

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

A screenshot of the Lotus Content Tool interface. The 'File name' field is set to 'GT6N_GOGroup.lxc'. The 'Content-ID' field is set to '459141535'. There are 'New' and 'Rights...' buttons next to the Content-ID field. Below this, there is a checkbox for 'Save as public domain'. The 'Name' field is set to 'GT6N GO Group'. The 'Object class' dropdown is set to 'Rail vehicles'. The 'Base object' dropdown is set to 'GT6N (OR_GT6N)'. At the bottom, there is a section for 'Texture Changes'.

h) Click on the bars icon next to and select

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