

Wardrobe Plus

Version 2.0

Introduction

This document explains how to add your own designs to the Wardrobe Plus Mod.

You need:

The Wardrobe Plus Mod.

The Example-Mod, that can be found inside the Wardrobe Plus Mod.

An image editing software like paint.net that can edit and save .dds files.

A logo/design file with a transparent background.

You can add your Logo onto:

T-Shirts, Polo-Shirts, Sweaters and Hoodies.

You can also add it onto headgears like **Basecaps, Beanies, Militia and Vintage-Caps.**

With the **2.0** Update you can now make custom:

Headgears: Cowboy, Outback, Fisher

Tops: Aviator, WarningVest, WorkJacket, MotionJacket, Motion2020Jacket, ConcreteJacket, SlimCoat, DenimJacket, LeatherJacket, PlaidShirt Male/Female, Vest, PuffJacket / PuffyJacket Female, DeckJacketMale and WoolCoatFemale

Pants: Jeans, CargoPants, Chinos, Equestrians, MotionPants, Motion2020Pants, ConcretePants and Leatherpants

Note: Most designs are available for both genders and use the same textures files, some designs are only available for one gender.

The FS22_1_WardrobePlus mod contains a sample-file FS22_WardrobePlus_Basic. This file contains all needed Textures, Icons and everything else.

After you decide on which clothing-piece you want to add a design, copy the corresponding _specular.dds, the _mask.dds and the _icon.dds files.

In this example I will be creating a Polo-Shirt with the FS22 Logo on the back, so we need:

textures/PoloShirt_diffuse.dds

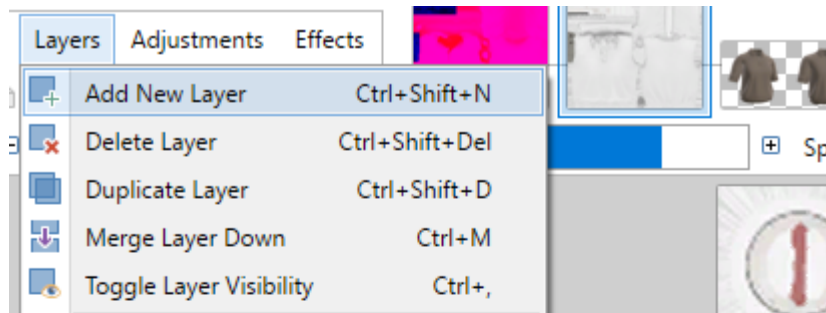
textures/PoloShirt_mask.dds

textures/PoloShirt_icon.dds

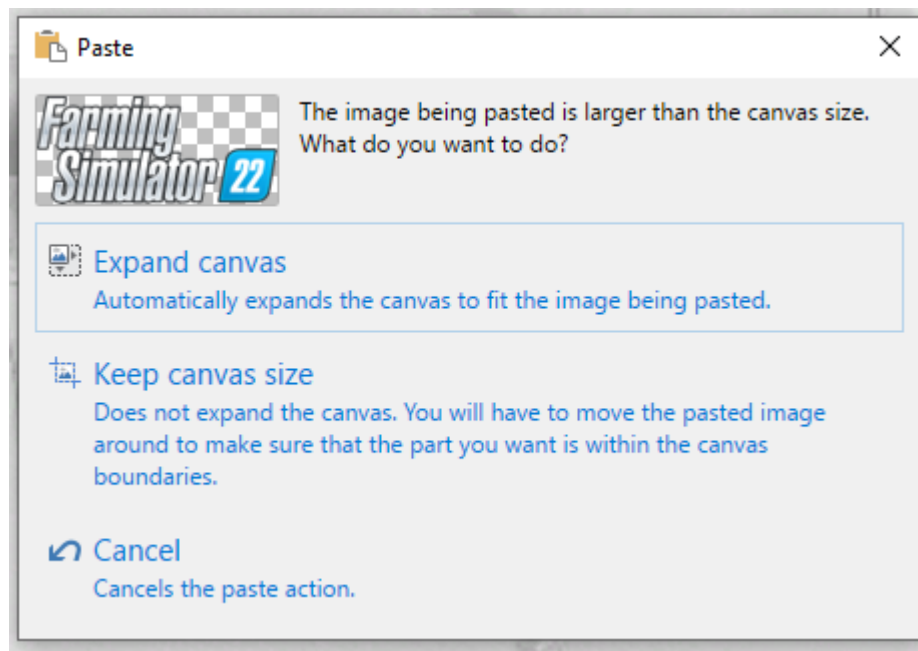
Step 1: Adding your Logo onto the _diffuse.dds file

Open your logo and the 3 files in paint.net.

We start with the _diffuse file and create a new Layer on top(Ctrl + Shift + N).



Now copy the Logo-File into the new layer. If paint.net asks to expand the canvas, choose the keep canvas size option:



Now we need to resize the logo and place it on the right spot:



Tip: Holding the Shift-Key while resizing the image will prevent distortion

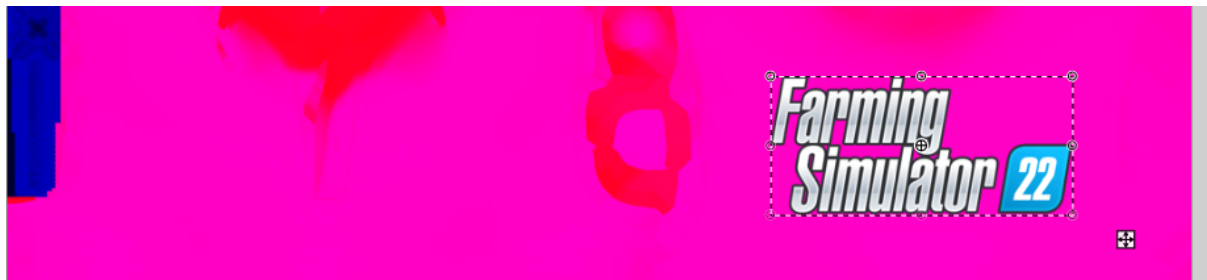


After we find the right spot and size, we need to edit the `_mask.dds` file.

Step 2: Editing the _mask.dds file

First create a new layer like before on the _mask.dds file.

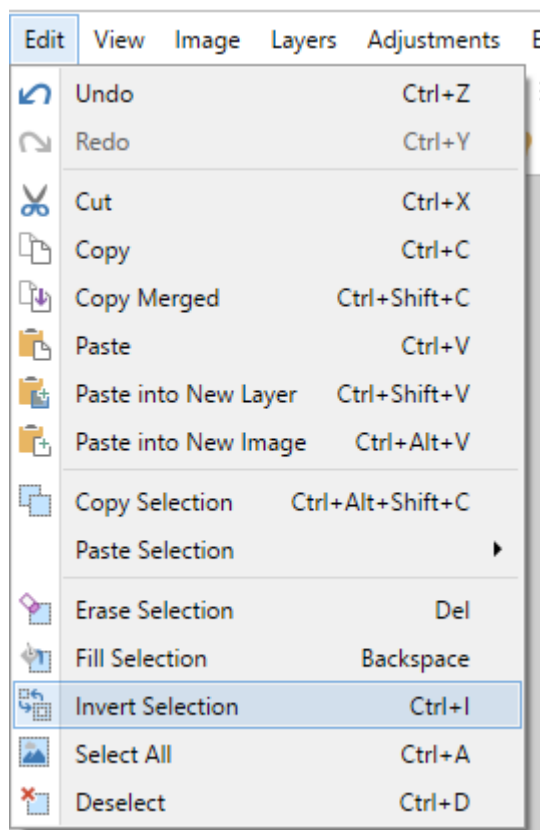
Now we need to copy the logo from the _diffuse.dds file into the _mask.dds file:



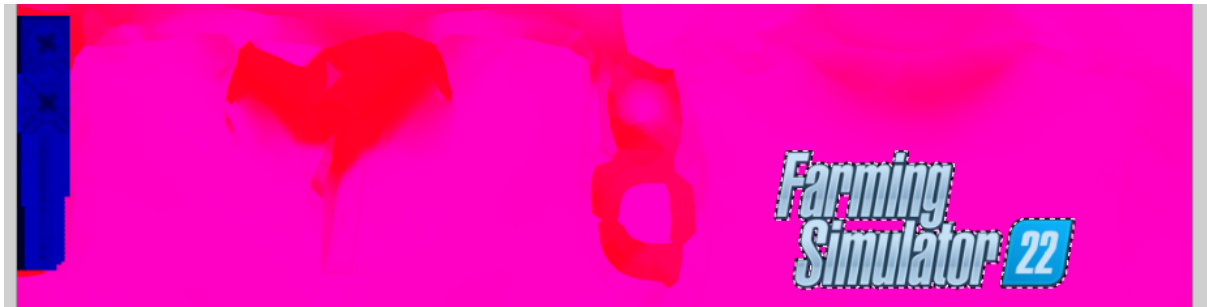
Next we need to create a selection around our logo. Use the magic wand(Press S) while pressing the Shift key to select everything around it:



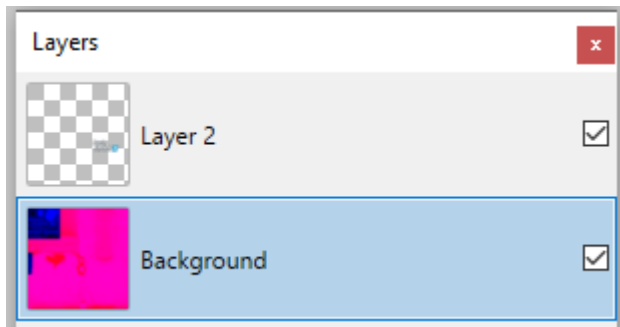
Next we need to reverse the selection, using the menu:



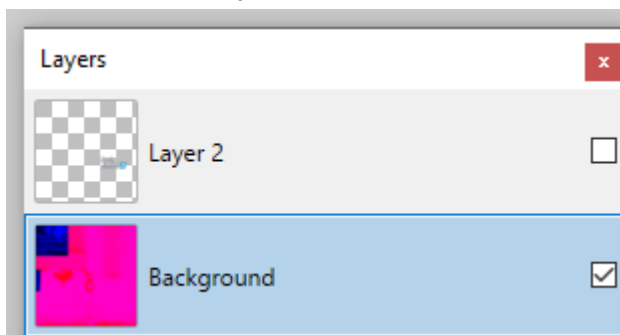
It should now look like this:



Now we need to select the Background-Layer:



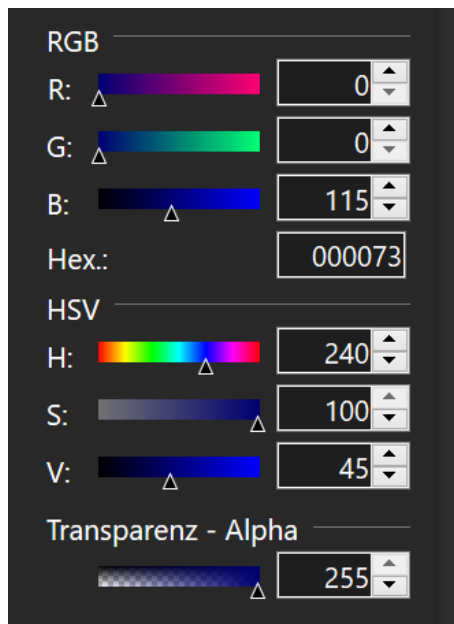
And deactivate Layer 2:



It should now look like this:



Use the Picker Tool(Press K) and use it on the blue color in the corner.
If there is no blue color, open another _mask file and copy it from that file or you can set it manually:

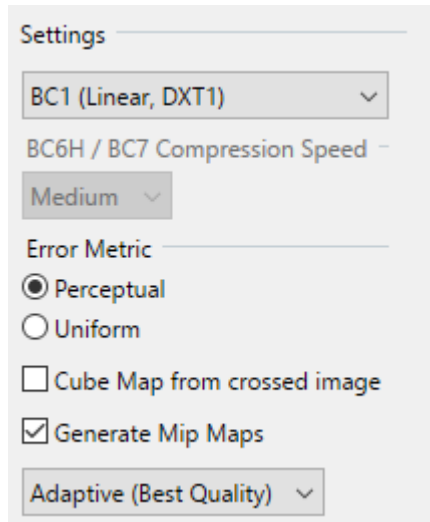


After this, we need to use the Paint Bucket(Press F) and fill the Selection with the paint bucket:



Now we need to save both files and change the filetype to DirectDraw Surface (DDS).
I recommend renaming the files, so you can create multiple designs, in this example:
PoloShirtFS22_diffuse.dds
PoloShirtFS22_mask.dds

We need to save the file using this settings:



We should now have saved 2 new files, onto the third one.

Step 3: Making an icon

Next, we add the logo onto the icon-file.



Save the _icon File again as .dds file with the same setting as before.

Step 4: Editing the Moddesc.xml

Now we pack our edited Textures into a .zip file and edit the moddesc.

We need to add:

```
<extraSourceFiles>
  <sourceFile filename="WardRobePlus_helper.lua" />
</extraSourceFiles>

<clothes>
  <item type="poloShirt" diffuse="textures/PoloShirtFS22_diffuse.dds"
mask="textures/PoloShirtFS22_mask.dds" icon="textures/PoloShirtFS22_icon.dds" />
</clothes>
```

Save the moddesc and add it into your .zip-file.

Don't forget to add the WardRobePlus_helper.lua, without this file, nothing will load into the Wardrobe ingame.

Tutorials

There are video tutorials available in different languages on Youtube about how to make your own designs. Just search for "Wardrobe Plus Farming Simulator 22 Tutorial"

Changing the color-selection

It is possible to change the colors a clothing piece can have. It is also possible to disable the colorpicker for a clothing piece:

```
<item type="poloShirt" colorable="0" ... />
```

colorable = 0 disables the colorpicker for a clothing piece.

colorable = 1 activates the colorpicker with standard coloring

colorable = 2 let's you define your own colors:

```
<item type="poloShirt" colorable="2" ...>
  <colors>
    <color #primary = "0.2384 0.3186 0.0116 1" secondary = "0.5310 0.0357 0.0112 1" />
    <color #primary = "0.1835 0.4819 0.0189 1" secondary = "0.8751 0.0016 0.0005 1" />
  </colors>
</item>
```

note: not all clothing-pieces have a secondary color.

note2: you can also use brandcolor-codes like SHARED_REDCRIMSON

note3: you can even use different materials

Annotations:

Clothing-type can be:

Headgear

VINTAGE MILITIA BEANIE BALLCAP COWBOY OUTBACK FISHER

Tops

HOODIE SWEATER POLOSHIRT TSHIRTF TSHIRTFEMALE TSHIRTM TSHIRTMALE
AVIATOR WARNINGVEST WORKJACKET WINDBREAKER MOTIONJACKET
MOTION2020JACKET CONCRETEJACKET SLIMCOAT DENIMJACKET
LEATHERJACKET PLAIDSHIRTMALE PLAIDSHIRTFEMALE VEST PUFFJACKET
PUFFYJACKETFEMALE DECKJACKETMALE WOOLCOATFEMALE

Pants

MOTIONPANTS MOTION2020PANTS CONCRETEPANTS LEATHERPANTS
EQUESTRIANPANTS CHINOS CARGOPANTS JEANS

You can add sleeping designs into your mod/map using the wardrobe_helper.lua. Only if they activate the WardRobe Plus mod, the Designs will activate ingame.

You don't need to create multiple mods for multiple designs, you can add multiple variations of the same piece of clothing(for example 4 different T-Shirts) in one mod, using different names for the textures.

For Support/Feedback visit:

https://github.com/braeven/FS22_A_ProductionRevamp

Or search for the Production Revamp / Maize Plus Discord Servers.