.Veh Manager manual (v0.31)

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Introduction

This tool is designed to speed up the process of building .veh files for custom league packages within the rFactor 2 environment, It basically cuts the copy-paste and manually finding each value to change process, thanks to an interface where users can insert the required data, to therefore letting the tool arrange it arranging it for each field, while also providing an automated file saving procedure.

Change log

0.2 –

- Release!

0.3 –

- Added the "record to .CSV" button, that let you keep track in a .CSV file of your saved .veh files.

0.31 –

- Added a check which loops the popup to correct the description field until the button save is pressed;

- Once initialized the popup, the text box will inherit the team name, making it easier to sort out a description "on the moment";

- Corrected the known problems;

- If the .CSV recorder is on, the button's text will now have a red color;

- A "do not show again" check may now be used in the description corrector popup, in case you want to ignore the 17 characters limit (do it at your own risk).

How to use

- The first step to make your .veh file is to load a template, therefore a .veh file where you'd like to start changing team infos, locate your template file and click on "open" once selected it;

- Now it will load the current template settings for Team, Category, Class, Pit Group and Number, from now on you'll be able to change this data and store it into a new file;

- Once finished to edit your team's data, click on save and select the desired saving folder, the "DefaultLivery" field will have the same name as the file, only changing the file extension;
NOTE: There has been a few cases where the "description" field would cause undesired bugs when exceeding 17 characters, therefore a screen may popup if you exceed that limit (the description is composed by Team name + # + number), simply fill the popup text with a new team name within the characters limit shown in the right.

NOTE: At the moment the only file format is: [pitgroup]_[team abbreviation]_[car number]

- Once saved your first file, the "mantain directory" check box will be available, its use is to save the new file in the directory last chosen, useful in a common case where wanting to store every .veh file into a single folder.

- The "Record in .CSV" button (from v0.3) serves to save all the data previously filled in each field into a .CSV file, mainly useful if you want to keep track of your entry list.
The .CSV file will have the following format:

Team name	number	pitGroup	Class*

*The Class takes the first value before the comma in the "Classes" field.

WIP

- An import .CSV button which tells the tool what data to fill in what template;

- An included tool which sorts and adapts the .dds (and the relative pattern) to the .veh file, changing the skin files to the .veh file by retrieving it with the car number;

- Custom file saving formats;

- A google form importer (useful to take data straight from a sign-up form);

Known problems

- If a team has 3 letters or less, the tool won't save the team abbreviation in the file name;

- The record in .CSV button will not give a warning in case the saving folder has not been selected;

Disclaimer & Contacts

The tool is free to use, however it is not allowed to make profit by selling the tool to thirds.

Source code is not yet available, but will *soon*™ be released, the tool is based on C#.

For any requests, such as adding a feature or adapting the tool based on a league's need, please feel free to reach me out on discord: Hunteroni#1664.