RUGBY UNION TEAM MANAGER 4

PLAYER GUIDE

NEW

What's New?

- Training has had an over-haul, and now there is a Delegation screen where you can appoint coaches to positions.
- Team Selection screen is now drag and drop, and also displays all the players, along with their attributes with filters and options.
- There are now processing compartments when you press Advance, with compartments for results from different types of matches.
- There are now in-game editors for players and coaches, your edits can be made once the game is in progress and not just at the start of the game.
- In the match kick-offs now have the option of long, medium or short kick-offs.
- In the match there are now scrum move options, to be decided when the scrum is awarded.
- In the match there are now line-out move options, to be decided when the line-out is awarded.
- Transfer Bids have been added in the Transfer screens, players in the final year of their contract receive Transfer Bids. Once a Transfer Bid has been accepted, the player does the free transfer at the end of the current season.
- Vikings Tour.
- British & Irish Cats.
- Half time team talk.
- Playbook. You can now pre-select moves in a sequence, then select a playbook for each zone of the pitch for those moves to play out.

PLAYERS

Primary & Secondary positions

Each player has a primary and secondary position. Players will perform best when assigned to their primary position, perform moderately in their secondary position, and be less effective if playing out of both their primary and secondary positions. Some players have Utility Back as both their primary and secondary positions. These players have no primary position, but 4 secondary positions - Wing, Inside Centre, Outside Centre & Fullback. The Loosehead Prop, Hooker and Tighthead Prop positions must be filled by players with a front row primary position. Also Sub 1, Sub 2, and Sub 3 must be specialist front rowers.

Calibre

Each player is of a certain calibre, derived from their attribute values. The calibre of a player is a quick reference to the overall quality of the player and the range of calibre is - World Class, International, National, Professional, Semi-Pro, Amateur. Some players are star players within their respective calibre bracket. For example, a national calibre player will generally perform better than a star professional player.

Potential

Each player has a potential value. This determines the rate of attribute change due to training. Players with higher potential will increase attributes at a greater rate when they train. Younger players tend to have higher potential then veteran players approaching retirement. Players with low potential may experience attribute loss even when they train.

STAFF

Doctors

Doctors can be assigned to injured players. The higher the quality of the assigned doctor the shorter the time required for the player to heal from the injury.

Physios

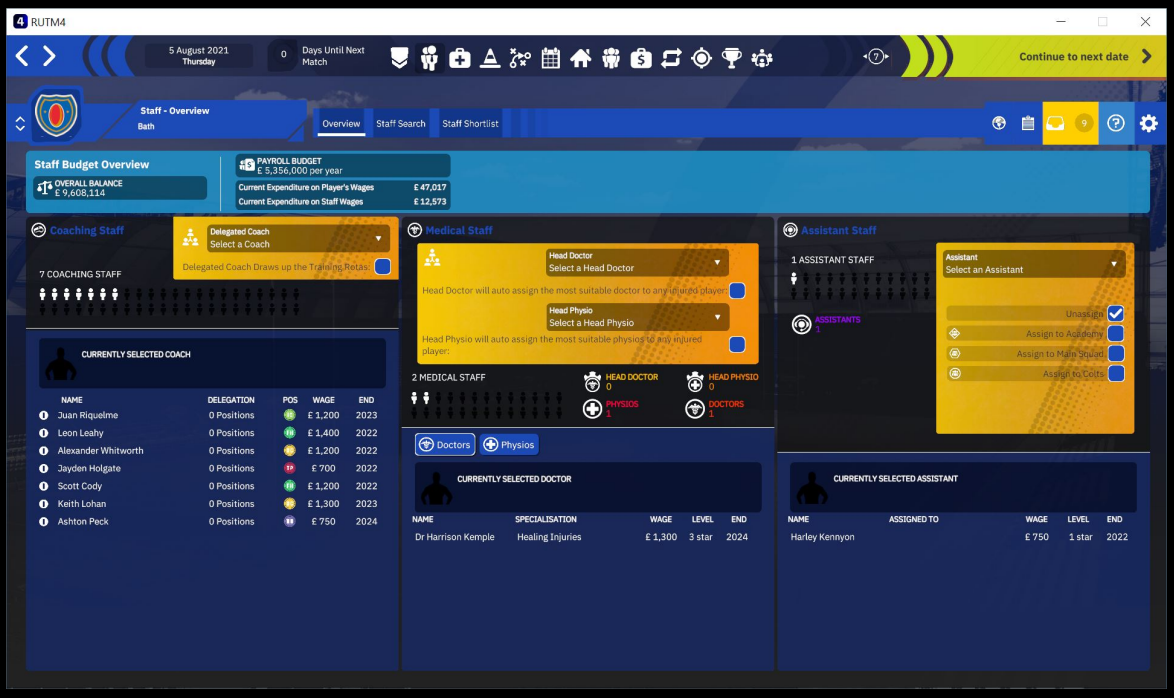
Physios can be assigned to injured players. Physios prevent injured players from losing fitness while they are injured, making the players return to match action sooner after an injury.

Assistants

Assistants can be assigned to squads. An assigned assistant will manage the squad, selecting match day line ups and attending the match so the manager doesn't have to. The game will bypass matches for squads which have an assistant assigned, generating the result automatically. It's common practise to assign an assistant to the academy and colts squad, leaving just the main squad for the manager to manage.

Staff delegation

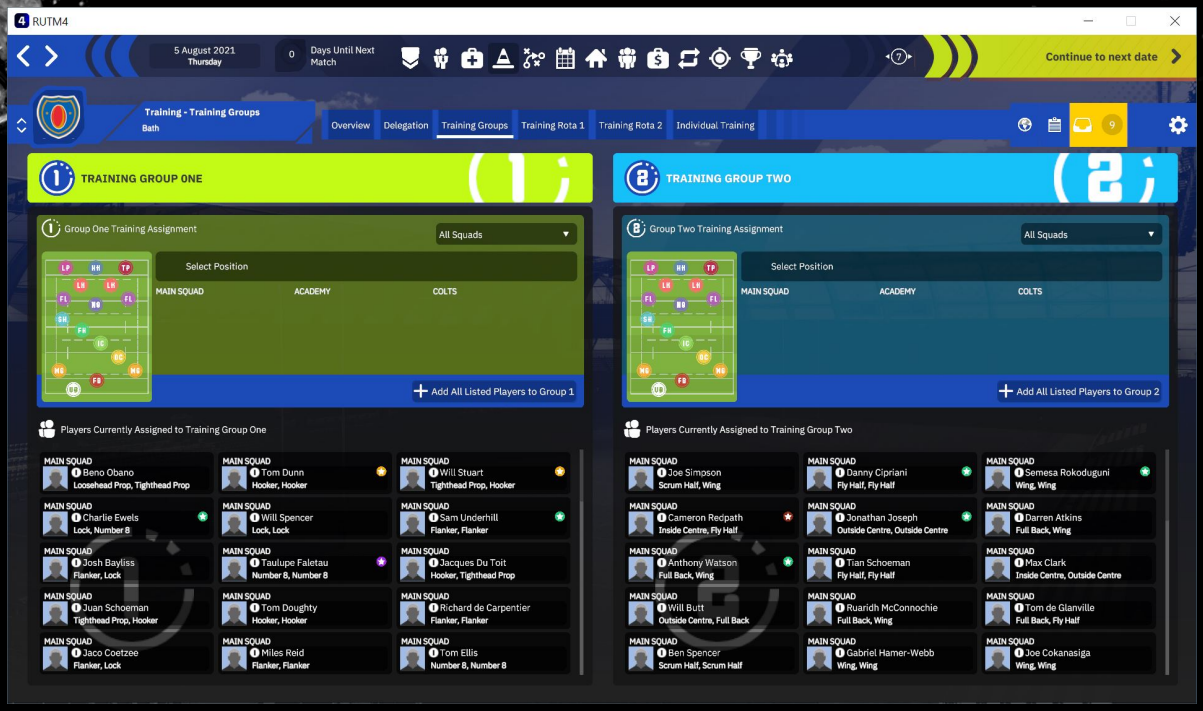
On the Staff->Overview screen, a head coach, a head doctor, a head physio and assistants can be assigned. Once a head coach is selected, if he is ticked to draw up the training rotas, the head coach will complete the training rotas when required every fortnight. Once a head doctor is selected, if he is ticked to auto assign doctors to inured players, the head doctor will assign doctors to injured players as injuries arise. The same with the head physio.



Training

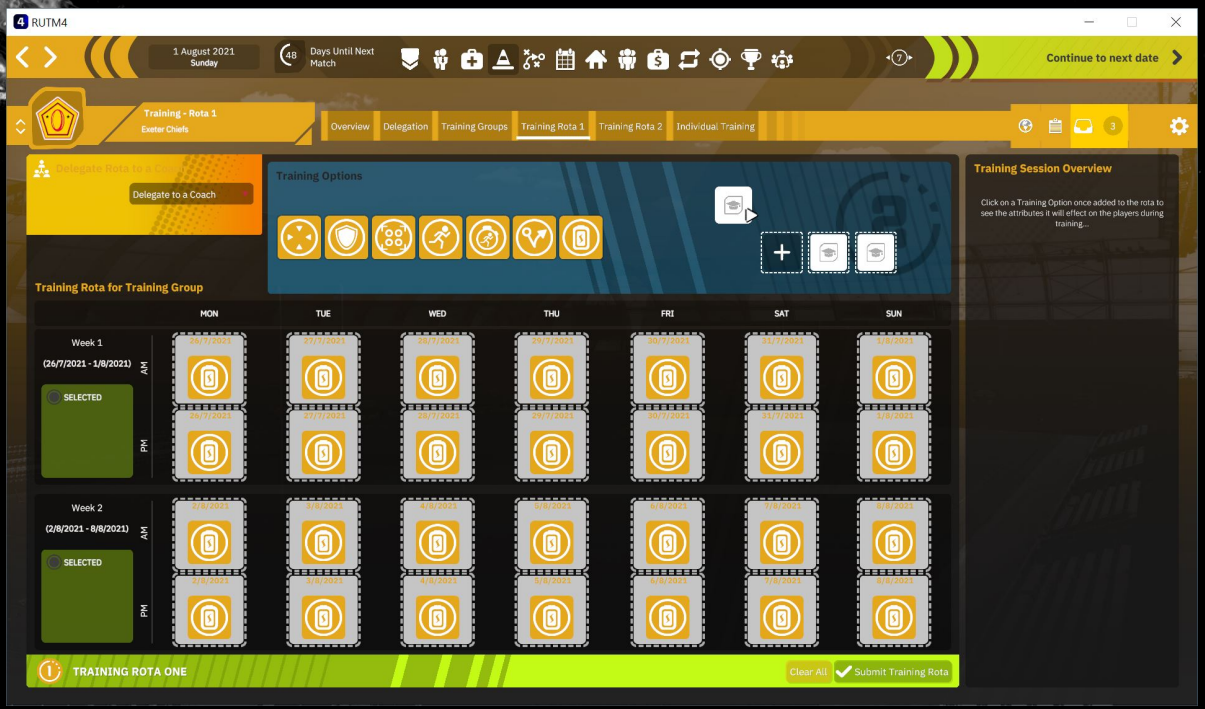
Training groups

There are 2 training groups at the manager's disposal. Each training group carries out different rotas of training. Training group 1 carry out training rota 1, and training group 2 carry out training rota 2. This means manager's can separate players, commonly into forwards and backs, and each group can have a different training regime.



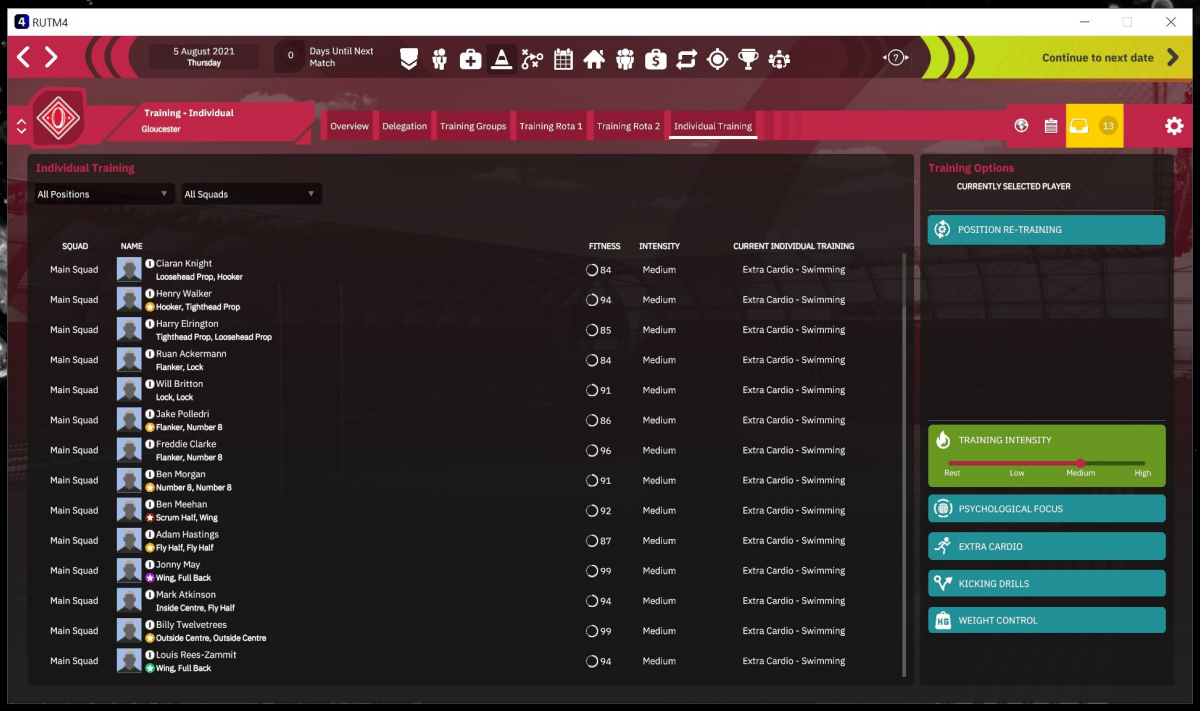
Setting training rotas

Every fortnight, training rotas must be submitted. If a head coach is selected, they can be delegated the task of completing and submitting the rotas. Right click a training session in the rota to cancel it, then drag and drop session from above into the rota to assign sessions. Once a session is assigned, it can be selected by left clicking it. Once a session is selected information such as coaches involved and effects on attributes can be seen on the right. Also once a session is selected, the addition can be added. This improves the selected session in one way or another and the changes can be seen on the right. The number of additions available is determined by the manager's training additions attribute.



Individual training

The higher the intensity of individual training, the greater the effect on attributes, but the higher the chance of injury.



Player development

Players develop attributes in the short term throughout the season through training and match time. A portion of the average attribute change over the season for each attribute is carried over to a long term permanent change at the end of the season.

Tactics

Attacking style

There are 2 types of attack style :

- Structured, choose Expansive, Balanced or Conservative for each zone of the pitch. This is how the team will play when in those areas.

- Ad-Lib Move by Move, apply moves to the move queue in the match as the game unfolds.

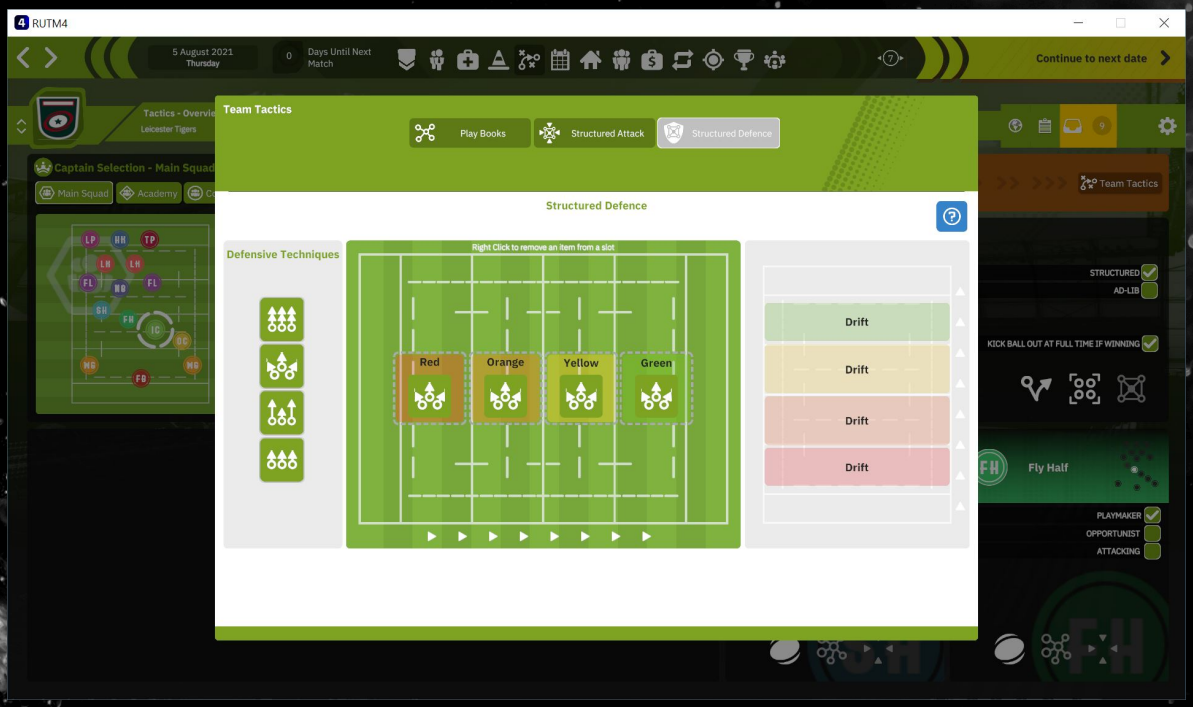
Defensive style

There are 2 defence styles :

- Structured, select a defence tactic for each zone of the pitch. Depending which zone the ball is in decides which defence tactic is utilised.

- Ad-Lib, select a defence tactic in match as the game unfolds.

Tactics.....



Defence tactics

There are 4 defence tactics :

- Blitz, tacklers will drive the ball carrier back in the tackle, but expend energy
- Slide, traditional rugby union defence pushing outwards as the ball is passed wide
- Umbrella, move up fast on the edges forcing play down the middle of the pitch
- Conservative, tacklers will concede territory in the tackle, but conserve energy

Halves settings

There are 3 settings for Scrum Half and Stand Off:

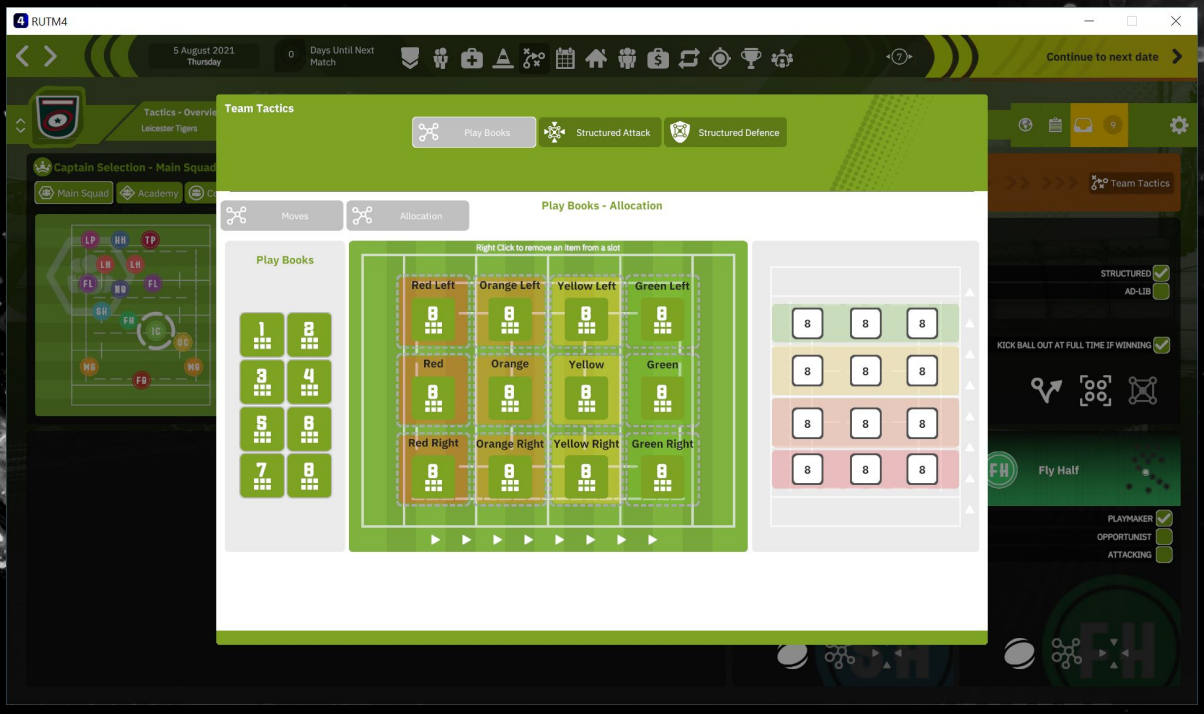
- Attacking
- Opportunist
- Play Maker

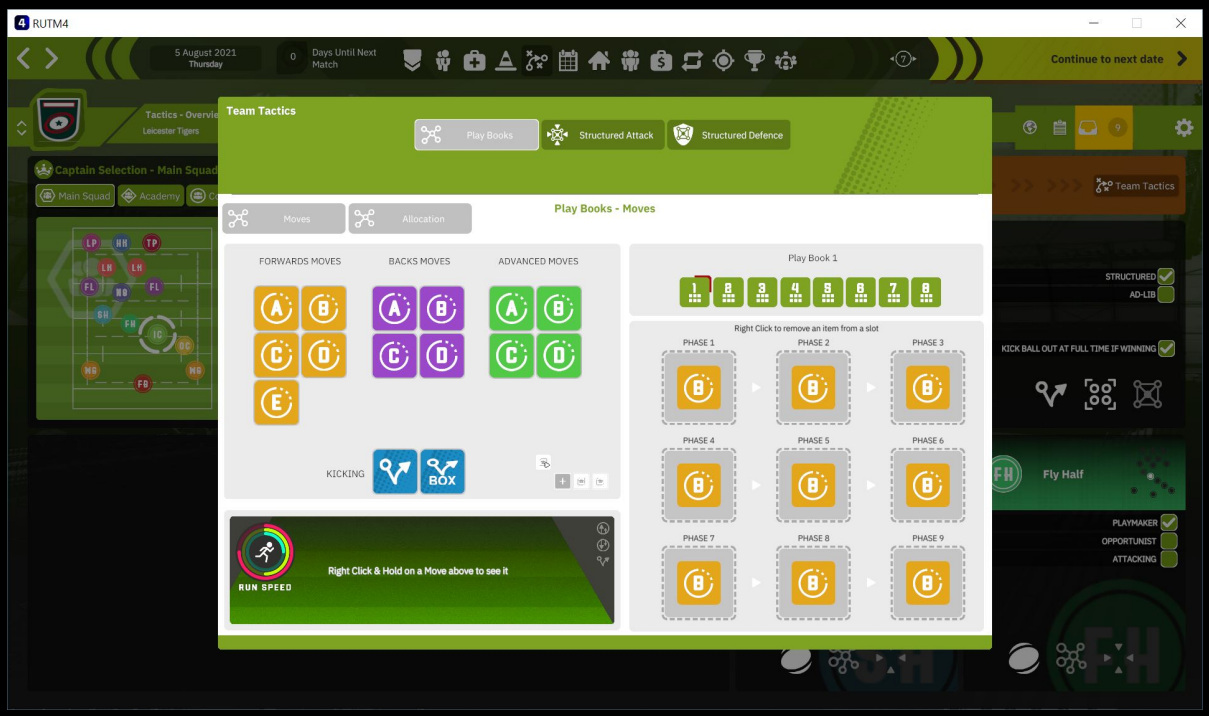
The setting determines how likely the player is to over ride the current move and take on the defensive line themselves.

Tactics.....

Playbook

There are 8 playbooks and 8 playbook moves. Allocate and drag the playbook move to the pitch zone slots.



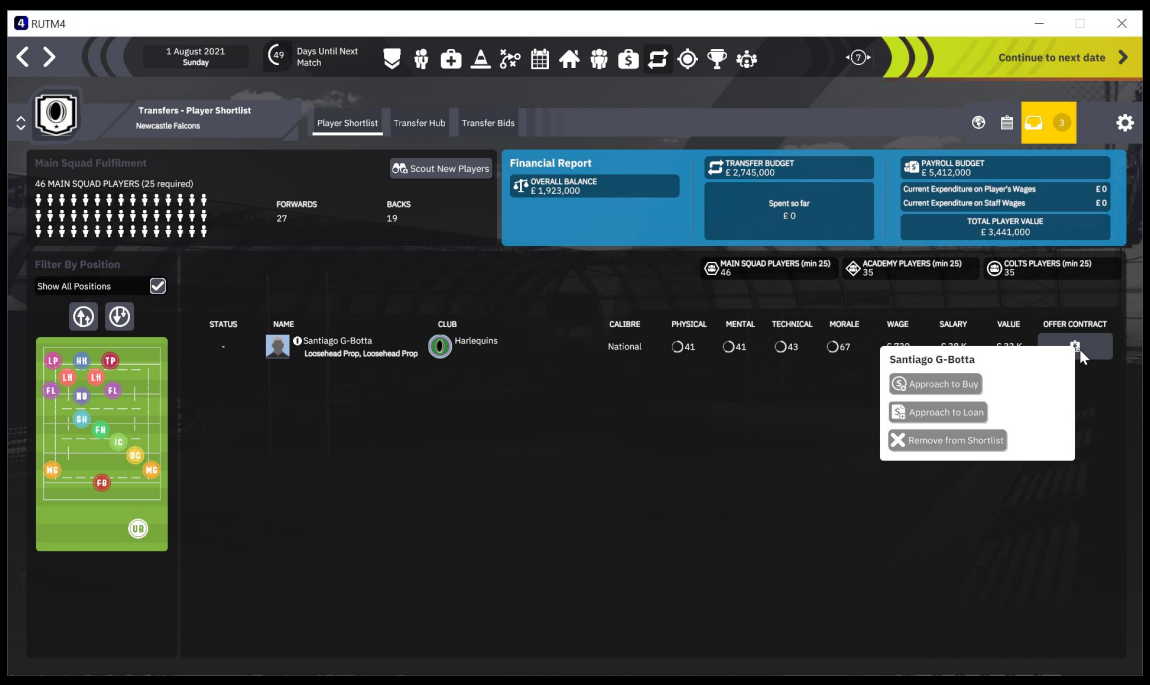


Buying a Player

There are 4 steps to buying a player :

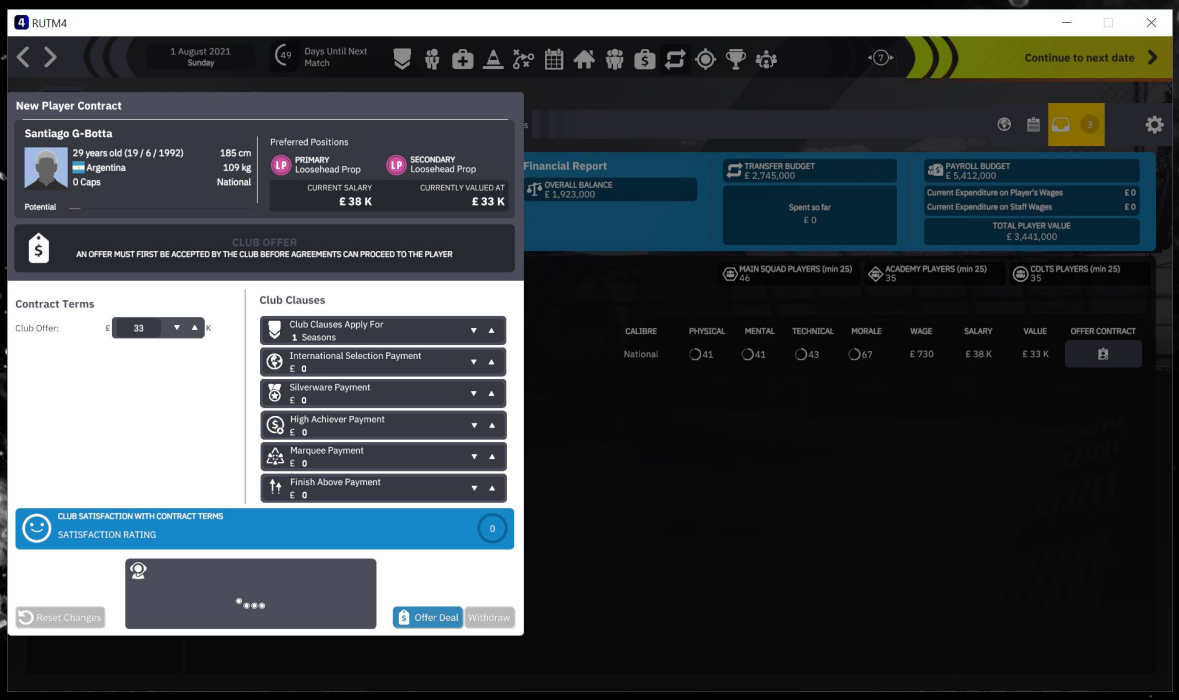
1) Navigate to Scouting->Player Search and use the controls to find the player to be bought. Highlight the player and click Add to Shortlist.

2) Navigate to Transfers->Player Shortlist, hover the cursor over the Offer Contract icon and click Approach to Buy.

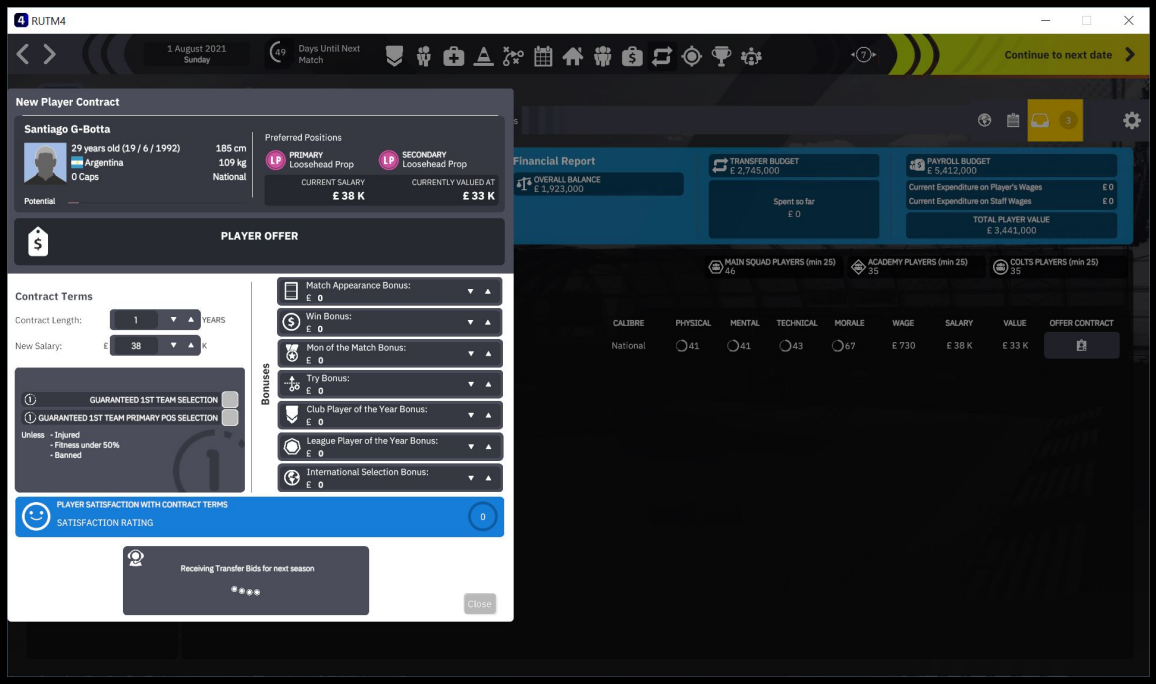


Buying a Player.....

3) Use the controls from the panel which slides in to build your offer to the club the player is contracted to. The higher the Satisfaction Rating the more likely the club is to accept your offer. If the player is currently uncontracted this step is skipped.



4) If the club accepts your offer, or if the player is current uncontracted, now use the controls from the panel to build your offer to the player. The higher the Satisfaction Rating the more likely the player is to accept your offer. If the player accepts your offer he will join your club and is immediately available for selection.



Players Icons Meaning

Information Pop up

Injured

Suspended

International Representative

Elite

World Class

International

National

Professional

Semi-Pro

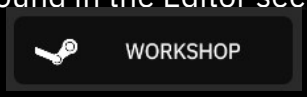
Amateur

Local

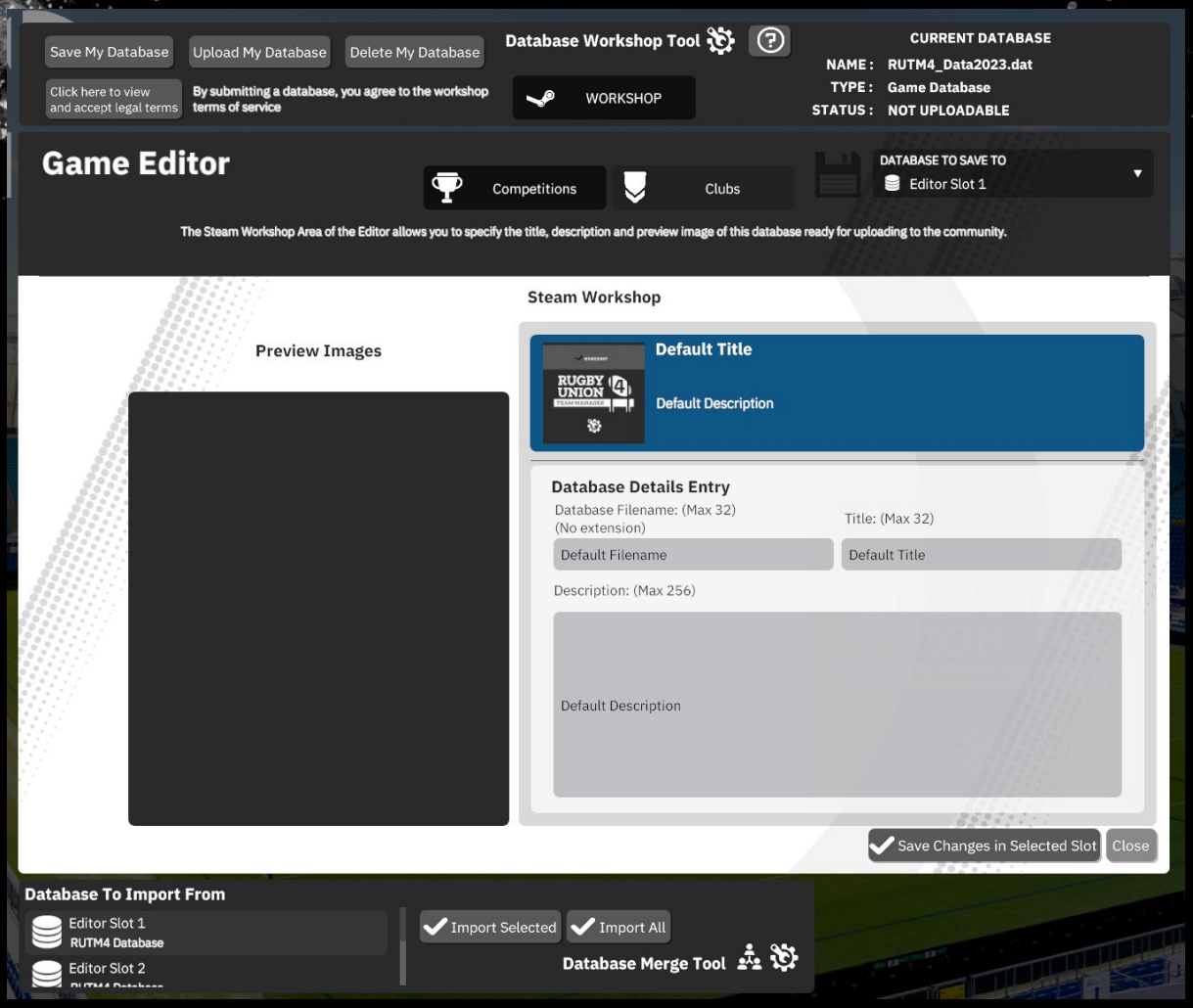
WORKSHOP GUIDE

OVERVIEW

This is a guide for the Workshop section of Rugby Union Team Manager 4. Currently the workshop only supports in-game database files created using the editor. It is not a means to create and upload kits, badges and photos. You can use it to share database files with the community. The game does offer with subscribed to items, options when creating a new game, to load kits, badges and photos. If the creator of the upload has placed those files manually into the upload folder, they will copy across to the main game folder when selected in the new game options, only if they exist. There is also an option to leave them, or reset to the defaults, should you wish to restore those.

The workshop tool can be found in the Editor section of the game and appears as a bar at the top. Click on the 

button to display the workshop area underneath.



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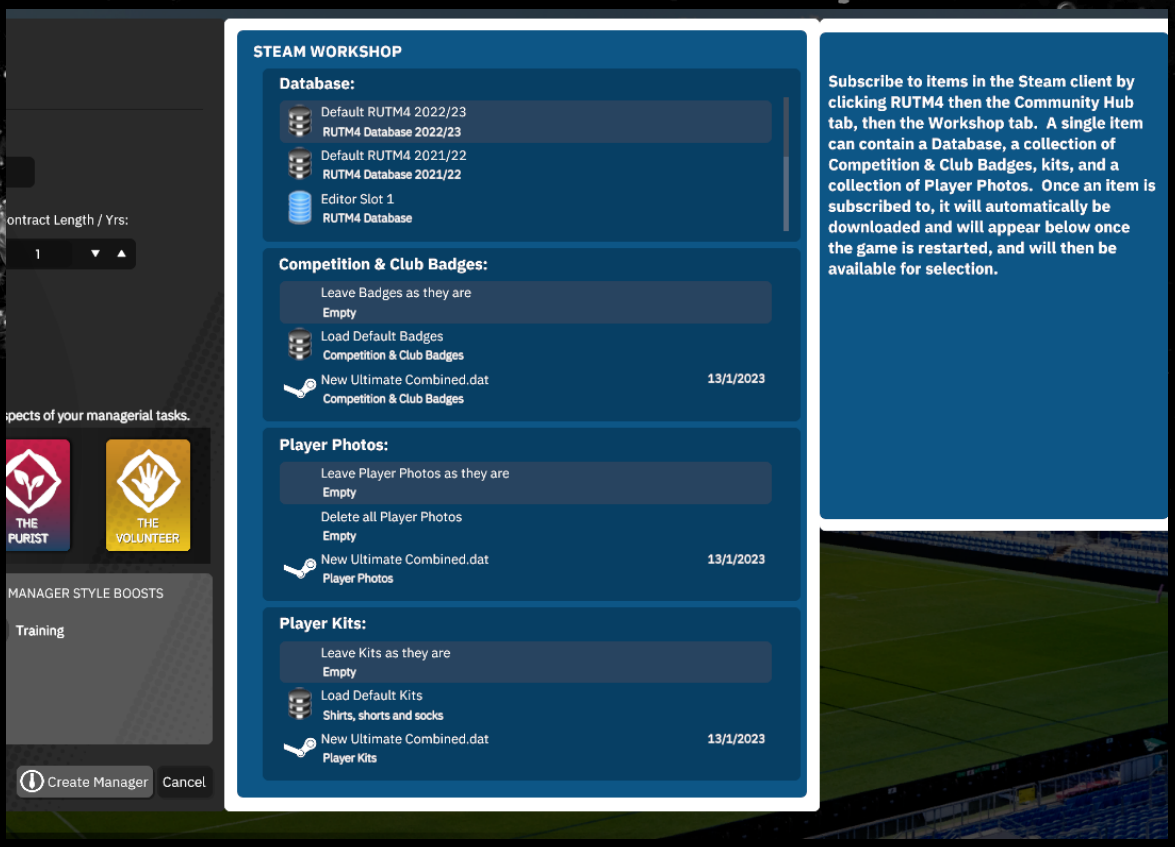

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DATABASE TYPES

THERE ARE 3 DATABASE TYPES.

1) GAME.
2) MY DATABASE.
3) SUBSCRIBED TO DATABASE.

Where you see this icon, this is a normal game database that exists in the **Documents\Alternative Software\RUTM4 folder.**

Where you see this icon, this is your own workshop database that exists in the **Documents\Alternative Software\RUTM4\Workshop\My Databases folder.**

Where you see this icon, this is a workshop database you have subscribed to that exists in the Steam app folder

Databases will show up in dropdown lists with these icons.

If you see this icon something has changed with the item you have subscribed to on Steam. It may have been deleted by the author. Your local version can still be used however. See the section later titled **USING SUBSCRIBED ITEMS THAT HAVE BEEN DELETED BY THE AUTHOR.**

See the Steam documentation on how to subscribe to items in the Workshop using the Steam Client.

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DATABASE WORKSHOP TOOL

SAVE MY DATABASE

Saves a new workshop database locally. You must enter a filename, title and description. Please note, this is what you use to save a workshop database. It is not necessary to use the Save Changes in Selected Slot button. That button is for saving game databases to editor slots in the normal way.

UPLOAD MY DATABASE

Uploads a saved workshop database to Steam.

DELETE MY DATABASE

Deletes a workshop database that you have authored locally, and from Steam if it has been uploaded. Please note, it's important that you delete your items from inside the game editor. If you delete your item from the Steam client first, the game will still think the file you have locally has been uploaded. You won't be able to upload it again. Currently, if you do make a mistake, you can change this by editing the metadata file yourself. See, EDITING THE METADATA FILE later in the document.

ACCEPT LEGAL TERMS

You must agree to the Steam Workshop terms of service. You can access the link by pressing the Click here to view and accept legal terms button. You must be logged in to Steam on the browser for this to work.

The section in the top right under "**CURRENT DATABASE**" shows details about the current database, it's name, type and status.

If **NAME** shows "**Default Database**" then you have loaded a default database into the editor. It's status will be "**NOT UPLOADABLE**" as default databases can't be uploaded to Steam.

Only **TYPE** "**Workshop Database**" is uploadable to Steam.

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STATUS can be any one of the following :-

UPLOADED

The database has been uploaded to Steam

NOT UPLOADABLE

The database is not uploadable to Steam. This applies to game and default databases.

EDITED

The workshop database filename, title and/or description has been changed.

SAVED

The workshop database has been saved.

DELETED

The workshop database has been deleted.

TYPE can be either of these :-

Game Database

So that the game runs normally, the default databases and editor slot databases have been retained. The type **Game Database** refers to these.

Workshop Database

This is the new type of database that is for uploading to the Steam workshop.

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HERE IS WHAT TO DO IF YOU WANT TO UPLOAD A DATABASE

1) Use the Editor as normal to create your database.
2) Click on the **WORKSHOP** button
3) Give it a Filename, A Title and a Description.
4) Select a preview image if there are any showing in the box on the left or use the default that it is set with.

Any images you put in the

Documents\Alternative Software\RUTM4\Workshop\PreviewImages

folder will show up here.

Preview images are 640x640 pixel .png files

5) Click on Save My Database button. This will create a folder with the name you entered in the filename box. Inside that folder will be the .dat database file with the same name. It will be stored here along with a .dmd file that holds authorship information about the file :-

Documents\Alternative Software\RUTM4\Workshop\My Databases

Only the folder with the .dat file is uploaded to Steam.

If you want to update it, just click the **Save My Database** button again.

6) Click on **Upload My Database** to upload to Steam

7) If you want to delete the database locally and from Steam, click **Delete My Database** button

Please note, you must agree to the Steam Workshop terms of service. You can access the link by pressing the Click here to view and accept legal terms button. You must be logged in to Steam on the browser for this to work.

Your database will now show up in the Workshop section in the Steam Client and other players will be able to subscribe and install it for use in the game.

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If it doesn't show up immediately, you can wait as there is sometimes a delay. You can also try closing down and restarting the Steam client.

For some cases restarting the game and/or the Steam client will solve any issues of the database not showing up.

STEAM WORKSHOP TAGS

When a database is uploaded to Steam it is uploaded with custom steam tags to help with browsing in the Steam Client using "Browse By Tag".

Databases are not cross compatible. For instance, a database created in RUTM3 will not work in RUTM4.

The tags are :-

"Custom Database".	This is applied to every database.
"Rutm4".	This is applied to Rugby Union Team Manager 4

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HERE IS WHAT TO DO IF YOU WANT TO SUBSCRIBE TO A DATABASE

Use the Steam client to subscribe to databases. Go to the Community→Workshop area of the game to browse items and choose what to subscribe to.
When you subscribe to an item it downloads automatically. You will need to wait for Steam to download it and will also need to restart the game to start using it.

Items you subscribe to will be downloaded by Steam into your Steam/steamapps/workshop/content folder.

USING SUBSCRIBED ITEMS THAT HAVE BEEN DELETED BY THE AUTHOR

If the author of a workshop item that you have subscribed to, deletes it from Steam, it will still remain in your Steam content folder but will not be visible in the game. This is because people who had subscribed to it, may still want to use it.

If you still want to use it, you should copy it to your own workshop folder as the game will not include items deleted from steam in the game, here are the instructions on how to do that.

1) Find the .dat file in the Steam\steamapps\workshop\content\1880930 folder.
2) Create a folder in the Documents\Alternative Software\RUTM4\Workshop\My Databases that is exactly the same as the .dat filename but without the extension of .dat.

e.g. if the dat file is called RUTMData.dat the folder should be RUTMData

You'll now be able to use this in the game as it will show in the drop down boxes for selection.
If you try to load it in the editor it will say that it can't find the metadata .dmd file.
This file is only needed for authored workshop databases, so you can ignore it as you are not the author.

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EDITING THE METADATA FILE

Generally speaking you should NOT touch the metadata file. The information provided here is to assist you for two things.

1) Mistakenly deleting your database from the Steam client first, outside of the game.

2) As an advanced way to create a database from an existing game database, outside of the game.

The file is a text file, so If you need to edit it, do so using a text editor, e.g. Notepad or TextEdit. Do NOT use anything like Microsoft word or any other word processing software.

The metadata file contains information about the workshop database you have created. It is created along with the database when you press the Save My Database button.

Here is an example of how it would look in the My Databases folder for a database called “RUTM4Database” :-

The folder name is the name you give it in the Database Filename field.
THIS FOLDER AND IT’S CONTENTS IS WHAT GETS UPLOADED TO STEAM.
RUTM4\Workshop\MyDatabases\RUTM4Database

The database file name is the same as the folder name but with the extension of .dat and is inside the folder.

RUTM4\Workshop\MyDatabases\RUTM4Database\RUTM4Database.dat

The database metadata file name is the same as the folder name but with the extension .dmd and is in the root of the My Databases folder.

THIS DOES NOT GET UPLOADED TO STEAM.
RUTM4\Workshop\MyDatabases\RUTM4Database.dmd

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1) Mistakenly deleting your database from the Steam client first, outside of the game.

Open the .dmd file using a text editor. **Line 1** contains an ID, 1880930. **Line 4** contains the Steam ID of the uploaded item. Because the item has been removed from Steam, this ID will no longer work. It will look something like 2282824265.

If you change both these values to 0 the database will go back to being a database that hasn't been uploaded and you should be able to continue to use it in the game. You may need to change the filename as Steam may still have the file on it's server. You'll know this if you get an error saying "You already have a Steam Workshop item with that name." when you try to upload.

2) To create a database from an existing database, outside of the game. Advanced.

There may be circumstances where you need to turn a database file into something that you can load and use in the workshop.

Let's say you have downloaded a database that someone has sent you or put on Discord, called "myrugbysetup.dat"

Now you could copy that to the Documents\Alternative Software\RUTM4 folder and rename it to RUTM4_Editor1.dat.

It will then show up in Editor Slot 1.

You can then load that in to the editor, and create a workshop database inside the editor the normal way.

Or, outside of the game....

You could create a folder in Documents\Alternative Software\RUTM4\Workshop\My Databases called "myrugbysetup" and copy the .dat file into that folder.

Then using a .dmd file that is of a **database that hasn't been uploaded to Steam**. Make a copy and rename it to myrugbysetup.dmd. Put the file in Documents\Alternative Software\RUTM4\Workshop\MyDatabases.

Now, edit myrugbysetup.dmd in a text editor and change Line 5 to the file name of this database without the extension, so in this case it would be "myrugbysetup"

If this is an older database, it still may not be recognised as a workshop database and won't show up in the database selection boxes.

This is for advanced users. You will need to edit the .dat file to tell the game that it is now going to be a workshop database.

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For this example, you would open the myrugbysetup.dmd with a hex editor like HxD (Freeware Hex Editor). Then you would need to enter the number for the game that matches the database into the 3rd byte. For an older data set it will show as 0, you will need to enter the correct number from the table below.

Game Version (Data set)	Number
OLDER	00
RLTM3 2019	01
RLTM3 2020	02
RLTM3 DLC 2019	03
RLTM3 DLC 2020	04
RUTM3	05
RUTM3 DLC	06
RUTM4	08

We'll assume myrugbysetup.dat is an old database, so you would enter 08 into the 3rd byte, for RUTM4.

myrugbysetup should now show up as a database that you can load into the editor in RUTM4 and you will be able to proceed the normal way.

TROUBLESHOOTING / THINGS TO REMEMBER

- Be patient, and wait after uploading the database. It won't appear immediately on Steam.
- Restart the game and/or restart the Steam Client if new uploads are still not showing after a while.
- Be patient, and wait after subscribing to an item. It may not have downloaded yet.
- Restart the game and/or restart the Steam Client if new subscriptions are still not showing after a while.
- Databases are not cross compatible. e.g. A RUTM DLC database will not show up in RUTM.
- Delete workshop databases using the Delete My Database button in the game.
- Don't mess with the .dmd file unless you know what you are doing. i.e. read the instructions
- Don't mess with the .dat file unless you know what you are doing. i.e read the instructions
- Don't perform operations outside of the game, while the game is running. Like putting custom preview • images in the preview images folder. They won't show in game, until you stop and restart the game.

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Kit Preview Guide

OVERVIEW

This tool is for previewing changes made to the 3D kit textures in real-time on the player model. By default it will use the games Club folder. You can manually set the folder so that you can work on textures outside of the main game, but they won't be used in the main game unless copied to the games Club folder.

This tool is for previewing only and to aid in making 3D kit changes. It is not a kit editor. As such, you will need to arrange your own tools for editing the kit textures.

Kits have to be designed so that they work on the 3D player model.

By previewing your changes to the textures in this tool, that makes the job a lot easier.

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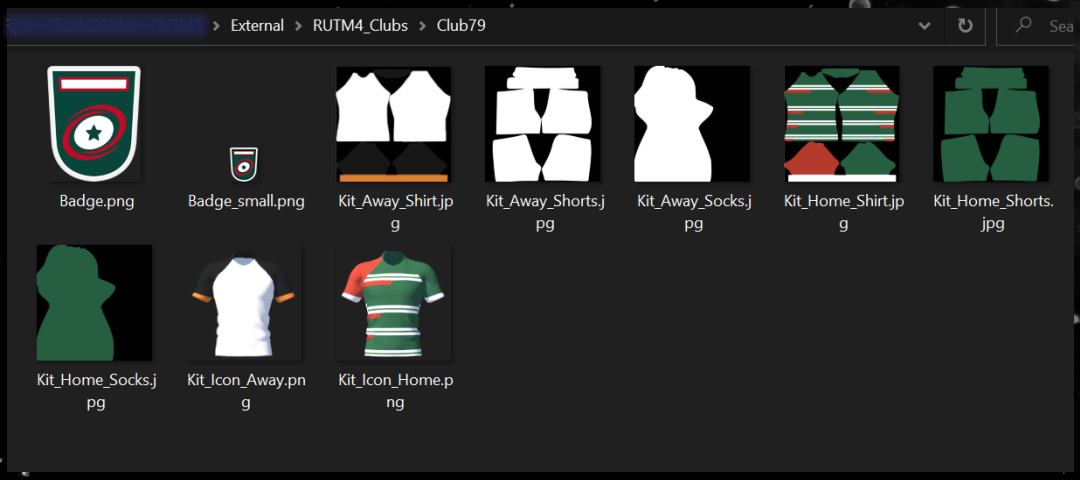
CLUB FOLDER STRUCTURE

This is what the a club folder looks like :-



By default the tool will look in the installed location.
In the tool you can set the folder to whatever you like, as long as the Club folder structure is in that folder. Please note however, that the main game will always use the installed location, so you will need to copy any shirts you create to the installed location.

By default your install location will be something like this :-

Program Files(x86)\Steam\steamapps\common\Rugby Union Team Manager 4\External\RUTM4_Clubs

If you have the DLC installed clubs will also be here :-

Program Files(x86)\Steam\steamapps\common\Rugby Union Team Manager 4\External\RUTM4_Clubs_DLC

Club Badge

Badge.png; Badge_small.png

3D Away Kit Textures

Kit_Away_Shirt.jpg; Kt_Away_Shorts.jpg; Kit_Away_Socks.jpg

3D Home Kit Textures

Kit_Home_Shirt.jpg; Kit_Home_Shorts.jpg; Kit_Home_Socks.jpg

2D Shirts

Kit_Icon_Away.png; Kit_Icon_Home.png

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Some folders may have other files in that may or may not be used. You can ignore any files that are not listed in this document.

If any file is missing, the model will show an error image on the player model for the missing file.

For example, a missing 3d and 2d shirt file will show as :-

If you put missing kits back into the club folders you will need to select the club again in the list. It doesn't scan and auto update the model for missing kits.

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FUNCTIONS

SET CLUB FOLDER

You may want to edit the files from a different location. You can set that here. It must have the same structure as the games club folder structure.

TOGGLE SKY

You may prefer to preview the player model without the sky. You can toggle it on and off here. Default is ON.

Light Intensity

See how the shirt will look at a different brightness. Default is normal brightness.

Auto Create 2D Shirt is OFF

The 2D shirt can be auto created when a change is made to the 3D kit. OFF by default.

Auto Save 2D Shirt is OFF

The 2D shirt can be auto saved when a change is made to the 3D kit. OFF by default.

EXIT

Exit back to the Main Menu.

Render and Save This 2D Shirt

Pressing this renders the shirt on the player model to the 2D shirt that is used in the UI and saves it to the clubs club folder.

Render and Save All 2D Shirts

Pressing this runs through ALL the club folders rendering and saving the 3D kits to the 2D shirt files that are used in the UI.

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WORKFLOW

It is recommended that you backup your files before doing any editing so that you can easily restore the Club folders you want to.

The basic workflow is edit the texture images, get it right by previewing on the player model, then use the 2D shirt buttons to create and save the 2D shirt renders for the UI.

This was originally designed as a stand-alone tool for our Discord users. We decided to include it in the game.

Clubs and their corresponding club folder numbers are shown in the list on the right. Select a club to toggle the kit on the model from home to the away kit.

When you make a change to an image in the folder, after saving, it will automatically update on the model. You will need to refocus the window for it to update.

By default the 2D UI kit textures don't get created and saved.
Use the Auto Create and Auto Save buttons to toggle automatic creation and saving of the 2D shirts.
You also have the option to render all the 3D shirts to 2D shirts which are saved to the correct folders.

TROUBLESHOOTING / THINGS TO REMEMBER

- You will need to refocus the game window in order to refresh the kit preview.
- Backup your files.
- Run the game in Widowed mode along side your editing software.
- Kit changes won’t show in the main game until they are copied to the installation folder.
- The tool doesn’t copy the files to the installation folder for you.
- Some club folders have old files in them. Don’t edit those. Just edit the ones listed in this document.
- It doesn’t scan and auto update the model for missing kits.

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