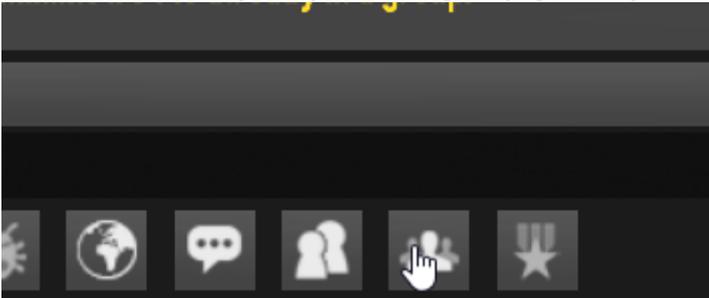


# Tutorials

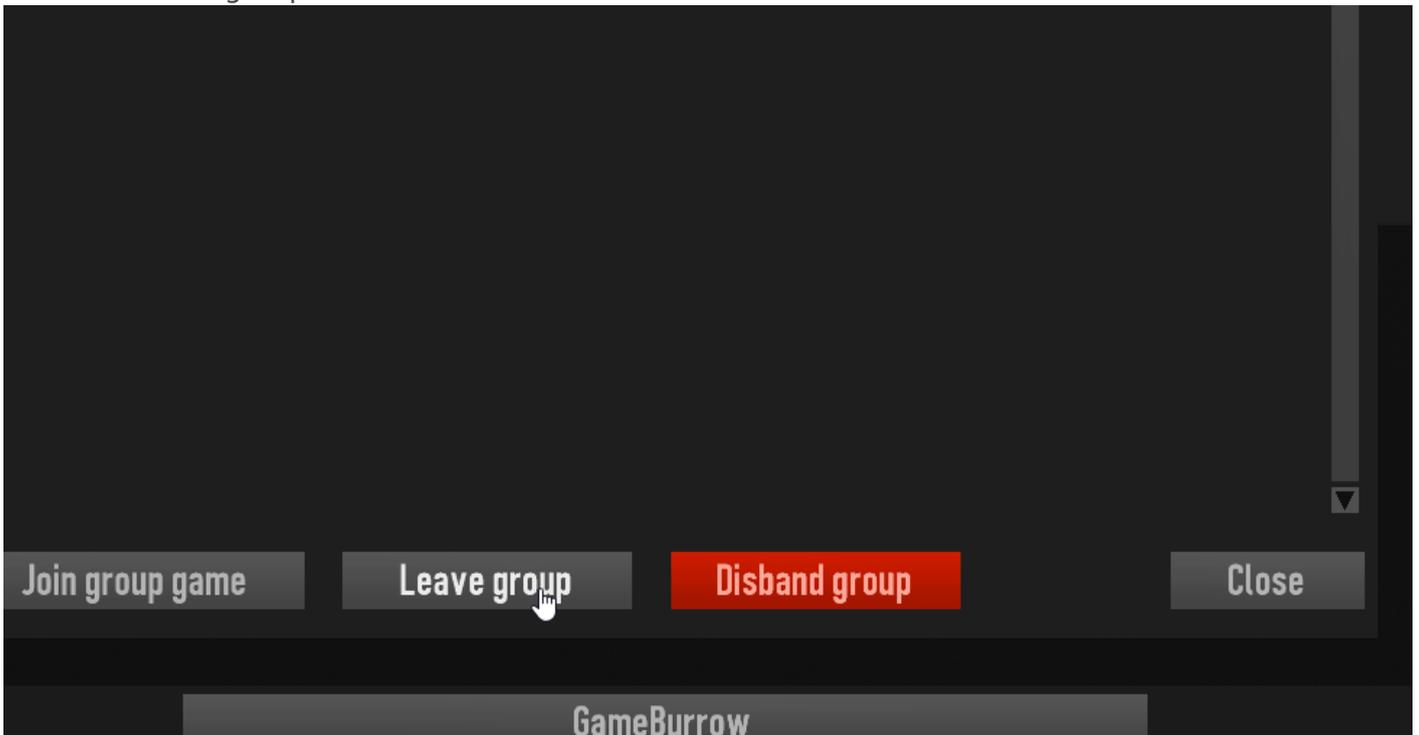
- [Multiplayer: Can't join the game - This game doesn't belong to your group error.](#)
- [Repainting tutorial](#)

# Multiplayer: Can't join the game - This game doesn't belong to your group error.

You are stuck in your previous group/game, you need to leave it by clicking here:



and then leave group:



**Don't worry, group = game. This doesn't kick you from the virtual company!**

# Repainting tutorial

1. Make the repaint and save it to `.bmp` file

With photoshop use save settings OS/2 if it asks

**NB!** In case of MAN LC DL, have the alpha file with the same name as your `.bmp` but replace the end with `_alpha.bmp`

2. Launch `LOTUS Content Tool`
3. Import the texture, by doing the following:
  - a) Click `Standalone textures`
  - b) Select your `.bmp` file (if you had `_alpha.bmp` in the same folder, it will also be automatically imported and linked to this texture)
  - c) Uncheck `Import as public domain`
  - d) Set the



- e) Click on `Save & Pack`
4. Click on `Mods`
    - a) Select `Texture Change`
    - b) Open the container you want to edit or proceed to c) if new file.
    - c) Set the `Name` of the repaint, select `Object class` of the vehicle/object you want to edit & then select the vehicle/object from `Base Object`
    - d) Now in `Texture Changes` section, click on `Add`
    - e) Select the `Original` texture you want to replace
    - f) Select the `New` texture you imported in step 3

I recommend ticking `Show only my or my team's textures`

- g) Repeat

File name: `GT6N_GOGroup.lxc`

Content-ID: `459141535` `New` `Rights...`

Save as public domain

Name: `GT6N GO Group`

Object class: `Rail vehicles`

Base object: `GT6N (OR_GT6N)`

Texture Changes:

h) Click on the bars icon next to `File name` and select `Save & Pack`