

These tutorials are covering all aspects in building a rFactor2 car, and are meant to be used in ModDev mode.

rFactor2 car files

A car is using multiple files located in different places :

- Main car folder in :
ModDev/Vehicles/
- Generic common files in the archive :
ModDev/Vehicles/cmeps.mas
- Car sounds folder in :
ModDev/Sounds/
- Files in :
ModDev/rFm/

For the example car (rTrainer) :

- ModDev/Vehicles/rTrainer

> rtrainer.gen

Describes how to generate the vehicle graphics on track

> rtrainer.hdv

Describes vehicle global physics

> rtrainer.mas

Archive that contains all graphical objects (meshes + textures)

> rtrainer.sfx

Car sounds settings

> rtrainer_cam.cam

Car cameras settings

> rtrainer_cockpitinfo.ini

Gauges, Motec and cockpit cam settings

> rtrainer.hdv

Vehicle visual damages settings

> rtrainer_engine.hdv

Vehicle engine physics

> rtrainer_Gears.hdv

Vehicle gearbox ratios

> rtrainer_Spinner.gen

Describes how to generate the vehicle graphics in showroom

> rtrainer_susp.pm

Vehicle suspensions physics

> rtrainer_Tires.tbc

Vehicle general tire physics

> rtrainer_Tires.tgm

Vehicle detailed tire physics

> rtrainer_Upgrades.ini

Physics and visual upgrades available in showroom

- ModDev/Sounds

AIFF car sounds

- ModDev/rFm

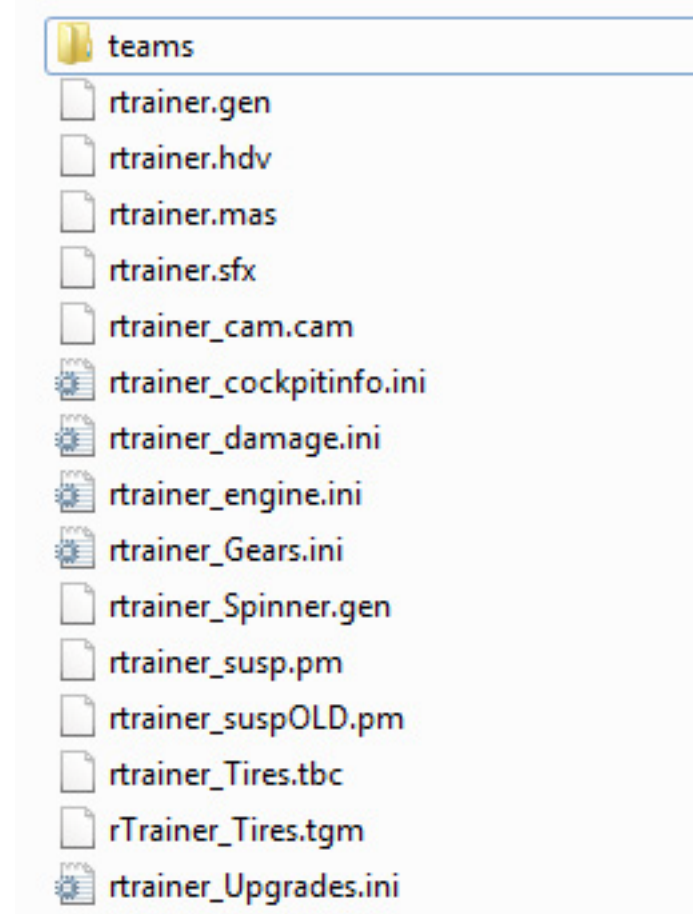
> TestingMOD.rfm

Serie settings (cars, tracks and season parameters)

- ModDev/Vehicles/rTrainer/teams

> rter_01.veh

Gather references to all needed files to load the car



All files are linked and refer to each other :

