

01 FILES AND SUBMISSION

- ☐ **FOLDER AND KN5 NAMING**
EFVD_lastname_model folder and EFVD_lastname_model.kn5.
- ☐ **ARCHIVE CONTENTS**
One car folder; no unrelated packages, backups or duplicates.
- ☐ **CONTENT MANAGER UI NAME**
The car name shown in Content Manager must visibly include EFVD.
- ☐ **SFX FOLDER**
Clean SFX folder; oversized .bank files may be rejected.
- ☐ **EXTENSION FOLDER**
Only files the car uses; no unused configs, backups or test files.
- ☐ **EXTENSION CONTENT**
No added 3D models or geometry; Lua scripts need EFVD approval.
- ☐ **UI DESCRIPTION**
UI description must be up to date.
- ☐ **SHOWROOM AND IN-GAME FUNCTIONALITY**
Open cleanly in Showroom; function correctly in EFVD multiplayer and replay playback.
- ☐ **KN5 ENCRYPTION**
Unencrypted, unprotected KN5s only; EFVD encrypts approved cars.

02 OPTIMIZATION AND FILES

- ☐ **PROFILE A**
Up to 575,000 triangles, 300 objects, 175 materials.
- ☐ **PROFILE B**
Up to 675,000 triangles, 250 objects, 150 materials.
- ☐ **PROFILE C**
Up to 800,000 triangles, 200 objects, 125 materials.
- ☐ **KN5 / FBX SIZE**
KN5 max 80MB. FBX should be similar in size. The banner, door plates and signal lights EFVD fits during car preparation do not count toward these limits.
- ☐ **SKIN FOLDER**
Skin folder max size 50MB.
- ☐ **TEXTURE FORMAT***
DDS material textures required; see Technical Regulations TR-06 for permitted image exceptions.
- ☐ **UNUSED FILES**
Remove unused textures, backups and duplicate assets before submission.
- ☐ **MATERIAL COUNT**
Material count must stay within the chosen optimization profile.

03 VEHICLE ELIGIBILITY

- ☐ **ELIGIBLE BODY STYLES**
Coupe, sedan, convertible, hatchback, estate/wagon or passenger-car-based unibody ute, with no more than 5 doors.
- ☐ **VEHICLE PLATFORM**
Post-1985 vehicle with a RWD drivetrain. The underlying 3D model must retain factory stock unibody/chassis dimensions.
- ☐ **MINIMUM FACTORY WEIGHT**
Base production car has a published factory curb weight of at least 900 kg.
- ☐ **CAR IDENTITY**
The car must visually match the submitted model. No misleading shell swaps: the body you see must be the car you entered.
- ☐ **RACE-CAR BASES**
No GT3-class or higher-spec purpose-built race car may be used as the base model.
- ☐ **NOT ALLOWED**
No SUV, truck, body-on-frame pickup, monster truck, plane, boat, animal or joke vehicle.
- ☐ **WHEEL STYLE**
No donkey-style wheels. Wheel size must look realistic for the car.

04 BRAKE LIGHTS AND EFVD ASSETS

- ☐ **REAR BRAKE LIGHTS**
Working rear brake lights on real tail-light meshes via data/lights.ini [BRAKE_n]; CSP alone is not enough.
- ☐ **EFVD-ADDED ASSETS**
Submit without EFVD lights, banner or door plates; EFVD adds them before approval.
- ☐ **KEEP THE BANNER AREA CLEAR**
Keep the windshield top clear of text, logos and stickers.
- ☐ **KEEP THE LIGHT AREAS CLEAR**
Keep the roof edge above the windshield (91 cm, centred) and both windshield side edges clear for EFVD lights. Obstructions may be removed or covered.
- ☐ **KEEP THE DOOR PLATE AREA CLEAR**
Keep upper front doors below the windows clear of large decals and parts; livery paint is fine.
- ☐ **SPONSOR AND EVENT BRANDING**
EFVD staff add required sponsor and event branding where applicable.
- ☐ **OFFICIAL PREPARATION KIT**
The public EFVD Car Tech Kit contains the current physics and the driver/inspector checklist.

05 VISUAL AND LIVERY

- ☐ **BODY KIT AND LIVERY**
Professional body kit/finish. Plain paint allowed; livery optional. EFVD decals required.
- ☐ **WHEEL FITMENT**
Realistic wheel size; check for significant clipping during normal steering and suspension movement.
- ☐ **WHEEL STICKERS**
Contrasting color sticker required on wheels.
- ☐ **LIGHTING STYLE**
No automatic strobe lights or neon.
- ☐ **STREAM-SAFE CONTENT**
Offensive, explicit, hateful or unreadable liveries can be rejected.

06 PHYSICS, SOUND, COLLIDER AND AERO

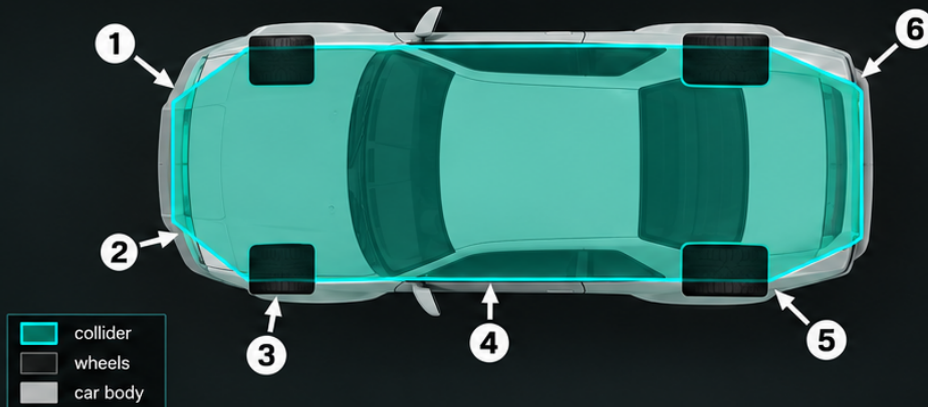
- ☐ **OFFICIAL DATA**
Use official season Engine, Gearbox, Tires, Aero and Suspension data.
- ☐ **CHASSIS**
Match Suite chassis; realistic vehicle dimensions need review. Offsets only align the model. See page 2.
- ☐ **VISUAL STANCE**
Pitch stays 0.0; model, offsets and CSP must align with physics.
- ☐ **SETUP RANGES**
setup.ini matches the suite chassis; no wider ranges or extra options.
- ☐ **DRIVER AIDS**
No ABS, TC or DRS; kit turbo controllers only.
- ☐ **POWER GRAPH**
Power graph must be recalculated in Content Manager.
- ☐ **ENGINE SOUND**
Match the engine; balanced volume must not overwhelm tandem cars or broadcast audio. Adjust before approval.
- ☐ **COLLIDERS**
Representative, simplified shape; modest inset allowed. See page 2.
- ☐ **PARTS PLACEMENT**
All visible parts must be realistically placed and match the model.
- ☐ **AERO LEVEL**
No GT-style or higher aerodynamics.
- ☐ **BUMPER-MOUNTED WINGS**
Bumper-mounted wings must be hit-able.
- ☐ **CONTACT REVIEW**
Unrealistic collision behavior can cause tech rejection or post-event review.



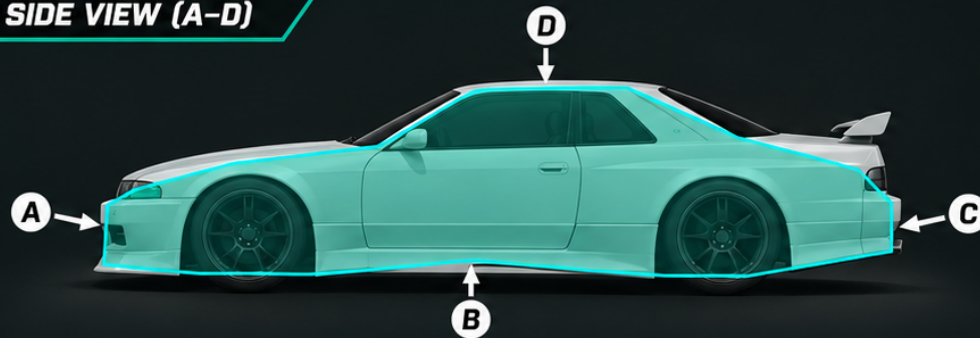
EFVD COLLIDER GUIDE

Collider should reflect the visible 3D body shape.

TOP VIEW (1-6)



SIDE VIEW (A-D)



Top View (1-6)

- 1 Use the visible front body as the reference. The collider should not stick out unrealistically.
- 2 Follow the visible front corner shape. It should not be cut too far inward.
- 3 Around the front wheel area, the collider should stay close to the visible fender / body shape.
- 4 Through the door and side body, the collider should stay reasonably aligned with the visible body line.
- 5 Near the rear wheel area, the collider can begin tapering as long as it still follows the rear quarter shape.
- 6 At the rear, the collider should follow the visible rear body and should not be obviously shortened.

Side View (A-D)

- A Front profile should reach the visible front bumper area.
- B Sill / mid body should stay close to the visible lower side body.
- C Rear profile should reach the visible rear bumper area.
- D Overall height should stay reasonably true to the visible body shape.

NOTE

Exact tracing of every small body detail is not required. Small non-abusive differences are acceptable if the overall shape stays realistic. The goal is fair, believable contact for close tandem battles.

TR-08 COLLIDER REQUIREMENTS

The collider must reasonably represent the car's overall shape and proportions. A clean, simplified shape, modest inset from visible bodywork and tapered corners are permitted to avoid premature contact. Tires, lights and bodywork serve as visual reference points; exact tracing of every detail is not required. Excessive narrowing, shortening, enlargement or offset that creates an unfair contact advantage is prohibited. Final acceptance is subject to technical inspection.

TR-07 GRAPHICS OFFSETS

GRAPHICS_OFFSET in car.ini and values in [GRAPHICS_OFFSETS] in suspensions.ini should retain the Suite values wherever possible. They may differ only where necessary to align the visual model with the approved physics. Drivers should prioritize alignment within the 3D model. Visible wheels must align with their physical positions, and colliders must reasonably represent the visible body. Final visual alignment is subject to inspector approval.