Sometimes we want to adapt an existing Mod to our personal needs.

The best Method to do this, in my Opinion, is to create a small Update File, that only contains the Files that we have modified.

The Advantage is, that the original Mod stays unchanged with that Method.

Note: No Matter if you edit and repackage or if you update a Mod.
In both Cases, the Mod gets useless in Multiplayer, as long as the Server don't uses the same edited or updated Mod.

Another "Problem" is, that when you update a Mod and uninstall the Update later, the Base Mod gets uninstalled too.

But you can easily install the original Mod again, as long as you didn't delete the rfcmp of it.

And if the original Mod comes from the Workshop, it probably will not be updated, if you have installed your personal Update and the original Author releases an Update.

Here is what you have to do, to create an Update.

To be able to create an Update, the Mod that you want to update, has to be installed. If it's not installed, the MAS Tool will not create an Update.

Also if the Files that you want to modify, are packed in an encrypted MAS File, you can't extract and edit them, so that it is impossible to create an Update, if that is the Case.

But even if a Mod has the Physics Files (if it's a Car) stored in an encrypted MAS File, like the DLC Cars, you can update such a Mod with a Skin Pack for Example, because the Team Files are stored in an unencrypted MAS File.

For this Tutorial, i use the Panoz AIV Roadster, where i want to restrict the refueling.

The original Mod allows 3 Pit Stops with refueling and i want to restrict that to only 1.

This is how it looks in the original Mod:
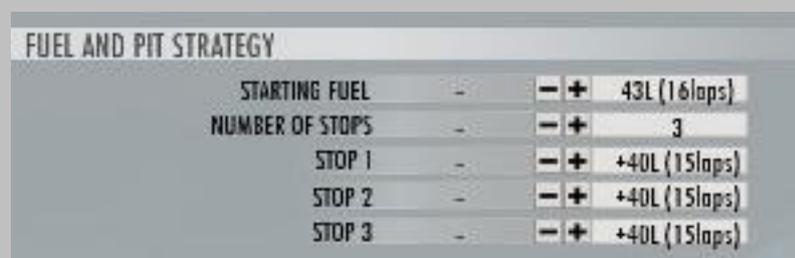
FUEL AND PIT STRATEGY			
STARTING FUEL	-	− +	43L (16laps)
NUMBER OF STOPS	-	− +	3
STOP 1	-	− +	+40L (15laps)
STOP 2	-	− +	+40L (15laps)
STOP 3	-	− +	+40L (15laps)

To change that, we have to edit the HDV File, that we have to extract from the MAS File that has it included.

Move to the Folder:

..\Steam\steamapps\common\rFactor 2\Installed\Vehicles\Panoz_AIV_Roadster_1999\1.2

(1.2 is the Version that the Panoz has now, that can differ in the Future).

In that Folder, you can find some MAS and a mft File.

At first, doubleclick on the Roadster_car.mas File.

The MAS File gets opened with the MAS Tool and you can see the Files that are included.

Now rightclick on the File Panoz_AIV_Roadster.hdv, select Extract and put it to wherever you want to have it.

Open the File with a Text Editor.

In this Example, i change the Entry

NumPitstopsRange=(0, 1, 4)

into

NumPitstopsRange=(0, 1, 2)

and save the File.

Now we should package the modified HDV File into a MAS File.

Do that Step before you start to create the rfcmp File.

You can put all your modified Files into a single MAS File.

In the MAS Tool, click on the first Symbol in the Menu (Create a new MAS file) and then on the next Symbol, to add your File(s) to the MAS File.

After all Files are shown in the Window, click the 5th Symbol (Create the MAS file) and store the MAS File wherever you want.

The MAS File can be called however you like.

In this Case, i call it "my_panoz_refuel_update.MAS".

Now, we want to create the Update rfcmp File.

In the MAS Tool Menu, click on the open Box Button:
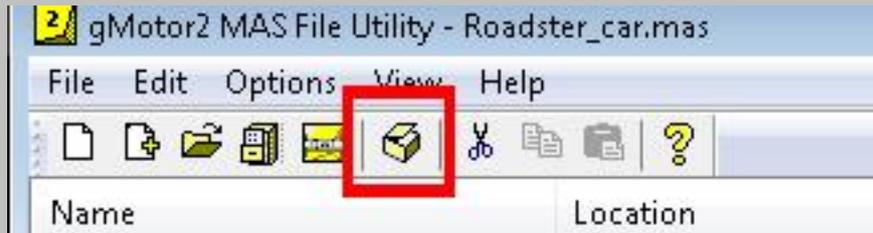
A new Window opens, where you click the Button "Create Single Cmp Package".

In the now opening Window, click on the Dropdown on the Top, that is labeled as "Select Component:" and select <Add new Component>.
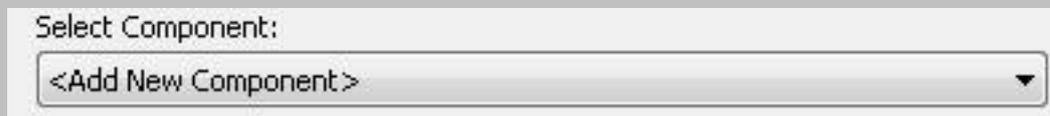
In the next Window, you have to enter the Name of your Component.

IMPORTANT: Because we want to create an Update for an existing Mod, the Name has to be the same as the Name of the original Mod.

To get that Name, you have to open the mft File, that is in the same Folder where the MAS Files are, with a Text Editor.

You will find the Entry:

Name=Panoz_AIV_Roadster_1999

Copy that Name, paste it into the open Window of the MAS Tool and click OK.
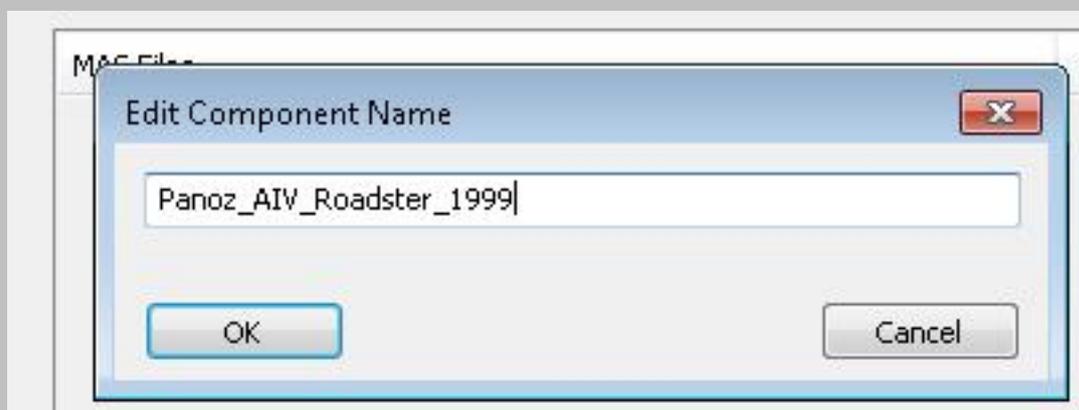
Now we have to tell the Tool where the Update rfcmp shall be stored and the Name of it.

To do that, click on the yellow Button (File Cabinet Symbol), that is behind of the next Dropdown, that is labeled as "File:".
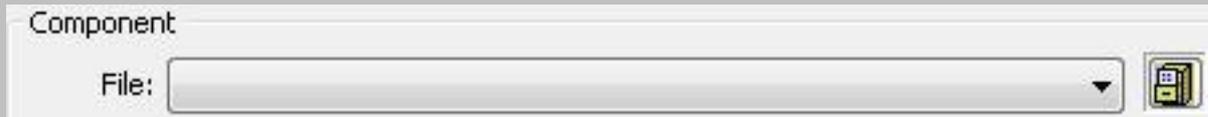
In the opening Window, move to the Folder

"..\Steam\steamapps\common\rFactor 2\Packages"

or to whatever Folder, that you use as Packages Folder.

As the Name for the Update rfcmp, you can enter whatever you want.

In this Example, i enter Panoz_AIV_Roadster_private_Upd_01.rfcmp and click "open".

Below of the Dropdown "File:", you'll find some more Cells, where you have to enter something.

The first Cell is called "Version".

Here you can enter a Version Name of your Update, to be able to identify it.

I simply call it "private1".

IMPORTANT: Because we create an Update, we have to check the Checkbox, that is in front of "Update from:".

And we also have to enter the Version of the Base Mod for that we create the Update.

The Version, we again have to copy from the mft File.

In this Case it is Version=1.2

So we enter 1.2 into the Cell.

Now select the Type of Component, in the Dropdown "Type:", which is Vehicle in this Case.

You can add some more Info if you want, when you click the Button "Info".
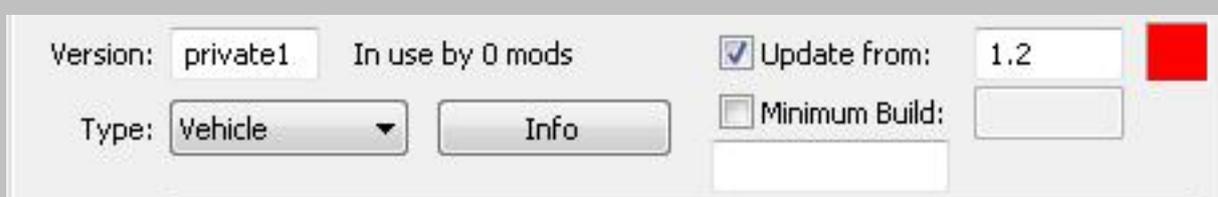
As the last Step, we have to select the MAS File(s), that we want to include into our Update rfcmp.

On the right of the big Cell, that is labeled as "Mas Files", click on the Button with the File Cabinet Symbol and select your MAS File(s).

If all needed MAS Files are shown in the big Cell, click the Button "Package", at the Bottom of the Window.

After the Message "Component packaging complete with no errors" did appear above of the Buttons, click the Button "Install".

A Window should open, that says "Component Installed".

Click OK

It now should look like that:
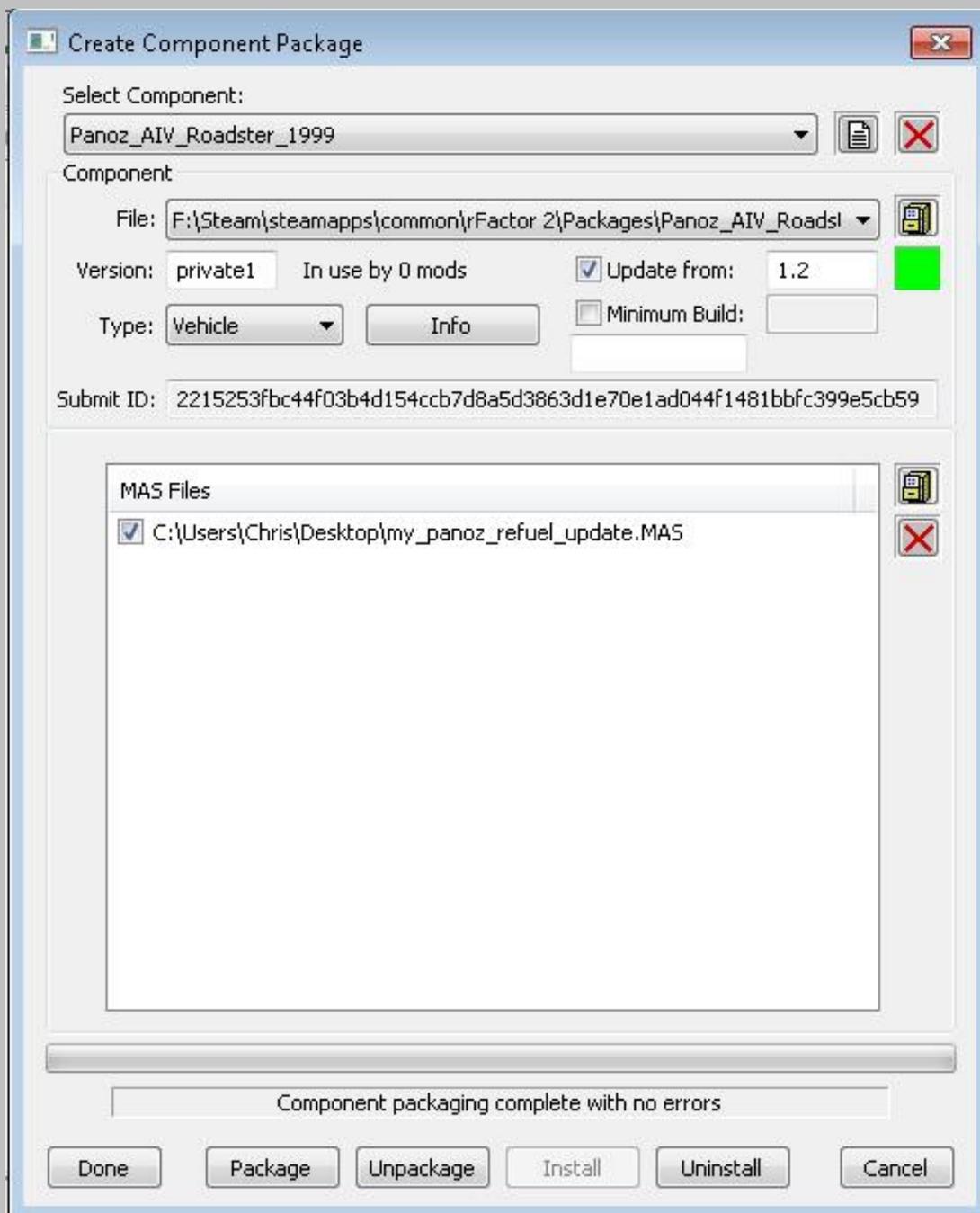
Click the Button "Done".

: It can eventually happen, that the green Cell stays red, if you put the Update rfcmp File into another folder than the default Packages Folder.

In the Launcher it now looks like that:

| Panoz_AIV_Roadster_1999 | private1 | ✓ | Vehicle | -- | ✓ |
| Panoz_AIV_Roadster_1999 * | 1.2 | | Vehicle | -- | ✓ |

And in Game, the Modification works and it looks like that:

In the Menu:

And in the Setup Screen, can only 1 Pitstop be selected

FUEL AND PIT STRATEGY

STARTING FUEL	-	− +	43L (16laps)
NUMBER OF STOPS	-	− +	1
STOP 1	-	− +	+40L (15laps)
STOP 2	-	− +	N/A
STOP 3	-	− +	N/A

As said, the Update Method has a kind of Bug, where the Base Mod gets uninstalled too, if you uninstall an Update.

If that happens, simply reinstall the Base Mod.

And if the original Mod gets updated and you want to again update it with your private Version, you have to adapt the Version Number of the Base Mod, in the MAS Tool, by editing the "Update from:" Entry.

And you should check if the File(s) that you have modified, has/have also been modified by the original Author and adapt it/them again, if necessary.

Last Hint: The above Procedure can be used to update Cars and Tracks and all other Components.