

# Wardrobe Plus

## 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.**

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

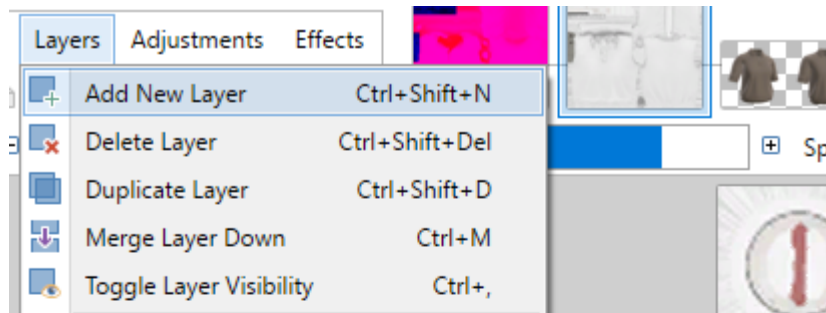
textures/PoloShirt\_mask.dds

textures/PoloShirt\_icon.dds

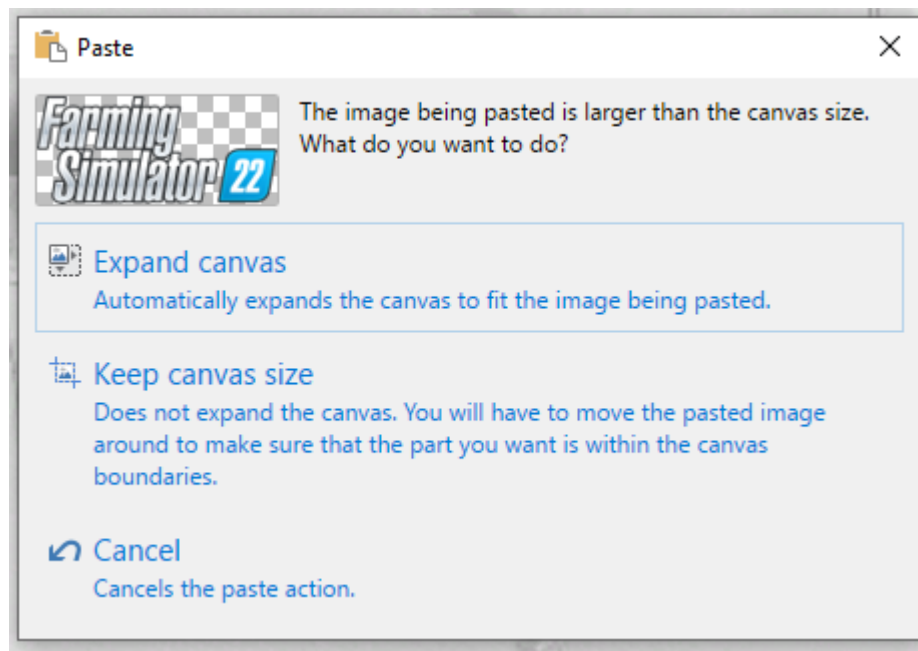
## Step 1: Adding your Logo onto the \_diffuse.dds file

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 we 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

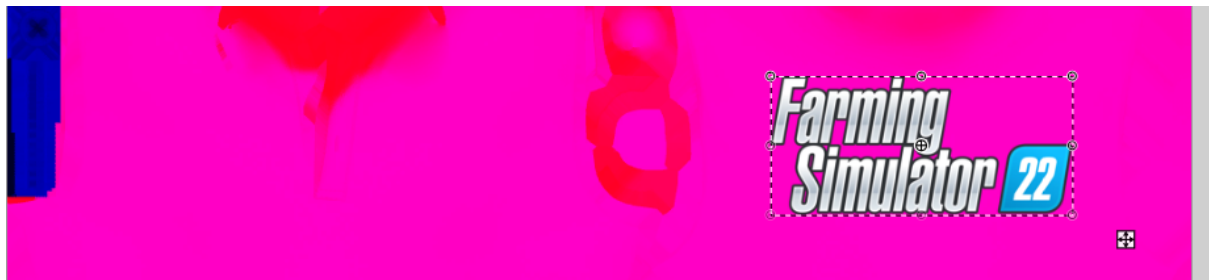


After we find the right spot and size, we need to edit the \_mask.dds file.

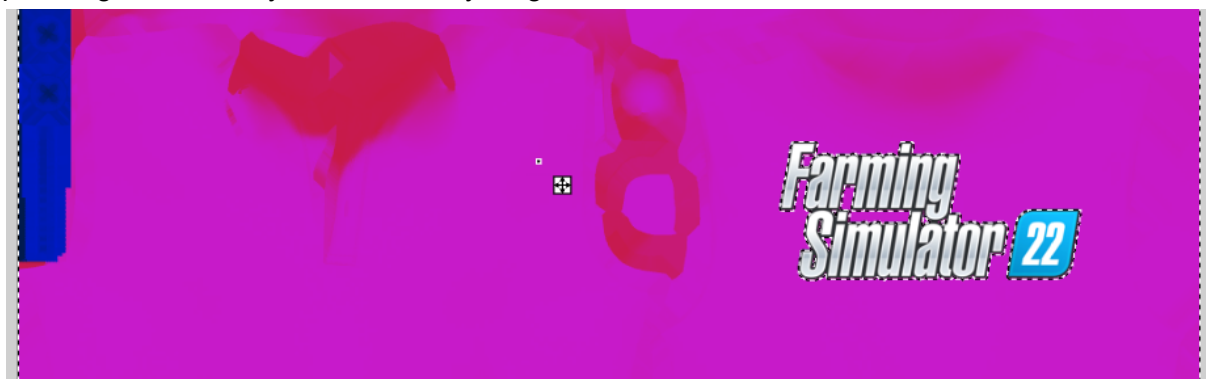
## Step 2: Editing the \_mask.dds file

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

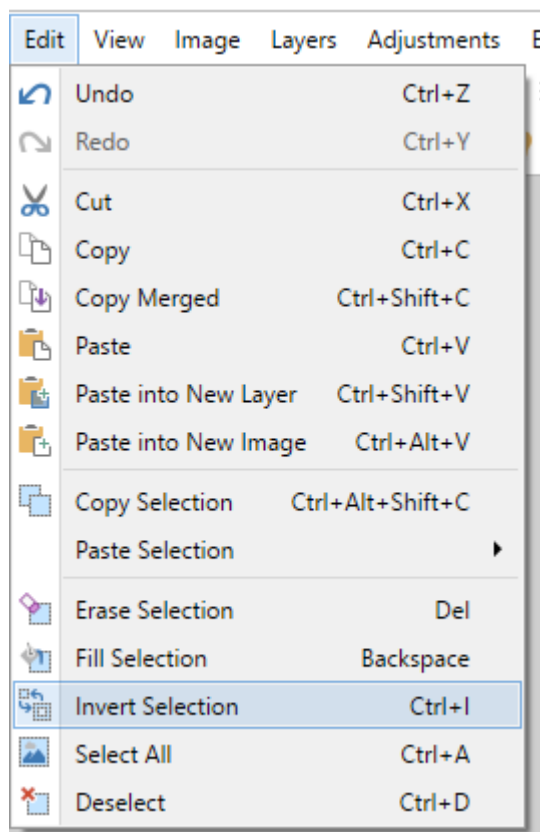
Now we need to copy the logo from the \_diffuse.dds file into the \_mask.dds file:



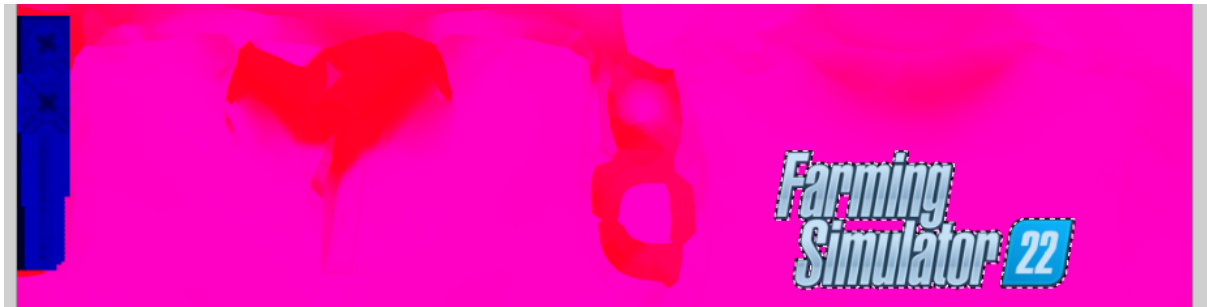
Next we need to create a selection around our logo. Use the magic wand(Press S) while pressing the Shift key to select everything around it:



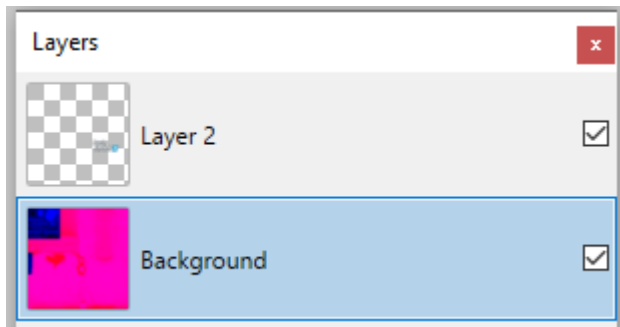
Next we need to reverse the selection, using the menu:



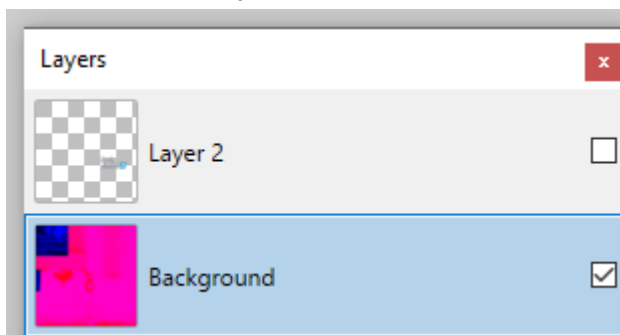
It should now look like this:



Now we need to select the Background-Layer:



And deactivate Layer 2:



It should now look like this:

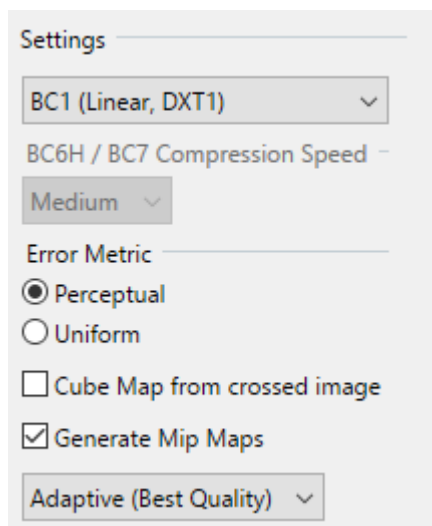


Use the Picker Tool(Press K) and use it on the blue color in the corner.  
After this, we need to use the Paint Bucket(Press F) and fill the Selection with the paint bucket:



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.

Note: Male and Female Characters use the same textures files, only the Thirt-Files need to be created for Male and Female.



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.

## Annotations:

type can be:

tShirtM  
tShirtF  
poloShirt  
sweater  
hoodie  
ballCap  
beanie  
militia  
vintage

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

You don't need to create multiple mods for multiple Design, you can add multiple Variation 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](https://github.com/braeven/FS22_A_ProductionRevamp)

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