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1: Get Organized

NOTE: This tutorial will attempt to guide you through the process of creating uniforms for MVP Baseball 2005. It will assume that you understand how to use a graphic program and it is written using Adobe Photoshop. The methods described below are applicable to other programs such as Paint Shop Pro or GIMP.

Before any modification of MVP2005 files you should make a backup of your original files and any incremental files. Models.big and Uniforms.big should be backed up prior to this tutorial.

101: Programs

[nfshtool](#)

[fuzzzone's uniedit](#)

[eagraph](#)

102: Templates

The main template we will be working with is:

[KC's Templates](#) (this wouldn't be possible without him)

For catchers gear, etc:

[fizzjob's temps 1](#)

[fizzjob's temps 2](#)

*** note: for fizzjob's temps, they need to be stretched to 2x. we will mainly be using kc's templates in the tutorial though and once you can handle those, you should be able to mod the catchers gear temps on your own.

103: Folder Organization

Well, since the first step is really easy, ill go ahead and finish it.

Well organized folders can and will save you a lot of time when uniform modding, and it's always nice to have the main folders on your desktop. As you can see, I have a shortcut to MVP 2005, a folder for the current uni that I'm working on, and a created MLB 07 Uniform folder that holds important things as show below.

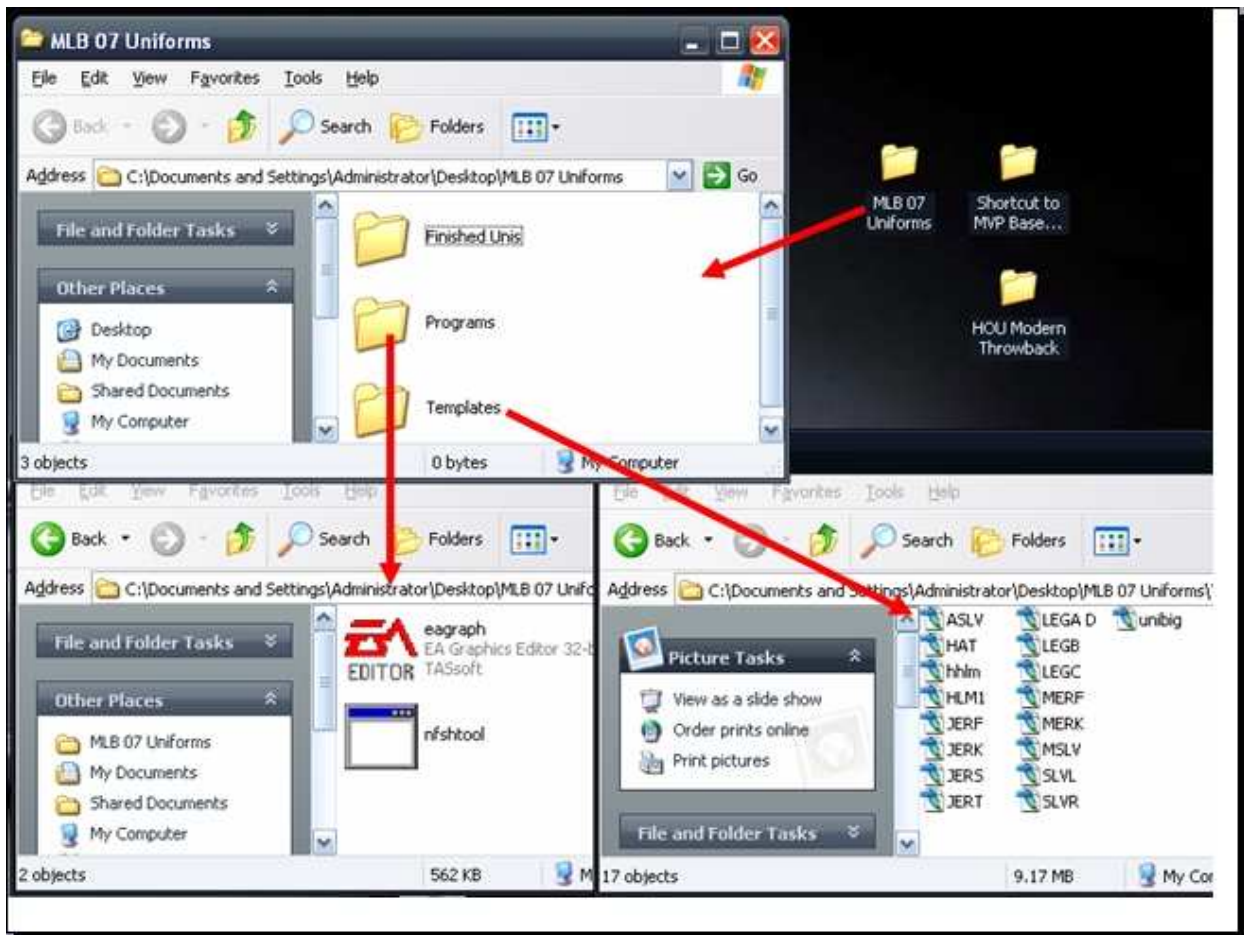
In MLB 07 Uniform:

Templates

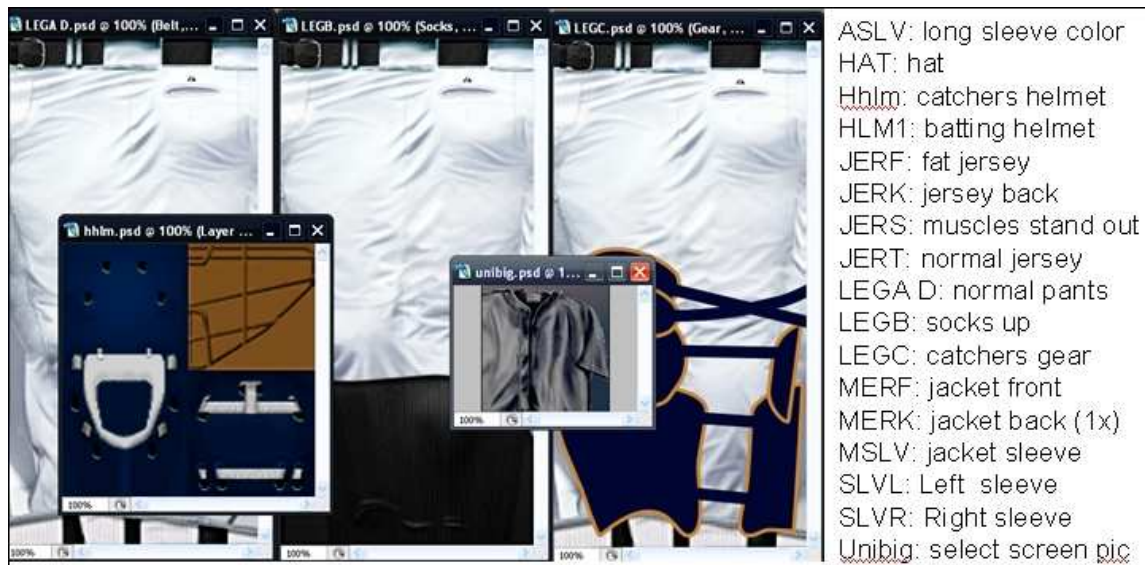
Programs (EA Graph and nfshtool)

Finished unis (you are not there yet)

If you already have these things downloaded, just move them into this set up you see below:



Here is a list (and a few pics) of what the templates really are. The way they are listed (JERF,JERK, etc) is how they appear in EA Graph.



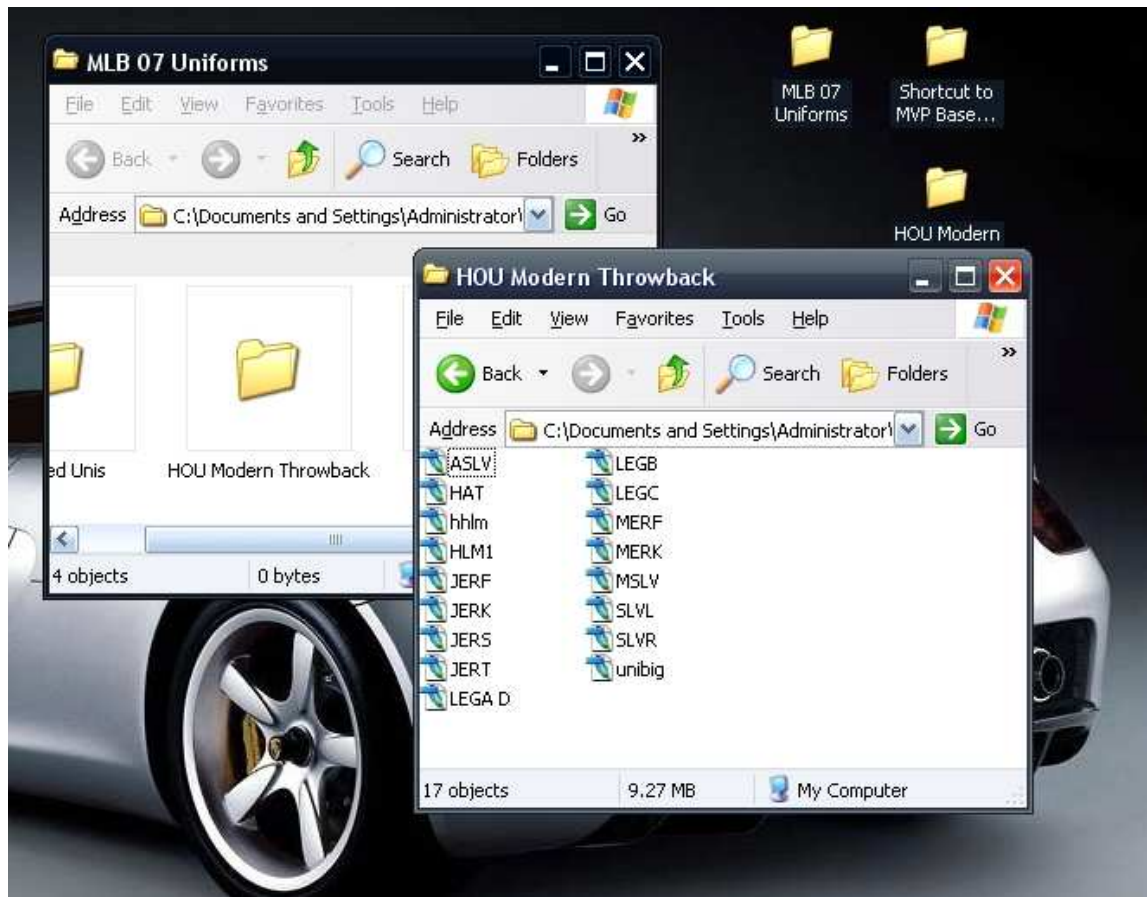
LEGD-long pants

2. Making Your Uniforms Using Photoshop

201: Logos and Scripts

First lesson, KC's way is the most professional and will probably get the most realistic results. My way is a little simpler and still yields a realistic approach. You'll win either way you go.

Anyways, let's copy all of the files in your templates folder and paste them in a folder that has the name of your uni (yes, like the one you placed on your desktop and yes, we are still organizing). Here ya go:

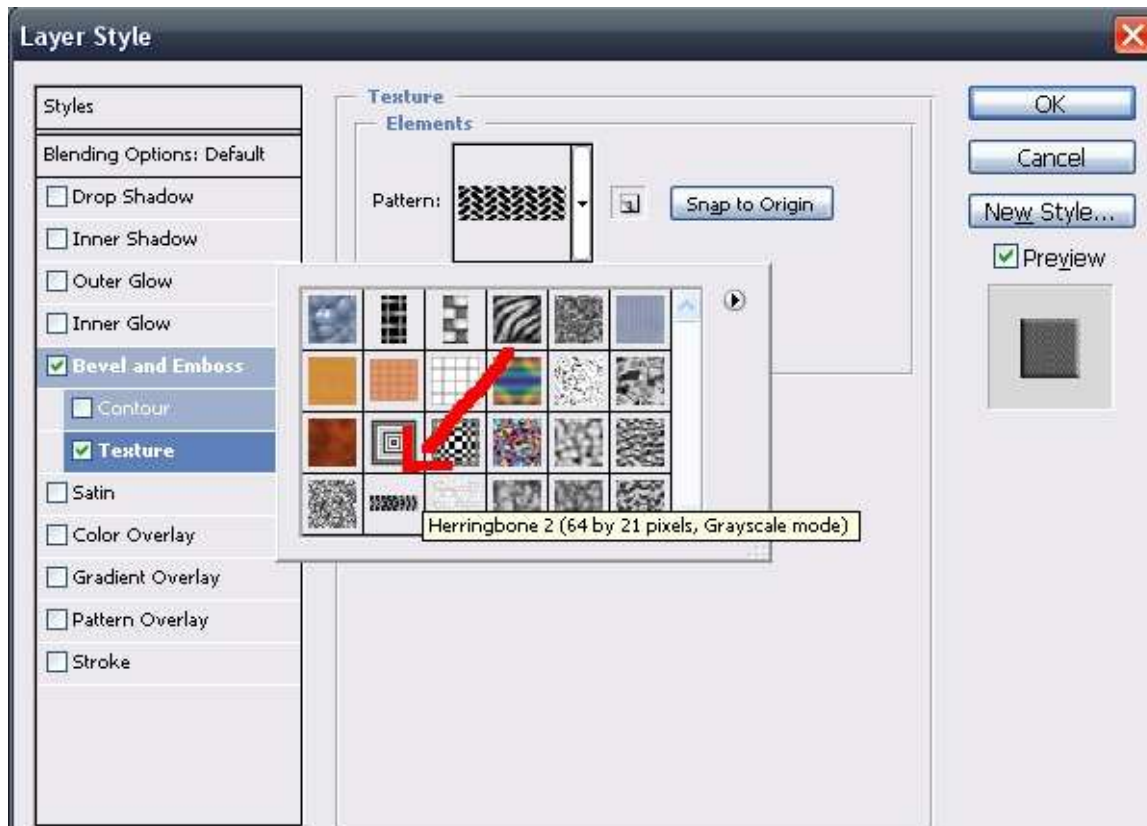


Ok, now create your uni on your JERF file. (We'll quickly replicate the files to the JERS and JERT files later).

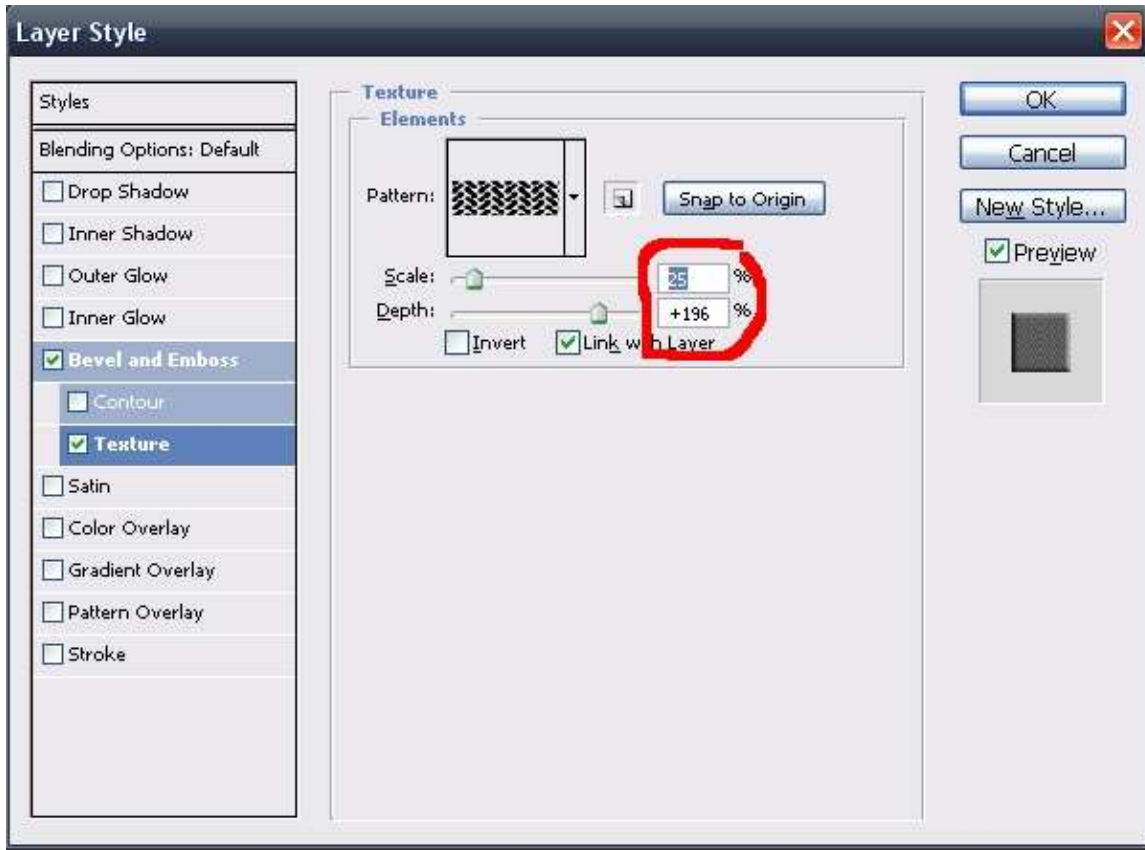
Now you are ready to make your script realistic. First give it a little depth in "Bevel and Emboss" in the layer settings (play around with it until it looks good for you). Here are my settings:



Now for the texture. You also need to play around with it a little. The texture I use is Herringbone 2 (yes, it is not stitching, but it works fine).



Here are my settings. Go for a lot of depth and a little scale and things should look good. Remember these are my settings and you can easily adjust them for your liking. They are not exactly these numbers every time:



Here's the look at the difference. The "stitched" one is on the left.



***Note: if you just play around with "Bevel and Emboss" and "Texture" settings, without even looking at mine, you will still find something that works very quickly. These are the only two

things you need to mess with in layer settings (other than overlay and stroke, if you want to color your script a certain way.

201.1 Kccitystar's Script Method

Here's how I do stitching, for those of you who have Photoshop. I'll do it on a 2X template to better show the quality and to give you an idea of how the stitching is:

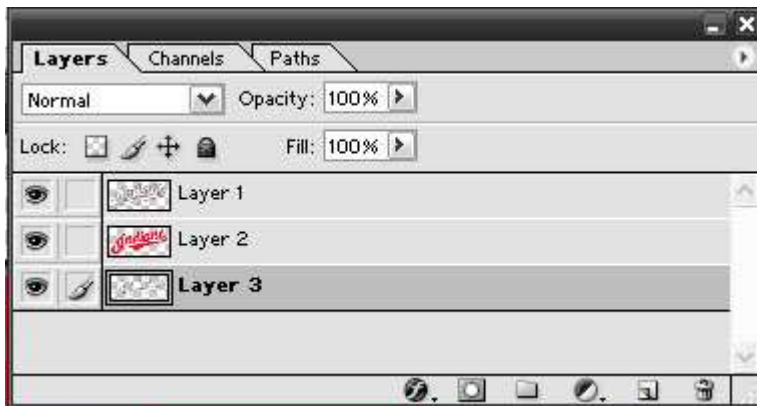
We're going to take this logo and "stitch" it to the jersey.



Before we make any changes, go to Image->Mode-> RGB Color. This is a GIF, and we want to be able to use all the colors available as opposed to only 256.

Also, be sure to remove the white background from the logo itself. Use the Magic Wand tool (W), and make sure the settings up top have Contiguous unchecked. Click on the white background and press delete to remove the white background from the image. You should have a transparent Indians script logo.

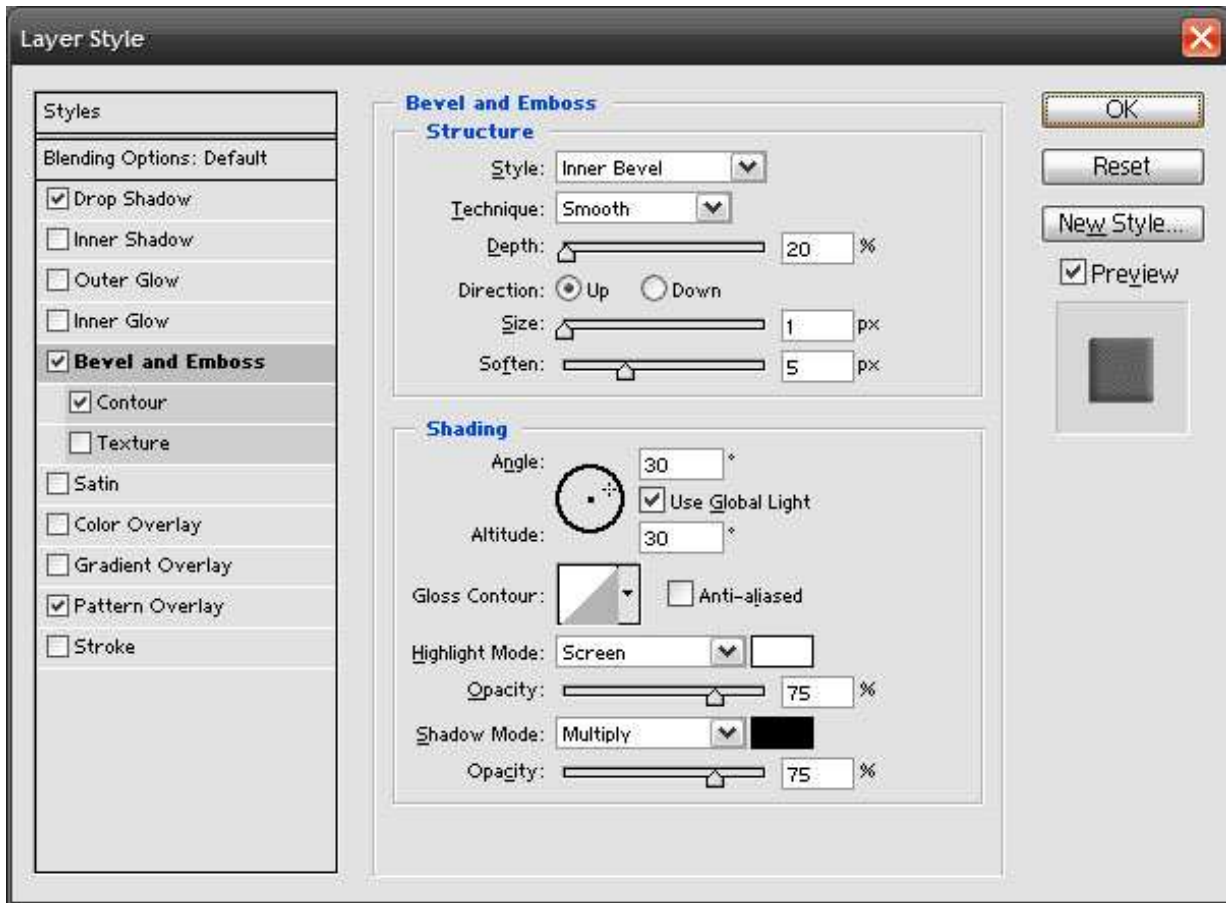
Now, what I do is split the colors on the uniform into different layers, from Blue down to red.

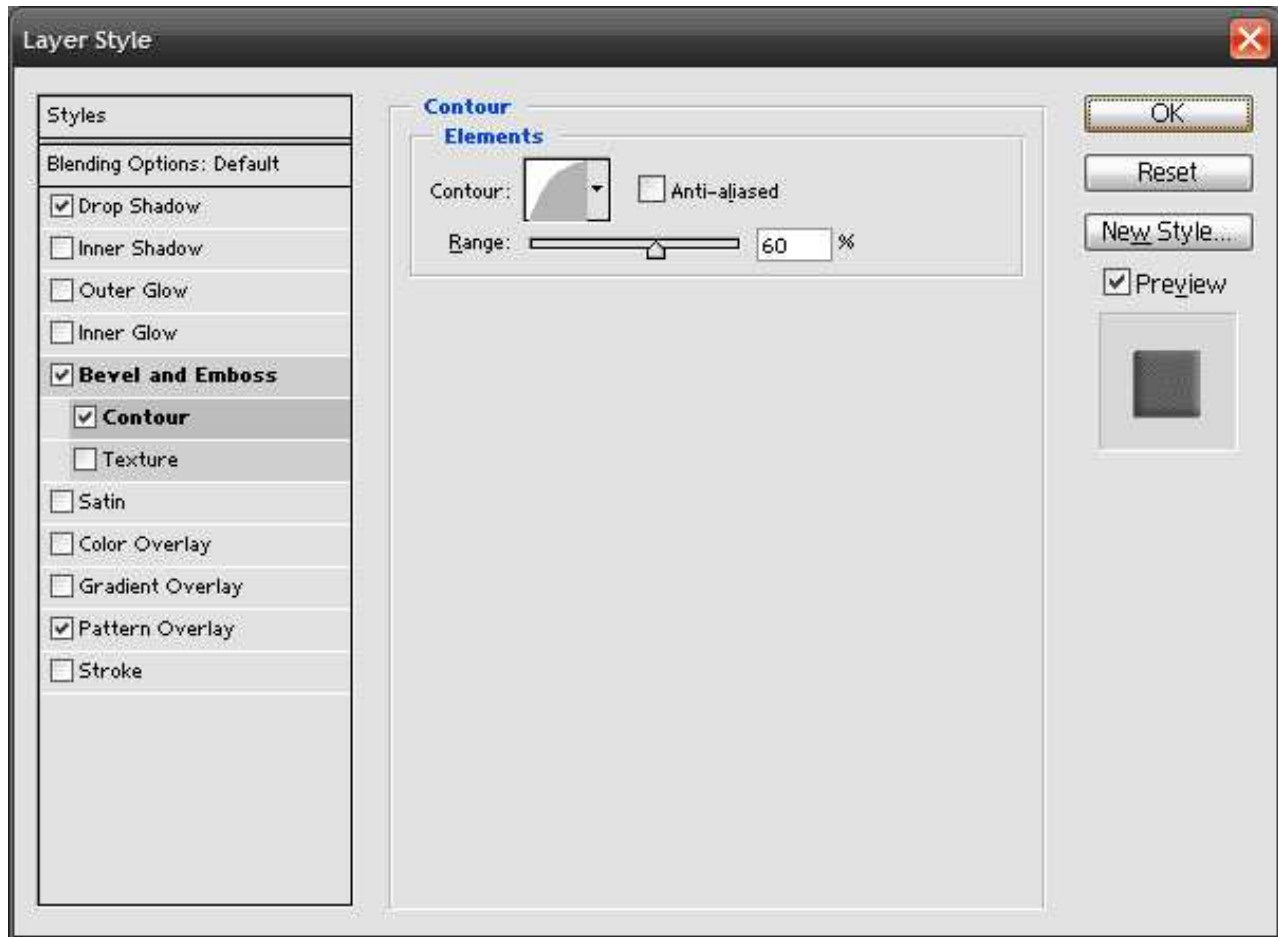


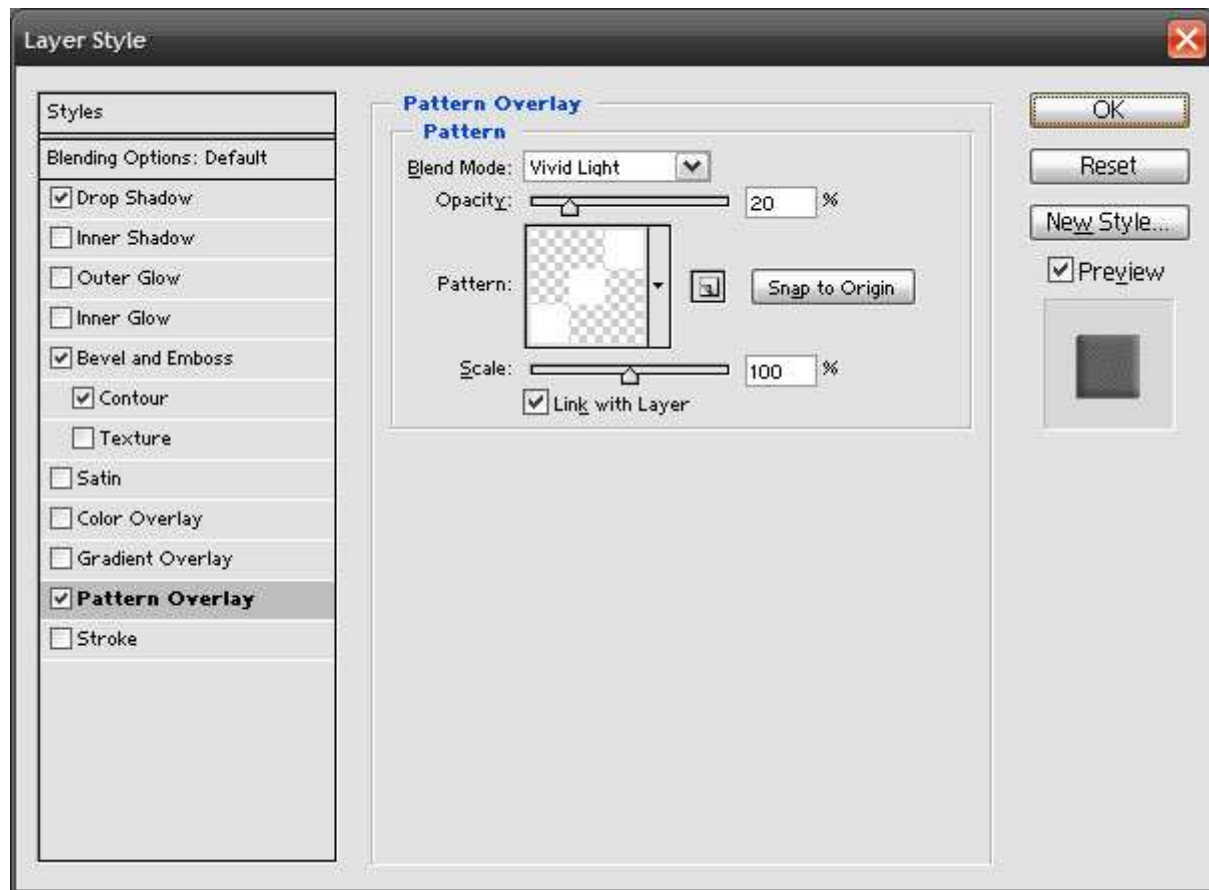
From here, right click on the red layer in that toolbox, in this case it's layer 2 and go to Blending Options. This is where we start to fidget.

These are my settings to get the right stitching effect. It isn't quite a one size fits all for every logo, but you can adjust accordingly to achieve the desired effect. For solid colored logos, I often don't add the stitching effect but I give it a raised sort of look:









This pattern is changeable to either the scan-line texture, black diagonals, or on dark colors, white diagonals. Adjust opacity for desired effect.

Now, what I do is copy this same style and paste it to the other layers, however I edit a few things on Image 3 up top so the stitching is different for each layer

Now, layer 1 in this case is the grey trimming. Layer 2 which is the red should always be on top of layer 1. Layer 3 should be the dominant layer as it is the blue trim. Confusing, but it gets the point across.

Now, you don't want to merge everything just yet, because we have not pasted this onto the jersey. Select the blue trimming first (Layer 3), and right click on the layer. Select copy layer style, as this is what you'll need to do to get the stitching back. When you copy and paste it will show up with no stitching effect, and you will need to paste the layer style again, this is why I said to copy the layer style.

Now, since by now you should have my uniform template in a folder somewhere, so what you need to do is open up JERS.psd and click on the Script layer, because we don't want the script to be behind the jersey or anything like that. Now, paste the blue trim.



You'll get something like this, but this is where you resize. Go to edit-> Free Transform and make sure the Width and Height is in proportion. There will be an icon that you will have to click to keep the resizing in proportion, or if you are lazy like I am, you hold shift while you resize.

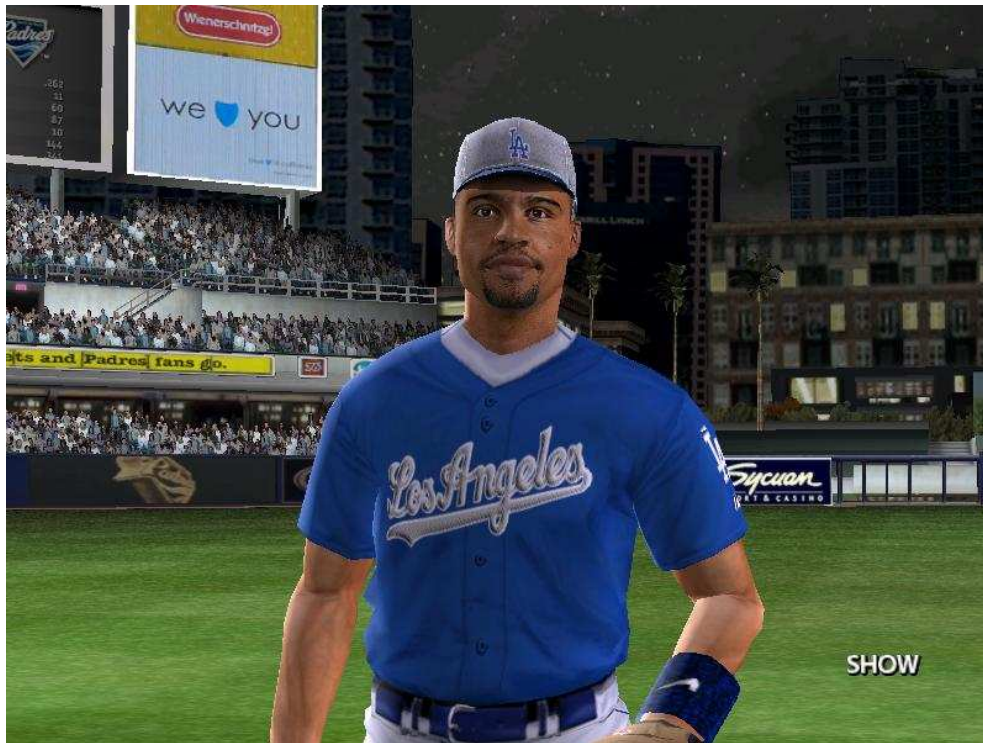
Resize the image to 34% and try to align the D in INDIANS where the jersey flap is. Sweet. You should get this upon resizing:



Now, paste the layer style onto the blue trimming. great.

Now, repeat the same technique for the grey and red parts of the script.

That should be it, really, unless there was something I missed.



Sample of Stitched Script

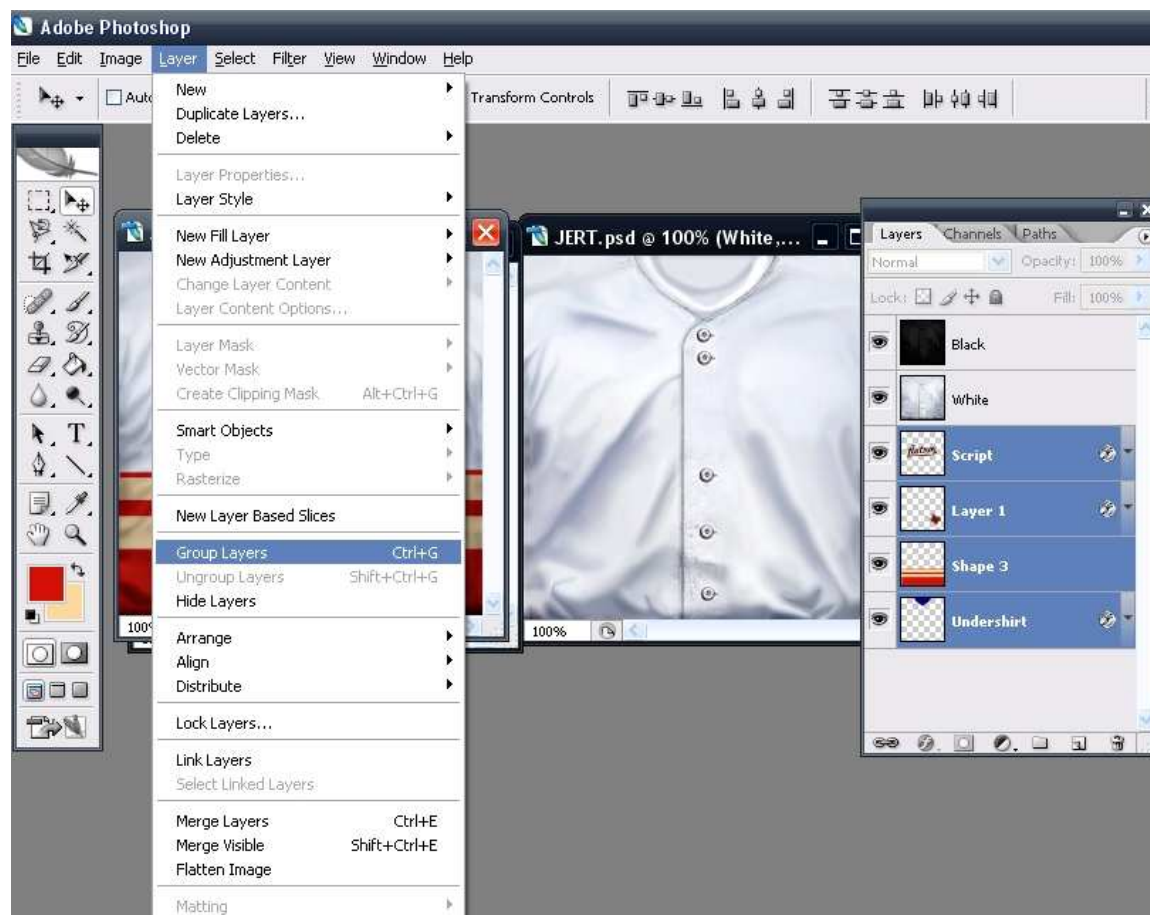
202: Saving Time

Copying the exact same thing a bunch of time is a big pain, so why not make it easy? This "grouping" process I'm about to show you will save you a lot of time.

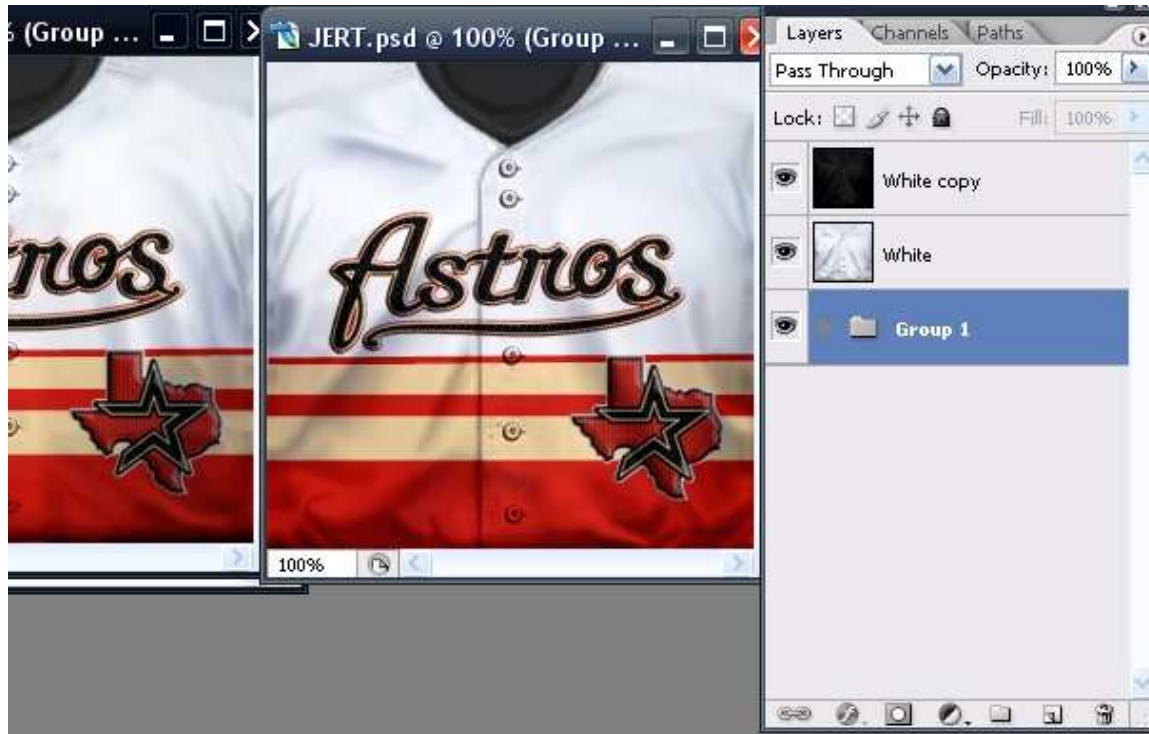
First, open your already finished JERF, then open JERS and JERT. For your uncompleted JERS and JERT, delete all of the layers except for black and white.



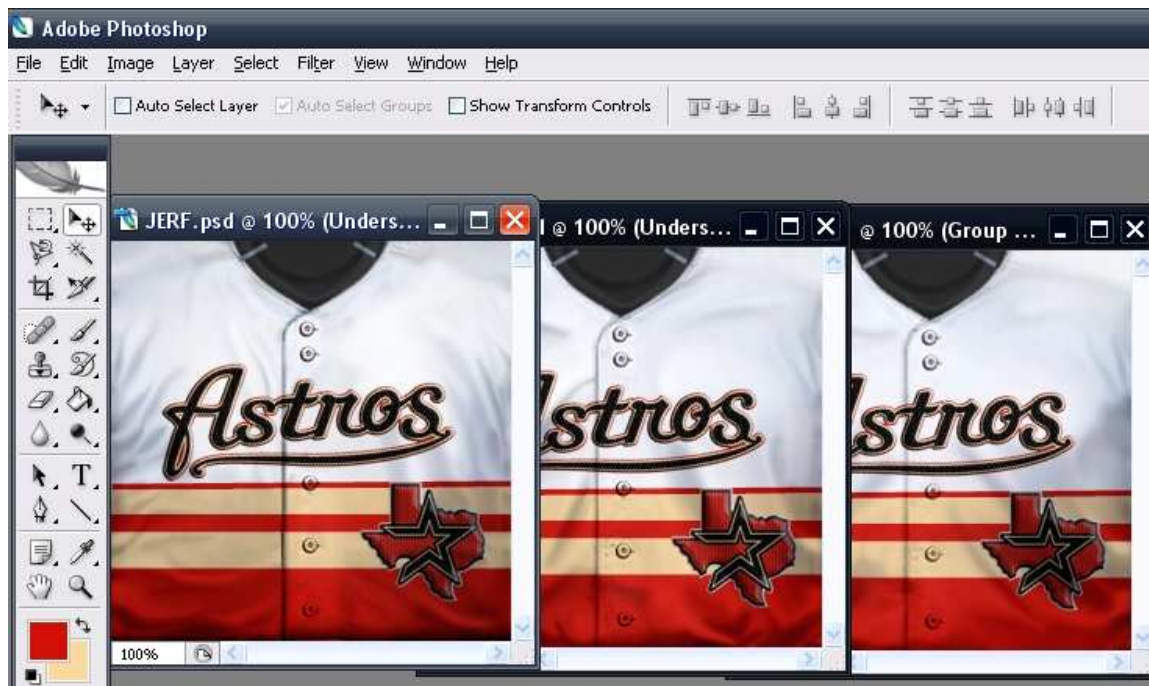
Now, click on your finished JERF jersey and highlight and make consecutive all of the parts you want copied to all of the other jerseys. Now group them:



Next, select your newly created group and drag it on to the other two jerseys and position it so it fits (it should lock into place). Make sure the group is under the black and white layers:



Now you have three fully created jersey fronts:



Amazing, isn't it? Especially if you were making replica jerseys from scratch every time.

**For JERK, you are going to have to make mostly it from scratch unfortunately.

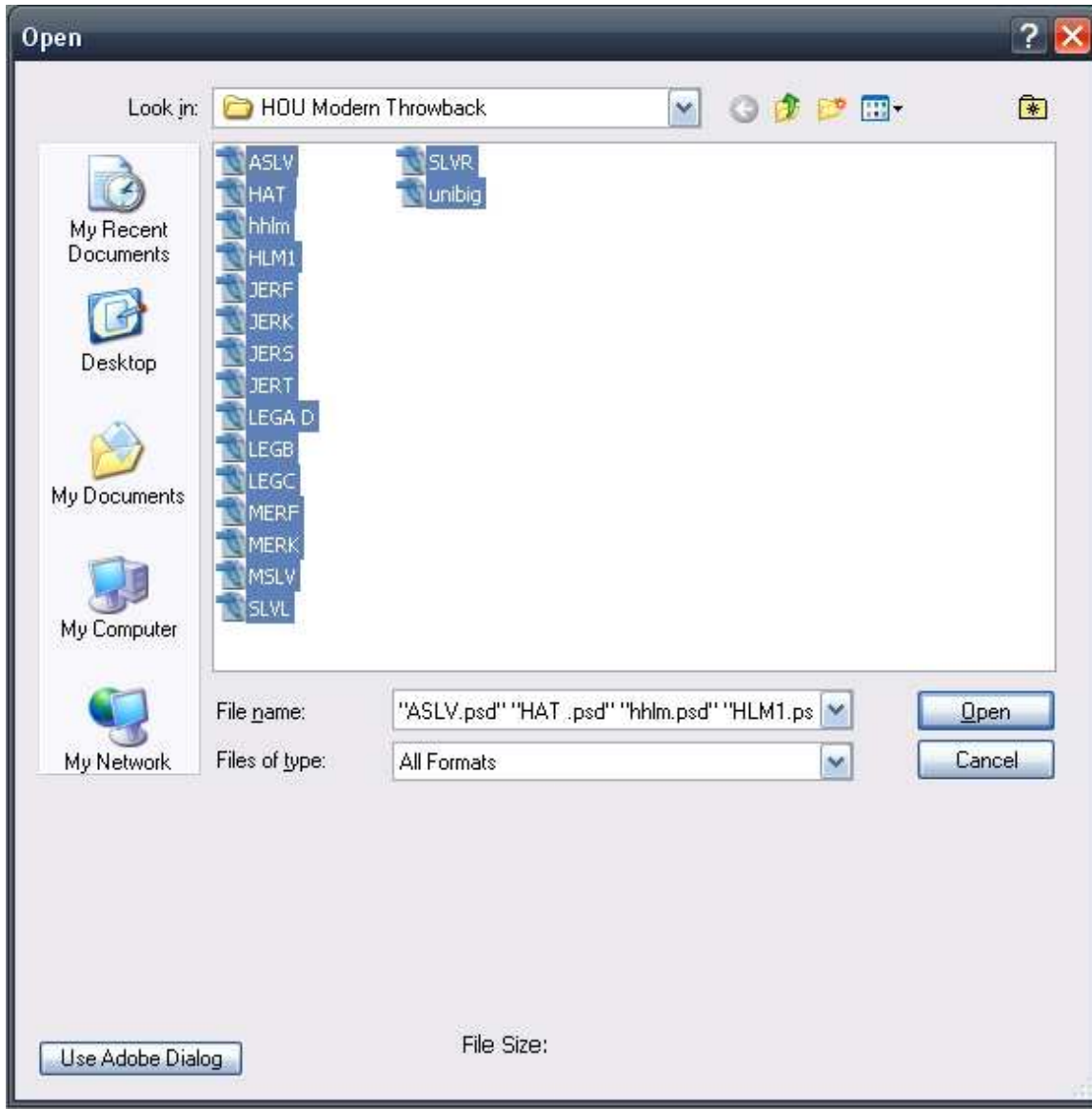
Other tools that can be your friend:

- well of course, you could use grouping for other things like pants
- copy layer style when wanting to make the overlay of your piping the same as your undershirt
- drag and dropping
- putting your main colors in the two boxes on the left of the screen (as seen above)

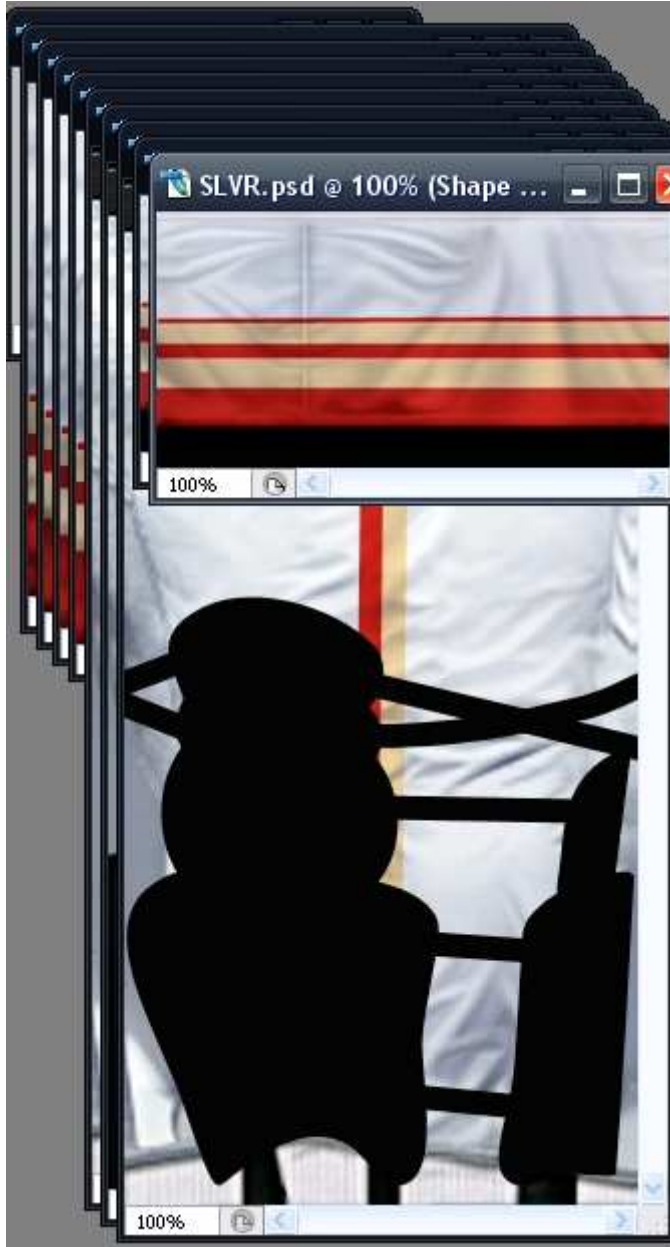
203: Saving PSD's as BMP's

This process, although seeming harmless, is one of the most tedious parts in uniform modding. If anyone knows a shorter way to do this, please let all of us know.

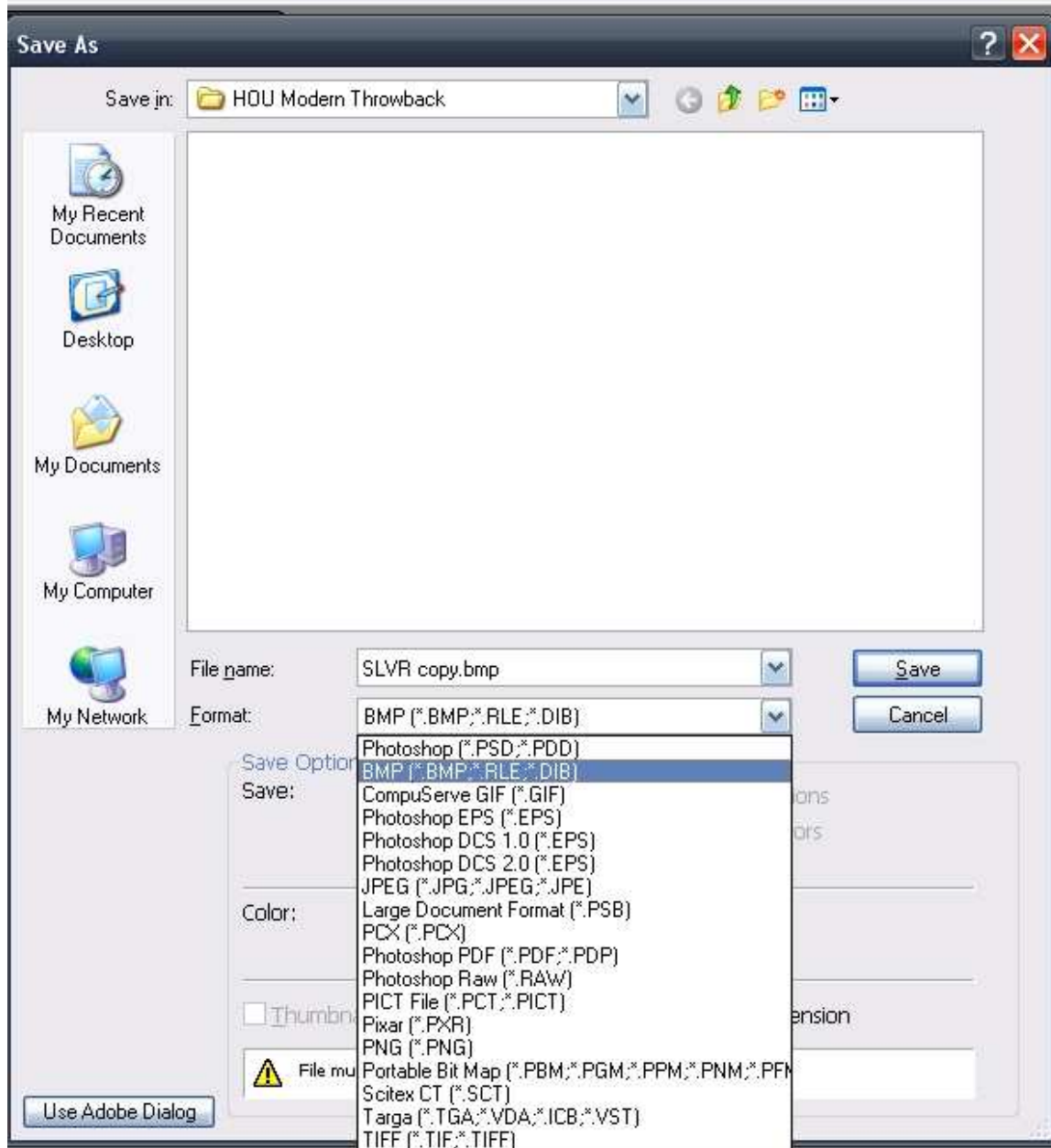
First, open photoshop and your folder with all the completed parts of your uni. Then select and open all of them:



After doing this, you should see all of your files like this:



Now you need to go through this process with each file (which isn't too bad once you get the hang of it). First, go to "Save as" and choose the "BMP" format (as seen below). For now, just name it as "JERF copy.bmp," "SLVL copy," etc. as we will be renaming them later. Save it as 24bit, close it, and repeat the process for each opened file.



**** HAT and HLM files are the only two files that show up as 32bit when you save. Just change it to 24bit and you should be fine. Just don't forget because it screws things over when trying to compress into fsh files.

Your folder now should look like this (you may have more or less files then me, depending on what you are modding):



****For your uniform big file, open your JERT file, make the dimensions 128x128 and save as a bmp like aforementioned.

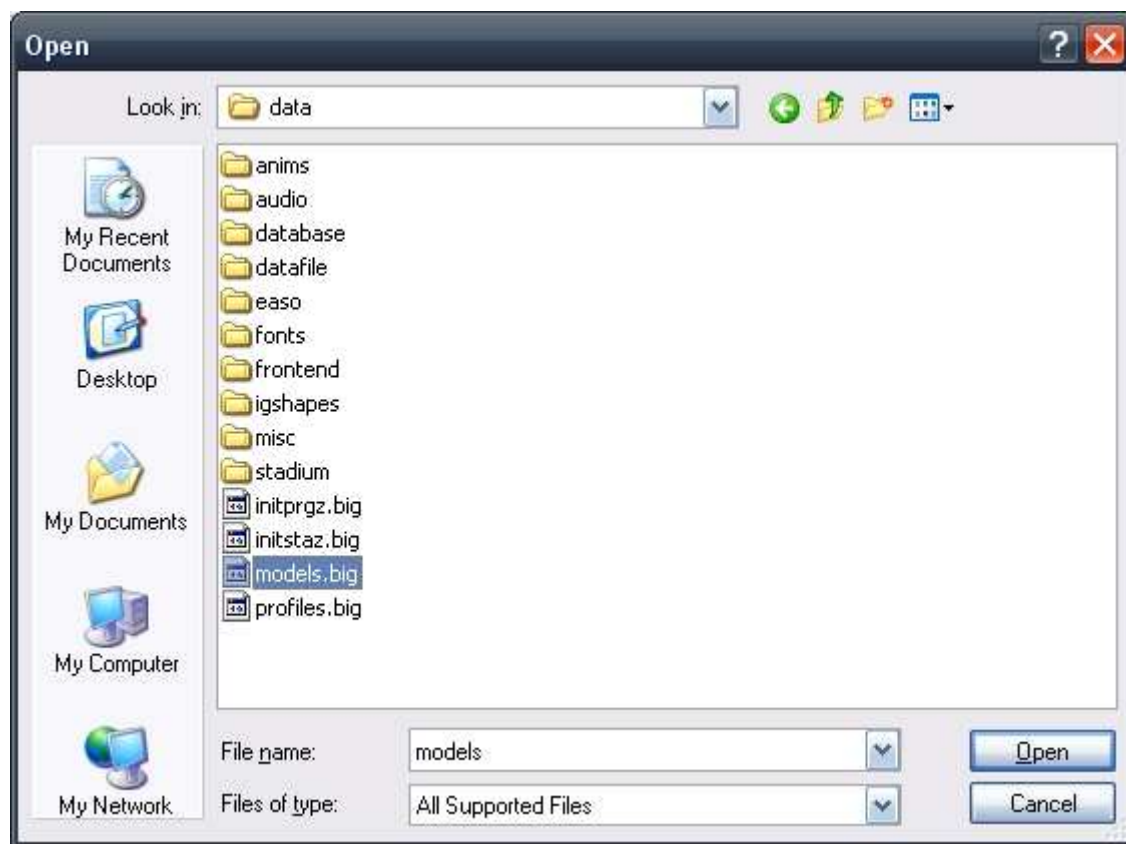
Now that we are done with this step, we can move on to how to import them in the game!!

3. Extract/Replace/Import Method

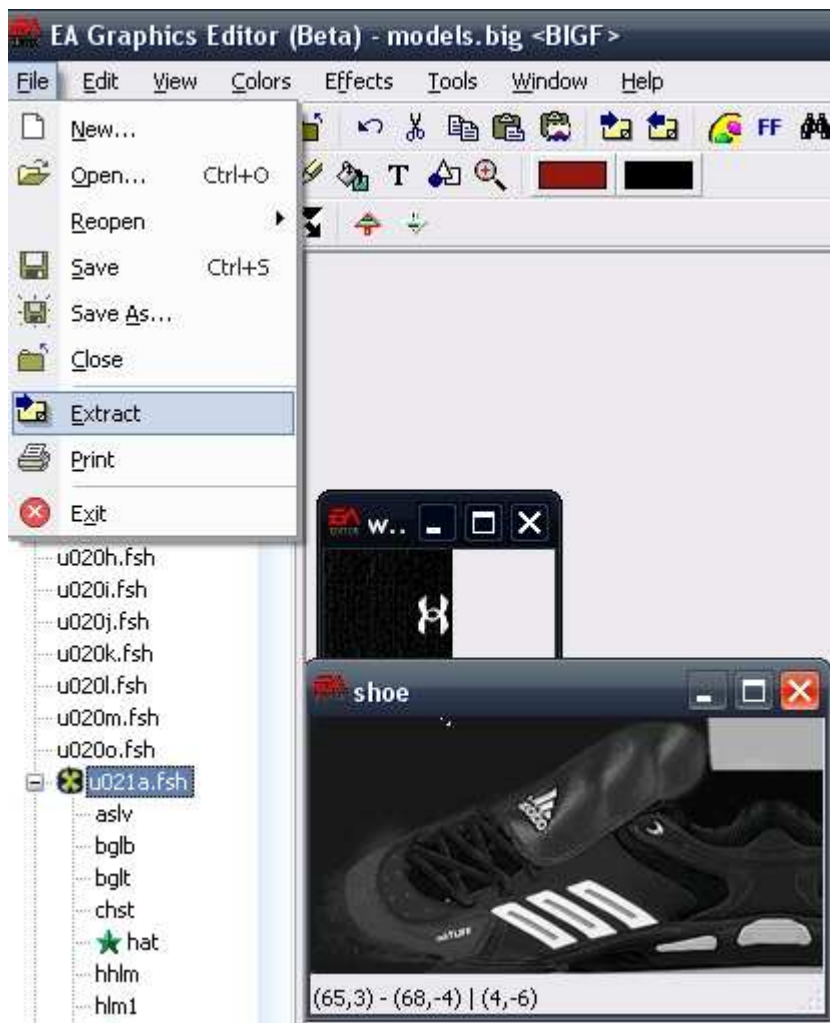
NOTE: A tutorial will be written using Krawhitham's Total Installer Thingy. This program makes installing uniforms and other graphic elements much more user friendly. Look for it at MVPmods.com in the near future. Of course you can use any of the following methods to install uniforms.

301: Extracting Using EAGraph

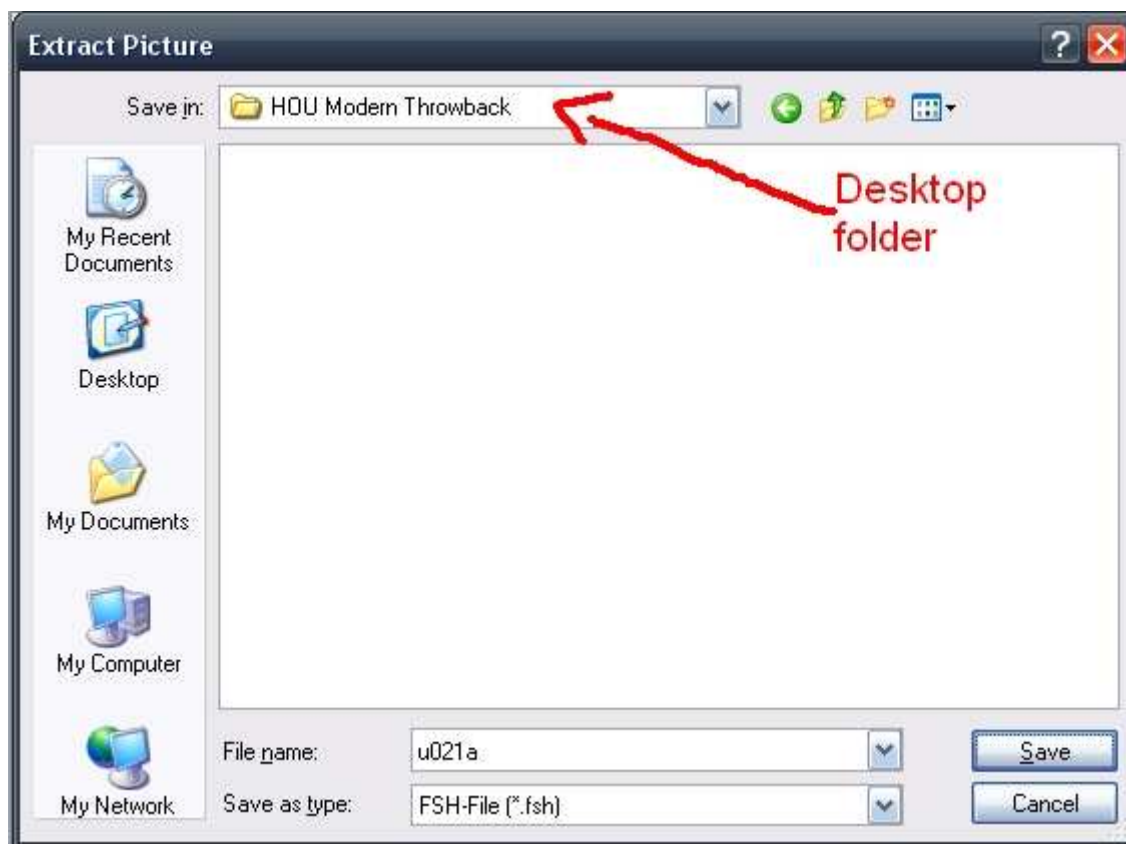
Now we are entering the steps of actually putting your uni in game. First we need to extract a fsh file using EAGraph, so open the program and File>open your models.big file in your game directory:



Ok, now you should see a whole bunch of files on the left. Scroll down until you hit the files that begin with "u." These are the uniform files for the in game unis. If you click one and expand it, you will see all of the parts that make up that certain uni. Now select any uniform file that begins with "U" and extract it. To make it easier on me, I chose a file that has the same color accessories and catcher's gear so I don't have to replace those. This is where [KC's ID list](#) comes in handy.



Ok, now that you have selected a file, highlight it and extract it to your uniform folder on your desktop.



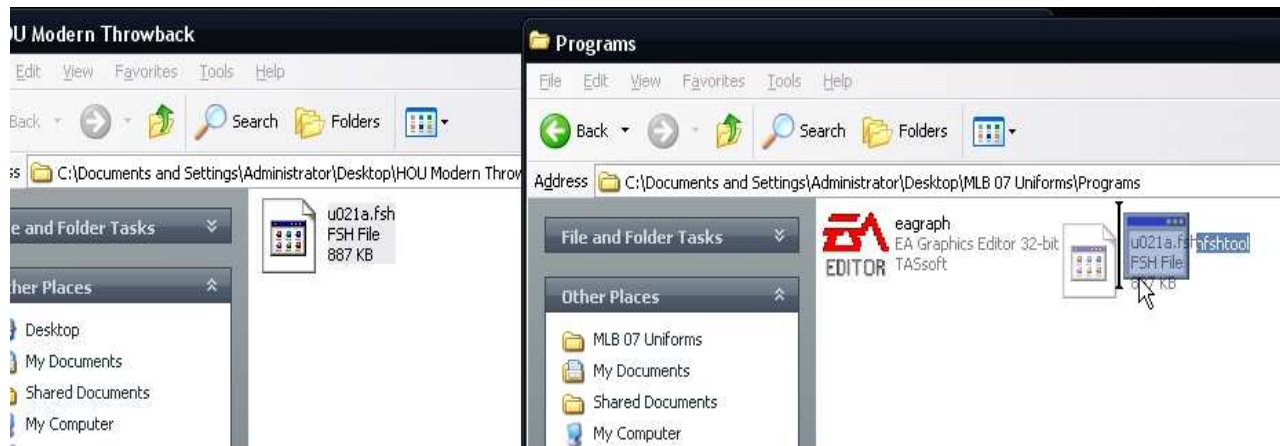
***When it asks you if you want to compress it, it doesn't matter what you choose. I've heard people say you have to and some you don't. I always click "no."

Alright, the extracting process is done.

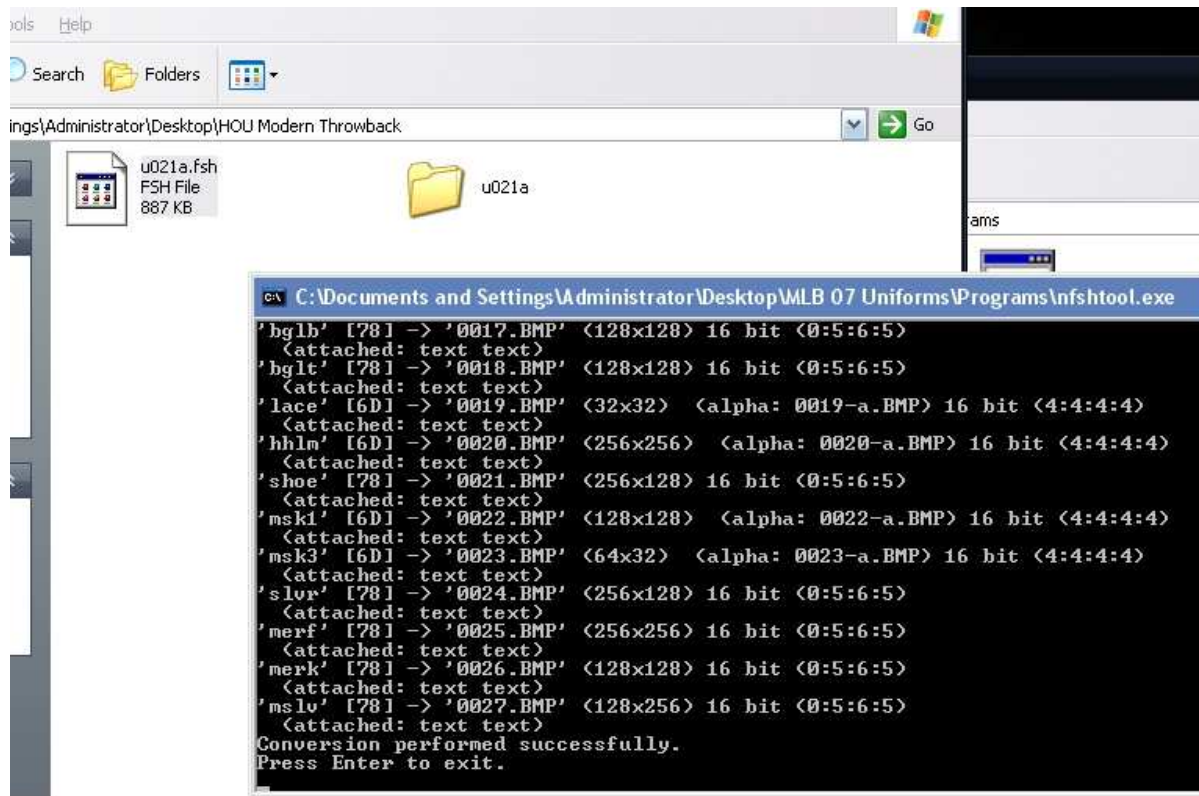
302: Replacing the default FSH file with your uniform

Now it is time to replace the uniform you selected in EAGraph (and that is now in your desktop uniform folder) with the uniform you created.

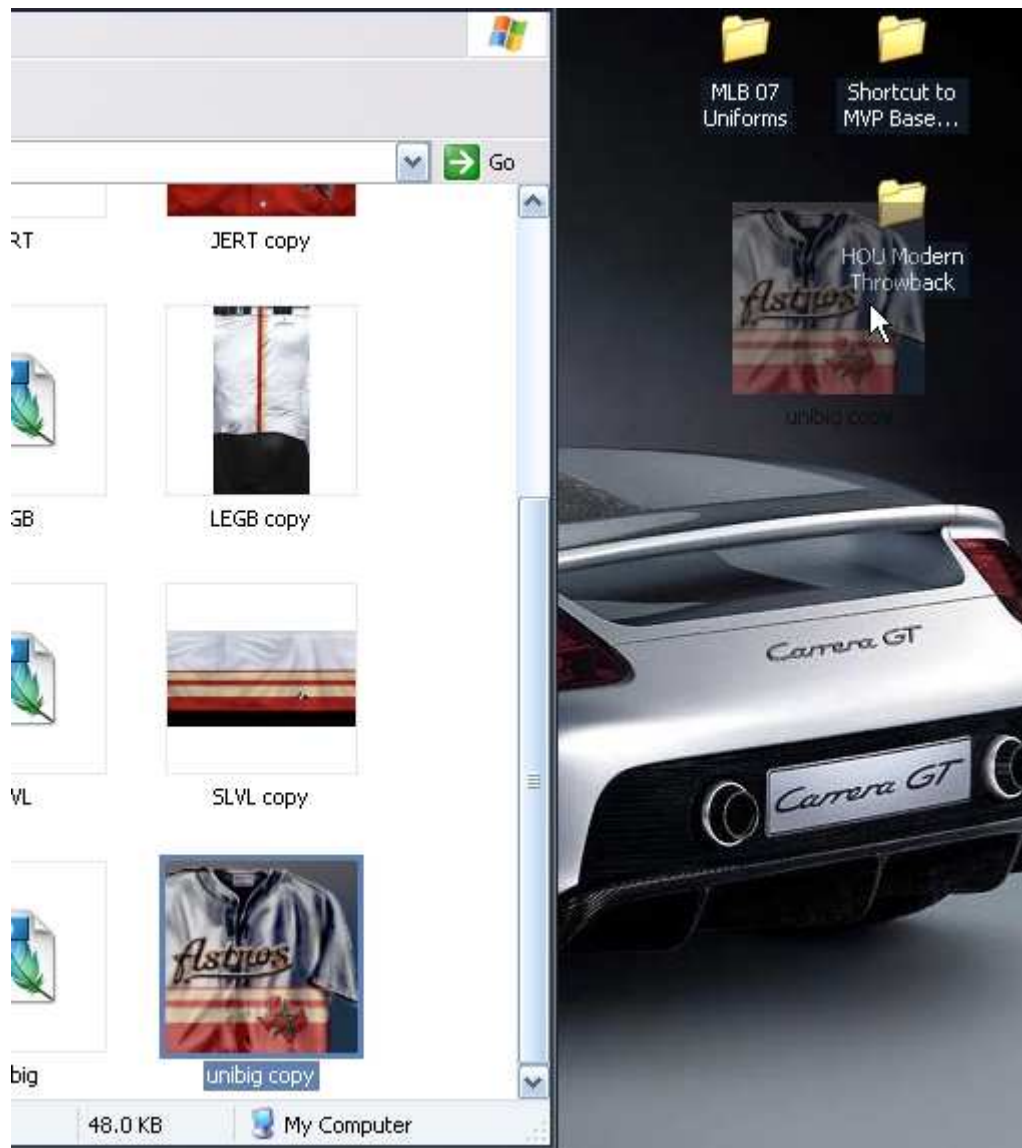
First we must extract the uniform you selected, so open your programs folder and your desktop uni folder and then drag the fsh file into nfshtool:



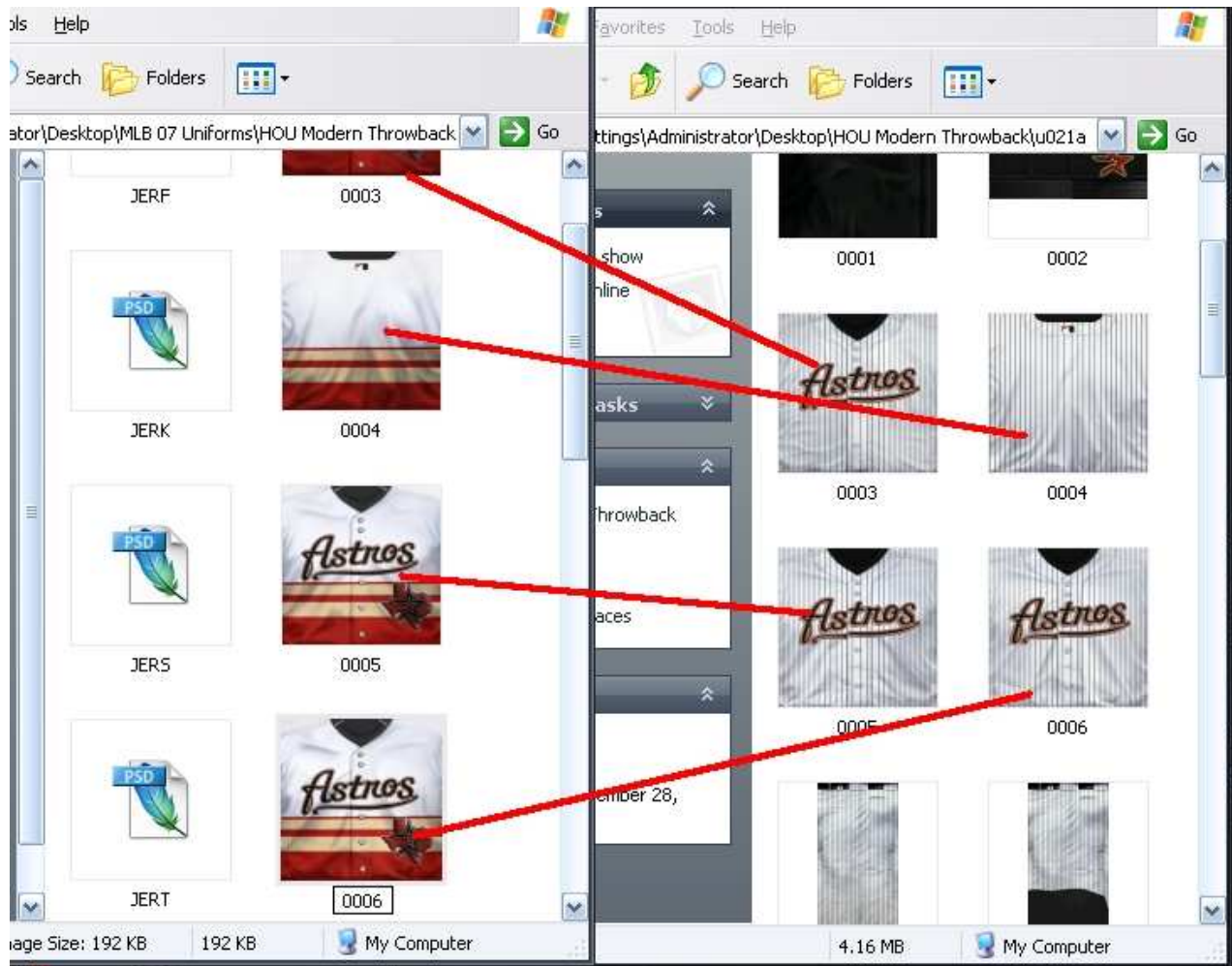
You know it has extracted properly when you see this:



Now open your folder with all of the bmp's of your uniform and drag your unibig file (the 128x128 JERT file, in your case) into the desktop uni file:



Next, open the folder of your extracted fish file and rename every part of your uni to match the default uni you extracted. If you want to replace the accessories with different ones ([thespungo's accessories](#)). Just rename them to the proper number and shrink them to the proper size.



Now in the folder with the bmp's and psd's, go to view> arrange icons by name so all of the bmp's are together. Then highlight the bmp's and drag them into the fsh folder.

Bassman58's tip

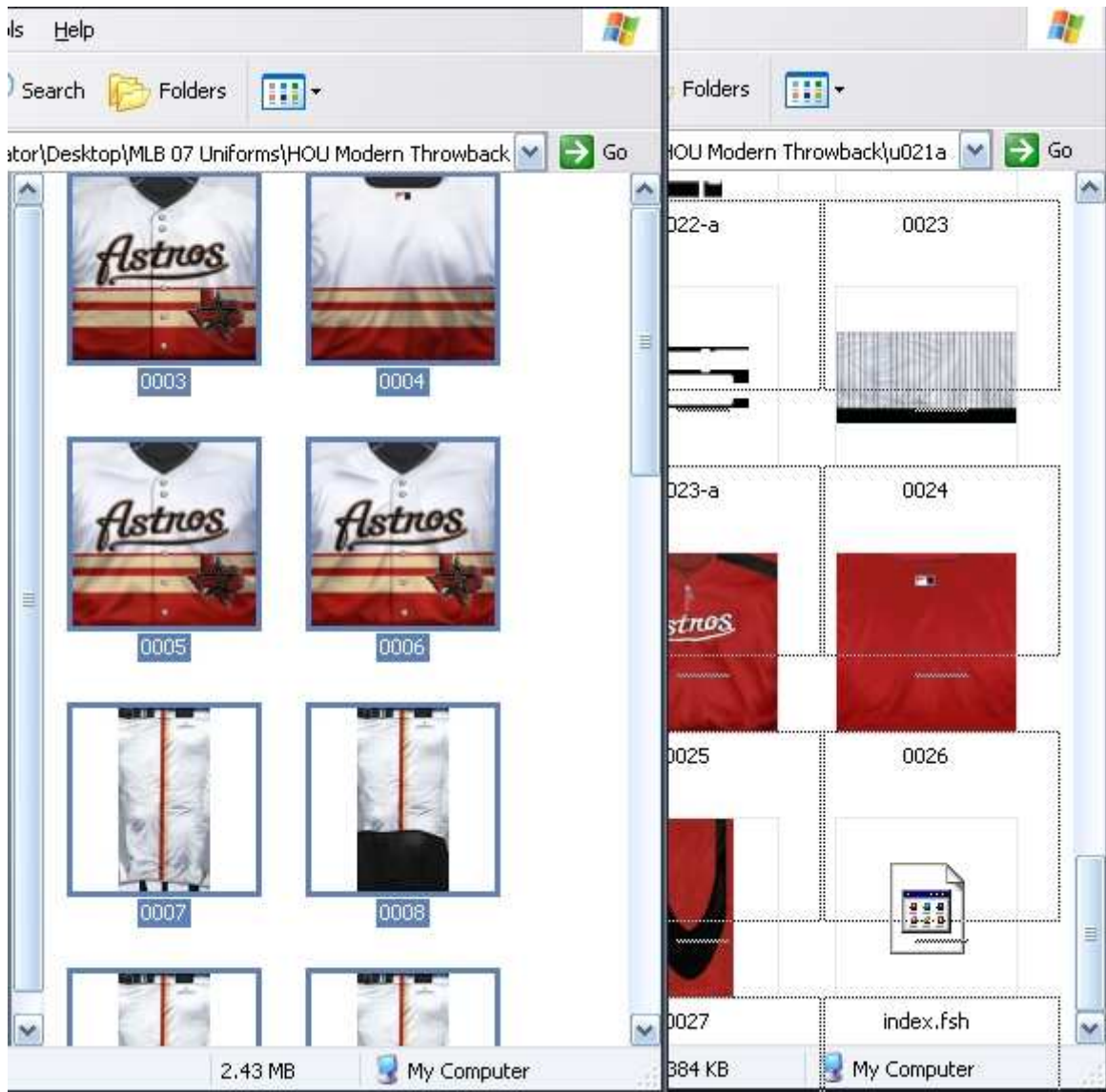
Use a sheet of scrap paper or use MS Excel or MS Word to create a chart to help you with your organization. Every team uses different BMP names. You never know which number the JERF will be. Fill in the chart with your file names and the size of the files.

	Name	Size		Name	Size		Name	Size
0000				0000			0000	
0001				0001			0001	
to				To			To	
0027				0027			0027	

Blank sheet – make your own and print a copy as needed

u038c	Name	Size		u038b	Name	Size		a038a	Name	Size
0000	llod	128x128		0000	llod	128x128		0000	llod	128x128
0001	aslv	128x128		0001	slvl	256x128		0001	bglb	128x128
to				to				to		
0027	lace	32x32		0027	legd	256x512		0027	mslv	128x256

Fill in with your file names



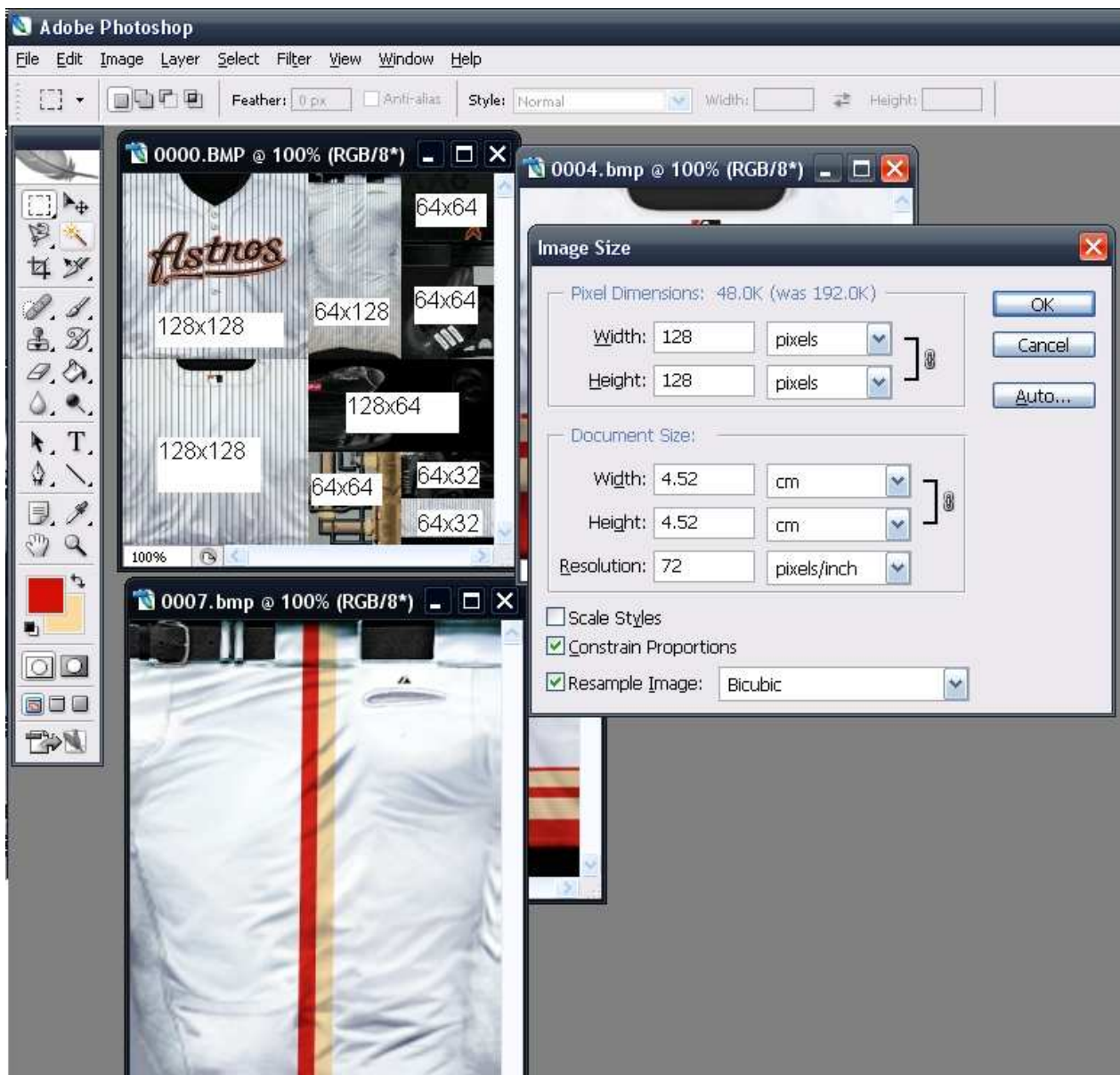
When a message asking you if you want to replace # # # #, you can do one of two things. If you feel confident, select "yes to all." If not, click yes one at a time to see if your uni parts are the

same as the ones in the fsh file (as seen below):



Now you have successfully swapped the default uniform in the bmp with the one you created!

Ok, now it is time to work on the 0000.bmp (aka unibig file). Open the 0000.bmp with Photoshop. Then if you edited the following, open them up in Photoshop as well: JERT, JERK, LEGA(D), HAT, SHOE, SLVR, catcher's shin guard and chest protector. These do not have those names anymore since you changed them to numbers, but hopefully you can remember. Now edit the size (Image>Image Size) of each as shown below:



***These are all images from your desktop uni folder.

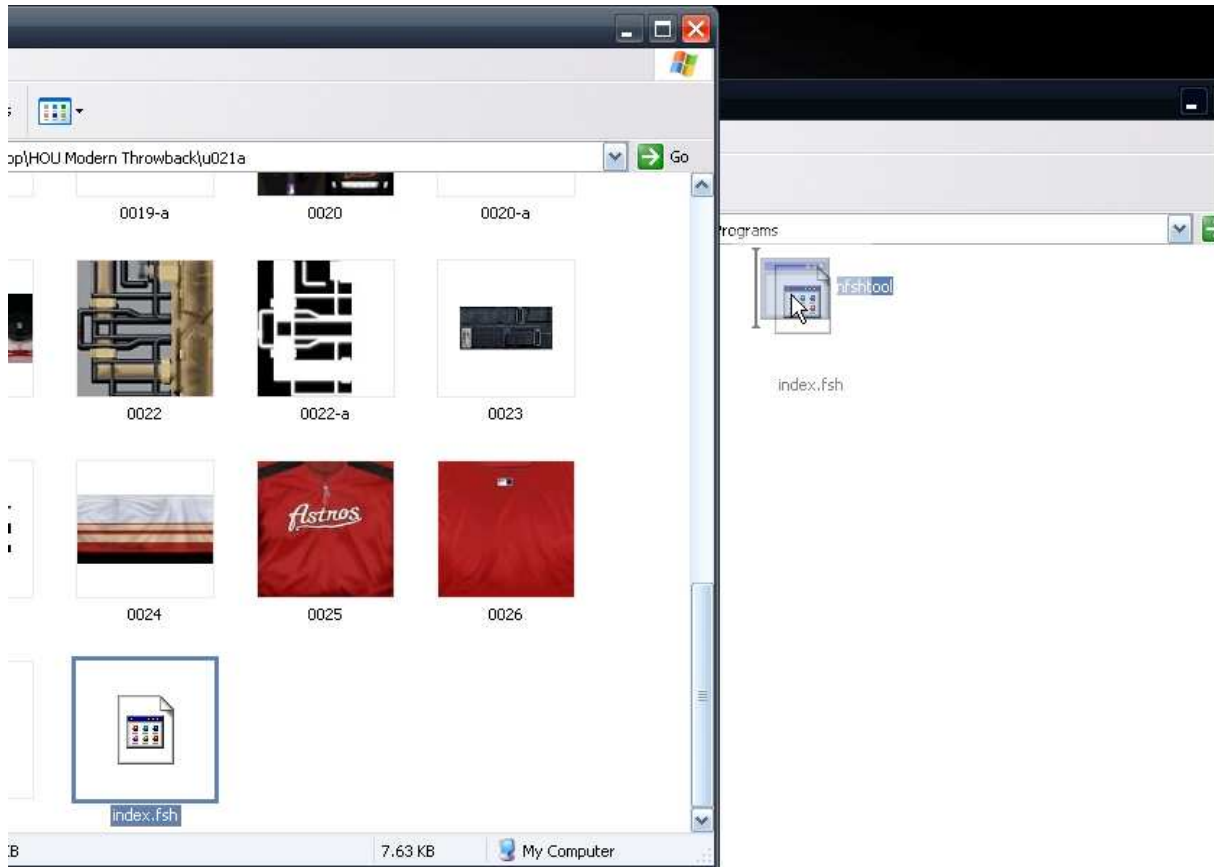
Now drag and drop each one into its place in the file. They should lock right into place.



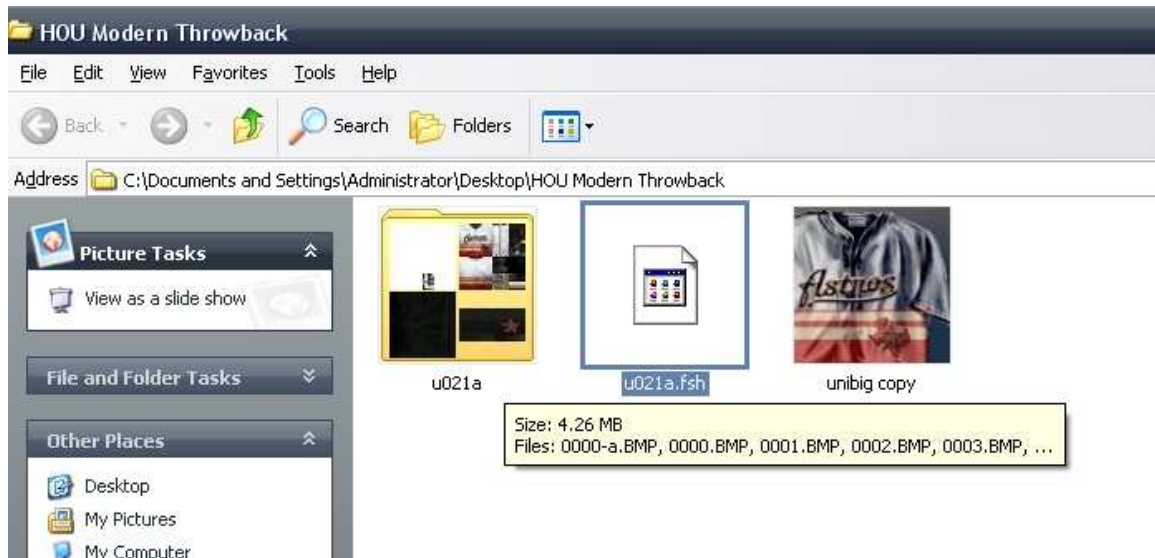
Once have placed every edit into the picture, right click on the background layer (the original 0000.bmp) and click "Merge Visible." Then file>save it (not save as) and close out of it. Also, close out of all the shrunk uni pics you dragged and dropped onto the 0000.bmp. DO NOT SAVE THOSE!!!



Now that your 0000.bmp is complete, all of your uniform parts are into place to compress it back into a fsh file. Open your programs folder and drag the index located in your uniform folder onto nfshtool. The black execution screen will come up and should say "successful." If not, check the sizes of your uniform bmp's and be sure one is not too big or too small.



You now have your newly created fsh file with your created uni in it! We are very close to finishing!

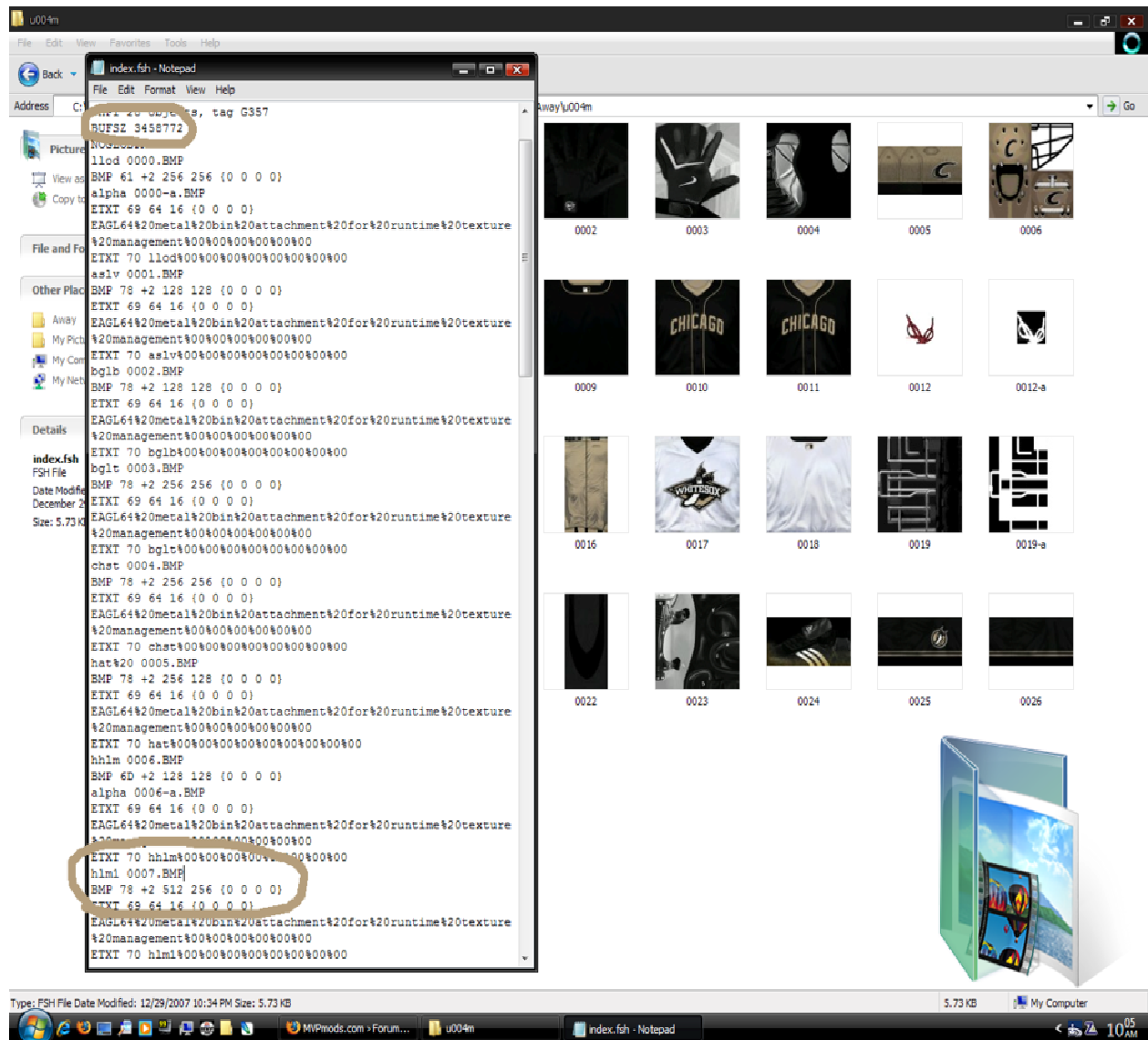


Additional information provided by redsox

Just to add on to what you have said - If someone wants to create a 512x256 helmet but the file that you are going to import into only contains a 256x128 helmet, you don't necessarily have to shrink your new helmet down to size. You can keep it at 512x256 and change the size in the index.fsh file.

index.fsh can be opened using notepad and just do a ctrl+f for whatever you are looking for - in this case hhlml (represents the helmet). Just change the value to your preference and you will be all set.

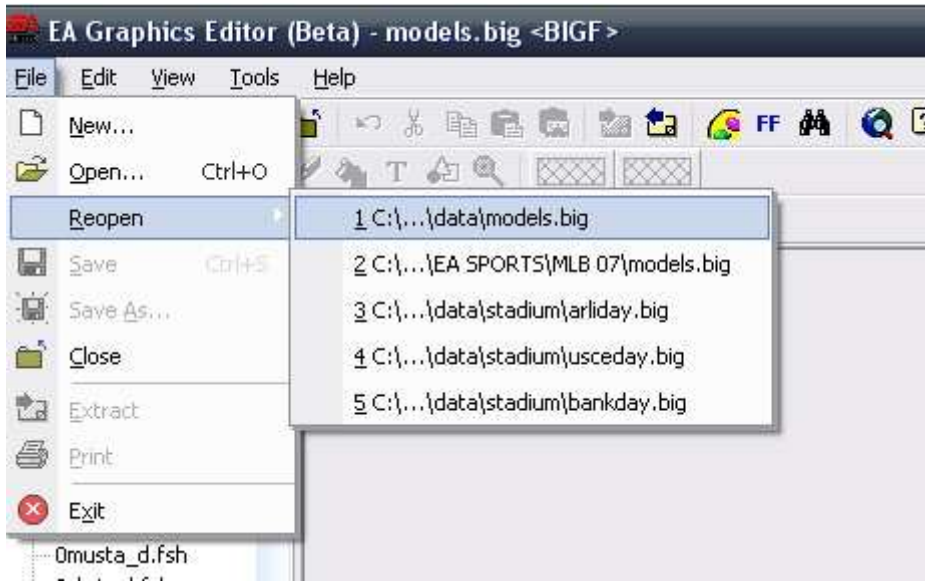
One important aspect is that the buffer size may need to be changed to accommodate the size change. Here's a screenshot of where the buffer size needs to be changed and where you can change the size of any part of the uniform that you want to.



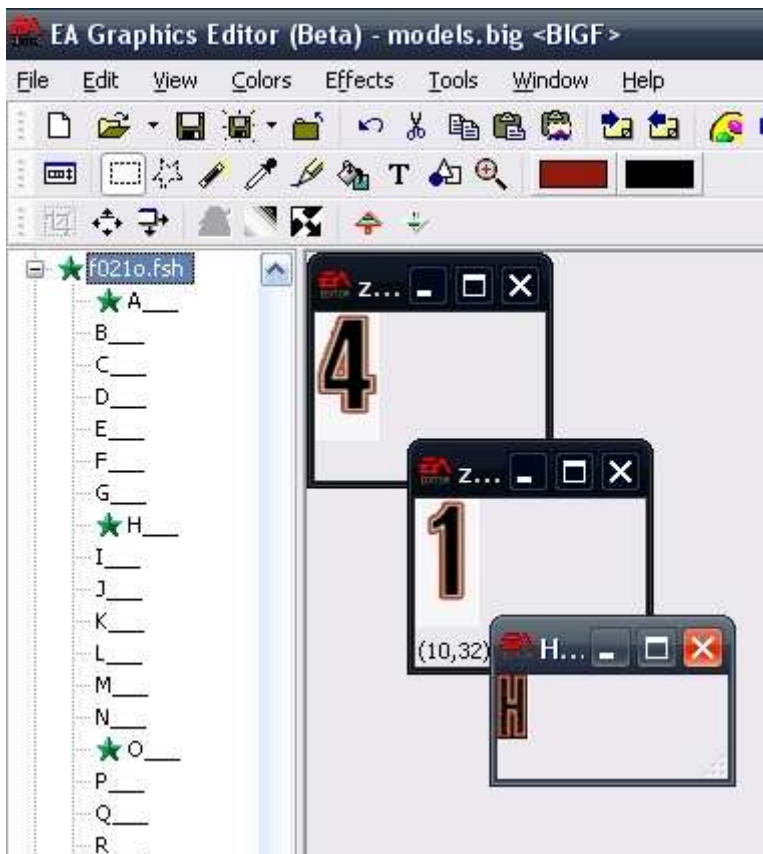
303: Jersey Numbers and Letters

Due to the painful process of actually creating your uniform numbers and letters from scratch, I'm going to show you how I avoid the process.

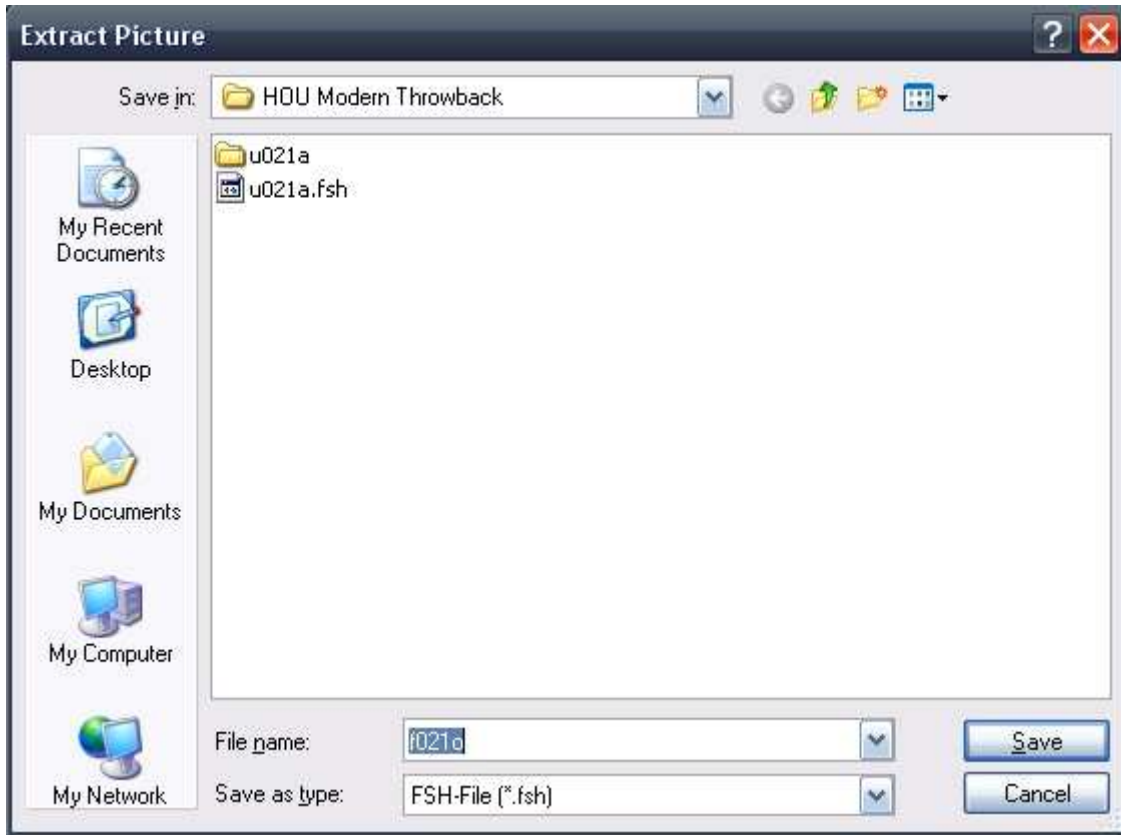
First, open EAGraph, and your data/models.big.



Now, scroll down to the f files. Next, using KC's uniform slot ID list (see appendix), pick a team that matches your uniform colors, expand it by clicking, and scroll through each of its f files. You can view the numbers and letters by clicking on the indented files:



Now extract it like you did the uniform fsh file and save to your desktop uniform folder.



Ok, now you have your uniform.big file, your uniform fsh file, and your jersey number fsh file. Now we can put the uniform into the game!

***If you feel like editing the numbers yourself, extract the fxxx.fsh file with nfshtool. From there you are on your own because it requires another lengthy tutorial to completely cover everything about number/letter modding.

edit: If anyone knows how to and is willing to post a tutorial on jersey number creating, be my guest. I do not have the time or the will power to do it myself.

Additional information provided by redsox

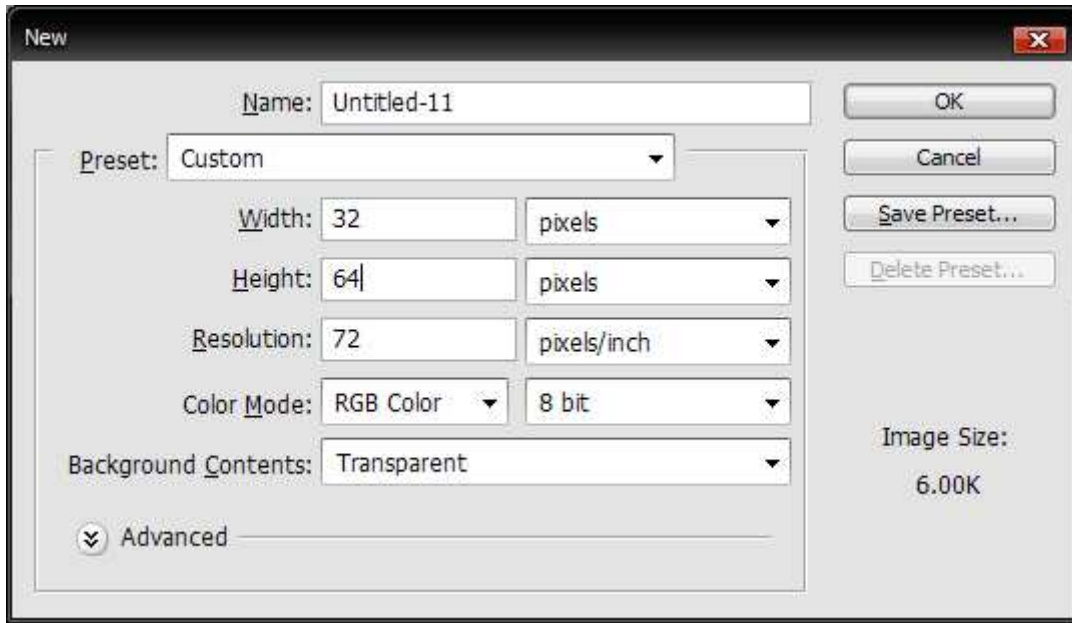
This is how I create the fonts/numbers for the jerseys. Follow, hiheat's tutorial in extracting the necessary font file using eagraph.

Use nfshtool to extract the folder inside the fxxx.fsh file. We will look to create the numbers first.

Open up a normal number bmp (xxxx.bmp) and an alpha bmp (xxxx-a.bmp). Check to see the

size - its usually either 32x64 or 32x63.

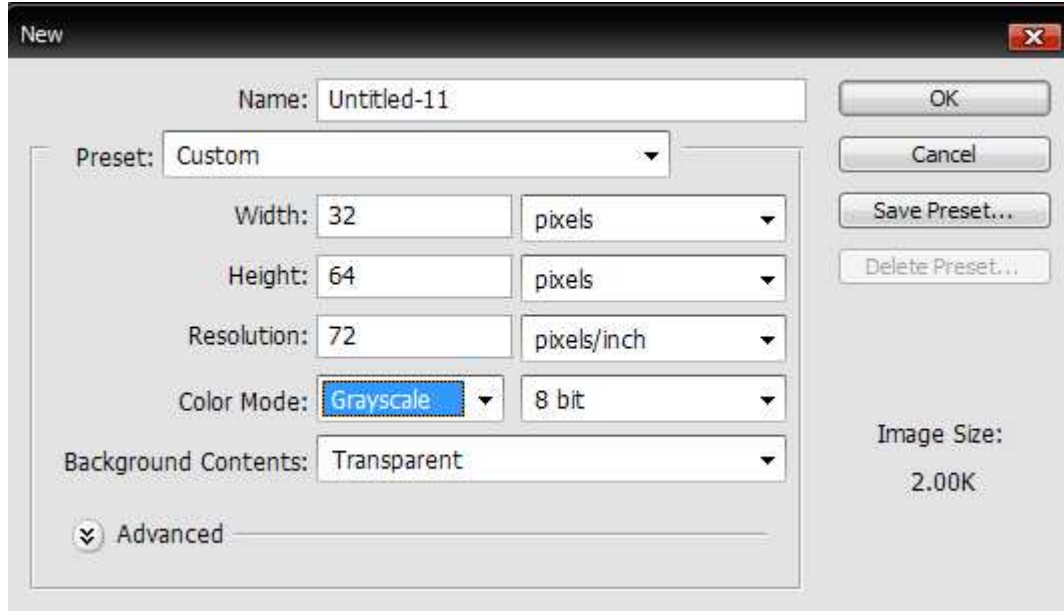
Now create a new file in photoshop with the appropriate size using the following setup:



All you would have to do next is to use the type tool to type one number at a time using the font of your choosing. We will type in the number 9 in this case. You can use the methods hiheat mentioned earlier to spice the number up a little (add textures, etc.)



The next step is to create a new Photoshop file for your alpha image.



Make sure that you choose "grayscale" under color mode.

Now go back to the file where you typed in the number 9 and do the following:

Goto layer, duplicate layer and choose the alpha file that you just created as your destination file.



You should end up similar to the following figure.



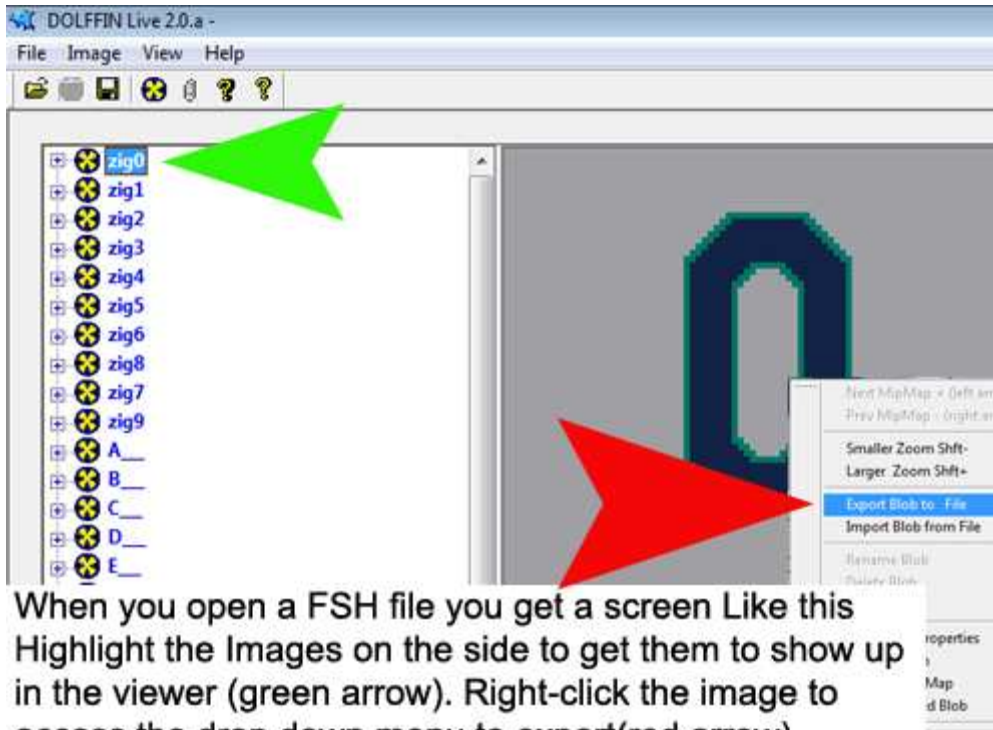
All that's left to do is change the color to white. So choose your type tool and change the color of the number to white.



The final step would be to save the normal file as a .bmp in the appropriate folder and the alpha file as a .bmp in the same folder. I believe hiheat had covered that earlier.

You do the exact same thing for the letters as well, making sure to take notice of the size. The size will be smaller for the letters compared to the numbers.

BigPaPa has another method for numbers using Dollfin Live.



When you open a FSH file you get a screen Like this Highlight the Images on the side to get them to show up in the viewer (green arrow). Right-click the image to access the drop down menu to export(red arrow). You will notice you cant save it as a BMP.



When you open it in photoshop youll notice it has no background, we like it like that. Make you edits(or a new set of numbers) and hit file->save.



For the purposes of this tutorial i simply inverted the image.

To Import simple hit the Import option below the export one, shown in the first picture, and tada no messing around with the pesky alphas.

ImageHosting.com

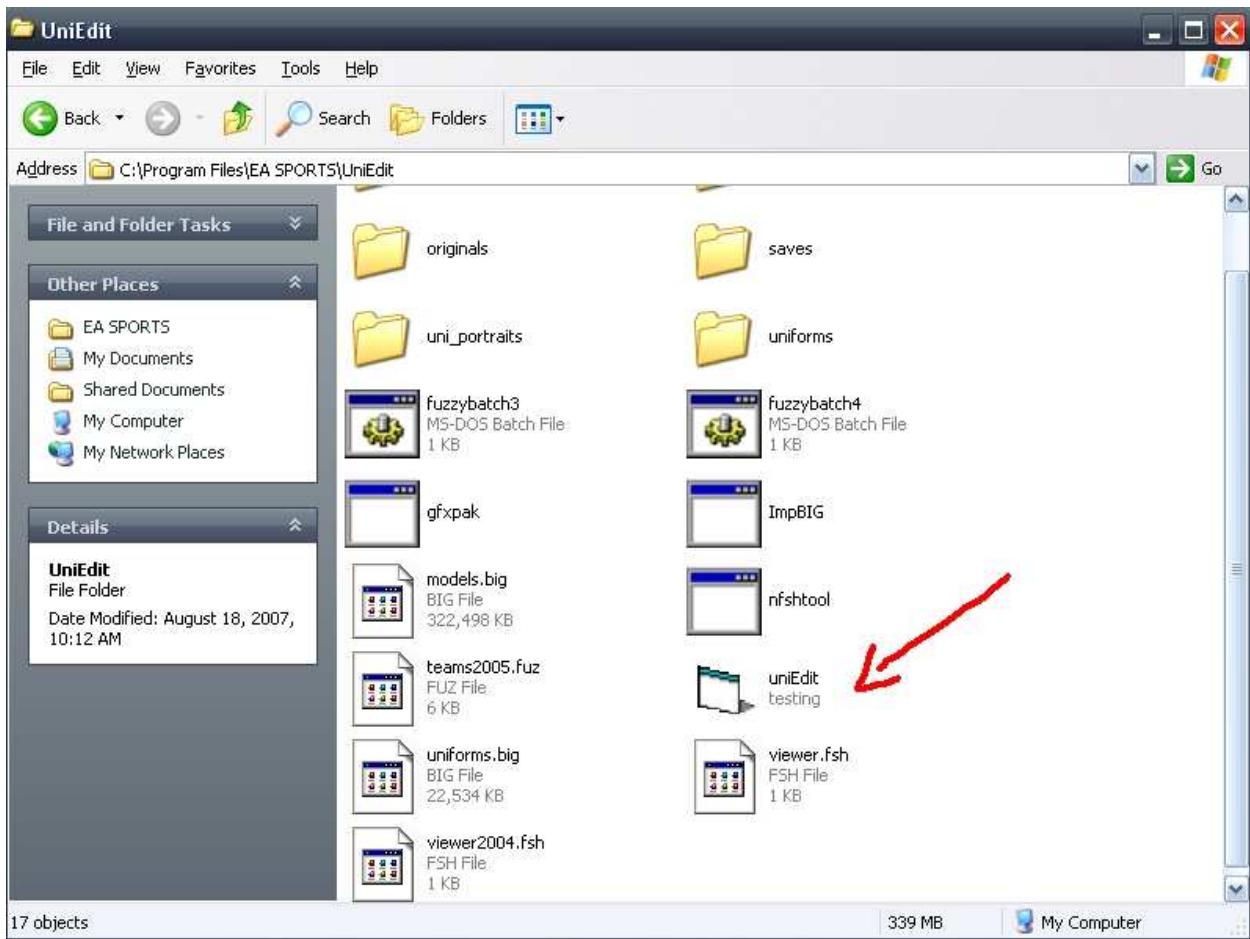
Kccitystar says “adding noise (to the scripts) is a plus, I'd even say it's mandatory, especially when you resize”

304: Installation with Uniedit (aka MVP Studio 2005)

***WARNING: Before we install anything with uniedit make sure you haven't installed any uniform or models.big downloads *after* you installed uniedit. If you have, just reinstall uniedit. Bad things will happen if you don't...

Installation through uniedit is pretty self explanatory. It is not the fastest way, but it is very easy to figure out and use.

Ok, now open the folder you installed uniedit in and click on this icon:



This opens the program.

Next, click on the team you want to install the uniform under and then click the "hammer" button. You should now see the team's uniforms. Scroll down to either an empty slot or a uniform you want to replace. I chose an old concept uni to replace:



Once you have selected the bullet of the uniform you want to replace, click the "+" button. You should now see this box:



Hmm, didn't we just make these file types? Yes we did! Click the "S" and browse for each file it is asking for (they should be in your desktop uni folder if you have followed this tutorial):



Ok, once you have selected all of the parts, click the "+" button again, let it import and you should see the unibig file you created in the place of the slot you selected:



The last thing you need to do is press the "lightning bolt" for the program to put the uni into the game. Once that is done, your uniform should be in the game! Great work!

***Sometimes uniedit does some weird things and sometimes doesn't install the fsh file correctly. The way I fix this is, after the "lightning bolt" import is complete, I do it click it one more time for safe measures.

4: Additional Tips

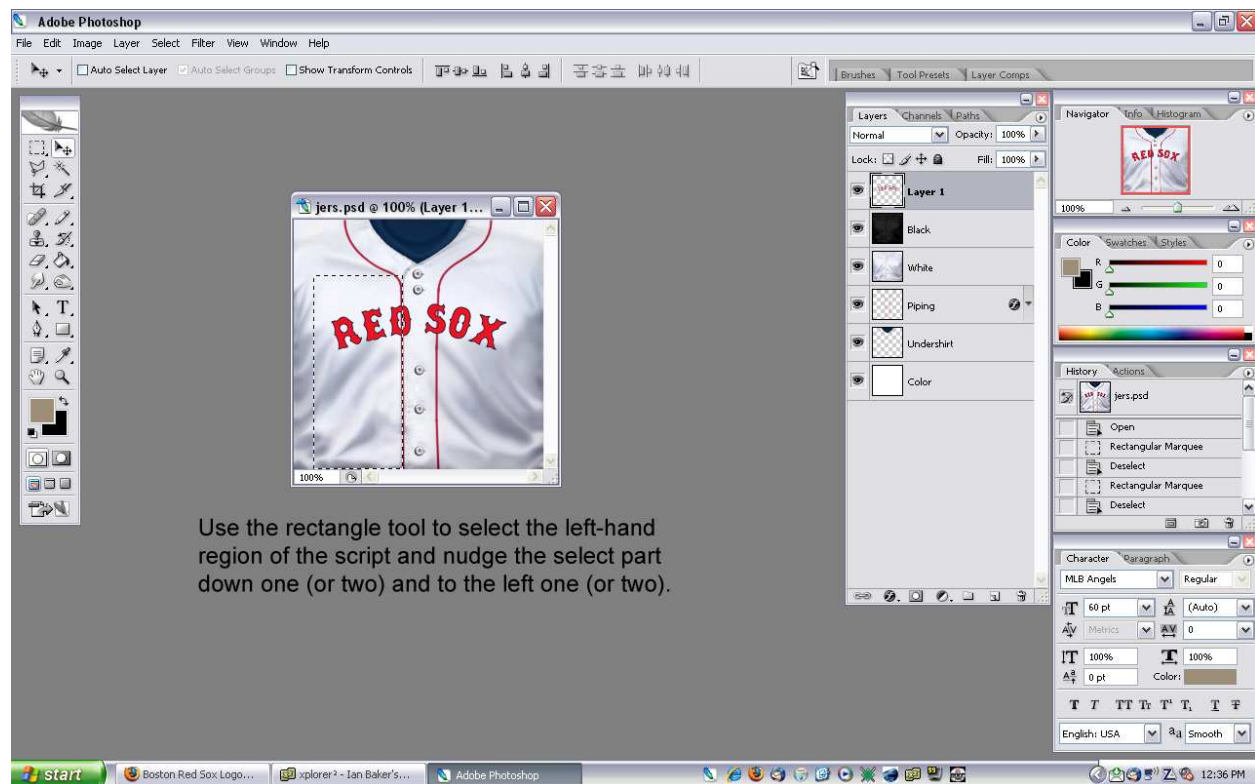
These tips were submitted by forum members to help with uniform editing.

1) From DJEagles11:

How do you splice the script, so it look like it is cut in "half" ?

redsox's response:

Use the rectangle marquee tool to select the left side of the jersey. I usually align it with the piping on the left hand side. Press "V" on your keyboard and the use the directional keys to nudge the left hand side of the script down 2 and to the left 2. You can then use the burn tool to give it a little bit of shadow in the separated region.



2) redsox has also added that this post with information by umachines can be helpful.

<http://www.mvpmods.com/Forums/viewtopic/t=32848/finish=15/start=120.html>

Appendix

Kccitystar's Uniform Slot Information

Accurate as of 04/30/2008

When doing uniforms, this is the list everyone should follow as it will help a megaton:

- u***A.fsh - Default HOME uniform
- u***B.fsh - Default ROAD uniform
- u***C.fsh - HOME ALTERNATE uniform
- u***D.fsh - ROAD ALTERNATE uniform

(in some cases the D slot can be used to add an extra home alternate for teams that have them, the E slot can be used on some teams for an extra road uniform)

MLB

American League

West

- Anaheim Angels - 000
- Oakland Athletics - 001
- Seattle Mariners - 002
- Texas Rangers - 003

Central

- Chicago White Sox - 004
- Cleveland Indians - 005
- Detroit Tigers - 006
- Kansas City Royals - 007
- Minnesota Twins - 008

East

- Baltimore Orioles - 009
- Boston Red Sox - 010
- New York Yankees - 011
- Tampa Bay Rays - 012
- Toronto Blue Jays - 013

National League

West

- Arizona Diamondbacks - 014
- Colorado Rockies - 015
- Los Angeles Dodgers - 016
- San Diego Padres - 017
- San Francisco Giants - 018

Central

- Chicago Cubs - 019
- Cincinnati Reds - 020
- Houston Astros - 021
- Milwaukee Brewers - 022
- Pittsburgh Pirates - 023
- St. Louis Cardinals - 024

East

- Atlanta Braves - 025
- Florida Marlins - 026
- Washington Nationals - 027
- New York Mets - 028
- Philadelphia Phillies - 029
- *****

All Star Teams

- American League - 030
- National League - 031
- *****

AAA

International League

West

- Columbus Clippers (Washington) - 032
- Indianapolis Indians (Pittsburgh) - 033
- Louisville Bats (Cincinnati) - 034
- Toledo Mud Hens (Detroit) - 035

North

- Buffalo Bisons (Cleveland) – 036
- Lehigh Valley Iron Pigs (Philadelphia) – 037 formerly Ottawa Lynx
- Pawtucket Red Sox (Boston) - 038

Rochester Red Wings (Minnesota) - 039
S/W-B Yankees (NYY) - 040
Syracuse Chiefs (Toronto) – 041 formerly SkyChiefs

South

Charlotte Knights (CHW) - 042
Durham Bulls (Tampa Bay) - 043
Norfolk Tides (Baltimore) - 044
Richmond Braves (Atlanta) - 045

Pacific Coast League

American North

Iowa Cubs (Cubs) - 048
Omaha Royals (Kansas City) - 049
Memphis Redbirds (St. Louis) - 050
Nashville Sounds (Milwaukee) - 051

American South

Albuquerque Isotopes (Florida) - 046
New Orleans Zephyrs (NYM) - 052
Oklahoma RedHawks (Texas) - 053
Round Rock Express (Houston) - 054

Pacific North

Colorado Springs Sky Sox (Colorado) - 047
Portland Beavers (San Diego) - 055
Salt Lake Bees (LAA) - 056
Tacoma Rainiers (Seattle) - 057

Pacific South

Fresno Grizzlies (San Francisco) - 058
Las Vegas 51's (LAD) - 059
Sacramento River Cats (Oakland) - 060
Tucson Sidewinders (Arizona) - 061

AA

Eastern League

Northern

Binghamton Mets (NYM) - 062
New Britain Rock Cats (Minnesota) - 063
New Hampshire Fisher Cats (Toronto) - 064
Connecticut Defenders (San Francisco) - 065
Portland Sea Dogs (Boston) - 066
Trenton Thunder (NYY) - 067

Southern

Akron Aeros (Cleveland) - 068
Altoona Curve (Pittsburgh) - 069
Bowie Baysox (Baltimore) - 070
Erie SeaWolves (Detroit) - 071
Harrisburg Senators (Washington) - 072
Reading Phillies (Philadelphia) - 073

Southern League

North

Chattanooga Lookouts (Cincinnati) - 075
Huntsville Stars (Milwaukee) - 076
W.T. Diamond Jaxx (Seattle) - 078
Carolina Mudcats (Florida) - 079
Tennessee Smokies (Cubs) - 083

South

Birmingham Barons (CWS) - 074
Mobile Baybears (Arizona) - 077
Mississippi Braves (Atlanta) - 080
Jacksonville Suns (LAD) - 081
Montgomery Biscuits (Tampa Bay) - 082

Texas League

North

Springfield Cardinals (St. Louis) - 084
Arkansas Travelers (LAA) - 088
Tulsa Drillers (Colorado) - 090
Northwest Arkansas Naturals (Kansas City) - 091 formerly Wichita Wranglers

South

Midland RockHounds (Oakland) - 085

Corpus Christi Hooks (Houston) - 086
San Antonio Missions (San Diego) - 087
Frisco RoughRiders (Texas) - 089

A Adv
California League

North

Bakersfield Blaze (Texas) - 092
Modesto Nuts (Colorado) - 093
San Jose Giants (San Francisco) - 094
Stockton Ports (Oakland) - 095
Visalia Oaks (Arizona) - 096

South

High Desert Mavericks (Seattle) - 097
Inland Empire 66ers (LAD) - 098
Lake Elsinore Storm (San Diego) - 099
Lancaster JetHawks (Boston) - 100
R. Cucamonga Quakes (LAA) - 101

Carolina League

Northern

Frederick Keys (Baltimore) - 102
Lynchburg Hillcats (Pittsburgh) - 103
Potomac Nationals (Washington) - 104
Wilmington Blue Rocks (Kansas City) - 105

Southern

Kinston Indians (Cleveland) - 106
Myrtle Beach Pelicans (Atlanta) - 107
Salem Avalanche (Houston) - 108
Winston-Salem Warthogs (CWS) - 109

Florida State League

East

Brev. County Manatees (Milwaukee) - 110
Daytona Cubs (Cubs) - 111
Jupiter Hammerheads (Florida) - 112

Palm Beach Cardinals (St. Louis) - 113
St. Lucie Mets (NYM) - 114
Vero Beach Devil Rays (Tampa) – 115 formerly affiliated with LAD

West

Clearwater Threshers (Philadelphia) - 116
Dunedin Blue Jays (Toronto) - 117
Fort Myers Miracle (Minnesota) - 118
Lakeland Flying Tigers (Detroit) - 119
Sarasota Reds (Cincinnati) - 120
Tampa Yankees (NYY) – 121

Legends – 122
Heroes – 123
EAC1 - 124
EAC2 - 125

List of the stock uniform slots in the game from a fresh install of MVP 2005 provided by Kraw.

- 000 a b c g h i j k o
- 001 a b c d g h i j k l o
- 002 a b c g h o
- 003 a b c d g h i j o
- 004 a b c d g h i j k o
- 005 a b c d g h i j o
- 006 a b g h j o
- 007 a b c d g h i j o
- 008 a b c d g h i j k l o
- 009 a b c g h k o
- 010 a b c g h i j k o p
- 011 a b g h i j o
- 012 a b c d g h o
- 013 a b c g h k o
- 014 a b c d g h o
- 015 a b c d g h k o
- 016 a b c i j k o
- 017 a b c g h k o
- 018 a b g h i j k l o

- 019 a b c g h i j o
- 020 a b c g h k o
- 021 a b c d g h i j o
- 022 a b c g h i j k l m n o
- 023 a b c d g h i j k o
- 024 a b g h j o
- 025 a b c g h i j k o
- 026 a b c d i j k l o
- 027 a b g h i j o
- 028 a b c d g h k o
- 029 a b g h k o
- 030 a
- 031 a
- 032 a b
- 033 a b
- 034 a b
- 035 a b
- 036 a b
- 037 a b
- 038 a b
- 039 a b
- 040 a b
- 041 a b
- 042 a b
- 043 a b
- 044 a b
- 045 a b
- 046 a b
- 047 a b
- 048 a b
- 049 a b
- 050 a b
- 051 a b
- 052 a b
- 053 a b
- 054 a b
- 055 a b

- 056 a b
- 057 a b
- 058 a b
- 059 a b
- 060 a b
- 061 a b
- 062 a b
- 063 a b
- 064 a b
- 065 a b
- 066 a b
- 067 a b
- 068 a b
- 069 a b
- 070 a b
- 071 a b
- 072 a b
- 073 a b
- 074 a b
- 075 a b
- 076 a b
- 077 a b
- 078 a b
- 079 a b
- 080 a b
- 081 a b
- 082 a b
- 083 a b
- 084 a b
- 085 a b
- 086 a b
- 087 a b
- 088 a b
- 089 a b
- 090 a b
- 091 a b
- 092 a b

093 a b

094 a b

095 a b

096 a b

097 a b

098 a b

099 a b

100 a b

101 a b

102 a b

103 a b

104 a b

105 a b

106 a b

107 a b

108 a b

109 a b

110 a b

111 a b

112 a b

113 a b

114 a b

115 a b

116 a b

117 a b

118 a b

119 a b

120 a b

121 a b

122 a (Legends)

123 a (Heroes)

124 a (EAC1)

125 a (EAC2)

Additional Resources

Forums and Downloads

This tutorial was initially posted on the forums. Please visit the forums for additional information to this tutorial or other MVP 2005 information and downloads.

<http://www.mvpmods.com/Forums/viewtopic/t=32848/finish=15/start=0.html>
<http://www.mvpmods.com/index.php>

<http://totalclassics.mvpmods.com/tcmain/> forums and downloads for Total Classics
<http://www.eamods.com/> forums and downloads
<http://simcentral.net/index/> forums and downloads

Logos

<http://www.sportslogos.net/> Chris Creamer's site
<http://www.section219.com/> Classic Sports logos
<http://members.tripod.com/logoman55/> Cody Fields' site
<http://www.logoshak.com/> LogoShak
<http://www.logoserver.com/> LogoServer
<http://www.vectorportal.com/> SportLogo
http://www.ssur.org/research/TeamColors/team_colors.htm team colors
<http://www.sportsecyclopedia.com/> Sports Encyclopedia
http://exhibits.baseballhalloffame.org/dressed_to_the_nines/index.htm History of MLB uniforms

Graphics Programs

<http://www.adobe.com/> Photoshop trial available
<http://www.corel.com> Paint Shop Pro trial available
<http://www.gimp.org/> free graphics program
<http://www.irfanview.com/> free graphics program
<http://www.getpaint.net/> free graphics program
<http://www.mvpmods.com/index.php> tools and editors
<http://www.nba-live.com/> tools and editors