

**RUGBY
UNION**



TEAM MANAGER



GUIDE DU JOUEUR



TNOUVEAU

Quoi de neuf?

- ▶ La formation a fait l'objet d'une refonte et il existe maintenant un écran de délégation où vous pouvez nommer des entraîneurs à des postes.
- ▶ L'écran de sélection d'équipe est maintenant glisser-déposer et affiche également tous les joueurs, ainsi que leurs attributs avec des filtres et des options.
- ▶ Il y a maintenant des compartiments de traitement lorsque vous appuyez sur Advance, avec des compartiments pour les résultats de différents types de matchs.
- ▶ Il existe maintenant des éditeurs en jeu pour les joueurs et les entraîneurs, vos modifications peuvent être effectuées une fois que le jeu est en cours et pas seulement au début du jeu.
- ▶ Dans le match, les coups d'envoi ont désormais la possibilité de coups d'envoi longs, moyens ou courts.
- ▶ Dans le match, il y a maintenant des options de mouvement de mêlée, à décider lorsque la mêlée est attribuée.
- ▶ Dans le match, il y a maintenant des options de mouvement de sortie, à décider lorsque la sortie est attribuée.
- ▶ Des offres de transfert ont été ajoutées dans les écrans de transfert, les joueurs dans la dernière année de leur contrat reçoivent des offres de transfert. Une fois qu'une offre de transfert a été acceptée, le joueur effectue le transfert gratuit à la fin de la saison en cours.
- ▶ Visite des Vikings.
- ▶ Chats britanniques et irlandais.
- ▶ Discussion d'équipe à la mi-temps.
- ▶ Livre de jeu. Vous pouvez maintenant présélectionner des mouvements dans une séquence, puis sélectionner un livre de jeu pour chaque zone du terrain pour que ces mouvements soient joués.

PLAYERS

Primary & Secondary positions

Chaque joueur a un poste préférentiel et secondaire. Les joueurs seront plus performants à leur poste de prédilection, et moins à leur poste secondaire. Certains joueurs ont «Arrière Polyvalent» comme position principale et secondaire. Ses joueurs n'ont pas de position principale, mais 4 positions secondaires (Ailier, 1er Centre, 2ème Centre et Arrière). Les postes de pilier gauche, talonneur, et pilier droit ne peuvent être occupés que par des joueurs ayant ses positions dans leurs attributions.

Calibre

Chaque joueur est d'un certain calibre, en fonction des notes de leurs attributs. Le calibre d'un joueur fait une évaluation rapide du niveau globale d'un joueur. Ce calibre est divisé en 7 niveaux Mondiale, Internationale, Nationale, Professionnel, Semi-Professionnel, Amateur. Certains joueurs sont des stars dans leurs calibres respectifs. Par exemple un joueur de calibre «nationale» performera mieux qu'une star «professionnel».

Potential

Chaque joueur a une note de potentiel. Cela détermine le taux de changement d'attribut dû à l'entraînement. Les joueurs ayant un potentiel plus élevé augmenteront leurs attributs plus vite lorsqu'ils s'entraînent. Les jeunes joueurs ont tendance à avoir un potentiel plus élevé que les joueurs approchant de la retraite. Les joueurs ayant un faible potentiel peuvent subir une perte d'attributs même lorsqu'ils s'entraînent.

STAFF

Doctors

Les médecins peuvent être assignés à des joueurs blessés. Plus la qualité du médecin assigné est haute, plus la durée d'indisponibilité du joueur sera courte.

Physios

Les kinés peuvent être assignés à des joueurs blessés. Les kinés empêchent les joueurs blessés de perdre leur forme physique pendant leur convalescence, ce qui permet aux joueurs une fois rétablis de retourner plus vite sur le terrain.

Assistants

Les assistants peuvent être affectés à des équipes. Un assistant assigné gèrera l'équipe, en sélectionnant le XV de départ et assistera au match pour que le manager n'est pas besoin de s'en occuper. Le jeu contournera les matchs des équipes auxquelles un assistant est affecté, générant automatiquement le résultat. Il est courant d'attribuer un assistant aux équipes U21 et U19, laissant au manager seulement la gestion de l'équipe première.

Staff delegation

Sur «Personnel» -> «Aperçu», un entraîneur principal, un médecin principal, un kiné principal, et des assistants principaux peuvent être affectés. Une fois l'entraîneur principal est désigné, s'il est coché «établi le calendrier d'entraînement» l'entraîneur complètera l'entraînement tous les quinze jours. Une fois qu'un médecin en chef est attribué, s'il est coché «affectera automatiquement les médecins» le médecin principal attribuera des médecins aux joueurs lorsqu'une blessure surviendra. De même pour les kinés.

Staff Budget Overview

5 August 2021 Thursday
0 Days Until Next Match

Staff - Overview
Bath

OVERALL BALANCE £ 9,208,114
PAYROLL BUDGET £ 5,356,000 per year
Current Expenditure on Player's Wages £ 47,017
Current Expenditure on Staff Wages £ 12,573

Coaching Staff

7 COACHING STAFF

Delegated Coach
Select a Coach
Delegated Coach Draws up the Training Retic.

CURRENTLY SELECTED COACH

NAME	DELEGATION	POS	WAGE	END
Juan Riquelme	0 Positions	🟢	£ 1,200	2023
Leon Leashy	0 Positions	🟢	£ 1,400	2022
Alexander Whitworth	0 Positions	🟢	£ 1,200	2022
Jayden Holgate	0 Positions	🟡	£ 700	2022
Scott Cody	0 Positions	🟢	£ 1,200	2022
Keith Lohan	0 Positions	🟡	£ 1,300	2023
Ashton Peck	0 Positions	🟡	£ 750	2024

Medical Staff

2 MEDICAL STAFF

Head Doctor
Select a Head Doctor
Head Doctor will auto assign the most suitable doctor to any injured player.

Head Physio
Select a Head Physio
Head Physio will auto assign the most suitable physios to any injured player.

CURRENTLY SELECTED DOCTOR

NAME	SPECIALISATION	WAGE	LEVEL	END
Dr Harrison Kempke	Healing Injuries	£ 1,300	3 star	2024

Assistant Staff

1 ASSISTANT STAFF

Assistant
Select an Assistant

ASSISTANTS

- Unastija
- Assign to Academy
- Assign to Main Squad
- Assign to Co Co's

CURRENTLY SELECTED ASSISTANT

NAME	ASSIGNED TO	WAGE	LEVEL	END
Harley Kennyon		£ 750	1 star	2022

Training

Training groups

Il y a 2 groupes d'entraînement à la disposition du manager. Chaque groupe effectue des plans d'entraînement différents. Le groupe d'entraînement 1 réalisera le plan d'entraînement 1 de même pour le groupe d'entraînement 2 réalisera le plan d'entraînement 2. Cela signifie que les joueurs peuvent être séparés par le manager, généralement les avants dans un groupe et les arrières dans l'autre.

The screenshot displays the RUTM4 training management interface. At the top, it shows the date '5 August 2021 Thursday' and 'Days Until Next Match'. The main navigation bar includes 'Training - Training Groups' and 'Bath'. Below this, there are tabs for 'Overview', 'Delegation', 'Training Groups', 'Training Rota 1', 'Training Rota 2', and 'Individual Training'. The interface is split into two main sections: 'TRAINING GROUP ONE' and 'TRAINING GROUP TWO'. Each section features a 'Group One Training Assignment' or 'Group Two Training Assignment' area with a 'Select Position' dropdown and a 'MAIN SQUAD' section. Below these are lists of 'Players Currently Assigned to Training Group One' and 'Players Currently Assigned to Training Group Two'. Each player card includes a name, position, and status (e.g., 'MAIN SQUAD').

Player Name	Position	Status
Beno Obano	Loosehead Prop, Tighthead Prop	MAIN SQUAD
Tom Dunn	Hooker, Hooker	MAIN SQUAD
Will Stuart	Tighthead Prop, Hooker	MAIN SQUAD
Charlie Ewels	Lock, Number 8	MAIN SQUAD
Will Spencer	Lock, Lock	MAIN SQUAD
Sam Underhill	Flanker, Flanker	MAIN SQUAD
Josh Bayliss	Flanker, Lock	MAIN SQUAD
Talupe Faletaua	Number 6, Number 8	MAIN SQUAD
Jacques Du Toit	Hooker, Tighthead Prop	MAIN SQUAD
Juan Schoeman	Tighthead Prop, Hooker	MAIN SQUAD
Tom Doughty	Hooker, Hooker	MAIN SQUAD
Richard de Carpentier	Flanker, Flanker	MAIN SQUAD
Jaco Costzees	Flanker, Lock	MAIN SQUAD
Milise Reid	Flanker, Flanker	MAIN SQUAD
Tom Ellis	Number 8, Number 8	MAIN SQUAD
Joe Simpson	Scrum Half, Wing	MAIN SQUAD
Danny Cipriani	Fly Half, Fly Half	MAIN SQUAD
Semesa Rokoduguni	Wing, Wing	MAIN SQUAD
Cameron Redpath	Inside Centre, Fly Half	MAIN SQUAD
Jonathan Joseph	Outside Centre, Outside Centre	MAIN SQUAD
Darren Atkins	Full Back, Wing	MAIN SQUAD
Anthony Watson	Full Back, Wing	MAIN SQUAD
Tian Schoeman	Fly Half, Fly Half	MAIN SQUAD
Max Clark	Inside Centre, Outside Centre	MAIN SQUAD
Will Butt	Outside Centre, Full Back	MAIN SQUAD
Ruaridh McConnochie	Full Back, Wing	MAIN SQUAD
Tom de Glanville	Full Back, Fly Half	MAIN SQUAD
Ban Spencer	Scrum Half, Scrum Half	MAIN SQUAD
Gabriel Harner-Webb	Wing, Wing	MAIN SQUAD
Joe Cokanasiga	Wing, Wing	MAIN SQUAD

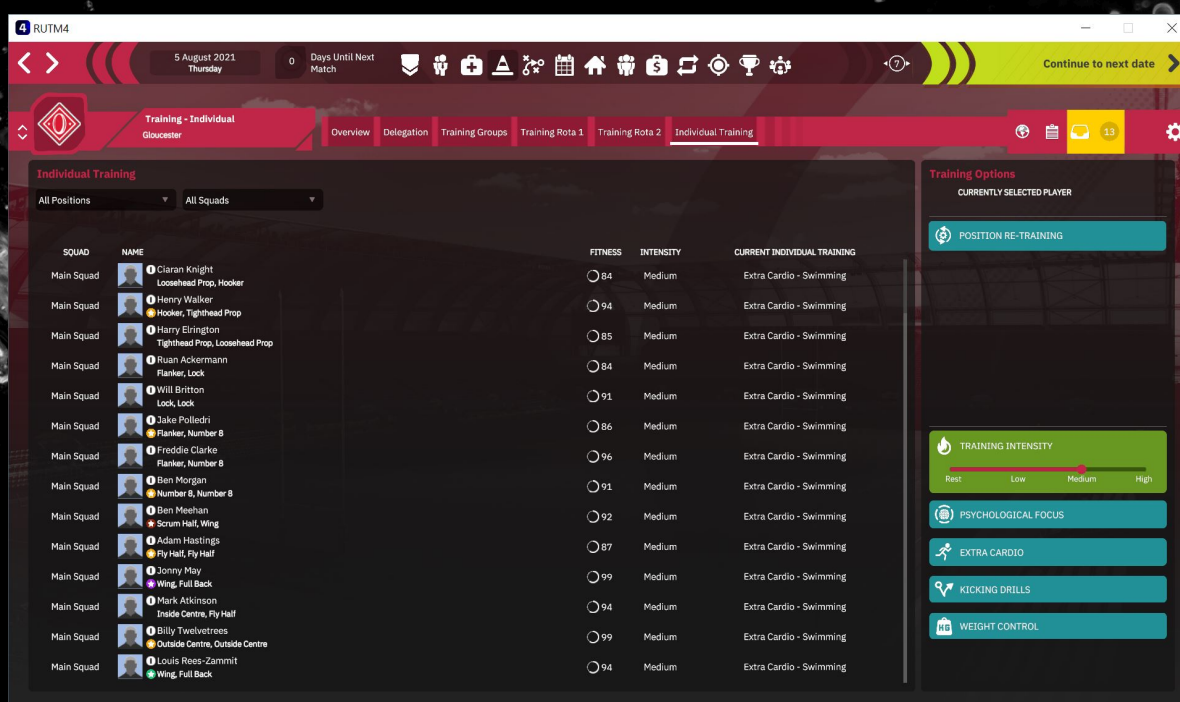
Setting training rotas

Tous les quinze jours, un plan d'entraînement doit être validé. Si un entraîneur principal est sélectionné, il peut être délégué à la tâche de remplir et de valider les plans d'entraînement. Faites un clique droit sur une session d'entraînement dans le plan pour l'annuler, puis faites glisser la nouvelle session voulue dans le plan pour l'attribuer au jour souhaité. La session peut être sélectionnée par un clique gauche. Une fois sélectionnée, des informations telles que les entraîneurs impliqués et les effets sur les attributs peuvent être observés à droite.

The screenshot displays the RUTM4 software interface for managing training rotas. At the top, the user is logged in as 'RUTM4' and the date is '1 August 2021, Sunday'. The main navigation bar includes tabs for 'Overview', 'Delegation', 'Training Groups', 'Training Rota 1', 'Training Rota 2', and 'Individual Training'. The current view is 'Training Rota 1' for 'Exeter Chiefs'. A 'Delegation to a Coach' button is visible. The 'Training Options' section shows a row of icons representing different training activities. The main area is a calendar grid for 'Training Rota for Training Group' covering 'Week 1 (26/7/2021 - 1/8/2021)' and 'Week 2 (2/8/2021 - 8/8/2021)'. The calendar shows training sessions for each day from Monday to Sunday, with a 'SELECTED' indicator for the current session. A 'Training Session Overview' panel on the right provides details for the selected session. At the bottom, a green bar indicates 'TRAINING ROTA ONE' and includes 'Clear All' and 'Submit Training Rota' buttons.

Individual training

Plus l'intensité de l'entraînement individuel est élevée, plus l'effet sur les attributs est élevé, mais le risque de blessure augmente aussi.



The screenshot displays a web application interface for 'RUTM4' (Rugby Training Management System). The top navigation bar includes a date '5 August 2021 Thursday' and '0 Days Until Next Match'. The main menu is titled 'Training - Individual Gloucester' and includes tabs for 'Overview', 'Delegation', 'Training Groups', 'Training Rota 1', 'Training Rota 2', and 'Individual Training'. The 'Individual Training' section is active, showing a list of players with their fitness and intensity levels, and a sidebar for 'Training Options'.

SQUAD	NAME	FITNESS	INTENSITY	CURRENT INDIVIDUAL TRAINING
Main Squad	Ciaran Knight Loosehead Prop, Hooker	84	Medium	Extra Cardio - Swimming
Main Squad	Henry Walker Hooker, Tighthead Prop	94	Medium	Extra Cardio - Swimming
Main Squad	Harry Erlington Tighthead Prop, Loosehead Prop	85	Medium	Extra Cardio - Swimming
Main Squad	Ruan Ackermann Flanker, Lock	84	Medium	Extra Cardio - Swimming
Main Squad	Will Britton Lock, Lock	91	Medium	Extra Cardio - Swimming
Main Squad	Zac Pollard Flanker, Number 8	86	Medium	Extra Cardio - Swimming
Main Squad	Freddie Clarke Flanker, Number 8	96	Medium	Extra Cardio - Swimming
Main Squad	Ben Morgan Number 8, Number 8	91	Medium	Extra Cardio - Swimming
Main Squad	Ben Meehan Scrum Half, Wing	92	Medium	Extra Cardio - Swimming
Main Squad	Adam Hastings Fly Half, Fly Half	87	Medium	Extra Cardio - Swimming
Main Squad	Jonny May Wing, Full Back	99	Medium	Extra Cardio - Swimming
Main Squad	Mark Atkinson Inside Centre, Fly Half	94	Medium	Extra Cardio - Swimming
Main Squad	Billy Twelvetrees Outside Centre, Outside Centre	99	Medium	Extra Cardio - Swimming
Main Squad	Louis Rees-Zammit Wing, Full Back	94	Medium	Extra Cardio - Swimming

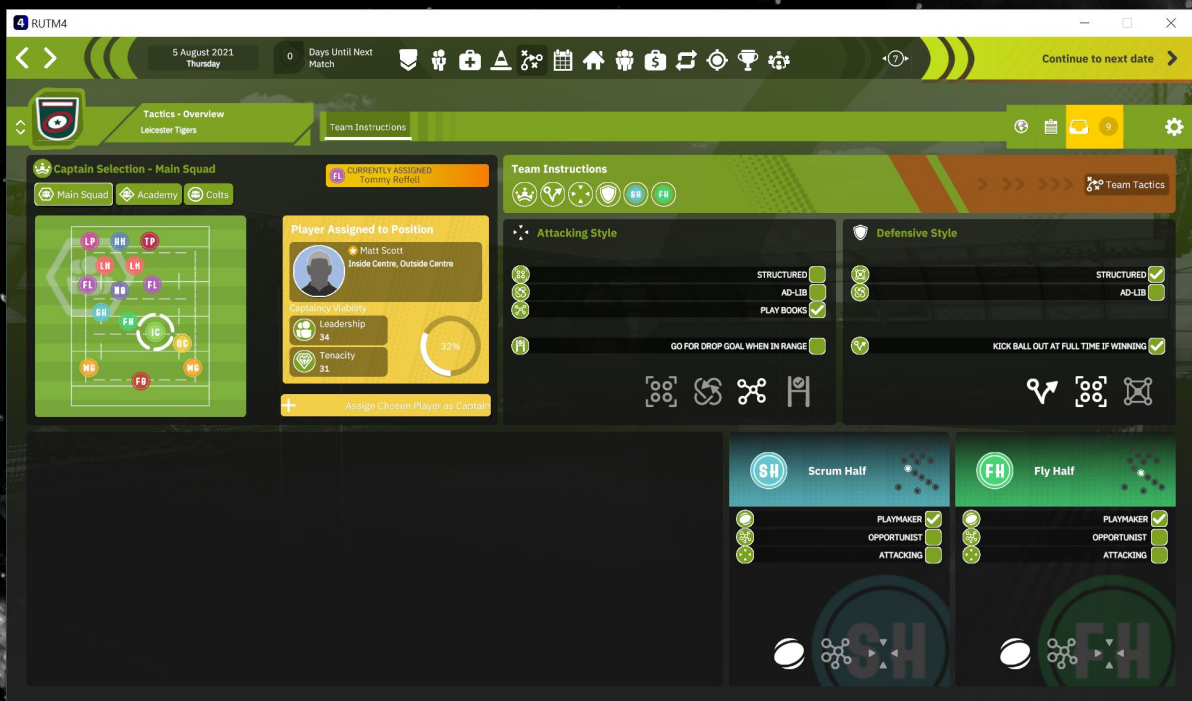
The 'Training Options' sidebar for the 'CURRENTLY SELECTED PLAYER' includes:

- POSITION RE-TRAINING
- TRAINING INTENSITY (slider from Rest to High)
- PSYCHOLOGICAL FOCUS
- EXTRA CARDIO
- KICKING DRILLS
- WEIGHT CONTROL

Player development

Les joueurs développent leurs attributs tout au long de la saison grâce aux entraînements et au temps de jeu. La variation moyenne d'attribut pendant la saison est reportée à un changement permanent à la fin de la saison.

Tactics



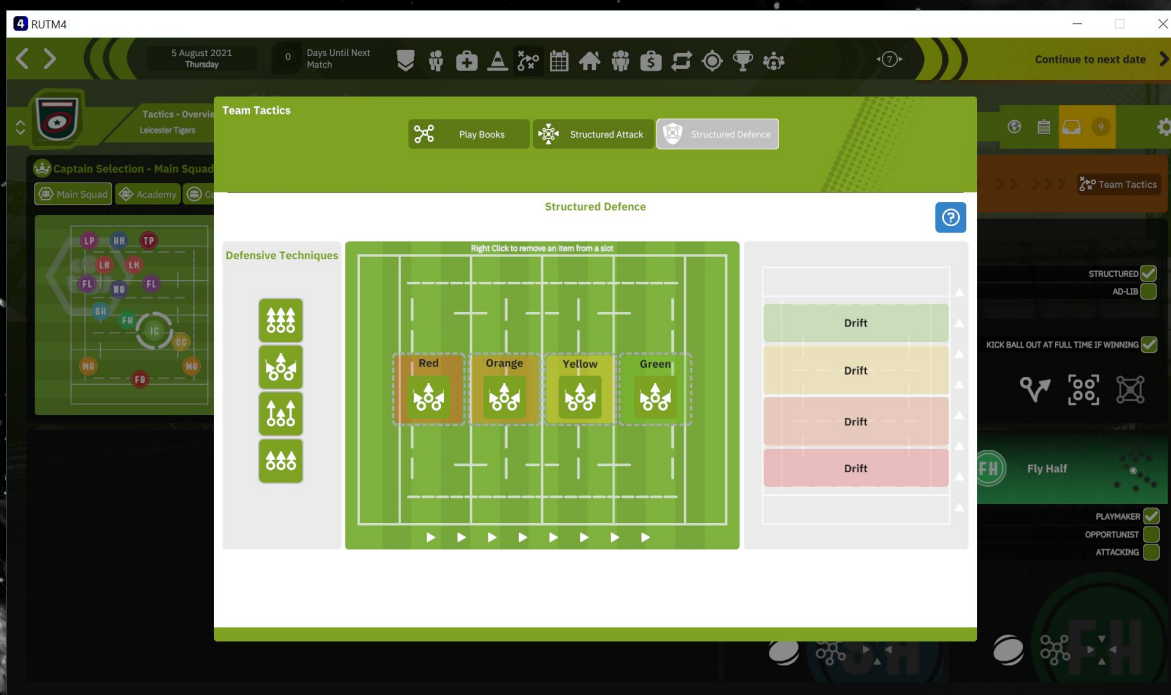
Attacking style

Il y a 2 types d'attaque : L'attaque structurée, qui se trouve dans le menu tactique, ou vous pouvez choisir «expansive», «équilibré», et «conservatrice» sur chaque zone du terrain. L'attaque d'équipe pendant le match, pour appliquer des mouvements à la file d'attente de déplacement, en match pendant le cours du jeu.

Defensive style

Il y a 2 types de défense : La défense structurée, choisissez une tactique défensive pour chaque zone du terrain. Selon la zone du ballon, une tactique défensive différente est utilisée. La défense d'équipe pendant le match, sélectionnez une tactique défensive en match pendant le cours du jeu.

Tactics.....



Defence tactics

Il y a 4 tactiques défensives :

- Inversée, les plaqueurs repousseront le porteur du ballon en le plaquant, mais dépenseront de l'énergie.
- Glissée, défense traditionnelle déplacent les défenseurs vers les ailes lorsque le ballon part au large.
- Parapluie, monter rapidement sur les ailes pour forcer l'adversaire à jouer au centre du terrain.
- Conserver, les plaqueurs subiront le placage, mais ils conserveront leurs énergies.

Halves settings

Il y a 3 paramètres pour le demi de mêlée et le demi d'ouverture :

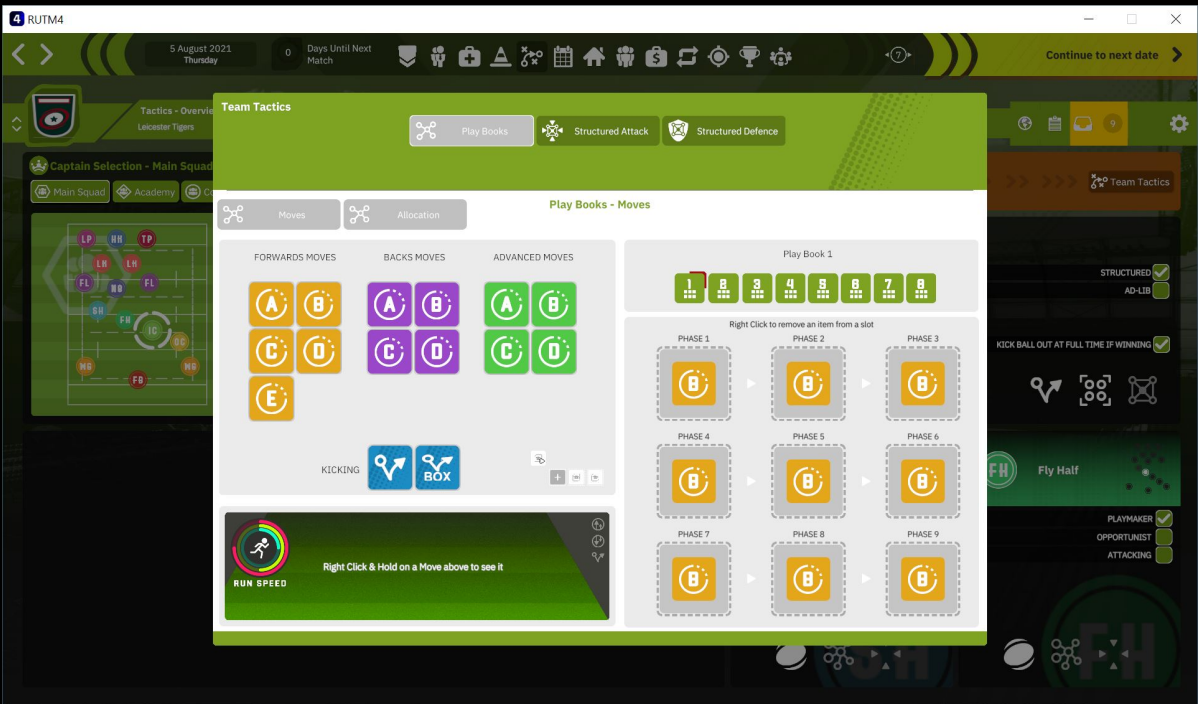
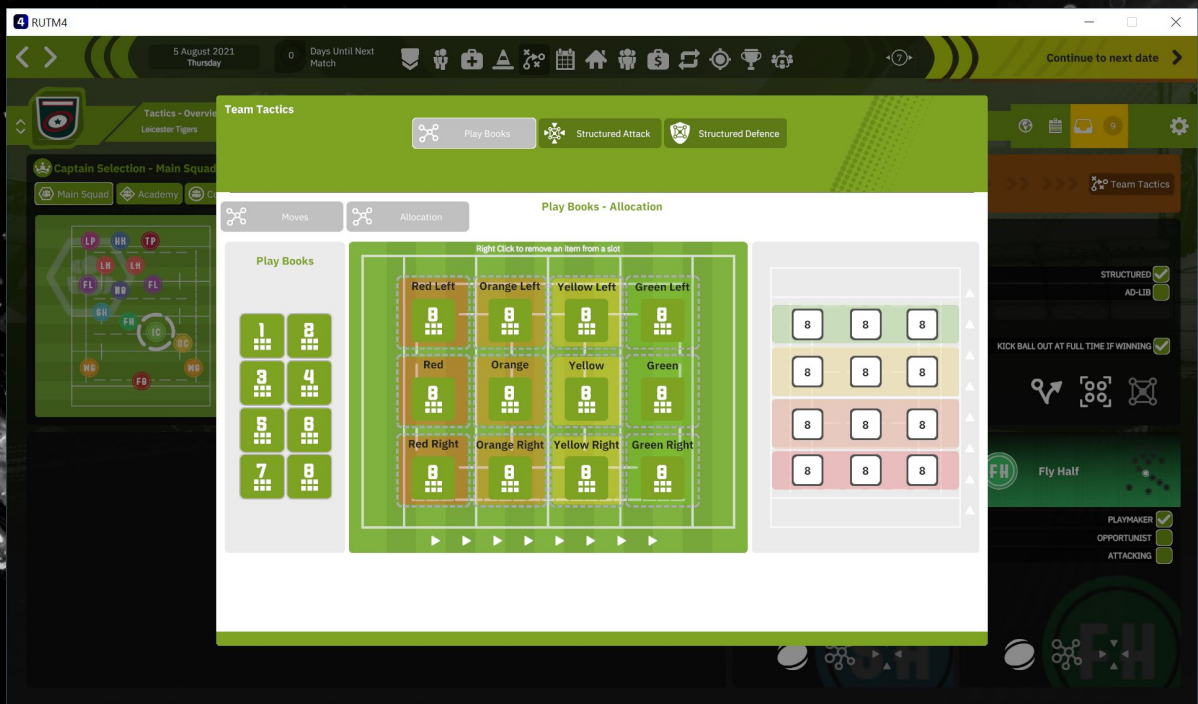
- Meneur de jeu
- Opportuniste
- Attaquer

Ses paramètres déterminent la probabilité que le joueur dépasse le mouvement actuel et adopte lui-même la ligne défensive.

Tactics.....

Playbook

Il y a 8 playbooks et 8 mouvements de playbook. Allouez et faites glisser le mouvement du livre de jeu vers les emplacements de la zone de pitch.



Buying a Player

Il y a 4 étapes pour acheter un joueur.

1) Naviguez dans «Recruteur» -> «Recherche de joueur» et utilisez les différents critères pour trouver le joueur à acheter. Cliquer sur le joueur voulu et cliquer sur «ajouter à la liste de présélection».

The screenshot shows the 'Scouting - Player Search' interface for Newcastle Falcons. The search criteria are set to 'England Division 1'. The club selection is set to 'Newcastle Falcons'. The search results are displayed in a grid of player cards, each showing the player's name, position, and three performance metrics: PHY, MEN, and TEC. The cards are arranged in a grid with 3 columns and 3 rows.

Player Name	Position	PHY	MEN	TEC
Joe Gray	Professional Hooker, Tighthead Prop	41%	44%	46%
Jack Walker	Professional Hooker, Tighthead Prop	39%	42%	46%
Will Collier	National Tighthead Prop, Loosehead	39%	41%	44%
Jordan Els	Professional Loosehead Prop, Tighthead	39%	37%	43%
Santiago G-Botta	National Loosehead Prop, Loosehead	41%	41%	43%
Simon Kerrod	National Tighthead Prop, Tighthead P	37%	40%	43%
Wilco Louw	National Loosehead Prop, Tighthead	41%	41%	47%
Joe Marler	World Class Loosehead Prop, Tighthead	45%	48%	55%
Craig Tremier	Professional Tighthead Prop, Loosehead	36%	38%	43%
Stephan Lowies	Professional Lock, Flanker	41%	43%	42%
Christian S-Williamson	Professional Lock, Flanker	43%	43%	43%
Matt Symons	National Lock, Lock	45%	47%	48%
James Chisholm	Professional Number 8, Flanker	48%	47%	44%
Alex Dombbrandt	National Flanker, Number 8	53%	37%	48%
Will Evans	National Flanker, Number 8	52%	54%	45%
Dino Lamb	National Number 8, Flanker	55%	55%	48%
Tom Lawday	Professional Flanker, Number 8	49%	52%	41%
Viljami Taulani	Professional Flanker, Flanker	49%	54%	41%

2) Naviguez dans «Transfert» -> «Présélection de joueurs» passez le curseur sur l'icône «Offre de contrat» et cliquez sur «Approche en matière d'achat» ou «Approche en matière de prêt»

The screenshot shows the 'Transfers - Player Shortlist' interface for Newcastle Falcons. The interface displays a financial report, a player shortlist, and a player card for Santiago G-Botta. The financial report shows the overall balance and budgets. The player shortlist is filtered by position, and the player card for Santiago G-Botta is highlighted. A context menu is open over the player card, showing options to 'Approach to Buy', 'Approach to Loan', and 'Remove from Shortlist'.

Financial Report	TRANSFER BUDGET	PAYROLL BUDGET
Overall Balance: £1,923,000	£2,745,000	£5,412,000
Spent so far: £0	Current Expenditure on Player's Wages: £0	Current Expenditure on Staff Wages: £0
	TOTAL PLAYER VALUE: £3,441,000	

Buying a Player....

3) Utilisez les commandes de la fenêtre pour créer votre offre au club auquel le joueur est sous contrat. Plus la «Cote de satisfaction» est élevée, plus le club est susceptible d'accepter votre offre. Si le joueur n'est actuellement sans contrat, cette étape est ignorée

New Player Contract

Santiago G-Botta
29 years old (19 / 6 / 1992) | 185 cm | 109 kg | National | Argentina | 0 Caps

Preferred Positions: PRIMARY Loosehead Prop, SECONDARY Loosehead Prop

CURRENT SALARY: £ 38 K | CURRENTLY VALUED AT: £ 33 K

CLUB OFFER
AN OFFER MUST FIRST BE ACCEPTED BY THE CLUB BEFORE AGREEMENTS CAN PROCEED TO THE PLAYER

Contract Terms
Club Offer: £ 33 K

Club Clauses
Club Clauses Apply For 1 Seasons
International Selection Payment: £ 0
Silverware Payment: £ 0
High Achiever Payment: £ 0
Marquee Payment: £ 0
Finish Above Payment: £ 0

CLUB SATISFACTION WITH CONTRACT TERMS
SATISFACTION RATING: 0

Reset Changes | Offer Deal | Withdraw

4) Si le club accepte votre offre, ou si le joueur est actuellement sans contrat, utilisez maintenant les commandes de la fenêtre pour créer votre offre au joueur. Plus la «Cote de satisfaction» est élevée, plus le joueur est susceptible d'accepter votre offre. si le joueur accepte votre offre, il rejoindra votre club et sera immédiatement disponible pour la sélection.

New Player Contract

Santiago G-Botta
29 years old (19 / 6 / 1992) | 185 cm | 109 kg | National | Argentina | 0 Caps

Preferred Positions: PRIMARY Loosehead Prop, SECONDARY Loosehead Prop

CURRENT SALARY: £ 38 K | CURRENTLY VALUED AT: £ 33 K

PLAYER OFFER


Contract Terms
Contract Length: 1 YEARS
New Salary: £ 38 K


BONUSES
Match Appearance Bonus: £ 0
Win Bonus: £ 0
Man of the Match Bonus: £ 0
Try Bonus: £ 0
Club Player of the Year Bonus: £ 0
League Player of the Year Bonus: £ 0
International Selection Bonus: £ 0


PLAYER SATISFACTION WITH CONTRACT TERMS
SATISFACTION RATING: 0


Receiving Transfer Bids for next season | Close

Signification des icônes des joueurs


 Pop up d'informations

 Blessé

 Suspended

 Suspendu


 Elite


 Classe mondiale

 International

 National

 Professionnel

 Semi-Pro

 Amateur

 Locale

WORKSHOP GUIDE

OVERVIEW

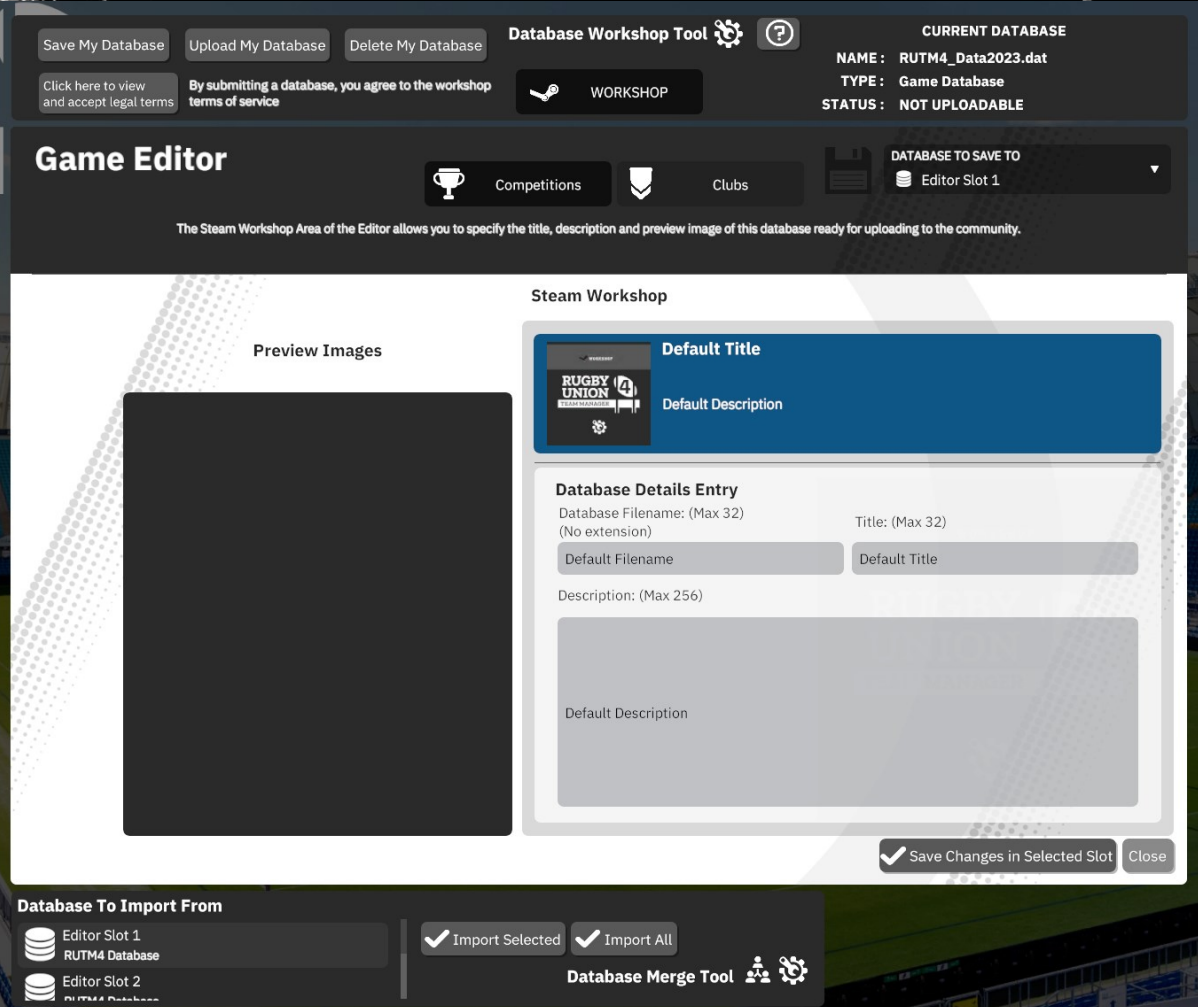
This is a guide for the Workshop section of Rugby Union Team Manager 4. Currently the workshop only supports in-game database files created using the editor. It is not a means to create and upload kits, badges and photos. You can use it to share database files with the community. The game does offer 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.




The screenshot shows the Workshop interface within the Game Editor. At the top, there are buttons for 'Save My Database', 'Upload My Database', and 'Delete My Database'. A 'Database Workshop Tool' section includes a 'WORKSHOP' button and a disclaimer: 'By submitting a database, you agree to the workshop terms of service'. The 'CURRENT DATABASE' section shows: NAME: RUTM4_Data2023.dat, TYPE: Game Database, STATUS: NOT UPLOADABLE. Below this is the 'Game Editor' header with 'Competitions' and 'Clubs' tabs, and a 'DATABASE TO SAVE TO' dropdown set to 'Editor Slot 1'. A note states: 'The Steam Workshop Area of the Editor allows you to specify the title, description and preview image of this database ready for uploading to the community.' The main area is titled 'Steam Workshop' and contains a 'Preview Images' section with a large black placeholder. To the right is a 'Default Title' section with a 'Default Description' field. Below that is a 'Database Details Entry' section with fields for 'Database Filename: (Max 32) (No extension)', 'Title: (Max 32)', and 'Description: (Max 256)'. At the bottom right of the workshop area are 'Save Changes in Selected Slot' and 'Close' buttons. The bottom of the screenshot shows a 'Database To Import From' section with 'Editor Slot 1 RUTM4 Database' and 'Editor Slot 2 RUTM4 Database' options, and 'Import Selected' and 'Import All' buttons. A 'Database Merge Tool' icon is also visible.


Contract Length / Yrs:

1

pects of your managerial tasks.



THE PURIST



THE VOLUNTEER




MANAGER STYLE BOOSTS

Training



Create Manager Cancel

STEAM WORKSHOP


Database:

-  Default RUTM4 2022/23
RUTM4 Database 2022/23
-  Default RUTM4 2021/22
RUTM4 Database 2021/22
-  Editor Slot 1
RUTM4 Database



Competition & Club Badges:

- Leave Badges as they are
Empty
-  Load Default Badges
Competition & Club Badges
-  New Ultimate Combined.dat
Competition & Club Badges 13/1/2023

Player Photos:

- Leave Player Photos as they are
Empty
- Delete all Player Photos
Empty
-  New Ultimate Combined.dat
Player Photos 13/1/2023

Player Kits:


- Leave Kits as they are
Empty
-  Load Default Kits
Shirts, shorts and socks
-  New Ultimate Combined.dat
Player Kits 13/1/2023


Subscribe to items in the Steam client by clicking RUTM4 then the Community Hub tab, then the Workshop tab. A single item can contain a Database, a collection of Competition & Club Badges, kits, and a collection of Player Photos. Once an item is subscribed to, it will automatically be downloaded and will appear below once the game is restarted, and will then be available for selection.


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.

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.

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.

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.

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

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.

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

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.

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.

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.

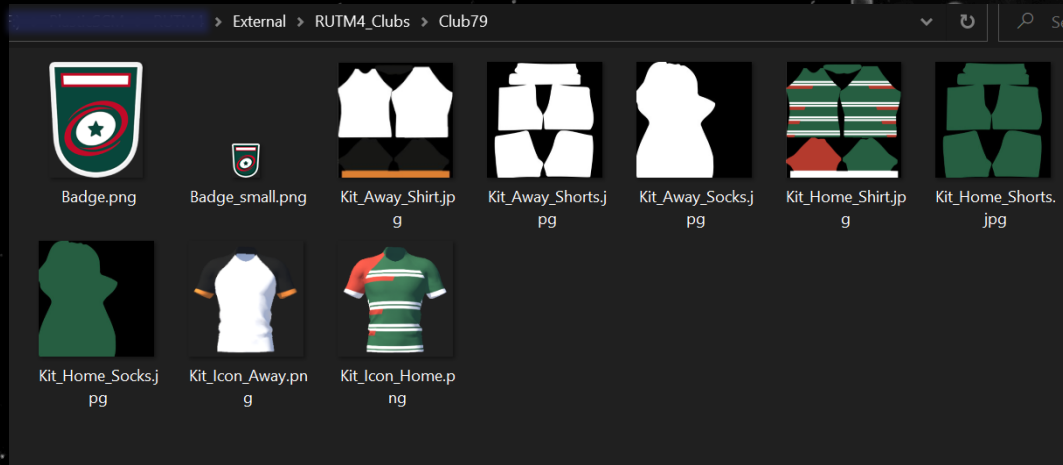
Kits have to be designed so that they work on the 3D player model.



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

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

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.

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.

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.