

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`

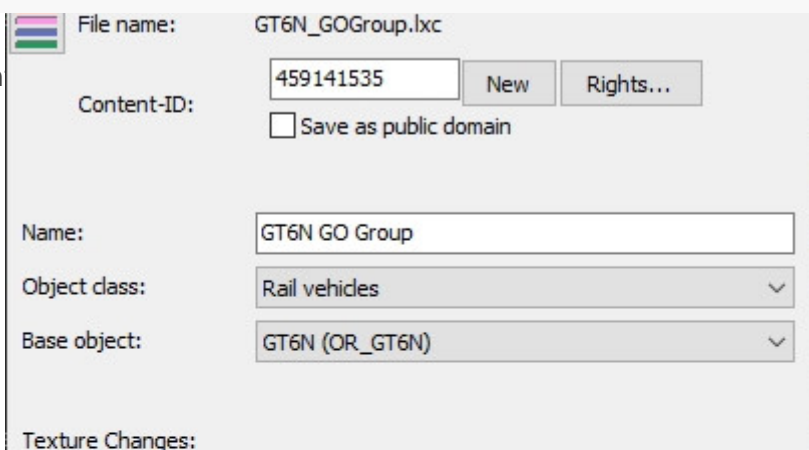
2. Launch `LOTUS Content Tool`
3. Import the texture, by doing the following:
 - a) Click `Standalone textures`
 - b) Select your `.bmp` file (if you had `_alpha.bmp` in the same folder, it will also be automatically imported and linked to this texture)
 - c) Uncheck `Import as separate texture`
 - d)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



h) Click on the bars icon next to and select

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