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/cmaps.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: