

# Festival Tycoon User Content Tutorial

In this tutorial you will find everything about custom content in Festival Tycoon and how to load it.

Please note that adding custom content can lead to issues and bugs and might decrease performance! Please follow this guide to get the best possible result.

If you need help, please get in touch on the Festival Tycoon Discord server. Here is a list of relevant links:

- [Discord Server](#)
- [Steam Page](#)
- [Twitter](#)
- [Website](#)

## Content

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## Custom Music

C:\Documents\Festival Tycoon\UserFiles\Bands\

You can add your own songs to the game by placing them in a special folder. In addition, you can provide an optional text file containing a song name and a band name for every song, which is loaded automatically.

Bands are created whenever you create a new profile (= company). That means that when loading new songs, you need to create a new profile before you'll have access to them in the game. You can always create a new partner pool in sandbox mode.

Note that you can use sub-folders in the mentioned directory to keep your music organized.

**IMPORTANT:** Please note that adding music to your game can lead to copyright issues when streaming or broadcasting game play! You are in full responsibility for all custom content.

## Audio Files

When adding new songs, it is important to understand the in-game audio system.

- Every song has a genre. There are 6 different genres.
- Every song in Festival Tycoon consists of 3 different files, a 30 second version, a 60 second version and a 90 second version. The different versions are largely the same song but with some small changes to them (e.g.: Long Rock songs have guitar solos, short ones do not). It is not required to provide all three version when adding custom content.

You can adapt the exact position of the song in the game by using the in-game-editor. However, this is a very basic tool to set the start position and duration of the song and nothing more. It's recommend loading only music which is already cut in the right length (this saves memory too!).

- Every song has a unique ID within its genre.

This information is stored in the file name of every song. When adding a song to the game, you need to make sure to give the correct name, otherwise the song cannot be loaded.

The following table describes the file name in detail:

u\_[genre ID]\_[song ID]\_[length]-[text]

The genre of the song.

	Genre	Metal	Rock	Folk	Hip Hop	EDM	Techno
genre ID	ID	00	01	02	03	04	05
	Icon						

The genre ID always consist of two digits!

The unique ID within the genre.

This value tells the game which songs belong to each other. If you have a Metal song with 3 files, all three files have the same song ID.

song ID

Bands are created based on the genre ID and song ID so multiple files with the same genre ID and song ID will result in only one band.

The song ID always consist of three digits!

The duration the song is played on stage. This is **not** the actual time but the time-index. Note that this value can be set independently from the actual duration of the file!

The band's popularity and therefore stage size depend on the length too.

	Length	1	2	3
length	Playback duration	30 sec	60 sec	90 sec
	Popularity	0 ... 4	3 ... 7	6 ... 10
	Stage Size	S	M	M

The length always consists of one digit!

text This is ignored by the game and can be used to name files for example.

Another important detail is that the **length** value (and therefore the playback duration) must not be longer than the audio file's duration. A 45-second-long clip cannot have a **length** of 2 for example. This also means that **the minimum duration of any audio file is 30 seconds!**

Please note that files cannot contain any other \_ or - than mentioned. Here are a couple of examples:

Does work	Does not work
u_01_001_1	u_01_001_0 <b>length</b> cannot be 0
u_05_050_3	u_1_050_3 <b>genre ID</b> is not 2 digits

Please also fulfill these technical requirements when adding files:

Technical requirements	
File format	WAV
File size	No requirement (large files take more memory though!)
Bit rate	44.100 Hz (recommended)

## Data File

You can provide a text file which stores all names for your songs and bands. The file must be in the same folder as the audio files and must contain exactly one file description per line.

The file must be called “**songData.txt**”.

Add one file description per line in the file in this format:

```
[full song ID]:{"bandName":"[band name]","songName":"[song name]"}
```

The entire song ID.  
Must be unique in this file!

**full song ID** This is the file name except everything from the “-”.  
E.g.: `u_02_004_2-MySongFromMyBand` becomes `u_02_004_2`

The full song ID always consist of ten digits!

---

**band name** The name of the band. \*

---

**song name** The name of the song. \*

\* The right side of the file description uses the [JSON format](#), make sure to not add invalid characters to the name!

Like with all partners, the names are only assigned when creating a new partner pool, but you can change them in the partner-editor at any time.

Note that it is technically possible to use multiple data files by naming them “`songData-YourCustomName.txt`”. This is possible but whenever a band or song is modified in the game, the modification will only be saved in the original `songData.txt` file!

## Custom Images

```
C:\Documents\Festival Tycoon\UserFiles\Images\
```

Custom images allow you to load your own company- and sponsor logos.

### Company Logos

Custom company logos can be selected when creating a new company profile. Just use the logo slider and find your own logos at the very end of the list!

Name your files like this:

```
company_[file name]
```

**file name**      The name you want to give your file.

Please fulfill these technical requirements:

Technical requirements	
File format	PNG
File size	No requirement (large files take more memory though!)
Min. resolution	96x96
Recommended resolution	256x256
Max. resolution	No requirement (large files take more memory though!)
Aspect (recommended)	1:1
Supports transparency	Yes
Other	Works best if you use a white logo without any color as the color is added in the game.

## Sponsor Logos

Each sponsor requires three different logos, making a logo-set. Make sure to name them correctly, this is very important!

`sponsor_[sponsor name]_[size ID]`

The name of the sponsor.

**sponsor name**

This name should be unique throughout all logo-sets (ignoring case and whitespaces).

This name is used to match the logo to a given sponsor in the [name list](#).

Must be the same for the entire set (all three sizes).

The size of the logo file.

	<i>Aspect</i>	1:1	2:1	1:2
<b>size ID</b>	<i>ID</i>	0	1	2
	<i>Name</i>	<i>Square</i>	<i>Wide</i>	<i>Tall</i>

The size always consists of one digit.

Visit the [Discord Server](#) for an Adobe Illustrator template!

Please fulfill these technical requirements:

Technical requirements			
File format	PNG		
File size	No requirement (large files take more memory though!)		
Supports transparency	No		
Aspect	1:1	2:1	1:2
Min. resolution	320x320	640x320	160x320
Recommended resolution	640x640	1280x640	320x640

## Locations

```
C:\Documents\Festival Tycoon\Locations\
```

Locations can be created in-game using the location editor. Additionally, they can be added as files or by subscribing on the Steam Workshop.

Locations do not require anything else and are designed to work out of the box.

## Thumbnails

You can give thumbnails to locations by taking a thumbnail in the location editor. If you want to add your custom thumbnail, simply head to the location's directory (see above) and replace the image with your custom image. Make sure to keep the file name identical to the original thumbnail!

Please fulfill these technical requirements for thumbnails:

Technical requirements	
File format	PNG
File size	No requirement (large files take more memory though!)
Supports transparency	Yes
Aspect	1:1
Recommended resolution	296x296

## Name Lists

C:\Documents\Festival Tycoon\UserFiles\Names\

You can add custom band-, sponsor and visitor names to the game. The names will be used when creating new bands, sponsors, or visitors.

Every type requires its own file, containing exactly one name per line.

The first line is used as the name of the list.

Use this file names:

Type	Bands	Sponsors	Visitors
File name	bands[_name].txt	sponsors[_name].txt	persons[_name].txt

You can replace the [\_name] with any name you want, containing all letters from a to z, A to Z and numbers from 0 to 9. Make sure to add exactly one underscore when providing a name.

When creating a new profile, the toggle “auto-assign user content” can be enabled to automatically match the [found sponsor logos](#) to the sponsor names in the list. This works if the sponsor’s name is equal to the [sponsor name] of the logo-set. White spaces and capital letters will be ignored, and the first fitting name gets the logo. Logos are only assigned once.

The following examples show whether a logo will be assigned or not:

Logo file name	Sponsor name	Will be assigned?
sponsor_dreihaus_0	Dreihaus	Yes
sponsor_drei-haus_0	Dreihaus	No
sponsor_Drei Haus_0	dRe iha us	Yes

## Uploading to Steam Workshop

**IMPORTANT:** Before you can use the Steam Workshop, you need to agree to the [Steam Subscriber Agreement](#).

If you want to make your creations available to other players, you can do so by uploading them to the [Steam Workshop](#).

The following items can be uploaded:

- Locations
- Sponsor Logos
- Company Logos
- Name Lists

### Uploading

To upload an item to the Steam Workshop, just open the “Content” page in the menu and click the upload-button. Follow the steps on screen and don’t forget to **set the visibility of your item to public** in the Steam Workshop window!

### Downloading

To download an item from the Steam Workshop, head to the Workshop page itself and hit “subscribe” on the item you want to download. Everything else is done by the game for you.

Note that some items may require you to restart the game before they get added.

Also note that if you subscribe to your own item, you will have a local and an identical Steam Workshop version in your game.

### Updating Content

You can update your own items to change their content, information, or thumbnails (preview images). For thumbnails, look at the section below.

**To update an item, follow these steps:**

1. Click the **update-button** on your desired item from the items list.
2. Click the **folder-button** in the top right corner of the new window.
3. **Copy new content into the folder**. Make sure that the file names and types are the exact same.
4. Get back to the game and share the files. You can set a change note if you want.

## Custom Preview Images

By default, the preview image for the item on the Steam Workshop is the first image found in the mod folder. You can change the selected preview image when uploading or updating an item. The preview image must be named "PreviewImage.jpg" or ".png".

Make sure to fulfill the technical requirements listed below!

**To set a custom preview image, follow these steps:**

5. Click the **upload- or update-button** on your desired item from the items list.
6. Click the **folder-button** in the top right corner of the new window.
7. Move your **preview image into the folder**.
8. Get back to the game. The preview image should now update to your custom image.

Please fulfill these technical requirements for preview images:

Technical requirements	
File name	PreviewImage
File format	PNG or JPG
File size	Must be below 1MB for Steam to accept the preview image.

Note that the folder where these preview images are located is temporary and will be deleted after the process. Make sure to save a copy of the preview image somewhere else too!

## Bug Fixing

Loading mods can very easily lead to a lot of very complex and individual issues. I therefore provided an in-game log which shows issues with loaded content. You can find it in the main menu under “Content”.

If you experience bugs or issues, the first thing to check is the Player.log file created when starting the game. The .log file can be found here:

```
C:\Users\[User]\AppData\LocalLow\Dreihaus Game Studio\FestivalTycoon\
```

In this file you will find a lot of different logging messages. You are probably looking for anything which says “**Exception**” or “**Warning**”. These log-messages should give you a first hint on what is wrong.

You can find a log of all reported errors in the content-section of the menu.

If you cannot find any issues but still have problems, reach out on the [Discord Server!](#)