

Pixel Cup Soccer - Ultimate Edition

Steam WorkShop Guide

The workshop is where you can access the content created by other users, as well as being able to create and share your own.

We'll discuss three areas:

- 1- How to download content
- 2- How to create your own content
- 3- Create and share a Workshop item



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1- How to download content

You will find the Workshop area at the Steam community hub for the game, here is where you can access the content created by other users and by yourself.

There are several ways to reach the workshop. One of the methods consists of getting into Community Hub and clicking on the Workshop tab. You can also access the workshop through your Steam library, or through the in-game button.

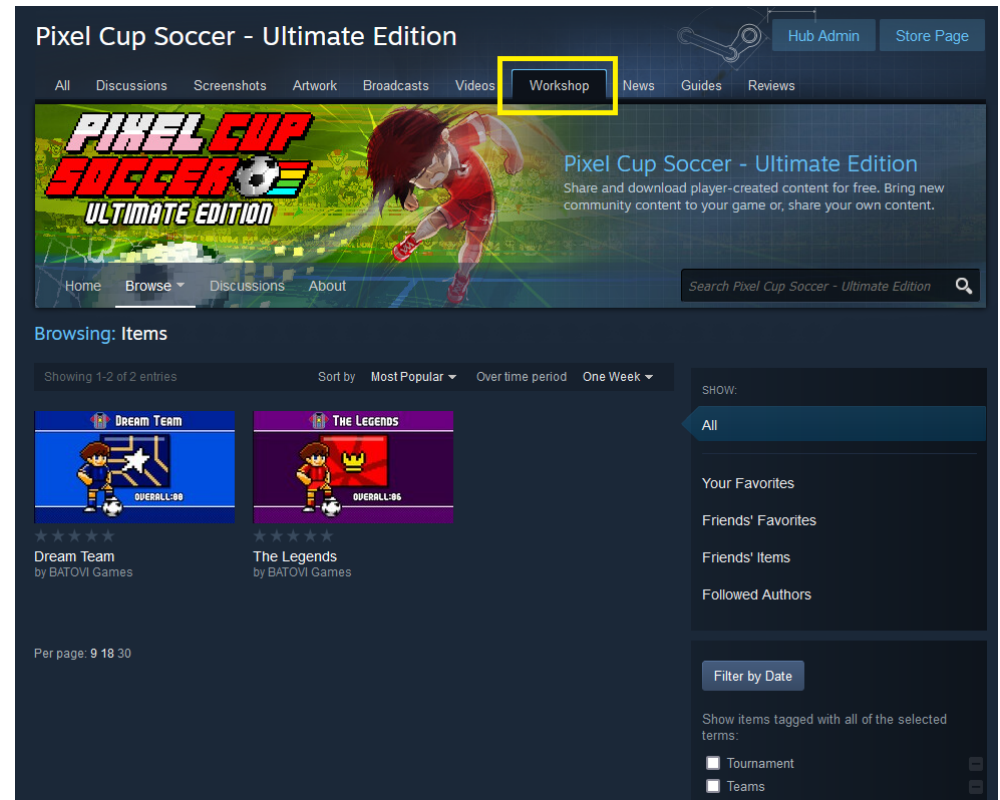
Here's the direct link:

<https://steamcommunity.com/app/1620540/workshop/>

We've published two brand new team setups with highly skilled new age players and very well renowned names. These will serve to test what you have just learned!

TIP:

- If you explore Workshop through the in-game button, the Steam Game Overlay interface will be displayed on your screen, you can return to game pressing Shift+Tab, Esc or click the link to close the Steam Game Overlay.



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1- How to download content

For any item that catches your interest, you may click the preview image or the item's name, to get to the item's detail page.

From here, all you have to do is click the Subscribe button for the item to start downloading.



The screenshot shows the Steam Workshop interface for the game 'Pixel Cup Soccer - Ultimate Edition'. The page is titled 'The Legends' and features a preview image of a pixelated soccer player with a crown and a soccer ball, with the text 'OVERALL:86' below it. The 'Subscribe' button is highlighted with a yellow box. The page also shows navigation tabs for 'All', 'Discussions', 'Screenshots', 'Artwork', 'Broadcasts', 'Videos', 'Workshop', 'News', 'Guides', and 'Reviews'. The 'Workshop' tab is selected. The page includes a 'Description' tab, 'Discussions' (0), 'Comments' (0), and 'Change Notes' buttons. The 'Teams' section shows 'File Size: 0.006 MB', 'Posted: 7 Oct @ 5:41pm', and '1 Change Note (view)'. The 'CREATED BY' section shows 'BATTOVI Games Online'.

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1- How to download content

Once the download is completed, please restart the game application for your new content to be properly loaded (be mindful about the Steam client taking a little bit of extra time to download it on your PC).

When you wish to play a game, you will now be able to choose from workshop downloaded teams, which you will find under the “My Teams” tournament filter.



CONGRATULATIONS!!

You are now the proud owner of a brand new “THE LEGENDS” team!!!

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2- How to create your own content

We've added features to create your own teams and tournaments! Made for your fun or to share with friends, you can even share it with the entire PCS Ultimate Edition community via the Steam Workshop.

2a- Create your own teams

In this area you can create teams from scratch, modify existing teams or even clone teams to create an alternate version of them!



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2a- Create your own teams

HOW-TO: Create Team

1. Press the Create Team button.
2. Press the Brand New Team button.
3. Now you can EDIT all the aspects available.
4. Once you are done editing, you can press the Back button.

TIPs:

- If this is the first custom team you are creating, you'll notice that a Delete Team button appears once you return from the Editor.
- Steam On-screen keyboard is only supported on the Steam Deck or Steam Big-Picture mode. For all others, a keyboard is required in case you want to edit names.



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2a- Create your own teams

HOW-TO: Edit Team

1. Press the Edit Team button.
2. Choose the competition filter and then your target team.
3. Now you can EDIT all the aspects available.
4. Once you are done editing, you can press the Back button.

TIPs:

- The Edit Team function allows editing the Name, Abbreviation, Playing Style or Flag, only when the files are present locally, excluding Workshop downloads. If you wish to edit those values for workshop downloaded teams, you must use Duplicate Team.
- Changes made to the Pixel League, Pixel Tournament, Liberty Cup and Club Global Cup teams, will be reflected at both the Tournament and Career areas.
- Use the Import button to replace an original team's data with a custom team of your choice. This will overwrite all aspects but the Name, Abbreviation and Flag. This option is not available for team files other than Batovi's original teams.
- Use the Reset Team button to return the current team to its original state, as shipped by Batovi's original team design.



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2a- Create your own teams

HOW-TO: Duplicate Team

1. Press the Create Team button.
2. Press the Duplicate Team button
3. Choose the competition filter and then your target team.
4. Now you can EDIT all the aspects available.
5. Once you are done editing, you can press the Back button.

TIPs:

- The Duplicate Team function does allow editing the Name, Abbreviation, Playing Style or Flag for the selected team. However the name and abbreviation will not rollover from the target team.
- Changes made to duplicate teams, DO NOT affect the original teams
- Using this option will likely be the fastest or most efficient method for whole tournament creators who want to quickly go through lots of teams updates.



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2a- Create your own teams

HOW-TO: Delete Team

1. Press the Delete Team button.
2. Press the button for the Team you want to delete.
3. Press the button again to confirm.

TIPS:

- The Delete Team button will only be displayed when there is at least one local copy of a team to delete.
- You should not use this function to delete items that have been submitted to the workshop. You will have to recover those if you want to submit further updates.
- You cannot use this function to delete items that are currently in use under a save slot or Friendly Match.



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2b- Create your own tournaments

Create your own tournaments

In this area you can create your own tournaments, defining each aspect of them: name, competition format, cup, stadiums, competing teams, etc.



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2b- Create your own tournaments

HOW-TO: Create Tournament

1. Press the Create Tournament button.
2. Press the Brand New Tournament button.
3. Press the Edit Format button and make your choice.
4. Press the Edit Pool of Teams button.
5. Press the Edit Pool of Teams button (and make your choice) or Randomly Fill Pool button.
6. Make sure you have filled all the tournament slots with your intended target teams.
7. Now you can EDIT all the other aspects available.
8. Once you are done editing, press the Confirm button.



TIPS:

- The number of Teams in Pool must be equal or greater than the number of teams you have selected for the competition. In other words, you cannot save your changes until you have selected enough teams to cover all tournament slots. The Confirm button will be grayed-out until then.
- The Select Trophy button allows an aesthetic choice that serves the purpose of helping you identify your custom competition at a glance.
- Your Time of Day selection cannot be overridden at play time.
- When no stadium is selected, ALL stadiums are part of the competition. You cannot create a competition with no stadiums.
- If this is the first custom tournament you are creating, you'll notice that both an Edit Tournament and Delete Tournament button will appear once you return from the Editor.

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2b- Create your own tournaments

HOW-TO: Edit Tournament

1. Press the Edit Tournament button.
2. Press the button for the tournament you wish to edit.
3. Now you can EDIT all the aspects available.
4. Make sure you have filled all the tournament slots with your intended target teams.
5. Once you are done editing, you can press the Confirm button to make your changes permanent or press the Discard Changes button to revert your unsaved changes.

TIPS:

- Unlike Create Tournament, the Edit Tournament button will only be displayed when at least 1 (one) custom tournament has been created locally and its set of files is available to be edited.
- The Confirm button will not be available until the number of Teams in Pool is equal or greater than the number of teams you have selected for the competition..
- The Discard Changes button is always available and works as a Back button.



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2b- Create your own tournaments

HOW-TO: Edit Tournament

1. Press the Delete Tournament button.
2. Press the button for the tournament you wish to delete.
3. Press the button again to confirm.

TIPS:

- Unlike Create Tournament, the Delete Tournament button will only be displayed when at least 1 (one) custom tournament has been created locally and its set of files is available to be edited.
- You should not use this function to delete items that have been submitted to the workshop. You will have to recover those if you want to submit further updates.



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3- Create and share a Workshop item

Now that you have read through how to go about creating your own custom workshop content and share it via the Steam workshop.



3- Create and share a Workshop item

HOW-TO: Create Workshop Item

1. Press the Create Workshop Item button.
2. Now you can EDIT all the aspects available, which are:
 - a. Edit Name (choose the name that your content will publicly display).
 - b. Visibility: Public (available for anyone) / Friends (available only for users on your friends list) / Private (available only for you)
 - c. Edit Content - This is the most relevant part. Here you can choose the actual content to be shared. It can be a custom tournament, a single team or multiple teams.
3. Press the Workshop Legal Agreement button. It is mandatory to accept the most recent agreement once before being able to complete any upload process. This document is also available [here](#).
4. Once you are done editing, you can press the Confirm button.
5. The upload process will start. In case it fails you will be shown one of these error codes:
 - a. Upload Failed - The Steam server returned a generic error code.
 - b. Upload Failed. Steam Cloud quota exceeded. - You have uploaded enough items to fill the space allocated in your profile for workshop items.
6. Once the upload process is completed, the Steam Game Overlay will open at the item's workshop page, so you can finalize polishing details, however beware that, it has already been uploaded and set with the previously selected Visibility settings.



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3- Create and share a Workshop item

Create Workshop Item

TIPs:

- The item's image, description, external links, social media info, contributors, attributions, and others not mentioned here, must be managed through the web browser. The game application is only used for those actions laid out in this document.
- The Discard Changes button is always available. It works as a back button and allows you to return to the previous screen without making any changes to past or current uploads.
- The Workshop Legal Agreement button should need only be clicked once, but must be agreed upon to be able to upload items to the workshop.
- The Workshop Legal Agreement button will only need to be clicked again, if the Workshop Legal Agreement or Steam Subscriber Agreement change.
- All custom teams that have been selected as part of the tournament pool, will also be uploaded along the competition data, as a single item bundle.
- Batovi's original teams that have been selected as part of the tournament pool, will not be uploaded, as it doesn't make sense to re-distribute something already included in the base build.



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3- Create and share a Workshop item

Uploading:

Next we will see a practical example in action. For this instance we have previously created a team called “The Legends”, using the built-in editor explained above.

We have also included the **item_preview.png** (less than 1 mb) image file at the save folder location, so that it can be uploaded along the workshop item.

Depending on your platform, the location for the save folder is one of these three:

Windows: %USERPROFILE%\AppData\LocalLow\Batovi Games Studio\Pixel Cup Soccer Ultimate Edition\
Soccer Ultimate Edition\

macOS: ~/Library/Logs/Batovi Games Studio/Pixel Cup Soccer Ultimate Edition/

Linux: ~/.config/unity3d/Batovi Games Studio/Pixel Cup Soccer Ultimate Edition/

You can copy and paste the corresponding path into your file manager as is and it should open the folder directly.

If you do not wish to include an item_preview, a default image will be assigned depending on whether the item is a Tournament or a Team.

Once you are done making changes, you may press the Confirm button to start the uploading process.

