We Are Football – Integrating your own images into the game

The following text details how to integrate your own custom graphics into "We Are Football".

All information in this document is provided as is **without recourse** and **may be subject to change without prior notice**.

In general, all images have to be copied into the respective subfolders of the game folder (which is usually "We Are Football" under "Saved Games").

Badges, for example, need to be copied into the folder "\Saved Games\We Are Football\Badges".

Folders are used for images of both men and women.

Overview of user folders and formats

The following folders are relevant for your images. The game folder also contains folders for the database and your saved games.

\Badges	Badges	160x160, transparent.
\Badges big	Big badges	512x512, transparent. Currently not used.
\Cities	City images	616x464, non-transparent.
\Fans	Fans	616x264, non-transparent.
\Headquarters	Club home	616x264, non-transparent.
\Mascots	Mascots	160x160, transparent.
\Media boards	Media banners/adverts	512x128, non-transparent.
\Media logos	Media logos	160x160, non-transparent.
\Players	Player portraits	160x160, transparent.
\Players big	Big player portraits	512x512, transparent.
\Players hero	Full body shots	712x472, transparent.
\Referees	Referees	160x160, transparent.
\Sponsor boards	Sponsor adverts	512x128, non-transparent. Not relevant for suppliers.
\Sponsor boards big	Perimeter advertising boards	1024x128, non-transparent. Not relevant for suppliers.
\Sponsor logos	Sponsor logos	160x160, non-transparent! Also for suppliers.
\Stadiums	Stadiums	616x264, non-transparent.
\Staff	Staff members	160x160, transparent.

File types

With the exception of city images (.jpg), all images need to be saved as .png files to preserve transparency. Example: A badge for the club "Vancouver" needs to be sized 160x160 and saved as Vancouver.png in the subfolder \Badges to appear in game. The city image of Vancouver needs to be sized 616x464 and saved as Vancouver.jpg in the subfolder \Cities.

Converting names

Names of clubs, players etc. appearing in game are converted into a common format.

Special characters are normalised wherever possible for this conversion. Examples: ä => a. é => e. "ß" becomes a single "s".

All characters causing file naming conflicts are removed automatically. Example: ".".

Cities are the only exception here. In this case, the German names of the cities (as registered in the editor) are used for the file names.

Note: Unsupported special characters in file names prevent images from showing up correctly. The editor contains a wide range of graphics for testing and often includes details on how files should be named.

Search order

Use Options to specify where the game should start looking for images.

Automatic use of big images

If you run the game at higher resolutions than 1920x1080, images from "Players big" are used automatically whenever possible for optimum display quality. In all other cases, images from "Players big" are used only for ceremonies at the end of a season.

Should you encounter image problems in your game, please check both folders.

Badges / Badges

Club names are shown in the editor and will be adapted as follows: Spaces, hyphens, dots etc. are removed. Numbers and letters are preserved but normalised (see above "Converting names").

Examples: 1.FC Köln => 1FCKoln, Preußen Münster => PreusenMunster

Save location:
\Badges   Badges
\Badges big   Big badges

Cities / City images

City images are sized 616x464. German city names are used for these file names (.jpg). Example: Berlin.jpg; Paris.jpg

Save location:
\Cities

Fans / Fans

Fans are sized 616x264. Matching graphics are automatically used to replace normal fan images in the game menu. Fan images are also used in the museum.

Save location:
\Fans

Headquarters / Home

Like Fans. Shown as a header under "Board".

Save location:
\Headquarters

Mascots / Mascots

Works just as it does for players. You do not need to remove backgrounds for the images to look good in the game, as mascots are always displayed with a frame.

Example: Hennes9.png

Save location:
\Mascots

Media / Media

Standard format 160x160 like all companies (see below under "Sponsors"). Boards: width = 4x height: 512x128.

Save location:
\Media boards	Media banner/adverts
\Media logos	Media logos

Players / Players

These are split into three categories. Normal, Big and Hero.

File names consist of the player's last name, the first two letters of their first name and their date of birth using the DDMMYYYY format.

Example: Muster-FrauKa19031996.png

If the player has a nickname, this is used instead of the normal name. The date format stays the same. For nicknames made up of multiple words, all complete words are used, only spaces are removed. Example: Nickname "The Champ", born 5/3/1970: TheChamp05031970.png.

You can use the characters ' and - in player names.

Big images are also used in 1920x1080 for ceremonies at the end of a season.

Hero poses are used in player profiles as long as players play for their initial club and do not transfer to another club.

Save location:
\Players	Player portraits
\Players big	Big player portraits
\Players hero	Full body shots

Referees / Referees

These file names follow the same rules as for player names.

Example: MustermannMa01041082.png

Save location:
\Referees

Sponsors / Sponsors

Logos are sized in the standard format 160x160, just like for media companies.

Boards: width = 4x height.

Boards big: width = 8x height. These are used for stadium perimeter boards.

Images for suppliers are also saved in this location – but only for logos.

Example:
Superschuh.png
LeckerLimo.png
TollesAuto.png

Save location:
\Sponsor boards	Sponsor adverts
\Sponsor boards big	Perimeter advertising boards
\Sponsor logos	Sponsor logo

Stadiums / Stadiums

Like Fans. Shown as a header under "Infrastructure".
Example: Rheinenergie.png

Save location:
\Stadiums

Staff / Staff members (including Coach and Manager)

These work just like player images. The game will also use images with file names that don't include a DOB.

Variants with endings -1, -2, -3, and -4 are used as well.

This allows you to integrate manager images for specific moods. These images are later used in game, depending on the club's success.

-1	Normal
-2	Celebrating
-3	Angry
-4	Sad

Example: KohlerGe300369-2.png

Save location:
\Staff

Have fun creating your own images and using them in game when We Are Football launches on 10th June, 2021!