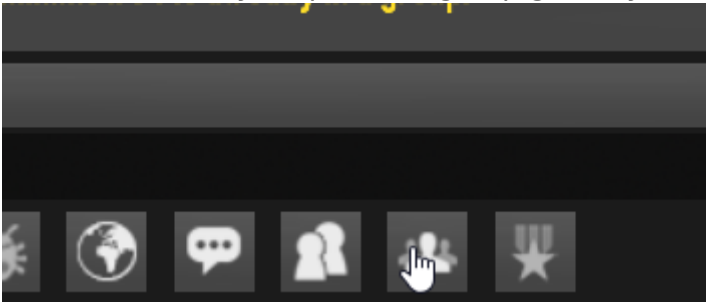


Tutorials

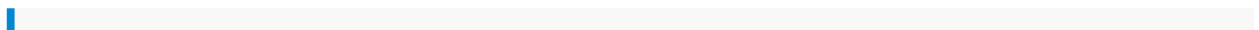
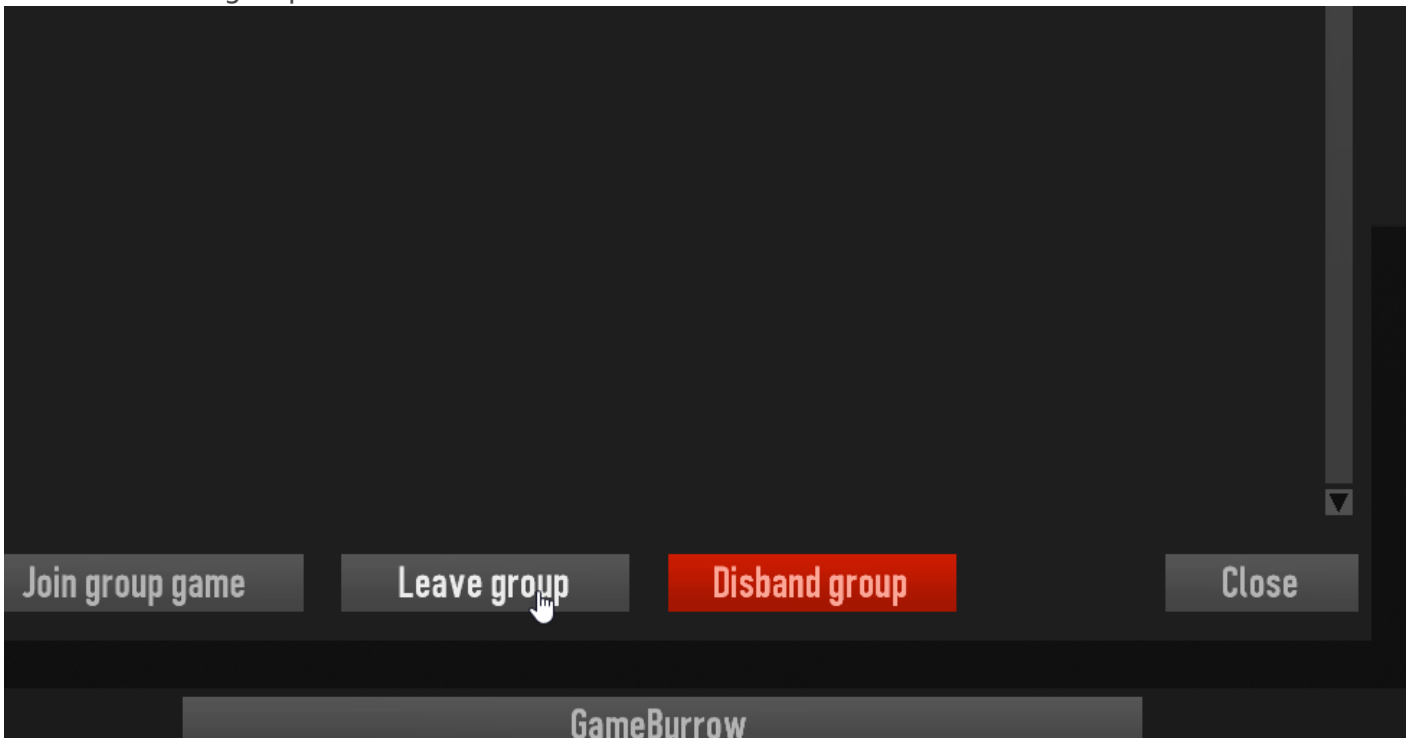
- [Multiplayer: Can't join the game - This game doesn't belong to your group error.](#)
- [Repainting tutorial](#)

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! Incase 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 `Generate mipmaps`
 - 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

A screenshot of the 'Texture Changes' dialog box in the Lotus Content Tool. The dialog has a light gray background. At the top, there is a 'File name' field with the text 'GT6N_GOGroup.lxc'. Below it, there is a 'Content-ID' field with the text '459141535' and a 'New' button to its right. There is also a 'Rights...' button. Below these, there is a checkbox labeled 'Save as public domain'. Further down, there are three more fields: 'Name' with the text 'GT6N GO Group', 'Object class' with a dropdown menu showing 'Rail vehicles', and 'Base object' with a dropdown menu showing 'GT6N (OR_GT6N)'. At the bottom, there is a section labeled 'Texture Changes:'.

h) Click on the bars icon next to and select