

# Retro City Rampage: How To Mod The Game

For further information, visit:

<http://www.RetroCityRampage.com>

## **LICENSE**

The included Retro City Rampage data files may be used for non-commercial purposes such as Retro City Rampage mods, machinima and the web. However, they may not be used in other games, whether or not for sale.

## **WARNING:**

MODIFY THE DATA FILES AT YOUR OWN RISK!

VBLANK PROVIDES THESE FILES WITH NO WARRANTY OR SUPPORT!

INCORRECT MODIFICATION WILL CAUSE THE GAME TO CRASH!

## **WARNING:**

Do not use MS Paint. The palette ordering in these template files cannot be modified. MS Paint and similar programs destroy the palette ordering.

# INSTALLATION


















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1. Navigate to the directory where **RetroCityRampage.exe** is located, then to the subfolder named **'mods'**.
2. Extract **'mods\mod\_data.zip'** to the **'mods'** folder.

**\*NOTE:** You may be unable to write files without changing permissions if Retro City Rampage is installed to 'C:\Program Files' or a similar folder. A simple solution is to install Retro City Rampage to a non-system folder.

 mod_data.zip	WinRAR ZIP archive	1,653 KB
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3. The graphics will be extracted to **'mods\cars'**, **'mods\characters'** and **'mods\palettes'**.

Name ^	Type	Size
 cars	File folder	
 characters	File folder	
 fonts	File folder	
 palettes	File folder	
 cardefs.xml	XML Document	13 KB
 cars.mod	Protracker Module	580 KB
 characterdefs.xml	XML Document	49 KB
 characters.mod	Protracker Module	1,579 KB
 fontdefs.xml	XML Document	6 KB
 fonts.mod	Protracker Module	409 KB
 license.txt	Text Document	1 KB
 mod_data.zip	WinRAR ZIP archive	1,653 KB
 paedit.exe	Application	1,035 KB
 palette_reference.png	PNG image	4 KB
 palettedefs.xml	XML Document	17 KB
 palettes.mod	Protracker Module	15 KB
 RCRMakeMod.exe	Application	99 KB

Creating mods is as simple as modifying the .bmp image files and running the tool **'mods\RCRMakeMod.exe'** to generate a .mod package.

**Step by step instructions for each asset type follow below.**

# LOADING & SHARING MODS

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Retro City Rampage mod packages are located in the 'mods' folder, named as follows:

'mods\cars.mod' 'mods\characters.mod' 'mods\palettes.mod'

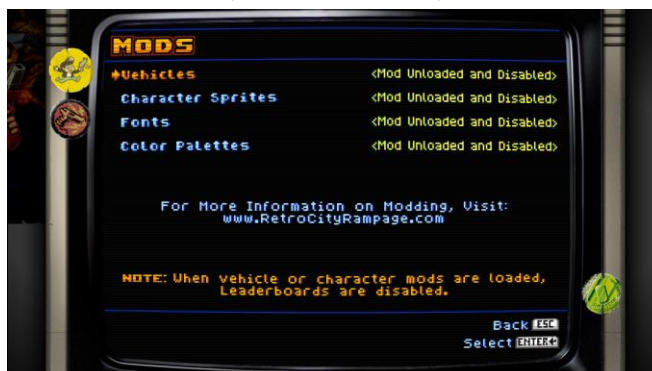
Distributing these files will allow others to use your mods.

To load mods in the game, do the following:

1. Run Retro City Rampage
2. At the Main Menu, select '**Mods**'



3. At the Mods Menu, select '**Vehicles**', '**Characters**' or '**Palettes**'.



4. Within the Subscreen, press Enter to load the Mod.



5. Go back to the main menu and start the game.

# EDITING VEHICLES

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**WARNING:** Do not use MS Paint. The palette ordering in these template files cannot be modified. MS Paint and similar programs destroy the palette ordering.

## BASIC EDITING

1. Vehicle graphics are located in '**mods\cars**'.
2. Edit the .bmp files.
3. Run '**mods\RCRMMakeMod.exe**'
4. Run Retro City Rampage
5. In the Main Menu, select 'Mods', then 'Vehicles'.
6. Press Enter to load the Mod.
7. Go back to the main menu and start the game.

## MORE INFORMATION

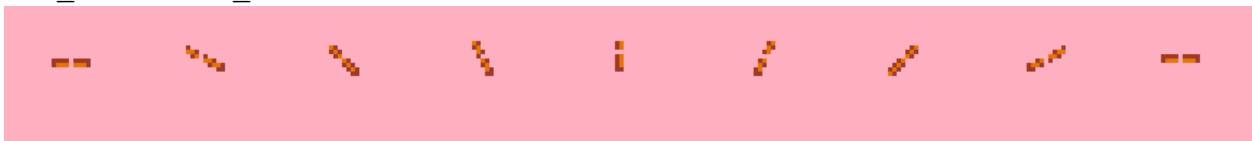
Each vehicle is defined by 1-2 bitmaps.

**For example:**

`car_PoliceCar.bmp`



`car_PoliceCar_overlay.bmp`



Two bitmaps are used if a separately colored element exists such as a flashing light.

For **advanced editing**, '**mods\cardefs.xml**' may be edited.

WARNING: Modify this file at your own risk. No warranty or support is provided. Incorrectly modifying this file may cause the game to crash. Do not add, remove or re-order the nodes in this file.

**Animation is supported** for when car movement.

See 'bike\_Silverback.bmp' and 'car\_Steamroller.bmp' and cardefs.xml for reference.

# EDITING CHARACTERS

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**WARNING:** Do not use MS Paint. The palette ordering in these template files cannot be modified. MS Paint and similar programs destroy the palette ordering.

## BASIC EDITING

1. Character graphics are located in '**mods\characters**'.
2. Edit the .bmp files.
3. Run '**mods\RCRMMakeMod.exe**'
4. Run Retro City Rampage
5. In the Main Menu, select 'Mods', then 'Characters'.
6. Press Enter to load the Mod.
7. Go back to the main menu and start the game.

## MORE INFORMATION

Characters are defined by .bmp files in the characters folder.

Most characters have their heads defined separately in 'peds\_heads.bmp'



The other files define body animations:



For **advanced editing**, '**mods\characterdefs.xml**' may be edited.

WARNING: Modify this file at your own risk. No warranty or support is provided. Incorrectly modifying this file may cause the game to crash. Do not add, remove or re-order the nodes in this file.

## Character Clothing

Character clothing may be defined in characterdefs.xml.



The clothing is defined by the following xml attributes:

"shirt":	Defines entire shirt
"shirt_inner":	Overrides inner part of the shirt
"shirt_mid":	Overrides the middle part of the shirt
"shirt_midtop":	Overrides the top middle part of the shirt
"shirt_midbottom":	Overrides the bottom middle part of the shirt
"uppersleeve":	Overrides the upper sleeve of the shirt
"lowersleeve":	Overrides the lower sleeve of the shirt
"hands":	Defines the hands
"shoes":	Defines feet
"pants":	Defines entire pants
"speedo":	Overrides bathing suit area
"belt":	Defines belt
"beltbuckle":	Overrides belt buckle

The following colors may be specified:



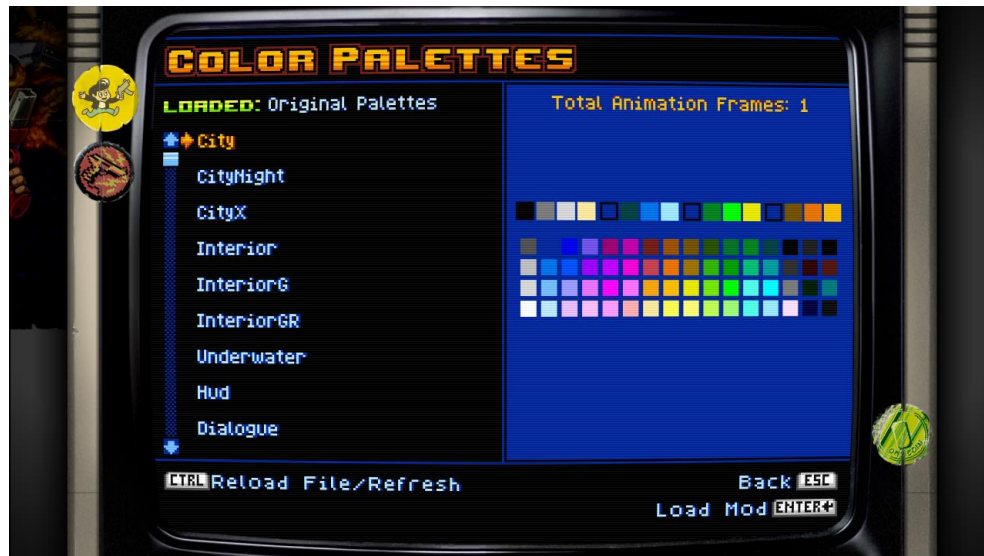
Color 00 is transparent.

01-02 are the default remappable colors (so characters may show up green, orange, red or blue).

The remaining colors, 64-127 will be displayed in game directly as used here.

# EDITING PALETTES

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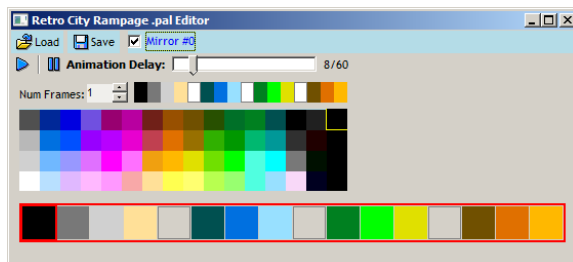


Palettes define the colors displayed in the game.

Changing the palettes can, for example, change the look of the city from day to night.

## BASIC EDITING

1. Palette data files are located in '**mods\palettes**'.
2. Run '**mods\paledit.exe**'
3. Click Load and select a .pal file from the '**mods\palettes**' folder.



4. Change the colors, add/remove additional animation sets, then click Save.
5. Run '**mods\RCRMMakeMod.exe**'
6. Run Retro City Rampage
7. In the Main Menu, select 'Mods', then 'Palettes'.
8. Press Enter to load the Mod.
9. Go back to the main menu and start the game.