



# Sweetpatch MRA

Maximise Your FIFA Gaming Experience



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Sorry -- you need Java for this ticker to work.

## Support System

### Installation

To install the utility successfully, please follow the instructions below.

1. Download **Sweetpatch MRA** from the [Downloads](#) page.

2. Unzip the files, read the readme.txt file and then run the Setup.exe program, which will install the required program and components including:

- latest version of the MRA
- Sweetpatch default Skin
- available language files
- local version of Support System



3. When the setup is complete you are now ok to run your MRA

4. Please refer below for a list of [additional resources](#) which are available to compliment the MRA.

5. If you have not previously run the MRA then now continue to the '[Loading Files](#)' support page where you will learn how to load your patches correctly so they can be installed using the MRA.

### Additional Resources Available

The following resources are also available from the

### Tips of the Day

1/3/01 - It is how easy to install a Kit?  
7/2/01 - Tip of the Day - No more "no data" messages!  
29/1/01 - Kits Tutorial  
20/1/01 - Transform all your kits to 2GK kits?  
28/12/00 - Make Your Patch "Officially MRA Compliant" as easily as 1-2-3  
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17/02/01 - Dutch Mega Pack  
16/02/01 - International Patch  
15/02/01 - Road to World Cup Update

### Latest Headlines

Latest scores from around the Soccer World



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Downloads page to compliment the MRA:

1. Additional Leagues & Patches Directory Structure

This is an example of my directory structure with sample league and patch files. Extract into new directory (e.g. **MRA Patches**) under your main FIFA directory (i.e. **C:/Program Files/EA Sports/FIFA 2001/MRA Patches/**)

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- 26/2/01 - Sweet Downloads
- 19/2/01 - Kits, kits only kits!

Latest Skins

Language Mirrors

-  Brazil
-  Egypt
-  Germany
-  Greece
-  Holland
-  Norway

Statistics



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## Support System

### Loading Files (Games, Patches & Favorites)

Once the MRA has been installed successfully you need to ensure that the MRA is aware of the location of your Fifa games and any Patches and Favorites you wish to use are set up correctly.

This is the most important part of ensuring you obtain maximum benefit from your MRA. To understand this is to understand the joy of the MRA. To master this is to master the game and enjoy your gaming experience like you never have before. Once converted always converted!



### Games

The MRA provides the user with the ability to maintain multiple games and multiple installations of games if necessary.

Sweetpatch MRA supports all Fifa games since Fifa 98 including:

- Fifa RTWC 98
- World Cup 98
- Fifa 99
- Fifa 2000
- Euro 2000
- Fifa 2001

To achieve this the MRA needs to know about the location of both the .exe programs and where your additional Patches and Favorites are kept.

### Tips of the Day

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This can now be easily achieved by selecting the "Add Game" option on the **Settings** tab.

### Step 1: Naming the Game(s)

(click on picture hotspots for more information)

You now have 2 choices:

- to Add the game manually
- Use the Wizard to get Sweetpatch to do all the hard work for you

By selecting the "Search for Games" option on the Wizard this will find all Fifa games located on your PC. Using the Wizard Sweetpatch will take you through the 3 stages that are required to get your game setup correctly to operate with the MRA.

Whether you decide to set the games up manually or get Sweetpatch to do it for you the following rules apply to both.

- **Game** - this only needs completing if you are setting the game up manually and requires you to give each game a unique name, e.g. Fifa 2001.
- Select 'Next' button when you have completed this.
- **Search for Games** - if you get Sweetpatch to do all the work for you then select this option and she will find all the Fifa games on your PC.
- She will then take you through the process of setting up the MRA to work with your games.

### Step 2: Identifying your Game(s) program files

(click on picture hotspots for more information)

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19/2/01 - Kits, kits only kits!

#### Latest Skins

#### Language Mirrors



Brazil



Egypt



Germany



Greece



Holland

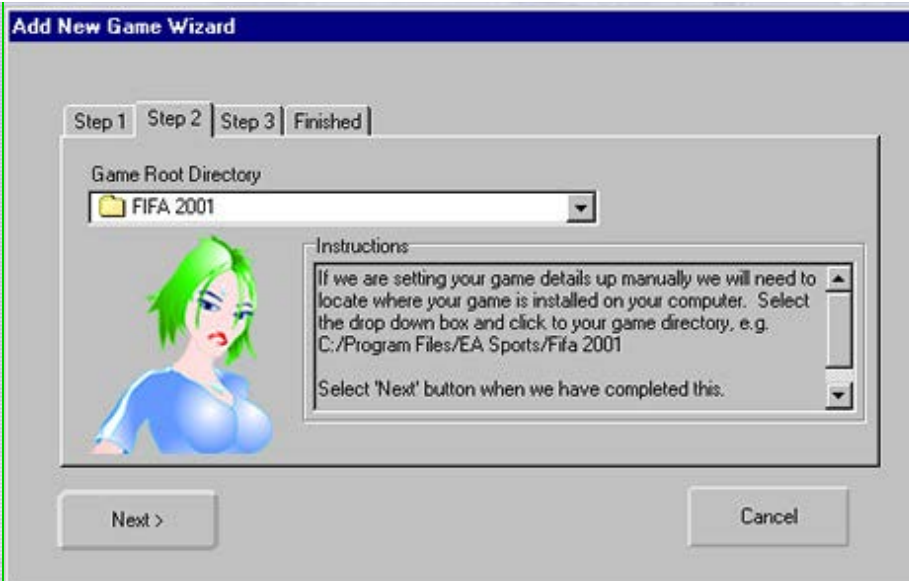


Norway

#### Statistics







- **Game Root Directory** - If you are setting your game details manually you will need to locate where your game is installed on your computer.
- Select the drop down box and click to your game directory,
- e.g. C:/Program Files/EA Sports/Fifa 2001
- **Tip:** To navigate down the list use the "+" sign to the left not double clicking on the drive folder
- Select 'Next' button when you have completed this.

### Step 3: Identifying/Creating the MRA Patches directory (click on picture hotspots for more information)



- **Patch Path** - if you are setting your game details up manually you will need to locate where your Super Patches directory is on your computer.
- Select the drop down box and click to your Super Patches directory,
- e.g. C:/Program Files/EA Sports/Fifa 2001/MRA Patches
- **Tip:** To navigate down the list use the "+" sign to the left not double clicking on the drive folder

- **Create me an MRA Folder** - if this is a new game you are installing Sweetpatch can create you a new 'MRA Patches' directory for you to store all your Super Patches in.

**Step 4: Finished**

(click on picture hotspots for more information)



- If you are happy with all the details you have now entered you can click on Finish and you are ready to load up your patches.
- If you got Sweetpatch to do all the hardwork for you then you won't need to perform this task

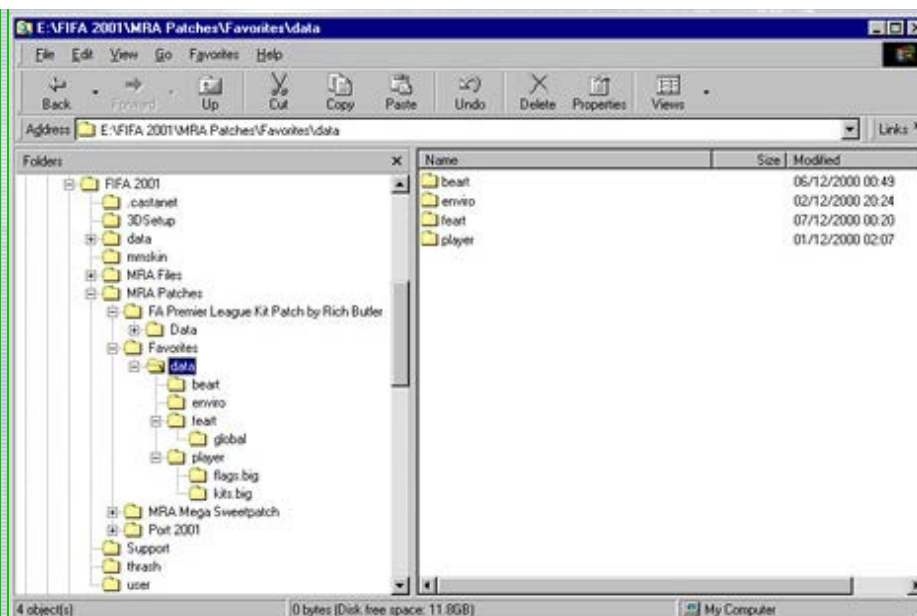
Your game is now setup and you are ready to load in and enjoy your great patches.

**Patches**

The **MRA Patches** directory stores the additional patches and favorites and each patch **must** follow the same directory structure as the Fifa game itself and must include either/or both of the data and user directories at the top level.

**Tip:** The MRA will also support the older directory naming convention of "**Leagues**" and "**Leagues and Patches**".

Here is an example of how I have set up my MRA to work with Fifa 2001 (click for full size image):



The MRA Patches directory can then be populated by your selected patches through:

- Officially Compliant Patches install routines
- Windows Explorer or
- direct from WinZip

Before you continue, check below to see if you want to make use of Favorites.

Once you have loaded and organised your patches files you are now ready to [run the MRA](#).

**Tip:** The MRA will now install all required Fifa 2001 **.fsh** files into their **.big** files for you as long as you follow a simple rule. See below for details of this.

### Favorites

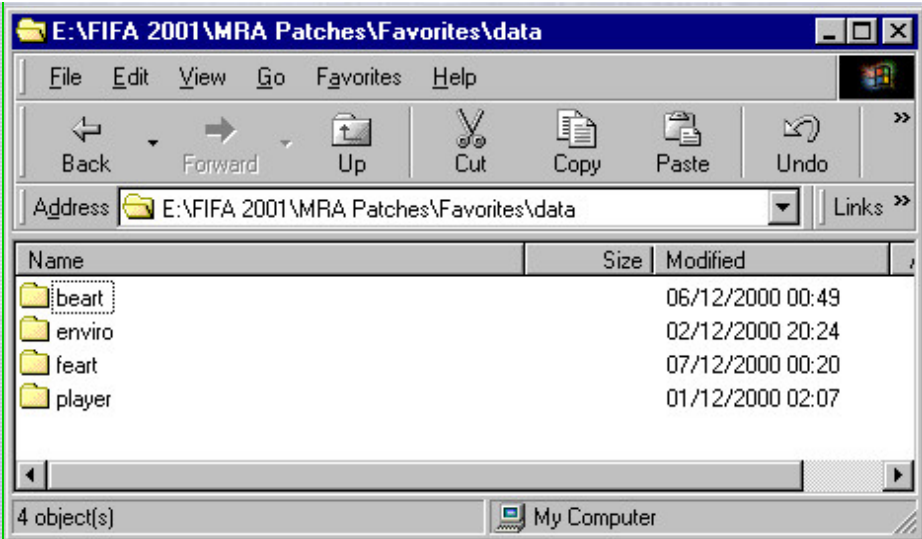
Favorites have been provided so you can always have your favorite patches loaded in FIFA no matter what patch you have loaded. This is especially useful if you have favorites such as:

- Balls
- Turfs
- Stadiums
- Jerseys
- etc...

The MRA will automatically create you a 'Favorites' directory directly under your MRA Patches Path.

As with patches the directory structure underneath Favorites must be the same as your FIFA game directory structure, i.e.:



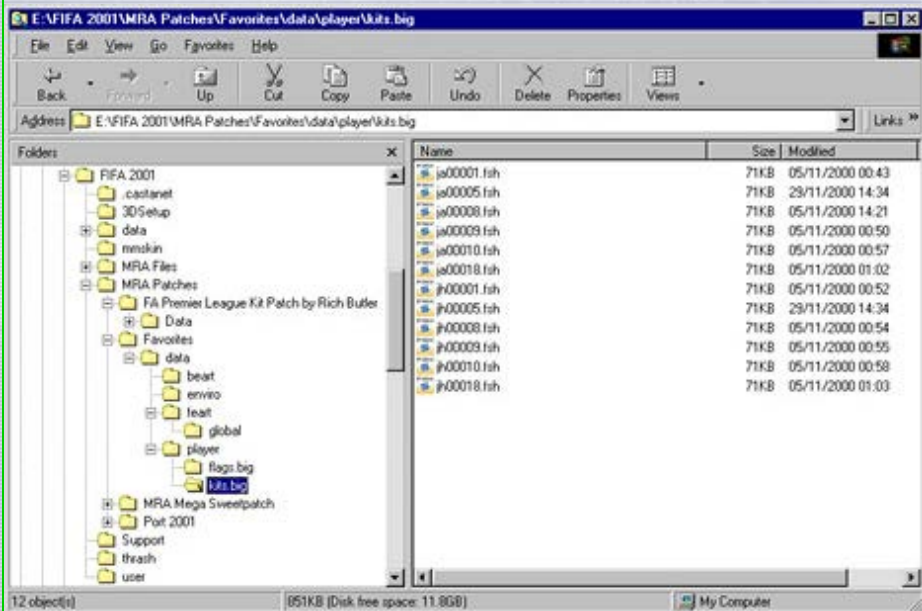


To help you understand how Favorites operate, when you install a patch the MRA gives you the option to 'Use Favorites' aswell. If you select this radio button option the MRA will firstly install your patch and will then load over the top any files contained in your Favorites directory.

**\*Star Tip\*:** With the introduction of Fifa 2001's .big files, which contain a number of .fsh files, the MRA now makes it very easy for you to install the above files into your game.

- you need to create an extra directory where the .big file is located with exactly the same name as the .big file
- e.g. C:\Program Files\EA Sports\Fifa 2001\MRA Patches\Favorites\Player\kits.big[\* .fsh files here]
- this rule applies for any .big files and works very well

Refer to screenshot below for graphical representation. (Click on image for larger picture).



Tip: For this to function correctly you must have the .big files



installed on your Hard Drive in the correct location. With some of the standard installs of Fifa 2001 these files operate from your CD drive and not your HD. To check this look in the following directory to see if the .big files exist:

- ../Fifa 2001/data/player
  - face.big
  - flags.big
  - hair.big
  - head.big
  - jnum.big
  - kits.big
  - player.big
  - texture.big

If the required .big file is not on your HD you need to copy it from the same location on your CD onto your HD. Using Windows Explorer is the easiest way to achieve this.

Once you have loaded and organised your favorite files you are now ready to [run the MRA](#).

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## Support System

### Launching the MRA

The first time you run the MRA you will be taken to the Settings Tab to set up your game, league and language details. On all future occasions you will enter the MRA at the [Patches tab](#).

### Settings

The following is an example of the screen display of the Settings Tab. Please either select the Hot Spots on the picture or refer below screen shot for details of each element on this tab.



Sorry -- you need Java for this ticker to work.

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1/3/01 - It is how easy to install a Kit?  
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Poll

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Game

This enables you to select the version of the game which you need to amend or delete details for. There is no limit on the number of games you can hold details on and they can be all FIFA versions from 98 onwards.

[Back to screen display](#)

Add Game

This enables you to add an instance of FIFA which is installed on your computer so you can then load League and Patch files ready for the MRA to install into your game.

This is performed via the [Setup Wizard](#).

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Game Root Directory

This enables you to set the locations of your .exe per game and validates that the directory contains the correct .exe program.

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Patch Path

This enables you to set the location of your League and Patches paths per game. This is where all your Patches to be installed by the MRA are contained.

**Tip 1:** It is very important that each patch follows the same directory structure as the FIFA game itself. Here is an example of how I have set up my Favorites with the MRA to work with Fifa 2001 (click for full size image):

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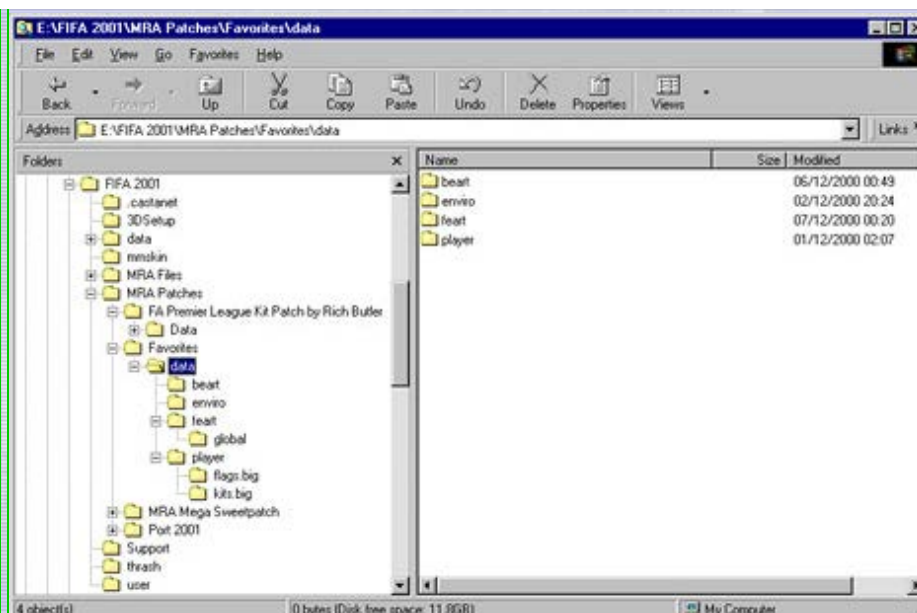
Language Mirrors

-  Brazil
-  Egypt
-  Germany
-  Greece
-  Holland
-  Norway

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### Save Game Settings

If you amend any details relating to an instance of FIFA then you can save the updates.

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### Remove Game Settings

If you uninstall a version of FIFA then this enables you to remove its settings from the MRA.

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### Language

The MRA now supports multiple languages (English is the default) and this is where you can select your required language by selecting it from the scroll list. As soon as you select a language the MRA redisplay using your selected language. If you pass your cursor over this box it will inform you of the author of the currently installed language translation.

**Tip:** For some languages you will need to set the default Windows font. The Languages Downloads page makes this clear. All existing languages are available from the [Languages Download page](#).

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### Launch FIFA

As it says, once you have installed your required league you can run the game directly from the MRA.

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### Exit

As it says, exit the [MRA](#).

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## Support System

### Skins

The MRA has the ability for you to customise its look and feel by loading a backdrop and graphical buttons. This allows people with an artistic flare to develop the graphical masterpieces and everyone else to benefit from them. All the Skins developed for the MRA will be available from the [Skins Downloads](#) pages.

This page describes the following in detail for you:

- [use of the Skins tab](#)
- [how to develop Skins](#)
- [how to distribute your own developed Skins](#)



The following is an example of the screen display of the Skins Tab. Please either select the Hot Spots on the picture or refer below screen shot for details of each element on this tab.

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Available Skins

This displays a list of the currently available Skins which can be loaded.

**Tip:** Single-clicking the selected Skin will preview it in the Preview window.

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Load Skin

Load the currently selected Skin into the MRA.

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Save Skin

Save any amendments that you have made to the colour scheme for the current Skin as a theme. The Skin can then be distributed as a complete article by zipping up the content of the directory and [forwarding to me](#).

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Settings

This set of controls enables you to configure the settings for the currently loaded Skin. For all colour controls you can select from any pre set colours or create your own custom colours.

These settings include:

- [Text colour](#)
- [Background colour](#)
- [Button background colour](#)
- [Button text colour](#)
- [Highlighted Button text colour](#)
- [Frame Box colour](#)

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Language Mirrors

- Brazil
- Egypt
- Germany
- Greece
- Holland
- Norway

Statistics



- [Radio On colour](#)
- [Button caption position](#)
- [Whether you want to use Graphic Buttons for this Skin](#)

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**Settings - Text Colour**

Enables you to set the required colour for all Text used within the MRA (excluding button text).

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**Settings - Background Colour**

Enables you to set the required colour for the Background.

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**Settings - Button Background Colour**

Enables you to set the required colour for the Button Background.

[Back to screen display](#)

**Settings - Button Text Colour**

Enables you to set the required colour for the Button Text.

[Back to screen display](#)

**Settings - Highlighted Button Text Colour**

Enables you to set the required colour for the Highlighted Button Text when the button is active.

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**Settings - Frame Box Colour**

Enables you to set the required colour for the Frame Box outline.

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**Settings - Radio On Colour**

Enables you to set the required colour for Radio buttons when they are active.

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**Settings - Use Graphic Buttons**

Enables you to set whether your Skin is using Graphical Buttons, i.e. those represented by a separate graphic. If the Skin does not use the buttons then leaving this option clear will speed up the load time of the MRA as it does not try to look for available buttons.

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**Settings - Button Caption Position**

Enables you to set the required position for button text - soon to be implemented.

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### Preview Backdrop

Enables you to preview the backdrop of a Skin before installing it. (as described in [Available Skins](#)).

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### Clear Skin

Enables you to clear the current Skin and return to the default settings for the MRA.

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### Launch FIFA

As it says, once you have installed your required league you can run the game directly from the MRA. It will select the correct version of FIFA to run based on the settings against this version of the Game.

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### Exit

As it says, exit the MRA.

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### How to Develop a Skin

To create customised themes (Skins) for the Sweetpatch MRA you can create any or all of the following graphics. They must be the exact size else the MRA will automatically clip them.

### The Skins .cfg file

All the files required for a skin should be packaged together in a folder. This folder should contain:

- Skin.cfg
- Backdrop.jpg or backdrop.bmp (unlike the previous version this version does NOT currently support the .gif format)
- It can also contain a bitmap image for a button called button.bmp

The best way to create a new Skin would be to copy the Sweetpatch Skin Folder and then replace the images with yours, and then use Sweetpatch to change the colours.

### Skin background image

Your skin can have a background image, this image must be 618 x 452 pixels. This image must be called backdrop.jpg or .bmp. Unlike the previous version this version does NOT currently support the .gif file format.

### Changing the Colours

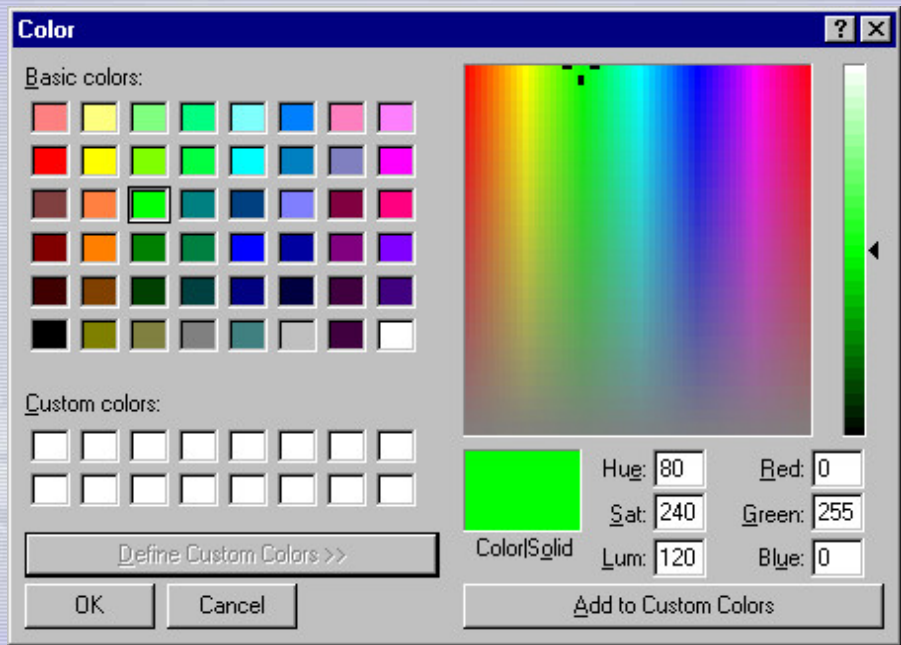
To change the colour of a skin element i.e. the Text Colour, click on the coloured boxed to the right of "Text" in the Skins Settings Frame.

You will then be presented with a color 'chart' (as below image) which you can pick a basic colour to change the Text to.



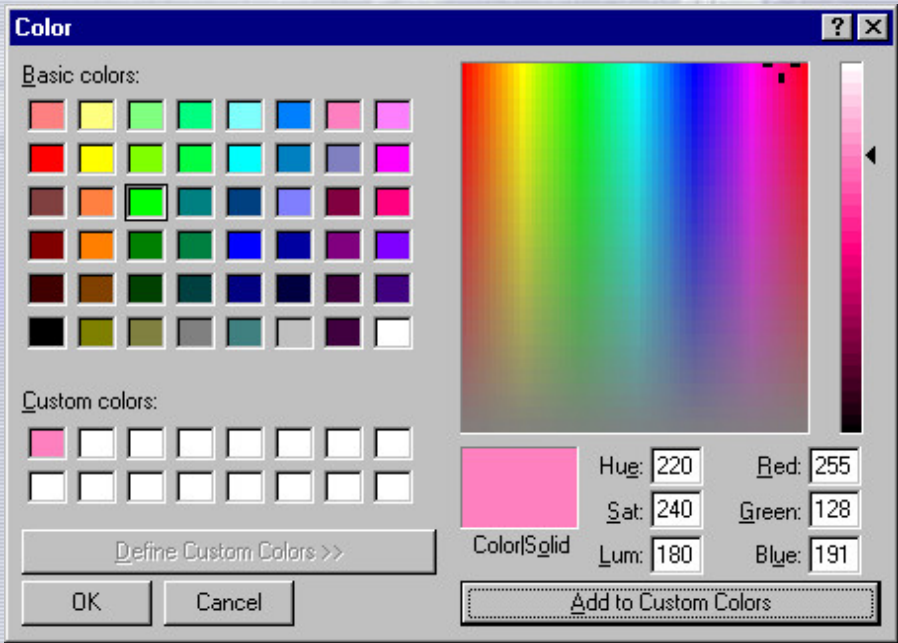


If you need to use a colour which is not on the Basic Chart then click on the button 'Define Custom Colors>>' and it will then open out the dialog as below.



From here you can then set your custom color, after you have 'created' the correct colour just press the 'Add to Custom Colors' Button and then Ok.

**Tip:** the Red, Green & Blue values are decimal, so if you have a 'Web' colour which is in hex convert each of the two hex numbers into their decimal values, you can use the Windows Calculator for this. (You have to use the Scientific view for this). e.g.



The colour pink above is #FF80C0

This is split in their hex numbers of

- Red - FF
- Green - 80
- Blue - C0

These translate in decimal

- Red - 255
- Green - 128
- Blue - 192

As you can see above.

### Defining a Custom Button

You can now define one Bitmap which will be used as a backdrop for all the buttons. This bitmap has a size of 89 by 29 pixels. It will make any part of the button transparent which is the same colour as the pixel in the top left hand corner. By using only one bitmap now, it saves a lot of time for a developer and also these buttons can be used by any language as they do not have any text 'printed' on them. e.g.



Would produce a button with 3 Red Circles, the yellow outside would be transparent.



The example above would have a transparent circle inside the middle circle.

### Conclusion

I hope you find this a useful addition to the MRA, especially if

you are graphically minded, as the options for customisation should now be unlimited.

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**How to distribute my own developed Skins**

If you have developed your own Skins that you would like the world to benefit from then please create a zip file with the name of your Skin, i.e. Chelsea.zip, which contains all the files for your Skin, including:

- The Backdrop file
- The Button.bmp file if used
- The Skin.cfg file
- A readme.txt file to describe the Skin and any other details you want to mention

When you have generated this zip file please [send it to me](#) stating which country and league your team competes in, or a description of the Skin if it is classed as a Special or Treat, and I will ensure it is posted on the downloads page and that you receive the credit for it.[Back to screen display](#)

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