

Here are some Information and Instructions, about how to use the

Easy Icon Creator Showroom (EICS)

from the Slow Motion Modding Group SMMG.

To create Icons for the new UI Car Selection Menu in rFactor 2 is a lot of Work normally, because you have to get rid of the Background, to get a good looking png File.

Another Problem is a Distortion of the Car, when you use the Zoom Function and zoom in too much. To avoid that, the FOV in the Showroom SCN has to be changed, which causes a Problem with the Shadow then. And there are some more Limitations, with that we have to live currently.

To get a Way to create usable png Screenshots, that don't have to be edited with a Painting Software, we have made some Tests, where we tried to find the best Compromise.

As you know, with rFactor 2 nothing is "easy", so also here, we have some Work left to do.

How to use the EICS

- As the first Step, change the Setting "*Screenshot Format*": to **3** in the player.JSON File, that can be found in the ModDev\UserData\player Folder, to get png formatted Screenshots.
- You have to use this **EICS** in DevMode, because you have to edit the Values in it's ini File, to get a proper Screenshot.

Another Reason is, that to use it in Single player, doesn't work currently.

If you set the Screenshot Format to png there, you get a complete "empty" Screenshot.

If that gets fixed by S397, we will provide a Version of this Showroom for the Single Player, too.

But we recommend to use this Devmode Version, because it's easier to set the ini Values, to get the wanted Result and you don't have to repack and install something, when you have changed a Value, like it would be the Case in the Single Player.

- All Values in the EICS ini File are currently "fixed".

That means, that you can not rotate the Car in any Direction, like you are used to.

This is the best Method to get your Screenshots in the exact same Angle and FOV, for every Car from the same Series.

To get your Car as big as possible on the Screen, to get the best Quality with a Screenshot, you need, first and foremost, to edit the Distance Values in the ini File.

You can also edit the Yaw and Pitch, if you like.

The Sideview, like it is preset, is the "normal" View.

When everything looks good (take care for the Cars Shadow), press the Key 1 on your Keyboard, to "hide" the Showroom Mesh and start with doing the Screenshots.

Pressing Key 2 unhides the Mesh.

As said above, to fix the View in the ini File, is the only Way to get the absolute same View for the next loaded Car, when you have to leave the Showroom, select the next Car in the Menu and enter the Showroom again.

To fix the View, you just have to enter the same Values for the starting / min / max Distance, Yaw or Pitch.

If you want to get it zoom- and/or rotateable, just enter Values that represent a Range, like this for Example:

Distance= 8.5, 1, 40 (starting Distance, min Distance, max Distance)

But because it is almost impossible, to reproduce a View with unfixed Values, we would recommend to use the Method with fixed Values.

If you use the zoom- and/or rotateable View, you can, as an Example, use the Upgrades Menu as an Orientation for the Position of the Car.

Or you find another usable Way. :)

I (Chris) also have modified the UI Icon Creator Script on my Website [rF2_onlineTools](#) that allows to upload Screenshots in all Resolutions now.

The Script resizes the uploaded Files automatically and gives some Information, how the Files, that you want to upload, have to be named, to get a proper Set of Icons for the new rFactor 2 UI.

When you use this Showroom and the Icon Creator Script on my Website afterwards, you can save a lot of Time and Work.

We hope you like the Easy Icon Creator Showroom!

And please report any Problems.