart.bnk Ups1.bnk Ups2.bnk Ups3.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Ups and Downs sound effects | |
|-----------------------------|--|
| File format: | BNK |
| File name: | UD1.bnk UD2.bnk UD3.bnk |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Samples |
| Additional Info: | *** For the ingame sound effects an internal EA tool is necessary, which is able to convert common music formats like MP3, WMA, WMV and Co. to *.bnk-Files. Therefore, these files can momentarily not be exchanged. *** |

| Club Music | |
|-------------------------|--|
| File format: | MP3 or ASF |
| File name: | UNIQUE TEAM ID.mp3 or .asf |
| Path: | ...\My Documents\FIFA MANAGER 12\Audio\Music\Club |
| Additional Info: | The Club Music is used for the match preview screen before the game day. Tutorial |

Overview (Output)

On the following pages you will find a list of all output folders of FIFA MANAGER.

| Formations | |
|-------------------------|---|
| File format: | FMF |
| File name: | UserFormation.fmf |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Formations |
| Additional Info: | In this folder all collected formations will be saved as one single file. This way, you can easily forward all your tactics to a friend in one single file. |

| Manager Biography | |
|-------------------------|---|
| File format: | CSV |
| File name: | UNIQUE TEAM ID_X.csv |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Biography |
| Additional Info: | Here your manager biography will be saved, if desired. You can also view it outside the game. You can open the file with a spreadsheet application, e.g. from OpenOffice.org. |

| Match Analysis Tool Data | |
|--------------------------|--|
| File format: | MAT |
| File name: | - |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\MAT |
| Additional Info: | In this folder, your collected MAT files are stored. That way you can e.g. persuade your friends of the effects of your tactical settings for the 3D match with your MAT statistics by sending them your MAT file. |

| Savegames | |
|-------------------------|---|
| File format: | EA |
| File name: | Your choice.ea |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\SaveGames |
| Additional Info: | In this folder, your collected savegames are stored, which you can share with friends. If you paste a friend's savegame in this folder, you can load it with your FIFA MANAGER. |

| Statistics | |
|-------------------------|---|
| File format: | CSV |
| File name: | Your choice.csv |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Statistics |
| Additional Info: | FIFA MANAGER offers a variety of statistics, which are tabularly listed. These can mostly be exported with one click and then be viewed outside the game. You can open the file with a spreadsheet application, e.g. from OpenOffice.org. |

| Training Teeks | |
|-------------------------|--|
| File format: | TRA |
| File name: | Your choice.tra |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Training\Weeks |
| Additional Info: | In this folder, your saved training sessions are stored. You can exchange those with your friends for example. |

Overview (Data)

On the following pages you will find a list of all changeable configuration elements of FIFA MANAGER.

| Historical Data | |
|-------------------------|--|
| File format: | TXT |
| File name: | XX_X_X.txt The first number of the file name (e.g. 47), stands for the country code, the second number represents the league level (1 st division = 0; 2 nd division = 1 etc.). The third number can be used for multiple leagues on the same level. |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Historical |
| Additional Info: | Details can be found in the tutorial further below in this document. |
| Interviews | |
| File format: | TXT |
| File name: | ger.txt |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Interviews |
| Additional Info: | *** New questions can be added to the textfile, which will then be used in the game. However, the editor has not been released yet and there are no plans at the moment for doing so. If someone sends us a comprehensive text file with new questions we can discuss access to the editor. *** |
| Matchday Comments | |
| File format: | TXT |
| File name: | ger.txt |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\MatchdayComments |
| Additional Info: | This feature is normally limited to the German version, since it contains gigantic amounts of text. New commentaries can be added to the text file, they are visible in the league after the game day. We offer a respective editor for this purpose on our website. It is also possible to create a new file from scratch in order to also use this feature in different languages. |
| Sponsors | |
| File format: | TXT |
| File name: | PrimarySponsors.txt SecondarySponsors.txt AdBoardSponsors.txt |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Sponsors |
| Additional Info: | Text files for the various sponsor types are located in this folder. In the course of new graphical sponsors these must be adjusted. |
| Towns | |
| File format: | TXT |
| File name: | TownDataXX.txt |
| Path: | ...\My Documents\FIFA MANAGER 12\Data\Town |
| Additional Info: | Text files containing town names for the foundation of a CaC-team can be put in this folder. X being the Country ID. For Germany the file ought to be TownData21.txt. First number in the file: number of various club additions, like FC. These will then be described in detail. number 1: 1=e.g. VfB in front of City name (VfB Stuttgart), 0=FC after City name (Chelsea FC) number 2: article for the club name (see Database Editor, this depends on the language) last but one number: frequency in comparison to others Last number: team colour(0=random, 1=red/white, 2=black/white, 3=blue/white, 4=green/white) |

The following number is a multiplier for the number of inhabitants. It should be left at 1.0. The next line is the amount of towns in the database.
The single towns are composed of: town name, degree of latitude in minutes, degree of longitude in minutes, inhabitants, state. The two remaining digits are of no significance.

Training Camps

| | |
|-------------------------|--|
| File format: | TXT |
| File name: | Training Camps.txt |
| Path: | "...\fmdata\Parameter File - Training Camp New.txt" must be adjusted. You can also edit/see the ID of the training camp in this file. |
| Additional Info: | New training camps can be added in this file. Details can be found in the tutorial further below in this document |

Tutorials

Desktop-Books

You can either replace existing books or add new ones. If the book is located in the respective directory, it will always be displayed in the game.

If you want to add a new book to FIFA MANAGER, you have to consider the following aspects:



1. The new file must be in this path:

...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Books\1124x1004

2. The new file must have an exact resolution of 1,124x1,004 pixels.

3. The format must be .tga (32Bit).

4. The active surface, where the content will later be depicted and which should preferably be white, starts 395 pixels from the upper margin and 110 pixels from the lower margin; the distance to the left margin should be 55 pixels, to the right it should be 53 pixels.

5. Transparent areas can be marked with an Alpha channel.

6. Each large book graphic requires an associated icon.

7. The icon must be saved in the following folder:

...\My Documents\FIFA MANAGER 12\Graphics\Desktop\Books\64x64

8. The icon must have the same name as the original picture. Additionally, the appendix "_ico" must be added.

Example: MyBook_ico.tga

9. The new file must have a resolution of exactly 64x64 pixels.

10. The format must be .tga (32Bit).

NOTICE: The preview pictures/thumbnails aren't used by the game momentarily, but they can and should be included so your work can be used by future updates and new versions of FIFA MANAGER.

Desktop Objects

This tutorial deals with the creation of individual desktop objects, which we will explain by the example of a framed picture on your desktop.

You will need:

- PictureFrame.tif (available in the Download section of the FIFA MANAGER website)
- Image processing software which is capable to read/edit files with several layers (e.g. [GIMP](#))
- Own picture



Step 1

In order to paste a picture of your choice in our picture frame, the file *PictureFrame.tif* must be opened first.

Step 2

The file contains eight layers, but only one must be replaced: "*insert_picture here*"

Therefore, open your own picture and paste it in the *PictureFrame.tif* file.

Step 3

Now you should adjust the size of your picture so it fits perfectly beneath the frame.

To achieve a perfect alignment, the picture has to be tilted by 14° counterclockwise.

Step 4

Now you see your picture in the picture frame. You only have to save it in the right format (*.tga 32Bit*) and put it in the right folder (...My Documents\FIFA MANAGER 12\Graphics\Desktop\Objects\512x512).

Step 5

Finally, a thumbnail must be saved. Simply reduce the existing graphic to 64x64 pixels. The thumbnail needs to be in *.tga (32Bit)* format and must be saved to the folder ...My Documents\FIFA MANAGER 12\Graphics\Desktop\Objects\64x64).

That way even more additional pictures can be added. The picture frame itself is thereby not important.

Merely the following criteria should be met:

Resolution: 512x512 pixels and 64x64 pixels

Format: Targa (.tga)

Bit depth: 8 Bit per channel, 4 channels -> 32 Bit

Path large picture: ...\\My Documents\\FIFA MANAGER 12\\Graphics\\Desktop\\Objects\\512x512\\





















Path thumbnail: ...\\My Documents\\FIFA MANAGER 12\\Graphics\\Desktop\\Objects\\64x64\\

Family Pictures

The file naming consist of the following parts:
[Gender][Continent]_[AgeGroup]_[Variant].tga

Gender = male/female

Continent = Europe/Asia/Africa

| | | | | | |
|------------|--------|-----|----|---|---|
| AgeGroup = | 0-1 | --> | 0 |  | |
| | 2-3 | --> | 1 |  | |
| | 4-6 | --> | 2 |  |  |
| | 7-10 | --> | 3 |  |  |
| | 11-14 | --> | 4 |  |  |
| | 12-19 | --> | 5 |  |  |
| | 20-29 | --> | 6 |  |  |
| | 30-39 | --> | 7 |  |  |
| | 40-49 | --> | 8 |  |  |
| | 50-59 | --> | 9 |  |  |
| | 60-... | --> | 10 |  |  |



An example:

FemaleAsia00_0.tga

Altogether, there are 11 age groups. The allocation is as follows:

If you create 11 pictures and you use the next free variant-ID (free for gender and Continent) and name the files respective to the scheme, you can also add new pictures.

Example: We only have two variants of Female Asia (0 and 1), meaning the next ID would then be 2. So if you create the following files...

FemaleAsia00_2.tga

FemaleAsia01_2.tga

FemaleAsia02_2.tga

FemaleAsia03_2.tga
 FemaleAsia04_2.tga

FemaleAsia05_2.tga
 FemaleAsia06_2.tga
 FemaleAsia07_2.tga
 FemaleAsia08_2.tga
 FemaleAsia09_2.tga
 FemaleAsia10_2.tga

... you will be able to select a new life partner at the start of the game.

Therefore, simply save them to "...\My Documents\FIFA MANAGER
 12\Graphics\Portraits\Family\160x160".

The table below shows all the available files. These files can be replaced by your own creations.

| | | |
|----------------------|----------------------|----------------------|
| MaleEurope00_0.tga | MaleEurope00_1.tga | MaleEurope00_2.tga |
| MaleEurope01_0.tga | MaleEurope01_1.tga | MaleEurope01_2.tga |
| MaleEurope02_0.tga | MaleEurope02_1.tga | MaleEurope02_2.tga |
| MaleEurope03_0.tga | MaleEurope03_1.tga | MaleEurope03_2.tga |
| MaleEurope04_0.tga | MaleEurope04_1.tga | MaleEurope04_2.tga |
| MaleEurope05_0.tga | MaleEurope05_1.tga | MaleEurope05_2.tga |
| MaleEurope06_0.tga | MaleEurope06_1.tga | MaleEurope06_2.tga |
| MaleEurope07_0.tga | MaleEurope07_1.tga | MaleEurope07_2.tga |
| MaleEurope08_0.tga | MaleEurope08_1.tga | MaleEurope08_2.tga |
| MaleEurope09_0.tga | MaleEurope09_1.tga | MaleEurope09_2.tga |
| MaleEurope10_0.tga | MaleEurope10_1.tga | MaleEurope10_2.tga |
| FemaleAfrica00_0.tga | FemaleAfrica00_1.tga | |
| FemaleAfrica01_0.tga | FemaleAfrica01_1.tga | |
| FemaleAfrica02_0.tga | FemaleAfrica02_1.tga | |
| FemaleAfrica03_0.tga | FemaleAfrica03_1.tga | |
| FemaleAfrica04_0.tga | FemaleAfrica04_1.tga | |
| FemaleAfrica05_0.tga | FemaleAfrica05_1.tga | |
| FemaleAfrica06_0.tga | FemaleAfrica06_1.tga | |
| FemaleAfrica07_0.tga | FemaleAfrica07_1.tga | |
| FemaleAfrica08_0.tga | FemaleAfrica08_1.tga | |
| FemaleAfrica09_0.tga | FemaleAfrica09_1.tga | |
| FemaleAfrica10_0.tga | FemaleAfrica10_1.tga | |
| FemaleAsia00_0.tga | FemaleAsia00_1.tga | |
| FemaleAsia01_0.tga | FemaleAsia01_1.tga | |
| FemaleAsia02_0.tga | FemaleAsia02_1.tga | |
| FemaleAsia03_0.tga | FemaleAsia03_1.tga | |
| FemaleAsia04_0.tga | FemaleAsia04_1.tga | |
| FemaleAsia05_0.tga | FemaleAsia05_1.tga | |
| FemaleAsia06_0.tga | FemaleAsia06_1.tga | |
| FemaleAsia07_0.tga | FemaleAsia07_1.tga | |
| FemaleAsia08_0.tga | FemaleAsia08_1.tga | |
| FemaleAsia09_0.tga | FemaleAsia09_1.tga | |
| FemaleAsia10_0.tga | FemaleAsia10_1.tga | |
| FemaleEurope00_0.tga | FemaleEurope00_1.tga | FemaleEurope00_2.tga |
| FemaleEurope01_0.tga | FemaleEurope01_1.tga | FemaleEurope01_2.tga |
| FemaleEurope02_0.tga | FemaleEurope02_1.tga | FemaleEurope02_2.tga |
| FemaleEurope03_0.tga | FemaleEurope03_1.tga | FemaleEurope03_2.tga |
| FemaleEurope04_0.tga | FemaleEurope04_1.tga | FemaleEurope04_2.tga |
| FemaleEurope05_0.tga | FemaleEurope05_1.tga | FemaleEurope05_2.tga |
| FemaleEurope06_0.tga | FemaleEurope06_1.tga | FemaleEurope06_2.tga |

| | | |
|----------------------|----------------------|----------------------|
| FemaleEurope07_0.tga | FemaleEurope07_1.tga | FemaleEurope07_2.tga |
| FemaleEurope08_0.tga | FemaleEurope08_1.tga | FemaleEurope08_2.tga |
| FemaleEurope09_0.tga | FemaleEurope09_1.tga | FemaleEurope09_2.tga |
| FemaleEurope10_0.tga | FemaleEurope10_1.tga | FemaleEurope10_2.tga |
| Generic.tga | | |
| MaleAfrica00_0.tga | MaleAfrica00_1.tga | |
| MaleAfrica01_0.tga | MaleAfrica01_1.tga | |
| MaleAfrica02_0.tga | MaleAfrica02_1.tga | |
| MaleAfrica03_0.tga | MaleAfrica03_1.tga | |
| MaleAfrica04_0.tga | MaleAfrica04_1.tga | |
| MaleAfrica05_0.tga | MaleAfrica05_1.tga | |
| MaleAfrica06_0.tga | MaleAfrica06_1.tga | |
| MaleAfrica07_0.tga | MaleAfrica07_1.tga | |
| MaleAfrica08_0.tga | MaleAfrica08_1.tga | |
| MaleAfrica09_0.tga | MaleAfrica09_1.tga | |
| MaleAfrica10_0.tga | MaleAfrica10_1.tga | |
| MaleAsia00_0.tga | MaleAsia00_1.tga | |
| MaleAsia01_0.tga | MaleAsia01_1.tga | |
| MaleAsia02_0.tga | MaleAsia02_1.tga | |
| MaleAsia03_0.tga | MaleAsia03_1.tga | |
| MaleAsia04_0.tga | MaleAsia04_1.tga | |
| MaleAsia05_0.tga | MaleAsia05_1.tga | |
| MaleAsia06_0.tga | MaleAsia06_1.tga | |
| MaleAsia07_0.tga | MaleAsia07_1.tga | |
| MaleAsia08_0.tga | MaleAsia08_1.tga | |
| MaleAsia09_0.tga | MaleAsia09_1.tga | |
| MaleAsia10_0.tga | MaleAsia10_1.tga | |

Integrate FIFA Stadiums

If you have created your own stadium for FIFA (older version, not for FIFA 11 or 12) you can also integrate it in FIFA MANAGER. Just copy the file to the following directory:

```
...\My Documents\FIFA MANAGER  
12\Graphics\3Dmatch\Stadiums\FIFA\000d0004
```

000d0004 being the team's Unique-ID which can be found in the editor.



The following files must be present:

```
sky_x.o  
stadium_x.o  
texture_x.fsh
```

Hereby x is 0, 1 or 3. This digit indicates the weather:

```
0 rainy or overcast  
1 sunny  
3 night
```

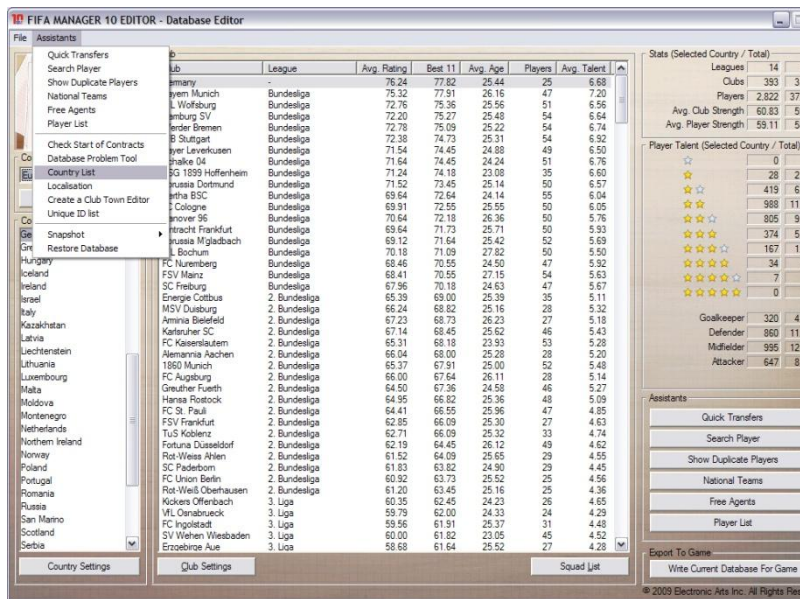
If one `illumination source` is not available, another one will be selected randomly. BUT if one file of a set is present, all other files must be present as well. Some stadiums also have additional optional files.

Additional files (.tag, .coll, .sle) are momentarily not supported.

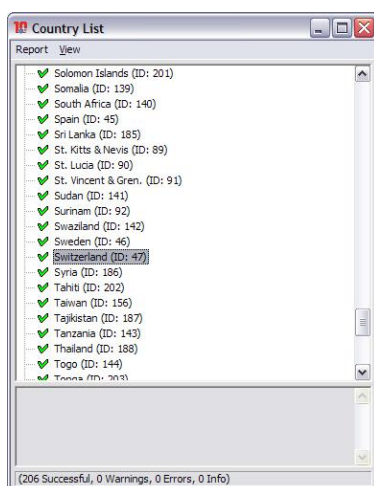
Historical Results

If you are a fan of statistics, the historical results might be just the thing for you. Here you can add historical league results to single leagues. This tutorial will explain you in detail how to do that.

First, open the editor which you find in the installation directory of FIFA MANAGER. In our example, we would like to fill the historical database with results from Switzerland. You will find these by clicking on **Assistants** -> **Country List** in the editor.



A new window will appear where you can see the countries and their Country-IDs, Switzerland's ID is 47.

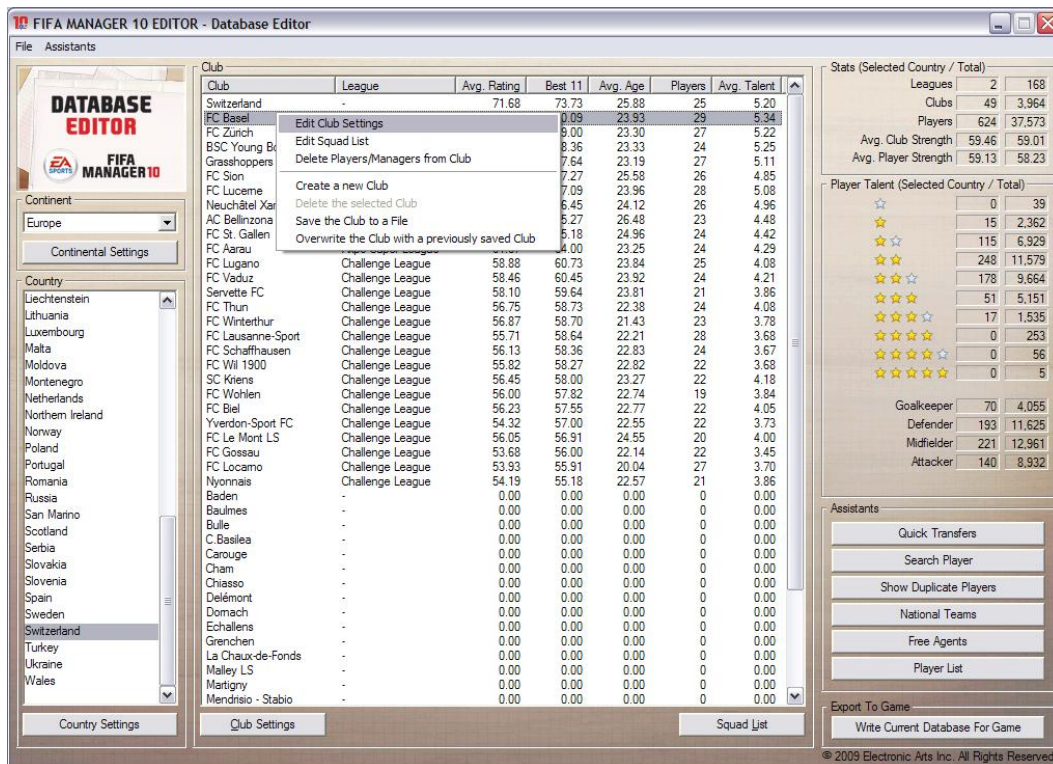


Now you create a new text document in ... \My Documents\FIFA MANAGER 12\Data\Historical which you name "47_0_0". The two digits in the file name (in this case 47) are the country number, the second digit is the league level (1st division=0, 2nd division = 1 etc.). The third digit can be used for several leagues on the same level.

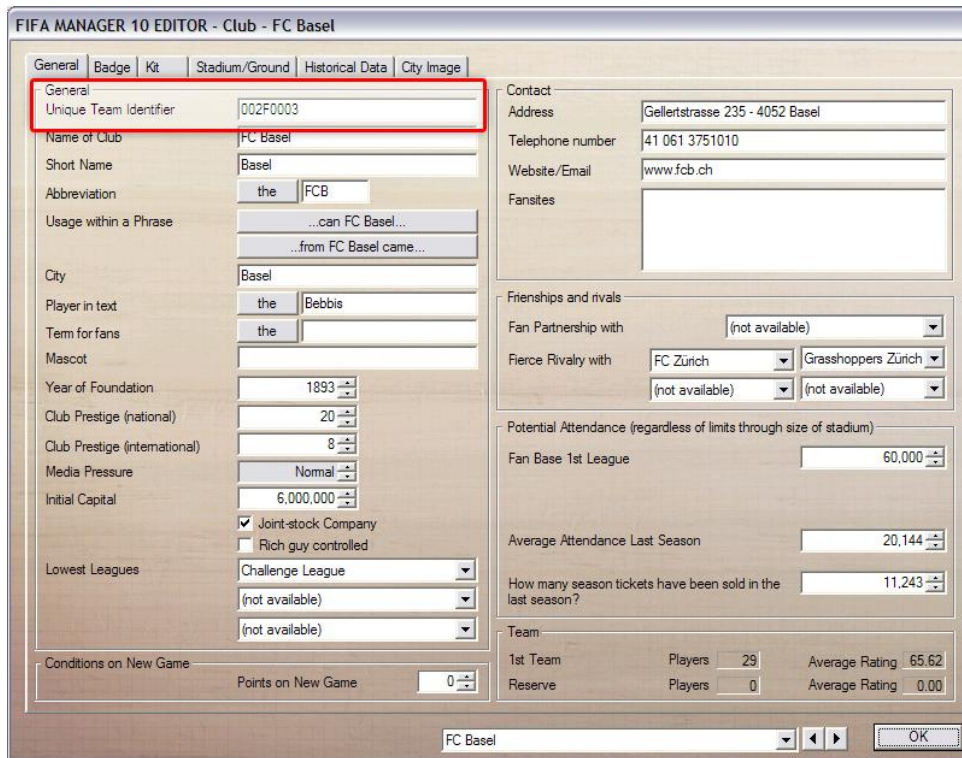
During the editing process you have to replace the clubs with the teams from the new country, number them and then add the Team-ID.

```
//FC Basel
1,002F0003
//Young Boys Bern
2,002F0001
```

FC Basel's Team ID can also be found in the editor. Select Switzerland as the country, right-click on the club FC Basel, where you select **Edit Club Settings** in the context menu.



A new window appears, where you can see the Unique Team-ID



You now repeat these steps for every club you need for your season. It is best to look at an already existing file to understand the structure and the way the list is set up.

Let's summarize: We put together a fairly long list of clubs which we will need for at least one season (shown below in an abridged version):

```
//FC Basel  
1,002F0003  
//Young Boys Bern  
2,002F0001  
//Servette Genf  
3,002F000A  
//FC Zürich  
4,002F0006  
//FC St. Gallen  
-TEAMS ENDSeason:1997/1998
```

At the end of the last club the line “-TEAMS END-“must be included! Afterwards comes the first season line, starting with “Season:1997/1998”

1
18,15,2,2
3,5,2,2
13,9,1,0
4,17,1,0
14,7,2,1
1,8,2,1
2
8,14,3,0
15,4,1,3
7,5,2,2
18,1,3,0
17,13,2,2
9,3,1,2
3
Etc.

At first the respective matchday, then the matches:

Number 1 – home team’s number (as assigned above)

Number 2 - away team’s number (as assigned above)

Number 3 – home goals scored in this game

Number 4 – away goals scored in this game

Once you completed a season you add a new line with the next season: 1998/1999.

These are followed by the matchdays with the respective results as already explained.

Background Picture for the Editor

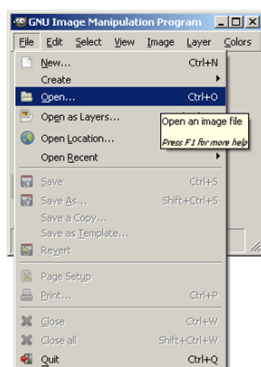
In FM10 you can personalize the editor by integrating your won wallpaper.

Therefore copy your wallpaper (EdManager.bmp) to the directory ...\\My Documents\\FIFA MANAGER 12\\Graphics\\Skins\\Editor\\1024x768.

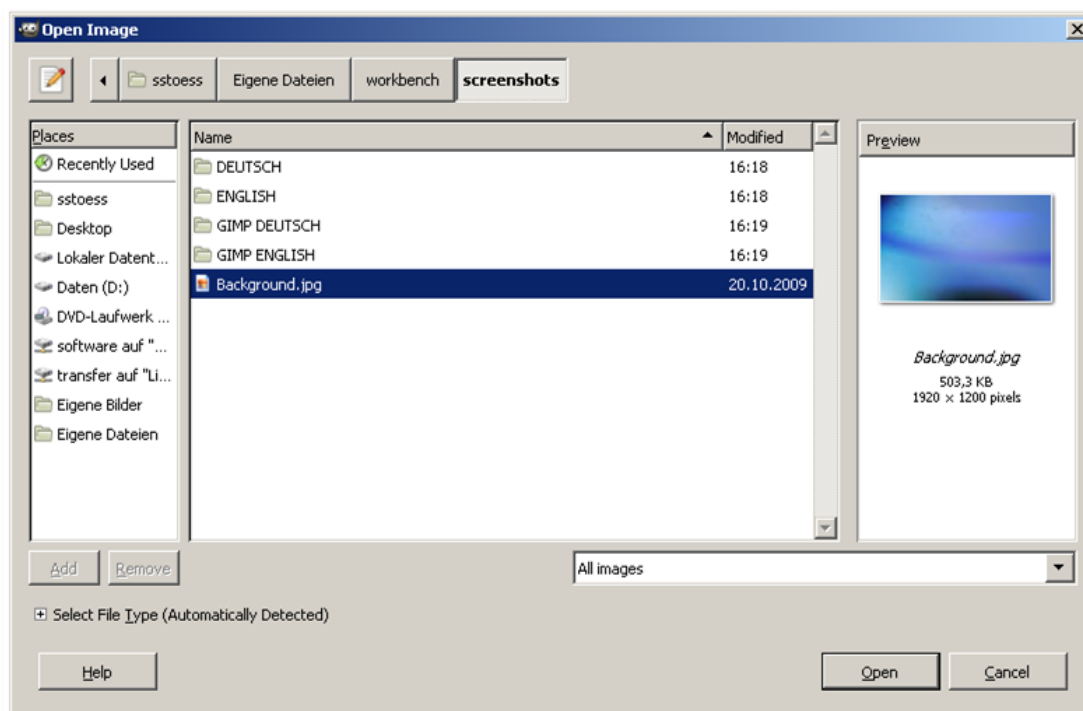
If you want to delete the background, simply delete it from the main directory.

This tutorial shows you how to create an individual background for the editor with the image manipulation program [GIMP](#).

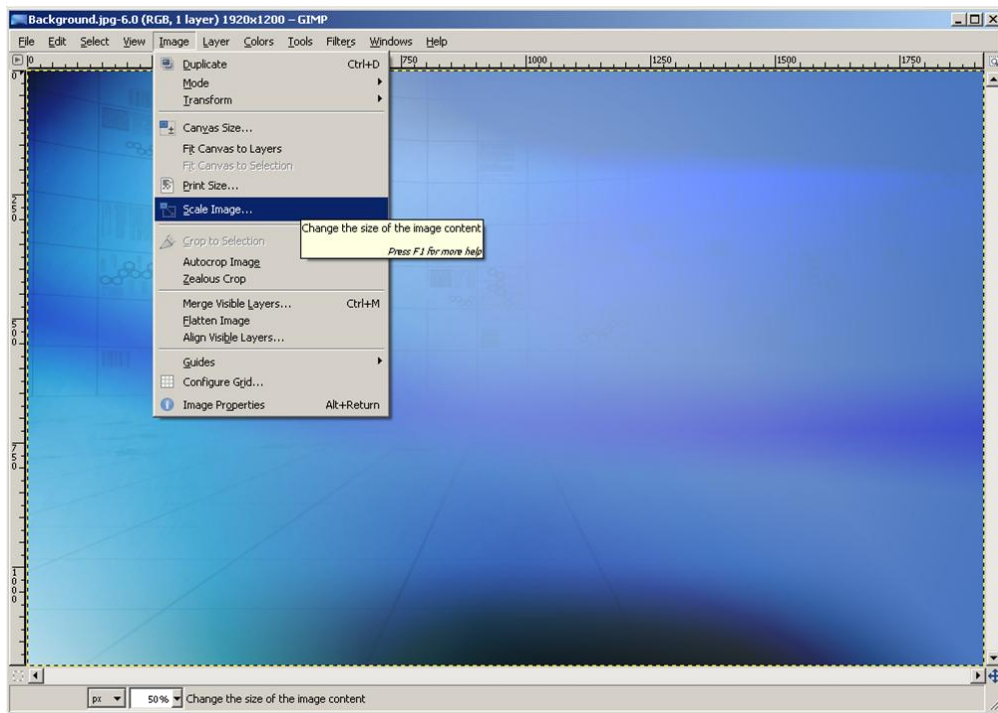
First, you have to start the program. Then you click on **File** -> **Open**.



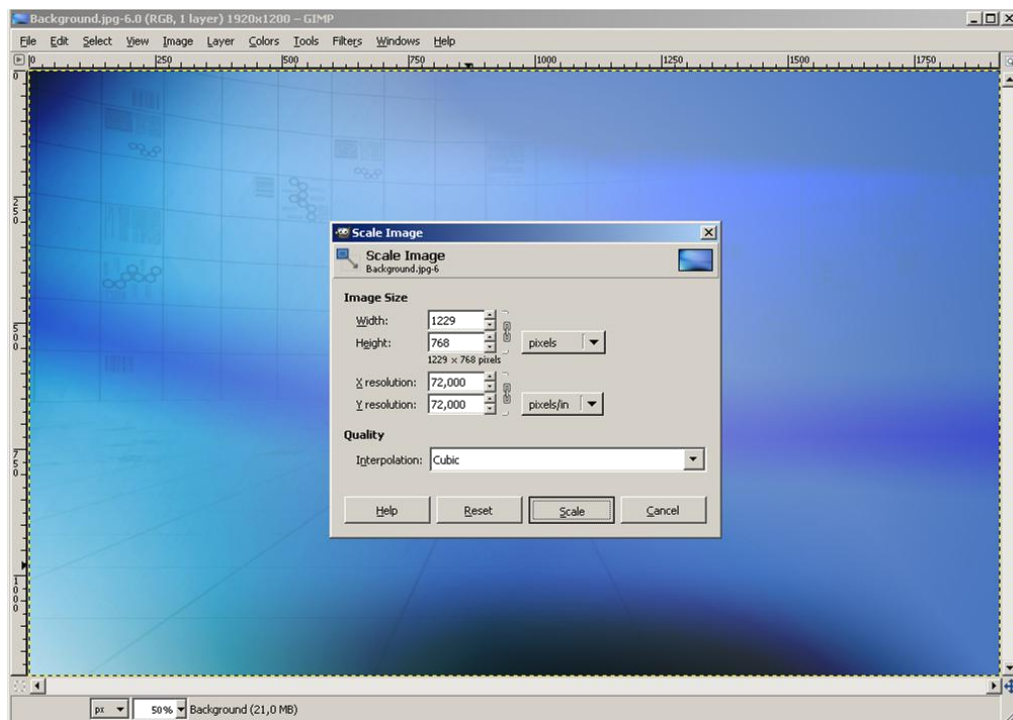
The next step is to open the picture you want to have as background for the editor. In our case it is a background picture from the Online Mode (Background.jpg). Now you select **Open**.



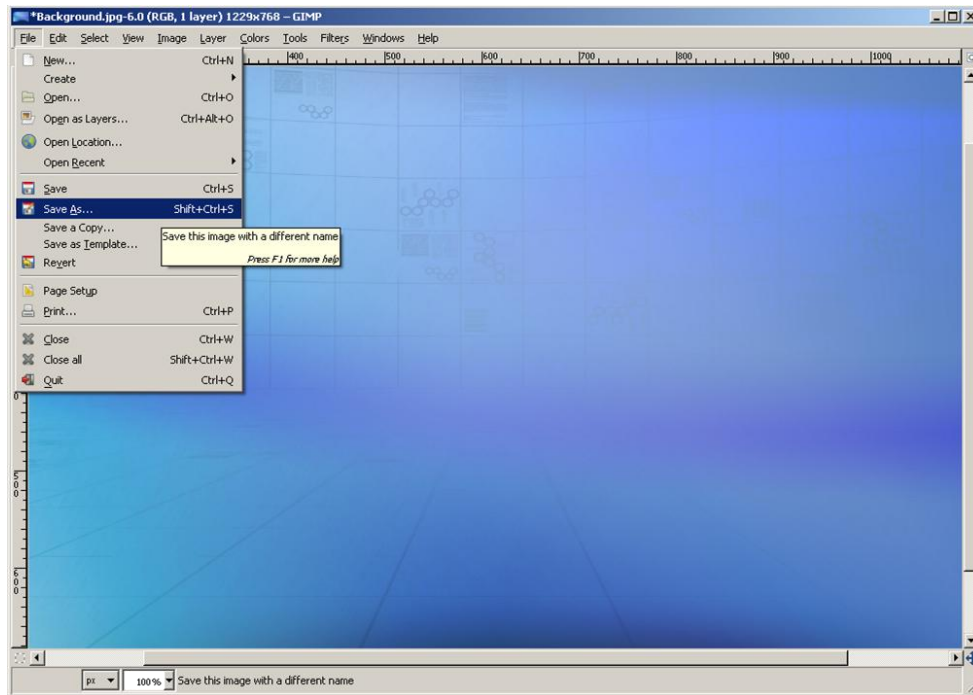
You now have to scale the picture in order to meet the correct dimensions, therefore click on **Image** -> **Scale Image**.



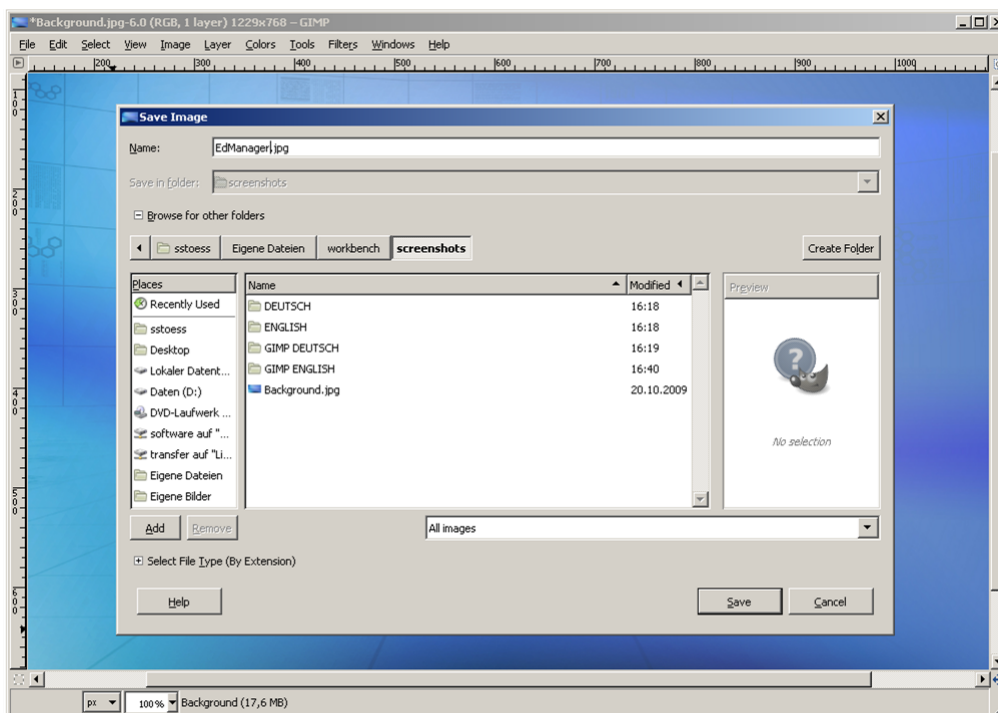
A new window will open. Here you can adjust the dimensions, these must be **Width: 1024px** and **Height: 768px**. After you entered the correct values you proceed by clicking on **Scale**.



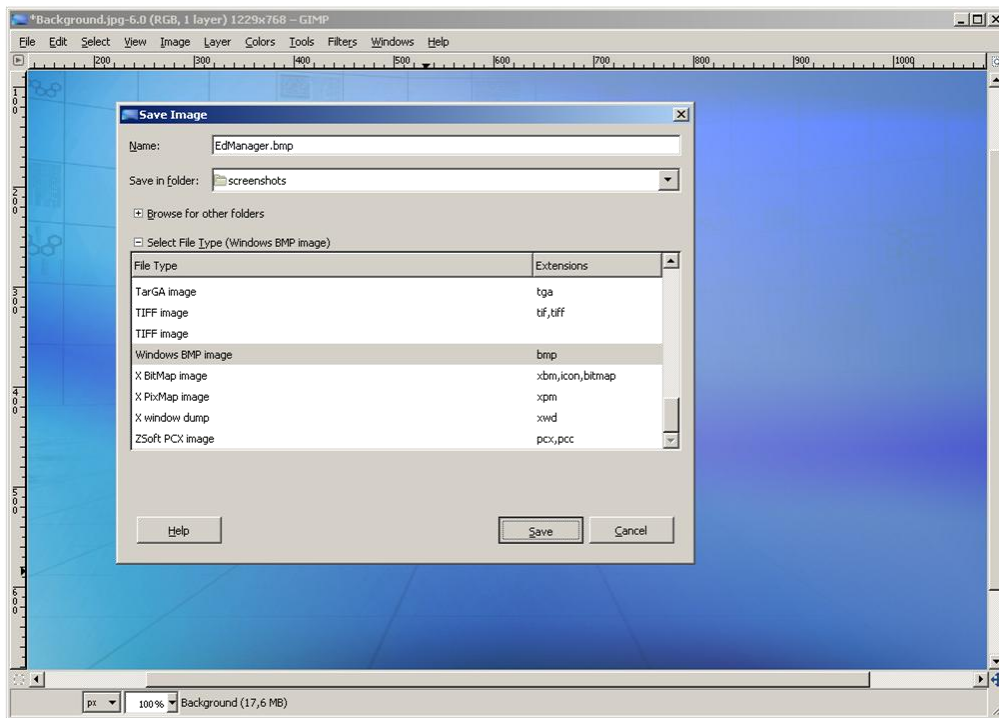
The picture now has the required dimensions, but it needs to be converted to the required format and it must be copied to the respective directory. Click on **File->Save As**.



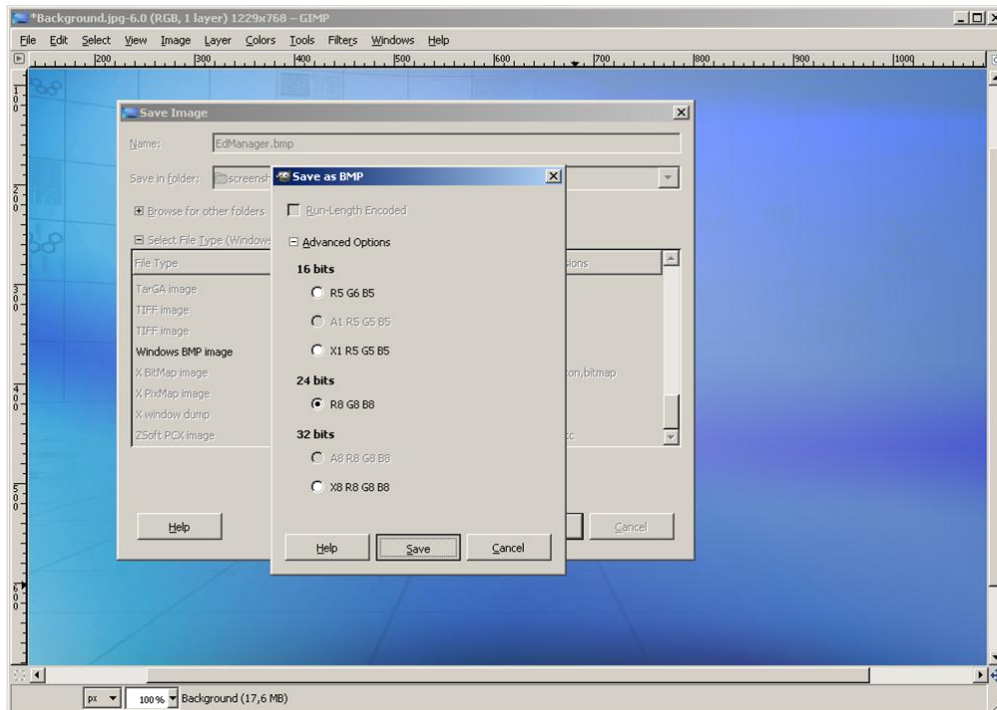
A new window will open. Here you have to adjust three things. The filename must be *EdManager*. In the next step click on the **+** symbol next to the file browser where you choose a path. The correct path is ...\\My Documents\\FIFA MANAGER 12\\Graphics\\Skins\\Editor\\1024x768



Now you click on the **+** symbol close to **Select File Type** and select Windows BMP Image as format.

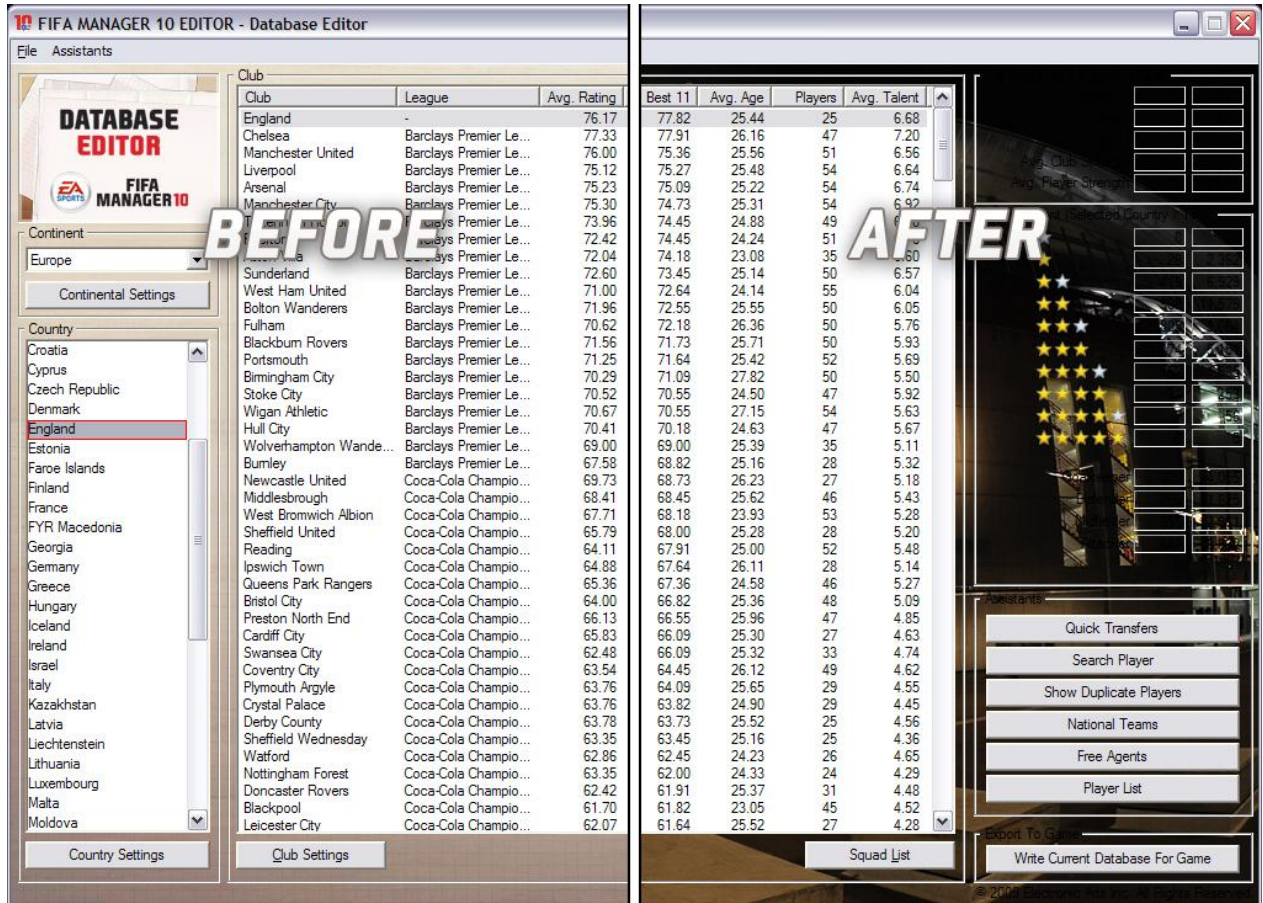


Then you press the **Save** button. Another screen will open where you select 24 bits R8 G8 B8. Hit **Save** again and you are done.



You can now close the program and look at the result in the editor.

A little tip from our side: The background picture shouldn't be too dark, otherwise the font in the editor will be hard to read afterwards (see image below).



Music

A substantial part of FIFA MANAGER's atmosphere is achieved through music which is integrated in many areas of the game. You are also able to implement your own .mp3 or .asf music files in various game areas.

Club Entry Music

You can select the club's entry music directly in the game. To integrate music of other clubs you have to copy the mp3 file to the directory ...\\My Documents\\FIFA MANAGER 12\\Audio\\Music\\StadiumEntry and name it "[ClubID].mp3" or "[ClubID].asf". The music will then be played at this club's home games.



Goal Music for Individual Players

A special goal music for an individual player has to be named as follows:

LastnameFnDDMMYYYY.mp3 or .asf

Abbreviations mean:

Fn = First name ; DDMMYYYY = Date of Birth (e.g. 25121979 for 25.12.1979)

The file must then be copied to the directory ...\\My Documents\\FIFA MANAGER 12\\Audio\\Music\\Goal.

A goal music can also be selected by users directly in the game.

The goal music will only be played at home games!

Goal Music for Whole Teams

The same goes for the general goal music of a club. Copy a "[ClubID].mp3"- or "[ClubID].asf" file in the directory ...\\My Documents\\FIFA MANAGER 12\\Audio\\Music\\Goal.

The goal music will only be played at home games!

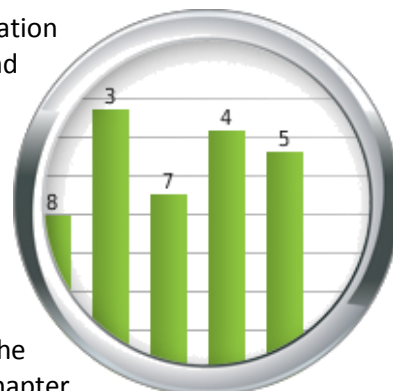
Club Music

Single Clubs can have their own music in the matchday preview screen. Simply copy a "[ClubID].mp3" or "[ClubID].asf" file in the directory ...\\My Documents\\FIFA MANAGER 12\\Audio\\Music\\Club.

Example: "000E000F.mp3" for Manchester United or "0028004C.mp3" for Rubin Kazan. You can find the Club IDs in the database editor.

Parameter Files

Again and again people uttered the request to publish information concerning the parameter files. Unfortunately, many updates and patches of varying quality were available last year, so we simply couldn't any longer figure out, whether a player in the forum is playing the game with or without such an extension. That is why an evaluation of the postings became practically impossible for us. In FIFA MANAGER, we therefore decided to move the parameter files into the code, which will prevent any chance of manipulation.



In contrast, important parameter files for game extensions (like the training camps e.g.) will be explained in detail in the respective chapter. Those will remain both modifiable and extensible.

Please accept our apologies for any inconvenience caused, but in the medium term all players will benefit from this decision.

NOTE: This affects all parameter files, as long as they are not explicitly marked as modifiable. GPPs (Gameplay Patches) for the 3D match are still possible though.

Personal Life

In order to make it possible to see created graphics in the game, additional files must be changed.



Personal Items

File:

Change:

Personal Cars

File: ...\\My Documents\\FIFA MANAGER 12\\Data\\PersonalItems\\car.txt

Change: Each newly added car must get its own line.

EA Mobile Car,50000,mobilecar.bmp,2005

Name of the object in the game, Price, name of the graphic, year of "invention"

Personal Houses

File: ...\\My Documents\\FIFA MANAGER 12\\Data\\PersonalItems\\house.txt

Change: Each newly added house must get its own line.

Appartement,50000,appartement.bmp,2005

Name of the object in the game, Price, name of the graphic, year of "invention"

Personal Furnishing

File: ...\\My Documents\\FIFA MANAGER 12\\Data\\PersonalItems\\furnishings.txt

Change: Each newly added furnishing item must get its own line.

Pool-Table,3000,pool.bmp,0,2005

Name of the object in the game, Price, name of the graphic, value growth, year of "invention"

Personal Luxury

File: ...\\My Documents\\FIFA MANAGER 12\\Data\\PersonalItems\\luxury.txt

Change: Each newly added furnishing item must get its own line.

Golf equipment,5000,golf.bmp,0,2005

Name of the object in the game, Price, name of the graphic, value growth, year of "invention"

Important:

The list must be sorted by the "year of invention" of the cars/houses/furnishing/luxury.

Let's assume you want a specific car to first appear in the year 2010, another one in 2020. To achieve this, the cars have to be second last and last in the list. If you are not considering this, the cars will get mixed up later in the game.

At the end of each editing process you should always count the exact number of cars and adjust the first number at the very top of the list, so it matches the actual number of cars. If you neglect that

step, new cars might not be shown in the game. If you reduce the number of cars and the numbers don't add up, in the worst case the game might even crash!

The fourth value of luxury and furnishing stands for "value growth" of an object. If you implement new items, you should set a "1" if the item's value growth is positive (realty etc.), or you set a "0" if the item's value will rather decrease over time (useful for objects of utility).

Scripts

In future versions of this document we will offer hints and clues for the creation of script files.


For the moment, we plan the following as next steps:


- Allocation of cupalloc.txt into countries/competitions
- Allocation of Country Files in 4 areas (script files, schedule, club, players)

Player Pictures

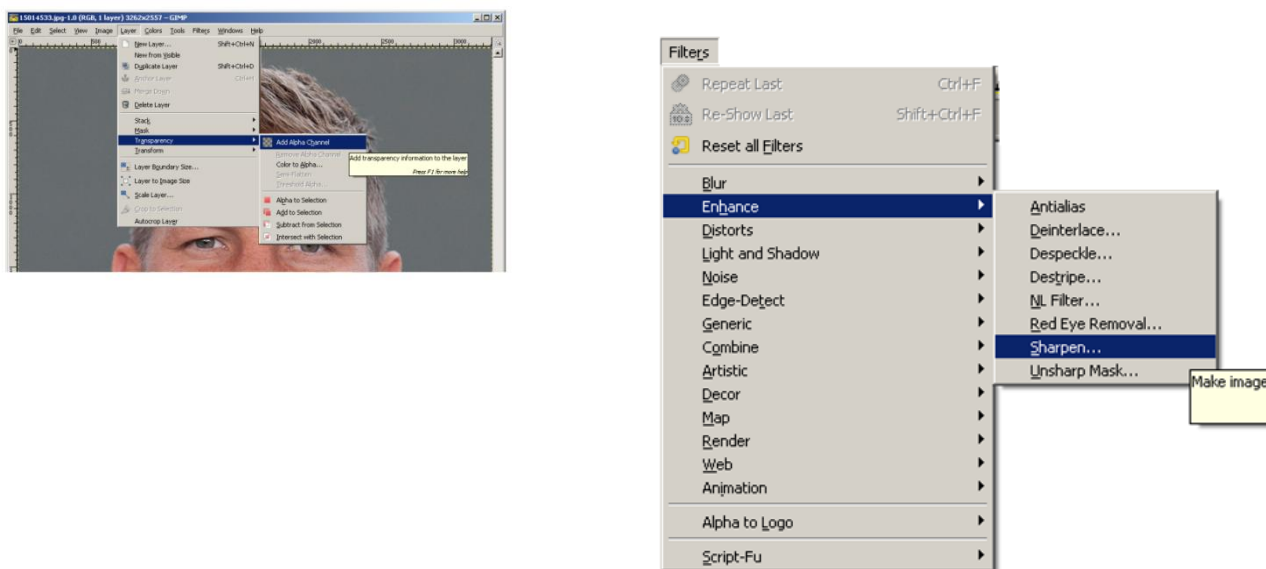
Our thanks go out to FM Interaktiv and www.fm-zocker.de for the friendly permission to publish this tutorial in our workbench.

In this chapter we want to present the program [GIMP](#) which is a very useful tool for the creation of player pictures.

 The most important tool for the creation and editing of player pictures is the eraser. This tool will continually accompany you during the process. You start by selecting a template. Here you should ensure that the picture has suitable size. The player's head should preferably be big, the neck and if possible the shoulders should also be on the picture. Furthermore, make sure no hair is missing.


 The next step is trimming the picture. The chin must be 0,5-0,9 cm away from the bottom margin, the head or hair must be on the same height with the upper margin. Furthermore, width and height must be the same. The shirt should finish flush with both sides.

Now comes the most important step: Use **Layers** -> **Transparency** -> **Add Alpha Channel**. Eventhough no visible change takes place, the background layer becomes transparent.



Afterwards, right-click **Filters** -> **Enhance** -> **Sharpen** and set the value to about 70, depending on the particular picture.

With the help of the magnifier function we zoom in the picture, so we can differentiate between the background and the actual picture (circa 1,000%).

Now for the first time, the eraser comes into play. We use the eraser (size: 5) to get from one shoulder to the other, once around the whole picture. For ears and hairs you should use a smaller size (e.g. 3 or 1), since precision is what we strive for here. You can also try out the Fuzzy Select Tool in this step. 

In this procedure, precision is far more important than speed, since the more precise you work, the better the final result will look.

After the whole background has been cleared, the picture must be scaled to 160x160 pixels. Right click on the picture and use **Image** -> **Scale Image**.

Now we are almost there. Use **Colors** -> **Brightness-Contrast** and the other color options to change brightness, contrast, intensity or color levels. You can perform miracles with these adjustments!

Few steps ahead. Right-click on the image and use **Filters** -> **Light and Shadow** -> **Drop Shadow**.



The values must be :

Offset X: 3

Offset Y: 3

Blur radius: 4

Color: Black

Opacity: 75

Furthermore, uncheck the box **Allow resizing**. Now Use **Layer** -> **Anchor** Layer and you're done.

The final player picture now has the name "SchweinsteigerBa01081984.tga". The format is FirstnameLnDDMMYYYY.tga, in our case Schweinsteiger suffices, since it is a stage name (like Ronaldinho, Zé Roberto etc.).

The picture must be saved in:

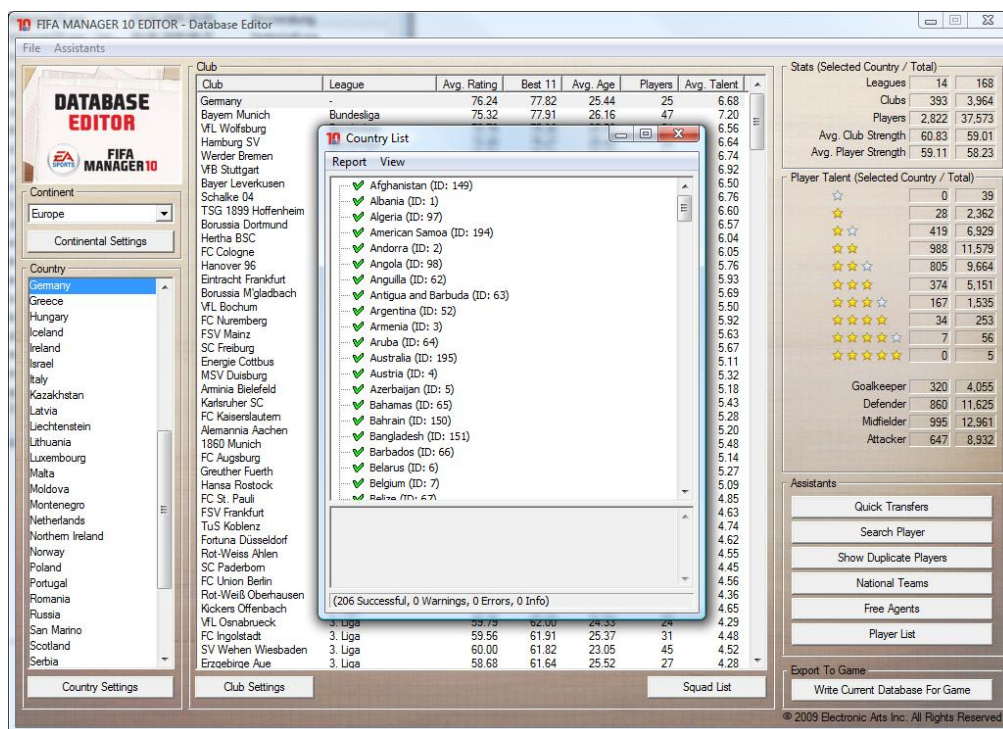
...\My Documents\FIFA MANAGER 12\Graphics\Portraits\Players\160x160

Player Kits in Create a Club (CaC) Mode

You can design your own clubs shirts for the CaC mode as well. This however is a bit more complicated.

In our example we select Brazil, their Country ID is 36 (see editor). As a consequence all teams from Brazil start with the Team ID 0036xxxx.

Brazil consists of 43 teams in the editor (possibly more, if added further ones). Every country has about 5 additional lower division clubs, which are available for pre-season friendlies but are not in the editor.



Your CaC Team would now have the ID 00360031 (ID 49, 43 teams + 5 lower divisions + your CaC-team). So where does the number 31 come from? 31 is a number from the hexadecimal system, in which $49 = \text{hexadecimal } 31 (3 \cdot 16 + 1 \cdot 1 = 49)$.

Now comes the trick: In order to avoid problems with the existing teams from the database, which we want to avoid at any costs, we mark the CaC clubs with a special number. Therefore change the second digit of the Team ID from 0 to 1. The correct Team ID would then be 01360031.

Enjoy your self-created shirt!

ID Explanation:

The Country ID 54 is decimal ($5 \cdot 10 + 4$). 36 is hexadecimal ($3 \cdot 16 + 6$).

If you want to convert from decimal to hexadecimal, simply calculate $54 / 16 = 3$, the remainder is 6.

Alternative: Use the Windows Calculator, switch to the scientific view and enter 54. Press F5 and the hexadecimal number will be shown.

Training Camps

You can easily add your own training camps with photos to the game. You have to copy three pictures to the folder ...\\My Documents\\FIFA MANAGER 12\\Graphics\\TrainingCamps\\295x221. The images must have an aspect ratio of 4:3. The maximum visible size is 300x225 pixels, if they should be larger there is no negative effect. But if they are smaller, they will look pixilated.



Every camp has three different pictures which can be used for different areas in the game: Booking, Start and Report. The pictures differ in their file names, e.g.: *TC02_booking.bmp*, *TC02_start.bmp* and *TC02_report.bmp* for Camp No. 2. If no *Start* or *Report* picture is available, the *Booking* picture will be used instead.

The parameter file (Parameter File-Training Camp New.txt), containing the data for the training camp can be found here:

Program Files\\EA SPORTS\\FIFA MANAGER 12\\fmdata

Parameter file structure:

1. Camp's number (ID)
2. Country-ID (see editor)
3. Latitude
4. Longitude (see Editor)
5. Town name
6. Costs per day
7. Team building modifier
8. Main skill modifier
9. Mental skill modifier
10. Physical skill modifier
11. Fitness modifier
12. Tactical modifier
13. Individual skills modifier

- 14.-16. Picture names

Example:

20,21,3265,526,IDS_TC_020,2800,1,1,2,4,4,2,1,1,tc_Sylt.bmp,tc_Sylt.bmp,tc_Sylt.bmp

This is training camp No. 20; 21 stands for Germany, followed by the coordinates, town name, price and effects on the team. The last three entries are the picture names. In this case, only one picture is available. The allocation to the different continents (Europe, Asia etc.) will be accomplished automatically.

TPI Files

TPI is an EA internal file format. The respective converter will not be published by us, it is therefore impossible to edit or add new files.

Translations

If you want to translate the game into another language, you will need a team of people, otherwise it will take a year or longer to translate the game.

We recently created an INOFFICIAL tool for this process; the use of this program however is at your own risk.

Please contact Soeren in the FIFA MANAGER forum if you are interested to start a translation project.

User.INI

User.INI is a file that shouldn't be changed under normal circumstances. But there is one useful function, which we do not officially support however:

WINDOWED=1

The game can be played in windowed mode.

All other parameters serve for troubleshooting of hardware problems. In this way for example videos can be turned off to eliminate them as a possible error source.

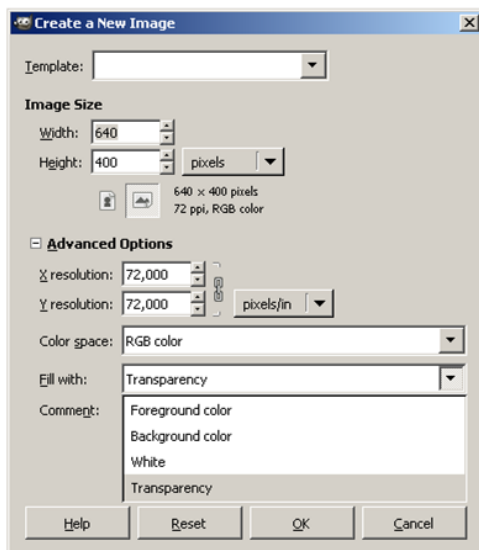
Badges (Club)


You can add as many badges as you like to FIFA MANAGER.

[GIMP](#) is one possible program which you can use to create badges.

How-To-Do:

1. Copy the desired picture by right-clicking it.
2. Use **File** -> **New** to create a new picture. A window will open, where you click on the Advanced Options **+** symbol, select **Fill with:** -> **Transparency**



3. Now you paste your picture (Ctrl + V) and erase the background of the picture, so only the badge will be left. Do this with the Eraser or with the Fuzzy Select Tool! 

4. The picture must now be scaled:

- 32x32 and save
- 64x64 and save
- 128x128 and save
- 256x256 and save

5. Name the files as follows:

UNIQUE TEAM ID.tga (e.g. 000e0005.tga for Liverpool)

6. Save them to the appropriate directories:

...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\256x256

...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\128x128

...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\64x64

...\My Documents\FIFA MANAGER 12\Graphics\Badges\Clubs\32x32

Important: The image quality in the editor might differ from the quality in the actual game.

NOTICE: During the creation of the badge, don't just add the Alpha channel. The pictures must be copied to a transparent background. Otherwise a coloured background will be in the game, despite the Alpha channel.

Badges (Generic)

This is the complete list of generic badges. You can replace them with your own creations (see above).

| | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| bl_ge.tga | bl_ge_01.tga | bl_ge_02.tga | bl_ge_03.tga | bl_ge_04.tga | bl_ge_05.tga |
| bl_ge_05a.tga | bl_ge_06.tga | bl_ge_06a.tga | bl_ge_06b.tga | bl_ge_06c.tga | bl_ge_06d.tga |
| bl_ge_06e.tga | bl_ge_07.tga | bl_ge_07a.tga | bl_ge_08.tga | bl_ge_08a.tga | bl_ge_09.tga |
| bl_ge_09a.tga | bl_ge_09b.tga | bl_ge_09c.tga | bl_ge_10.tga | bl_ge_10a.tga | bl_ge_11.tga |
| bl_ge_11a.tga | bl_ge_12.tga | bl_ge_12a.tga | bl_ge_13.tga | bl_ge_13a.tga | bl_ge_14.tga |
| bl_ge_14a.tga | bl_ge_15.tga | bl_ge_15a.tga | bl_ge_16.tga | bl_ge_16a.tga | bl_ge_17.tga |
| bl_ge_17a.tga | bl_ge_17b.tga | bl_ge_17c.tga | bl_ge_17d.tga | bl_ge_17e.tga | bl_ge_18.tga |
| bl_ge_18a.tga | bl_ge_19.tga | bl_ge_19a.tga | bl_ge_20.tga | bl_ge_20a.tga | bl_ge_21.tga |
| bl_ge_21a.tga | bl_ge_22.tga | bl_ge_22a.tga | bl_ge_23.tga | bl_ge_23a.tga | bl_ge_24.tga |
| bl_ge_24a.tga | bl_ge_25.tga | bl_ge_25a.tga | bl_ge_26.tga | bl_ge_26a.tga | bl_gr.tga |
| bl_gr_01.tga | bl_gr_02.tga | bl_gr_03.tga | bl_gr_04.tga | bl_gr_05.tga | bl_gr_05a.tga |
| bl_gr_06.tga | bl_gr_06a.tga | bl_gr_06b.tga | bl_gr_06c.tga | bl_gr_06d.tga | bl_gr_06e.tga |
| bl_gr_07.tga | bl_gr_07a.tga | bl_gr_08.tga | bl_gr_08a.tga | bl_gr_09.tga | bl_gr_09a.tga |
| bl_gr_09b.tga | bl_gr_09c.tga | bl_gr_10.tga | bl_gr_10a.tga | bl_gr_11.tga | bl_gr_11a.tga |
| bl_gr_12.tga | bl_gr_12a.tga | bl_gr_13.tga | bl_gr_13a.tga | bl_gr_14.tga | bl_gr_14a.tga |
| bl_gr_15.tga | bl_gr_15a.tga | bl_gr_16.tga | bl_gr_16a.tga | bl_gr_17.tga | bl_gr_17a.tga |
| bl_gr_17b.tga | bl_gr_17c.tga | bl_gr_17d.tga | bl_gr_17e.tga | bl_gr_18.tga | bl_gr_18a.tga |
| bl_gr_19.tga | bl_gr_19a.tga | bl_gr_20.tga | bl_gr_20a.tga | bl_gr_21.tga | bl_gr_21a.tga |
| bl_gr_22.tga | bl_gr_22a.tga | bl_gr_23.tga | bl_gr_23a.tga | bl_gr_24.tga | bl_gr_24a.tga |
| bl_gr_25.tga | bl_gr_25a.tga | bl_gr_26.tga | bl_gr_26a.tga | bl_ro.tga | bl_ro_01.tga |
| bl_ro_02.tga | bl_ro_03.tga | bl_ro_04.tga | bl_ro_05.tga | bl_ro_05a.tga | bl_ro_06.tga |
| bl_ro_06a.tga | bl_ro_06b.tga | bl_ro_06c.tga | bl_ro_06d.tga | bl_ro_06e.tga | bl_ro_07.tga |
| bl_ro_07a.tga | bl_ro_08.tga | bl_ro_08a.tga | bl_ro_09.tga | bl_ro_09a.tga | bl_ro_09b.tga |
| bl_ro_09c.tga | bl_ro_10.tga | bl_ro_10a.tga | bl_ro_11.tga | bl_ro_11a.tga | bl_ro_12.tga |
| bl_ro_12a.tga | bl_ro_13.tga | bl_ro_13a.tga | bl_ro_14.tga | bl_ro_14a.tga | bl_ro_15.tga |
| bl_ro_15a.tga | bl_ro_16.tga | bl_ro_16a.tga | bl_ro_17.tga | bl_ro_17a.tga | bl_ro_17b.tga |
| bl_ro_17c.tga | bl_ro_17d.tga | bl_ro_17e.tga | bl_ro_18.tga | bl_ro_18a.tga | bl_ro_19.tga |
| bl_ro_19a.tga | bl_ro_20.tga | bl_ro_20a.tga | bl_ro_21.tga | bl_ro_21a.tga | bl_ro_22.tga |
| bl_ro_22a.tga | bl_ro_23.tga | bl_ro_23a.tga | bl_ro_24.tga | bl_ro_24a.tga | bl_ro_25.tga |
| bl_ro_25a.tga | bl_ro_26.tga | bl_ro_26a.tga | bl_sw.tga | bl_sw_01.tga | bl_sw_02.tga |
| bl_sw_03.tga | bl_sw_04.tga | bl_sw_05.tga | bl_sw_05a.tga | bl_sw_06.tga | bl_sw_06a.tga |
| bl_sw_06b.tga | bl_sw_06c.tga | bl_sw_06d.tga | bl_sw_06e.tga | bl_sw_07.tga | bl_sw_07a.tga |
| bl_sw_08.tga | bl_sw_08a.tga | bl_sw_09.tga | bl_sw_09a.tga | bl_sw_09b.tga | bl_sw_09c.tga |
| bl_sw_10.tga | bl_sw_10a.tga | bl_sw_11.tga | bl_sw_11a.tga | bl_sw_12.tga | bl_sw_12a.tga |
| bl_sw_13.tga | bl_sw_13a.tga | bl_sw_14.tga | bl_sw_14a.tga | bl_sw_15.tga | bl_sw_15a.tga |
| bl_sw_16.tga | bl_sw_16a.tga | bl_sw_17.tga | bl_sw_17a.tga | bl_sw_17b.tga | bl_sw_17c.tga |
| bl_sw_17d.tga | bl_sw_17e.tga | bl_sw_18.tga | bl_sw_18a.tga | bl_sw_19.tga | bl_sw_19a.tga |
| bl_sw_20.tga | bl_sw_20a.tga | bl_sw_21.tga | bl_sw_21a.tga | bl_sw_22.tga | bl_sw_22a.tga |
| bl_sw_23.tga | bl_sw_23a.tga | bl_sw_24.tga | bl_sw_24a.tga | bl_sw_25.tga | bl_sw_25a.tga |
| bl_sw_26.tga | bl_sw_26a.tga | bl_ws.tga | bl_ws_01.tga | bl_ws_02.tga | bl_ws_03.tga |
| bl_ws_04.tga | bl_ws_05.tga | bl_ws_05a.tga | bl_ws_06.tga | bl_ws_06a.tga | bl_ws_06b.tga |
| bl_ws_06c.tga | bl_ws_06d.tga | bl_ws_06e.tga | bl_ws_07.tga | bl_ws_07a.tga | bl_ws_08.tga |

| | | | | | |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| bl_ws_08a.tga | bl_ws_09.tga | bl_ws_09a.tga | bl_ws_09b.tga | bl_ws_09c.tga | bl_ws_10.tga |
| bl_ws_10a.tga | bl_ws_11.tga | bl_ws_11a.tga | bl_ws_12.tga | bl_ws_12a.tga | bl_ws_13.tga |
| bl_ws_13a.tga | bl_ws_14.tga | bl_ws_14a.tga | bl_ws_15.tga | bl_ws_15a.tga | bl_ws_16.tga |
| bl_ws_16a.tga | bl_ws_17.tga | bl_ws_17a.tga | bl_ws_17b.tga | bl_ws_17c.tga | bl_ws_17d.tga |
| bl_ws_17e.tga | bl_ws_18.tga | bl_ws_18a.tga | bl_ws_19.tga | bl_ws_19a.tga | bl_ws_20.tga |
| bl_ws_20a.tga | bl_ws_21.tga | bl_ws_21a.tga | bl_ws_22.tga | bl_ws_22a.tga | bl_ws_23.tga |
| bl_ws_23a.tga | bl_ws_24.tga | bl_ws_24a.tga | bl_ws_25.tga | bl_ws_25a.tga | bl_ws_26.tga |
| bl_ws_26a.tga | dro_hbl.tga | dro_hbl_01.tga | dro_hbl_02.tga | dro_hbl_03.tga | dro_hbl_04.tga |
| dro_hbl_05.tga | dro_hbl_05a.tga | dro_hbl_06.tga | dro_hbl_06a.tga | dro_hbl_06b.tga | dro_hbl_06c.tga |
| dro_hbl_06d.tga | dro_hbl_06e.tga | dro_hbl_07.tga | dro_hbl_07a.tga | dro_hbl_08.tga | dro_hbl_08a.tga |
| dro_hbl_09.tga | dro_hbl_09a.tga | dro_hbl_09b.tga | dro_hbl_09c.tga | dro_hbl_10.tga | dro_hbl_10a.tga |
| dro_hbl_11.tga | dro_hbl_11a.tga | dro_hbl_12.tga | dro_hbl_12a.tga | dro_hbl_13.tga | dro_hbl_13a.tga |
| dro_hbl_14.tga | dro_hbl_14a.tga | dro_hbl_15.tga | dro_hbl_15a.tga | dro_hbl_16.tga | dro_hbl_16a.tga |
| dro_hbl_17.tga | dro_hbl_17a.tga | dro_hbl_17b.tga | dro_hbl_17c.tga | dro_hbl_17d.tga | dro_hbl_17e.tga |
| dro_hbl_18.tga | dro_hbl_18a.tga | dro_hbl_19.tga | dro_hbl_19a.tga | dro_hbl_20.tga | dro_hbl_20a.tga |
| dro_hbl_21.tga | dro_hbl_21a.tga | dro_hbl_22.tga | dro_hbl_22a.tga | dro_hbl_23.tga | dro_hbl_23a.tga |
| dro_hbl_24.tga | dro_hbl_24a.tga | dro_hbl_25.tga | dro_hbl_25a.tga | dro_hbl_26.tga | dro_hbl_26a.tga |
| dro_sw.tga | dro_sw_01.tga | dro_sw_02.tga | dro_sw_03.tga | dro_sw_04.tga | dro_sw_05.tga |
| dro_sw_05a.tga | dro_sw_06.tga | dro_sw_06a.tga | dro_sw_06b.tga | dro_sw_06c.tga | dro_sw_06d.tga |
| dro_sw_06e.tga | dro_sw_07.tga | dro_sw_07a.tga | dro_sw_08.tga | dro_sw_08a.tga | dro_sw_09.tga |
| dro_sw_09a.tga | dro_sw_09b.tga | dro_sw_09c.tga | dro_sw_10.tga | dro_sw_10a.tga | dro_sw_11.tga |
| dro_sw_11a.tga | dro_sw_12.tga | dro_sw_12a.tga | dro_sw_13.tga | dro_sw_13a.tga | dro_sw_14.tga |
| dro_sw_14a.tga | dro_sw_15.tga | dro_sw_15a.tga | dro_sw_16.tga | dro_sw_16a.tga | dro_sw_17.tga |
| dro_sw_17a.tga | dro_sw_17b.tga | dro_sw_17c.tga | dro_sw_17d.tga | dro_sw_17e.tga | dro_sw_18.tga |
| dro_sw_18a.tga | dro_sw_19.tga | dro_sw_19a.tga | dro_sw_20.tga | dro_sw_20a.tga | dro_sw_21.tga |
| dro_sw_21a.tga | dro_sw_22.tga | dro_sw_22a.tga | dro_sw_23.tga | dro_sw_23a.tga | dro_sw_24.tga |
| dro_sw_24a.tga | dro_sw_25.tga | dro_sw_25a.tga | dro_sw_26.tga | dro_sw_26a.tga | dro_ws.tga |
| dro_ws_01.tga | dro_ws_02.tga | dro_ws_03.tga | dro_ws_04.tga | dro_ws_05.tga | dro_ws_05a.tga |
| dro_ws_06.tga | dro_ws_06a.tga | dro_ws_06b.tga | dro_ws_06c.tga | dro_ws_06d.tga | dro_ws_06e.tga |
| dro_ws_07.tga | dro_ws_07a.tga | dro_ws_08.tga | dro_ws_08a.tga | dro_ws_09.tga | dro_ws_09a.tga |
| dro_ws_09b.tga | dro_ws_09c.tga | dro_ws_10.tga | dro_ws_10a.tga | dro_ws_11.tga | dro_ws_11a.tga |
| dro_ws_12.tga | dro_ws_12a.tga | dro_ws_13.tga | dro_ws_13a.tga | dro_ws_14.tga | dro_ws_14a.tga |
| dro_ws_15.tga | dro_ws_15a.tga | dro_ws_16.tga | dro_ws_16a.tga | dro_ws_17.tga | dro_ws_17a.tga |
| dro_ws_17b.tga | dro_ws_17c.tga | dro_ws_17d.tga | dro_ws_17e.tga | dro_ws_18.tga | dro_ws_18a.tga |
| dro_ws_19.tga | dro_ws_19a.tga | dro_ws_20.tga | dro_ws_20a.tga | dro_ws_21.tga | dro_ws_21a.tga |
| dro_ws_22.tga | dro_ws_22a.tga | dro_ws_23.tga | dro_ws_23a.tga | dro_ws_24.tga | dro_ws_24a.tga |
| dro_ws_25.tga | dro_ws_25a.tga | dro_ws_26.tga | dro_ws_26a.tga | ge_sw.tga | ge_sw_01.tga |
| ge_sw_02.tga | ge_sw_03.tga | ge_sw_04.tga | ge_sw_05.tga | ge_sw_05a.tga | ge_sw_06.tga |
| ge_sw_06a.tga | ge_sw_06b.tga | ge_sw_06c.tga | ge_sw_06d.tga | ge_sw_06e.tga | ge_sw_07.tga |
| ge_sw_07a.tga | ge_sw_08.tga | ge_sw_08a.tga | ge_sw_09.tga | ge_sw_09a.tga | ge_sw_09b.tga |
| ge_sw_09c.tga | ge_sw_10.tga | ge_sw_10a.tga | ge_sw_11.tga | ge_sw_11a.tga | ge_sw_12.tga |
| ge_sw_12a.tga | ge_sw_13.tga | ge_sw_13a.tga | ge_sw_14.tga | ge_sw_14a.tga | ge_sw_15.tga |
| ge_sw_15a.tga | ge_sw_16.tga | ge_sw_16a.tga | ge_sw_17.tga | ge_sw_17a.tga | ge_sw_17b.tga |
| ge_sw_17c.tga | ge_sw_17d.tga | ge_sw_17e.tga | ge_sw_18.tga | ge_sw_18a.tga | ge_sw_19.tga |
| ge_sw_19a.tga | ge_sw_20.tga | ge_sw_20a.tga | ge_sw_21.tga | ge_sw_21a.tga | ge_sw_22.tga |
| ge_sw_22a.tga | ge_sw_23.tga | ge_sw_23a.tga | ge_sw_24.tga | ge_sw_24a.tga | ge_sw_25.tga |
| ge_sw_25a.tga | ge_sw_26.tga | ge_sw_26a.tga | ge_ws.tga | ge_ws_01.tga | ge_ws_02.tga |
| ge_ws_03.tga | ge_ws_04.tga | ge_ws_05.tga | ge_ws_05a.tga | ge_ws_06.tga | ge_ws_06a.tga |
| ge_ws_06b.tga | ge_ws_06c.tga | ge_ws_06d.tga | ge_ws_06e.tga | ge_ws_07.tga | ge_ws_07a.tga |
| ge_ws_08.tga | ge_ws_08a.tga | ge_ws_09.tga | ge_ws_09a.tga | ge_ws_09b.tga | ge_ws_09c.tga |
| ge_ws_10.tga | ge_ws_10a.tga | ge_ws_11.tga | ge_ws_11a.tga | ge_ws_12.tga | ge_ws_12a.tga |
| ge_ws_13.tga | ge_ws_13a.tga | ge_ws_14.tga | ge_ws_14a.tga | ge_ws_15.tga | ge_ws_15a.tga |
| ge_ws_16.tga | ge_ws_16a.tga | ge_ws_17.tga | ge_ws_17a.tga | ge_ws_17b.tga | ge_ws_17c.tga |
| ge_ws_17d.tga | ge_ws_17e.tga | ge_ws_18.tga | ge_ws_18a.tga | ge_ws_19.tga | ge_ws_19a.tga |
| ge_ws_20.tga | ge_ws_20a.tga | ge_ws_21.tga | ge_ws_21a.tga | ge_ws_22.tga | ge_ws_22a.tga |
| ge_ws_23.tga | ge_ws_23a.tga | ge_ws_24.tga | ge_ws_24a.tga | ge_ws_25.tga | ge_ws_25a.tga |
| ge_ws_26.tga | ge_ws_26a.tga | gr_ge.tga | gr_ge_01.tga | gr_ge_02.tga | gr_ge_03.tga |
| gr_ge_04.tga | gr_ge_05.tga | gr_ge_05a.tga | gr_ge_06.tga | gr_ge_06a.tga | gr_ge_06b.tga |
| gr_ge_06c.tga | gr_ge_06d.tga | gr_ge_06e.tga | gr_ge_07.tga | gr_ge_07a.tga | gr_ge_08.tga |
| gr_ge_08a.tga | gr_ge_09.tga | gr_ge_09a.tga | gr_ge_09b.tga | gr_ge_09c.tga | gr_ge_10.tga |
| gr_ge_10a.tga | gr_ge_11.tga | gr_ge_11a.tga | gr_ge_12.tga | gr_ge_12a.tga | gr_ge_13.tga |

| | | | | | |
|----------------|----------------|----------------|----------------|----------------|----------------|
| gr_ge_13a.tga | gr_ge_14.tga | gr_ge_14a.tga | gr_ge_15.tga | gr_ge_15a.tga | gr_ge_16.tga |
| gr_ge_16a.tga | gr_ge_17.tga | gr_ge_17a.tga | gr_ge_17b.tga | gr_ge_17c.tga | gr_ge_17d.tga |
| gr_ge_17e.tga | gr_ge_18.tga | gr_ge_18a.tga | gr_ge_19.tga | gr_ge_19a.tga | gr_ge_20.tga |
| gr_ge_20a.tga | gr_ge_21.tga | gr_ge_21a.tga | gr_ge_22.tga | gr_ge_22a.tga | gr_ge_23.tga |
| gr_ge_23a.tga | gr_ge_24.tga | gr_ge_24a.tga | gr_ge_25.tga | gr_ge_25a.tga | gr_ge_26.tga |
| gr_ge_26a.tga | gr_ro.tga | gr_ro_01.tga | gr_ro_02.tga | gr_ro_03.tga | gr_ro_04.tga |
| gr_ro_05.tga | gr_ro_05a.tga | gr_ro_06.tga | gr_ro_06a.tga | gr_ro_06b.tga | gr_ro_06c.tga |
| gr_ro_06d.tga | gr_ro_06e.tga | gr_ro_07.tga | gr_ro_07a.tga | gr_ro_08.tga | gr_ro_08a.tga |
| gr_ro_09.tga | gr_ro_09a.tga | gr_ro_09b.tga | gr_ro_09c.tga | gr_ro_10.tga | gr_ro_10a.tga |
| gr_ro_11.tga | gr_ro_11a.tga | gr_ro_12.tga | gr_ro_12a.tga | gr_ro_13.tga | gr_ro_13a.tga |
| gr_ro_14.tga | gr_ro_14a.tga | gr_ro_15.tga | gr_ro_15a.tga | gr_ro_16.tga | gr_ro_16a.tga |
| gr_ro_17.tga | gr_ro_17a.tga | gr_ro_17b.tga | gr_ro_17c.tga | gr_ro_17d.tga | gr_ro_17e.tga |
| gr_ro_18.tga | gr_ro_18a.tga | gr_ro_19.tga | gr_ro_19a.tga | gr_ro_20.tga | gr_ro_20a.tga |
| gr_ro_21.tga | gr_ro_21a.tga | gr_ro_22.tga | gr_ro_22a.tga | gr_ro_23.tga | gr_ro_23a.tga |
| gr_ro_24.tga | gr_ro_24a.tga | gr_ro_25.tga | gr_ro_25a.tga | gr_ro_26.tga | gr_ro_26a.tga |
| gr_sw.tga | gr_sw_01.tga | gr_sw_02.tga | gr_sw_03.tga | gr_sw_04.tga | gr_sw_05.tga |
| gr_sw_05a.tga | gr_sw_06.tga | gr_sw_06a.tga | gr_sw_06b.tga | gr_sw_06c.tga | gr_sw_06d.tga |
| gr_sw_06e.tga | gr_sw_07.tga | gr_sw_07a.tga | gr_sw_08.tga | gr_sw_08a.tga | gr_sw_09.tga |
| gr_sw_09a.tga | gr_sw_09b.tga | gr_sw_09c.tga | gr_sw_10.tga | gr_sw_10a.tga | gr_sw_11.tga |
| gr_sw_11a.tga | gr_sw_12.tga | gr_sw_12a.tga | gr_sw_13.tga | gr_sw_13a.tga | gr_sw_14.tga |
| gr_sw_14a.tga | gr_sw_15.tga | gr_sw_15a.tga | gr_sw_16.tga | gr_sw_16a.tga | gr_sw_17.tga |
| gr_sw_17a.tga | gr_sw_17b.tga | gr_sw_17c.tga | gr_sw_17d.tga | gr_sw_17e.tga | gr_sw_18.tga |
| gr_sw_18a.tga | gr_sw_19.tga | gr_sw_19a.tga | gr_sw_20.tga | gr_sw_20a.tga | gr_sw_21.tga |
| gr_sw_21a.tga | gr_sw_22.tga | gr_sw_22a.tga | gr_sw_23.tga | gr_sw_23a.tga | gr_sw_24.tga |
| gr_sw_24a.tga | gr_sw_25.tga | gr_sw_25a.tga | gr_sw_26.tga | gr_sw_26a.tga | gr_ws.tga |
| gr_ws_01.tga | gr_ws_02.tga | gr_ws_03.tga | gr_ws_04.tga | gr_ws_05.tga | gr_ws_05a.tga |
| gr_ws_06.tga | gr_ws_06a.tga | gr_ws_06b.tga | gr_ws_06c.tga | gr_ws_06d.tga | gr_ws_06e.tga |
| gr_ws_07.tga | gr_ws_07a.tga | gr_ws_08.tga | gr_ws_08a.tga | gr_ws_09.tga | gr_ws_09a.tga |
| gr_ws_09b.tga | gr_ws_09c.tga | gr_ws_10.tga | gr_ws_10a.tga | gr_ws_11.tga | gr_ws_11a.tga |
| gr_ws_12.tga | gr_ws_12a.tga | gr_ws_13.tga | gr_ws_13a.tga | gr_ws_14.tga | gr_ws_14a.tga |
| gr_ws_15.tga | gr_ws_15a.tga | gr_ws_16.tga | gr_ws_16a.tga | gr_ws_17.tga | gr_ws_17a.tga |
| gr_ws_17b.tga | gr_ws_17c.tga | gr_ws_17d.tga | gr_ws_17e.tga | gr_ws_18.tga | gr_ws_18a.tga |
| gr_ws_19.tga | gr_ws_19a.tga | gr_ws_20.tga | gr_ws_20a.tga | gr_ws_21.tga | gr_ws_21a.tga |
| gr_ws_22.tga | gr_ws_22a.tga | gr_ws_23.tga | gr_ws_23a.tga | gr_ws_24.tga | gr_ws_24a.tga |
| gr_ws_25.tga | gr_ws_25a.tga | gr_ws_26.tga | gr_ws_26a.tga | hbl_sw.tga | hbl_sw_01.tga |
| hbl_sw_02.tga | hbl_sw_03.tga | hbl_sw_04.tga | hbl_sw_05.tga | hbl_sw_05a.tga | hbl_sw_06.tga |
| hbl_sw_06a.tga | hbl_sw_06b.tga | hbl_sw_06c.tga | hbl_sw_06d.tga | hbl_sw_06e.tga | hbl_sw_07.tga |
| hbl_sw_07a.tga | hbl_sw_08.tga | hbl_sw_08a.tga | hbl_sw_09.tga | hbl_sw_09a.tga | hbl_sw_09b.tga |
| hbl_sw_09c.tga | hbl_sw_10.tga | hbl_sw_10a.tga | hbl_sw_11.tga | hbl_sw_11a.tga | hbl_sw_12.tga |
| hbl_sw_12a.tga | hbl_sw_13.tga | hbl_sw_13a.tga | hbl_sw_14.tga | hbl_sw_14a.tga | hbl_sw_15.tga |
| hbl_sw_15a.tga | hbl_sw_16.tga | hbl_sw_16a.tga | hbl_sw_17.tga | hbl_sw_17a.tga | hbl_sw_17b.tga |
| hbl_sw_17c.tga | hbl_sw_17d.tga | hbl_sw_17e.tga | hbl_sw_18.tga | hbl_sw_18a.tga | hbl_sw_19.tga |
| hbl_sw_19a.tga | hbl_sw_20.tga | hbl_sw_20a.tga | hbl_sw_21.tga | hbl_sw_21a.tga | hbl_sw_22.tga |
| hbl_sw_22a.tga | hbl_sw_23.tga | hbl_sw_23a.tga | hbl_sw_24.tga | hbl_sw_24a.tga | hbl_sw_25.tga |
| hbl_sw_25a.tga | hbl_sw_26.tga | hbl_sw_26a.tga | hbl_ws.tga | hbl_ws_01.tga | hbl_ws_02.tga |
| hbl_ws_03.tga | hbl_ws_04.tga | hbl_ws_05.tga | hbl_ws_05a.tga | hbl_ws_06.tga | hbl_ws_06a.tga |
| hbl_ws_06b.tga | hbl_ws_06c.tga | hbl_ws_06d.tga | hbl_ws_06e.tga | hbl_ws_07.tga | hbl_ws_07a.tga |
| hbl_ws_08.tga | hbl_ws_08a.tga | hbl_ws_09.tga | hbl_ws_09a.tga | hbl_ws_09b.tga | hbl_ws_09c.tga |
| hbl_ws_10.tga | hbl_ws_10a.tga | hbl_ws_11.tga | hbl_ws_11a.tga | hbl_ws_12.tga | hbl_ws_12a.tga |
| hbl_ws_13.tga | hbl_ws_13a.tga | hbl_ws_14.tga | hbl_ws_14a.tga | hbl_ws_15.tga | hbl_ws_15a.tga |
| hbl_ws_16.tga | hbl_ws_16a.tga | hbl_ws_17.tga | hbl_ws_17a.tga | hbl_ws_17b.tga | hbl_ws_17c.tga |
| hbl_ws_17d.tga | hbl_ws_17e.tga | hbl_ws_18.tga | hbl_ws_18a.tga | hbl_ws_19.tga | hbl_ws_19a.tga |
| hbl_ws_20.tga | hbl_ws_20a.tga | hbl_ws_21.tga | hbl_ws_21a.tga | hbl_ws_22.tga | hbl_ws_22a.tga |
| hbl_ws_23.tga | hbl_ws_23a.tga | hbl_ws_24.tga | hbl_ws_24a.tga | hbl_ws_25.tga | hbl_ws_25a.tga |
| hbl_ws_26.tga | hbl_ws_26a.tga | li_sw.tga | li_sw_01.tga | li_sw_02.tga | li_sw_03.tga |
| li_sw_04.tga | li_sw_05.tga | li_sw_05a.tga | li_sw_06.tga | li_sw_06a.tga | li_sw_06b.tga |
| li_sw_06c.tga | li_sw_06d.tga | li_sw_06e.tga | li_sw_07.tga | li_sw_07a.tga | li_sw_08.tga |
| li_sw_08a.tga | li_sw_09.tga | li_sw_09a.tga | li_sw_09b.tga | li_sw_09c.tga | li_sw_10.tga |
| li_sw_10a.tga | li_sw_11.tga | li_sw_11a.tga | li_sw_12.tga | li_sw_12a.tga | li_sw_13.tga |
| li_sw_13a.tga | li_sw_14.tga | li_sw_14a.tga | li_sw_15.tga | li_sw_15a.tga | li_sw_16.tga |
| li_sw_16a.tga | li_sw_17.tga | li_sw_17a.tga | li_sw_17b.tga | li_sw_17c.tga | li_sw_17d.tga |

| | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| li_sw_17e.tga | li_sw_18.tga | li_sw_18a.tga | li_sw_19.tga | li_sw_19a.tga | li_sw_20.tga |
| li_sw_20a.tga | li_sw_21.tga | li_sw_21a.tga | li_sw_22.tga | li_sw_22a.tga | li_sw_23.tga |
| li_sw_23a.tga | li_sw_24.tga | li_sw_24a.tga | li_sw_25.tga | li_sw_25a.tga | li_sw_26.tga |
| li_sw_26a.tga | li_ws.tga | li_ws_01.tga | li_ws_02.tga | li_ws_03.tga | li_ws_04.tga |
| li_ws_05.tga | li_ws_05a.tga | li_ws_06.tga | li_ws_06a.tga | li_ws_06b.tga | li_ws_06c.tga |
| li_ws_06d.tga | li_ws_06e.tga | li_ws_07.tga | li_ws_07a.tga | li_ws_08.tga | li_ws_08a.tga |
| li_ws_09.tga | li_ws_09a.tga | li_ws_09b.tga | li_ws_09c.tga | li_ws_10.tga | li_ws_10a.tga |
| li_ws_11.tga | li_ws_11a.tga | li_ws_12.tga | li_ws_12a.tga | li_ws_13.tga | li_ws_13a.tga |
| li_ws_14.tga | li_ws_14a.tga | li_ws_15.tga | li_ws_15a.tga | li_ws_16.tga | li_ws_16a.tga |
| li_ws_17.tga | li_ws_17a.tga | li_ws_17b.tga | li_ws_17c.tga | li_ws_17d.tga | li_ws_17e.tga |
| li_ws_18.tga | li_ws_18a.tga | li_ws_19.tga | li_ws_19a.tga | li_ws_20.tga | li_ws_20a.tga |
| li_ws_21.tga | li_ws_21a.tga | li_ws_22.tga | li_ws_22a.tga | li_ws_23.tga | li_ws_23a.tga |
| li_ws_24.tga | li_ws_24a.tga | li_ws_25.tga | li_ws_25a.tga | li_ws_26.tga | li_ws_26a.tga |
| or_sw.tga | or_sw_01.tga | or_sw_02.tga | or_sw_03.tga | or_sw_04.tga | or_sw_05.tga |
| or_sw_05a.tga | or_sw_06.tga | or_sw_06a.tga | or_sw_06b.tga | or_sw_06c.tga | or_sw_06d.tga |
| or_sw_06e.tga | or_sw_07.tga | or_sw_07a.tga | or_sw_08.tga | or_sw_08a.tga | or_sw_09.tga |
| or_sw_09a.tga | or_sw_09b.tga | or_sw_09c.tga | or_sw_10.tga | or_sw_10a.tga | or_sw_11.tga |
| or_sw_11a.tga | or_sw_12.tga | or_sw_12a.tga | or_sw_13.tga | or_sw_13a.tga | or_sw_14.tga |
| or_sw_14a.tga | or_sw_15.tga | or_sw_15a.tga | or_sw_16.tga | or_sw_16a.tga | or_sw_17.tga |
| or_sw_17a.tga | or_sw_17b.tga | or_sw_17c.tga | or_sw_17d.tga | or_sw_17e.tga | or_sw_18.tga |
| or_sw_18a.tga | or_sw_19.tga | or_sw_19a.tga | or_sw_20.tga | or_sw_20a.tga | or_sw_21.tga |
| or_sw_21a.tga | or_sw_22.tga | or_sw_22a.tga | or_sw_23.tga | or_sw_23a.tga | or_sw_24.tga |
| or_sw_24a.tga | or_sw_25.tga | or_sw_25a.tga | or_sw_26.tga | or_sw_26a.tga | or_ws.tga |
| or_ws_01.tga | or_ws_02.tga | or_ws_03.tga | or_ws_04.tga | or_ws_05.tga | or_ws_05a.tga |
| or_ws_06.tga | or_ws_06a.tga | or_ws_06b.tga | or_ws_06c.tga | or_ws_06d.tga | or_ws_06e.tga |
| or_ws_07.tga | or_ws_07a.tga | or_ws_08.tga | or_ws_08a.tga | or_ws_09.tga | or_ws_09a.tga |
| or_ws_09b.tga | or_ws_09c.tga | or_ws_10.tga | or_ws_10a.tga | or_ws_11.tga | or_ws_11a.tga |
| or_ws_12.tga | or_ws_12a.tga | or_ws_13.tga | or_ws_13a.tga | or_ws_14.tga | or_ws_14a.tga |
| or_ws_15.tga | or_ws_15a.tga | or_ws_16.tga | or_ws_16a.tga | or_ws_17.tga | or_ws_17a.tga |
| or_ws_17b.tga | or_ws_17c.tga | or_ws_17d.tga | or_ws_17e.tga | or_ws_18.tga | or_ws_18a.tga |
| or_ws_19.tga | or_ws_19a.tga | or_ws_20.tga | or_ws_20a.tga | or_ws_21.tga | or_ws_21a.tga |
| or_ws_22.tga | or_ws_22a.tga | or_ws_23.tga | or_ws_23a.tga | or_ws_24.tga | or_ws_24a.tga |
| or_ws_25.tga | or_ws_25a.tga | or_ws_26.tga | or_ws_26a.tga | ro_ge.tga | ro_ge_01.tga |
| ro_ge_02.tga | ro_ge_03.tga | ro_ge_04.tga | ro_ge_05.tga | ro_ge_05a.tga | ro_ge_06.tga |
| ro_ge_06a.tga | ro_ge_06b.tga | ro_ge_06c.tga | ro_ge_06d.tga | ro_ge_06e.tga | ro_ge_07.tga |
| ro_ge_07a.tga | ro_ge_08.tga | ro_ge_08a.tga | ro_ge_09.tga | ro_ge_09a.tga | ro_ge_09b.tga |
| ro_ge_09c.tga | ro_ge_10.tga | ro_ge_10a.tga | ro_ge_11.tga | ro_ge_11a.tga | ro_ge_12.tga |
| ro_ge_12a.tga | ro_ge_13.tga | ro_ge_13a.tga | ro_ge_14.tga | ro_ge_14a.tga | ro_ge_15.tga |
| ro_ge_15a.tga | ro_ge_16.tga | ro_ge_16a.tga | ro_ge_17.tga | ro_ge_17a.tga | ro_ge_17b.tga |
| ro_ge_17c.tga | ro_ge_17d.tga | ro_ge_17e.tga | ro_ge_18.tga | ro_ge_18a.tga | ro_ge_19.tga |
| ro_ge_19a.tga | ro_ge_20.tga | ro_ge_20a.tga | ro_ge_21.tga | ro_ge_21a.tga | ro_ge_22.tga |
| ro_ge_22a.tga | ro_ge_23.tga | ro_ge_23a.tga | ro_ge_24.tga | ro_ge_24a.tga | ro_ge_25.tga |
| ro_ge_25a.tga | ro_ge_26.tga | ro_ge_26a.tga | ro_sw.tga | ro_sw_01.tga | ro_sw_02.tga |
| ro_sw_03.tga | ro_sw_04.tga | ro_sw_05.tga | ro_sw_05a.tga | ro_sw_06.tga | ro_sw_06a.tga |
| ro_sw_06b.tga | ro_sw_06c.tga | ro_sw_06d.tga | ro_sw_06e.tga | ro_sw_07.tga | ro_sw_07a.tga |
| ro_sw_08.tga | ro_sw_08a.tga | ro_sw_09.tga | ro_sw_09a.tga | ro_sw_09b.tga | ro_sw_09c.tga |
| ro_sw_10.tga | ro_sw_10a.tga | ro_sw_11.tga | ro_sw_11a.tga | ro_sw_12.tga | ro_sw_12a.tga |
| ro_sw_13.tga | ro_sw_13a.tga | ro_sw_14.tga | ro_sw_14a.tga | ro_sw_15.tga | ro_sw_15a.tga |
| ro_sw_16.tga | ro_sw_16a.tga | ro_sw_17.tga | ro_sw_17a.tga | ro_sw_17b.tga | ro_sw_17c.tga |
| ro_sw_17d.tga | ro_sw_17e.tga | ro_sw_18.tga | ro_sw_18a.tga | ro_sw_19.tga | ro_sw_19a.tga |
| ro_sw_20.tga | ro_sw_20a.tga | ro_sw_21.tga | ro_sw_21a.tga | ro_sw_22.tga | ro_sw_22a.tga |
| ro_sw_23.tga | ro_sw_23a.tga | ro_sw_24.tga | ro_sw_24a.tga | ro_sw_25.tga | ro_sw_25a.tga |
| ro_sw_26.tga | ro_sw_26a.tga | ro_ws.tga | ro_ws_01.tga | ro_ws_02.tga | ro_ws_03.tga |
| ro_ws_04.tga | ro_ws_05.tga | ro_ws_05a.tga | ro_ws_06.tga | ro_ws_06a.tga | ro_ws_06b.tga |
| ro_ws_06c.tga | ro_ws_06d.tga | ro_ws_06e.tga | ro_ws_07.tga | ro_ws_07a.tga | ro_ws_08.tga |
| ro_ws_08a.tga | ro_ws_09.tga | ro_ws_09a.tga | ro_ws_09b.tga | ro_ws_09c.tga | ro_ws_10.tga |
| ro_ws_10a.tga | ro_ws_11.tga | ro_ws_11a.tga | ro_ws_12.tga | ro_ws_12a.tga | ro_ws_13.tga |
| ro_ws_13a.tga | ro_ws_14.tga | ro_ws_14a.tga | ro_ws_15.tga | ro_ws_15a.tga | ro_ws_16.tga |
| ro_ws_16a.tga | ro_ws_17.tga | ro_ws_17a.tga | ro_ws_17b.tga | ro_ws_17c.tga | ro_ws_17d.tga |
| ro_ws_17e.tga | ro_ws_18.tga | ro_ws_18a.tga | ro_ws_19.tga | ro_ws_19a.tga | ro_ws_20.tga |
| ro_ws_20a.tga | ro_ws_21.tga | ro_ws_21a.tga | ro_ws_22.tga | ro_ws_22a.tga | ro_ws_23.tga |

| | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| ro_ws_23a.tga | ro_ws_24.tga | ro_ws_24a.tga | ro_ws_25.tga | ro_ws_25a.tga | ro_ws_26.tga |
| ro_ws_26a.tga | sw_ws.tga | sw_ws_01.tga | sw_ws_02.tga | sw_ws_03.tga | sw_ws_04.tga |
| sw_ws_05.tga | sw_ws_05a.tga | sw_ws_06.tga | sw_ws_06a.tga | sw_ws_06b.tga | sw_ws_06c.tga |
| sw_ws_06d.tga | sw_ws_06e.tga | sw_ws_07.tga | sw_ws_07a.tga | sw_ws_08.tga | sw_ws_08a.tga |
| sw_ws_09.tga | sw_ws_09a.tga | sw_ws_09b.tga | sw_ws_09c.tga | sw_ws_10.tga | sw_ws_10a.tga |
| sw_ws_11.tga | sw_ws_11a.tga | sw_ws_12.tga | sw_ws_12a.tga | sw_ws_13.tga | sw_ws_13a.tga |
| sw_ws_14.tga | sw_ws_14a.tga | sw_ws_15.tga | sw_ws_15a.tga | sw_ws_16.tga | sw_ws_16a.tga |
| sw_ws_17.tga | sw_ws_17a.tga | sw_ws_17b.tga | sw_ws_17c.tga | sw_ws_17d.tga | sw_ws_17e.tga |
| sw_ws_18.tga | sw_ws_18a.tga | sw_ws_19.tga | sw_ws_19a.tga | sw_ws_20.tga | sw_ws_20a.tga |
| sw_ws_21.tga | sw_ws_21a.tga | sw_ws_22.tga | sw_ws_22a.tga | sw_ws_23.tga | sw_ws_23a.tga |
| sw_ws_24.tga | sw_ws_24a.tga | sw_ws_25.tga | sw_ws_25a.tga | sw_ws_26.tga | sw_ws_26a.tga |

Badges (League Badges)

Since it is rather difficult to correctly name the league badges, the following tutorial will provide some explanations as well as some examples.

The images are named according to the competition-ID or parts of it. A competition-ID is an eight digit hexadecimal number, e.g. 15010001. This hexadecimal is composed as follows:



15 01 0001

cc tt nnnn

Digit 1-2: Country ID hexadecimal

Digit 3-4: Competition-Type hexadecimal

Digit 5-8: Continuous number (1 division = 0000, 2nd division = 0001 etc.)

These are the various options how to name the badges:

1. Complete Competition ID (e.g. 21010000.tga) => the image will be used only for this exact competition (first division of country 21).
2. Country ID (2HEX) + Competition type (2HEX) – League depth (e.g. 21010000.tga) => the image will be used for the respective level of the respective competition of the respective country (e.g. for the first league in Germany).
3. Country ID (2HEX) + Competition type (2HEX) (e.g. 2101.tga) => the image will be used for all competitions of the respective type in the selected country (e.g. first league and second league and third league etc.).
4. Country ID (2HEX) (e.g. 21.tga) => the image will be used for all competitions of the indicated country.
5. 00 + Competition-Typ (2HEX) – League depth (e.g. 00010000.tga) => The picture is used for all competitions (1st division) of the selected type for all countries.
6. 00 + Competition-Typ (2HEX) (z.B. 0001.tga) => The picture is used for all competitions of the selected type in all countries and for all levels.

The game checks in exactly this order, from the special options to the general options. If there are only the files...

0001.tga

15010001.tga

...0001.tga would be used for every league in every country with the exception of the second division in Germany (because there is a complete ID for the German second division available).

In addition we have the following international competitions which use a 4-digit ID:

Clubs:

Europa Cup F90A
Champions Cup F909
International Super Cup F90C
FIFA Club WC F90D
South America Champions Cup FA09
South America Cup FA0A
North America Champions Cup FB09
African Champions Cup FC09
Asian Champions Cup FD09
Asian Cup FDOA
Oceanian Champions Cup FE09

National Teams:

FIFA WC Qualif. FFOF
EC Qualif. FF10
WC FF11
EC FF12
FIFA U20 WC FF1F
Confed Cup FF20
South American Champ. FF21

Sponsor Images

You can replace existing sponsor images for the 2D part of the game. The pictures will appear for your primary sponsor, in the sponsor pyramid and in the ad boards section.

Step 1

The images must exist in three different sizes in three different folders.

Big

...\My Documents\FIFA MANAGER 12\Graphics\Sponsors\96x96

Small

...\My Documents\FIFA MANAGER 12\Graphics\Sponsors\64x64

Ad board

...\My Documents\FIFA MANAGER 12\Graphics\Sponsors\512x85

The file name format should be "Your choice.tga". The files must have an alpha channel.

Step 2

Create a configuration file for your images.

...\My Documents\FIFA MANAGER 12\Data\Sponsors\Parameter File – Sponsor List.txt

```
BEGIN( COUNTRIES )

    BEGIN( #COUNTRY )

        //Country ID. If ID is 0, the following sponsors will be used in all countries that do not
        have a specific list of sponsors.

        COUNTRY_ID = 0

        //The lowest league level these sponsor can be used for. If this is set to 255, sponsors
        can be used for all league levels.

        //League levels start with 0.

        MAX_LEAGUE_LEVEL = 255

    END

    //Example: Germany

    BEGIN( #COUNTRY )
```

```
COUNTRY_ID = 21  
MAX_LEAGUE_LEVEL = 255  
  
BEGIN( #SPONSOR )  
    NAME = "Test1.tga"  
    PICTURE_BIG = "Test1.tga"  
    PICTURE_SMALL = "Test1.tga"  
    PICTURE_ADBOARD = "Test1.tga"
```

```
END
```

```
BEGIN( #SPONSOR )  
    NAME = "Test2.tga"  
    PICTURE_BIG = "Test2.tga"  
    PICTURE_SMALL = "Test2.tga"  
    PICTURE_ADBOARD = "Test2.tga"
```

```
END
```

```
END
```

```
END
```