DNLS - Paint Quick Guide for Team Racing

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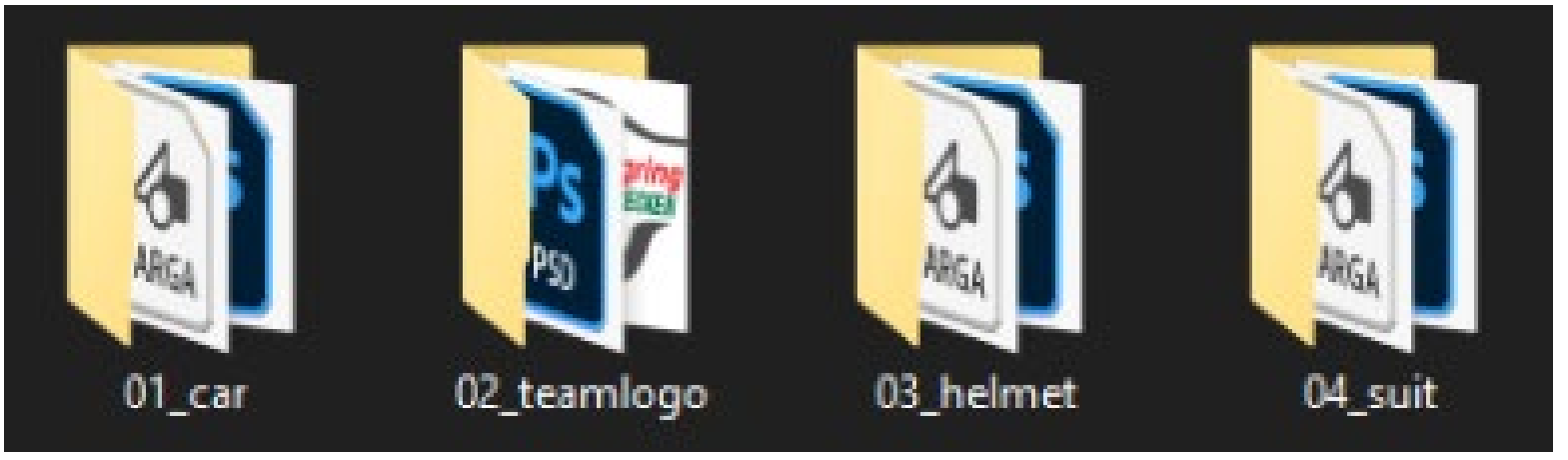


1. The "01_car" folder contains the vehicle template.
2. The "02_teamlogo" folder contains the team logo template.
3. The folder "03_helmet" contains the helmet template.
4. The "04_suit" folder contains the suit template.

ORDNER RENAME FOLDER

First of all, the downloaded folder must be renamed. The folder name should contain the race number and the team name.

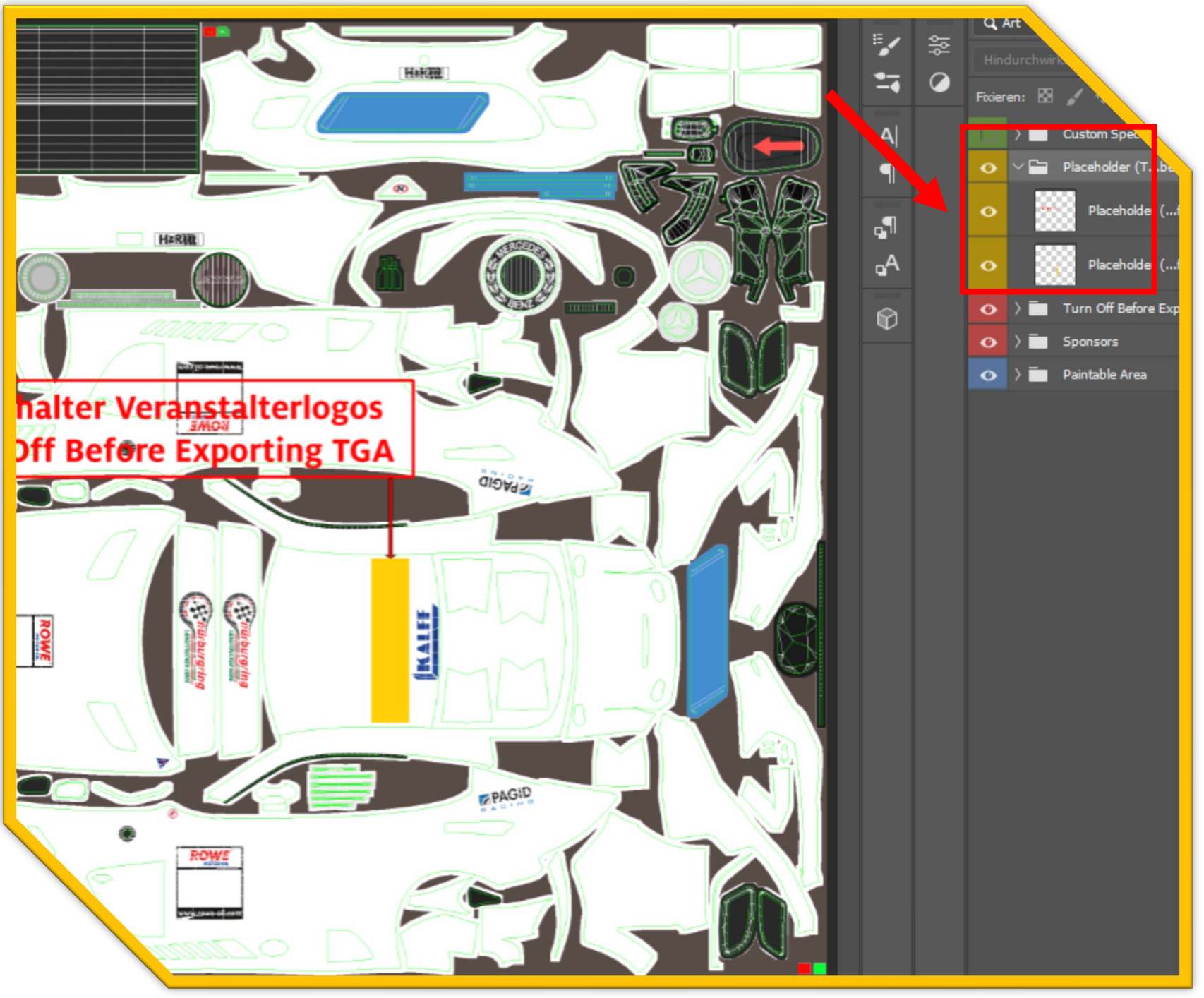
Example
-> Original folder name: bmwm4gt3

<- Folder name to be sent: 123_TeamMustermann

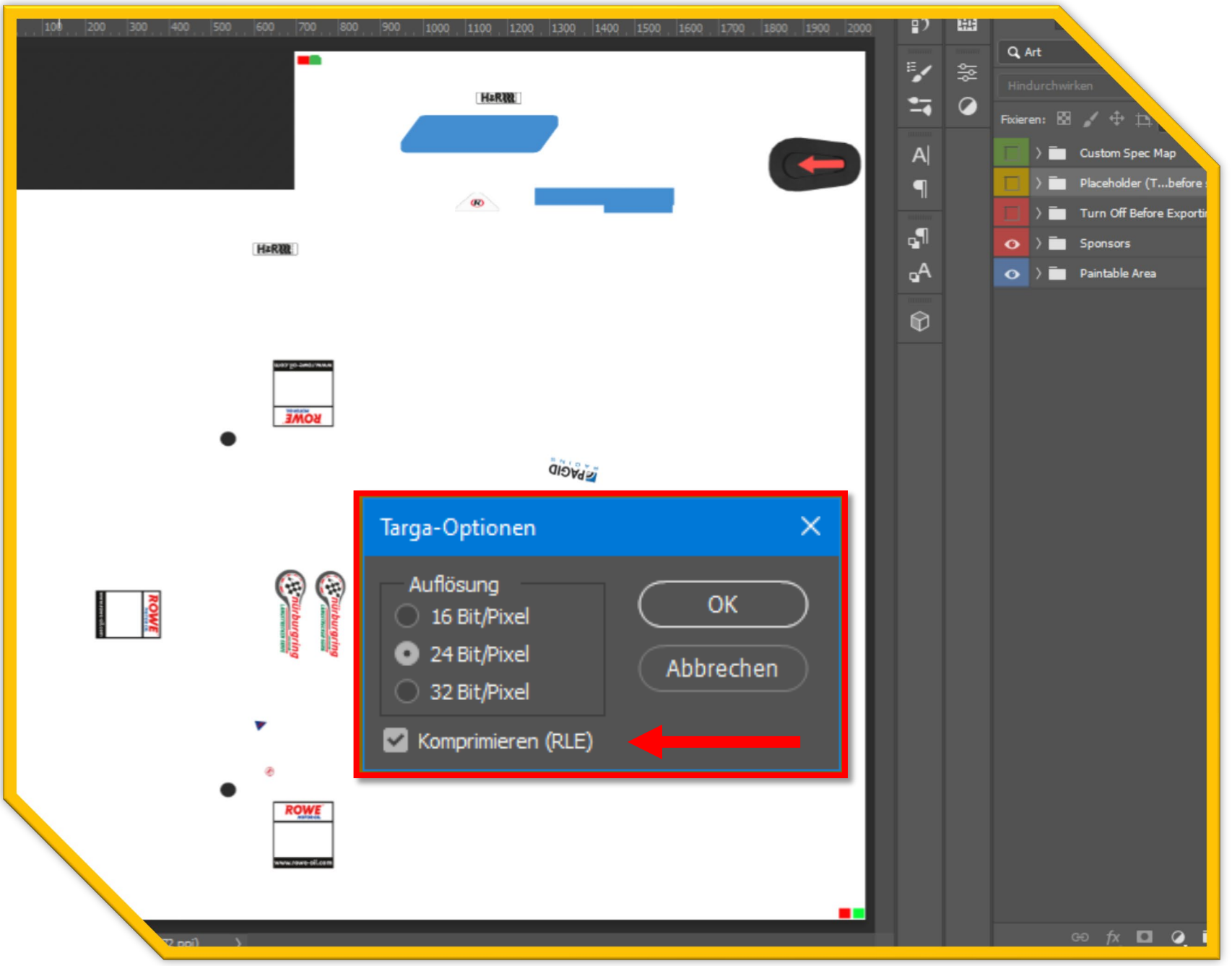
1. vehicle template - saving vehicle paint schemes

Before you save/export the file in TGA format, you should note the following:

- Both layers "Turn Off Before Exporting TGA" and "Placeholder Organizer Logos" must be hidden before exporting the file in TGA format.



➢ The skin must be saved in a TGA format. The RLE compression must be selected.



The correct naming of the TGA/MIP file is as follows:

<u>iRacing Team-Race</u>

<u>Skin file</u>

car_team_xxxxxx.tga ← xxxxx stands for the iRacing Custom Team ID

<u>Custom Spec Map</u>

car_spec_team_xxxxxx.mip ← xxxxx stands for the iRacing Custom Team ID

<u>Note on the Custom Spec Map</u>

To create the custom spec map, a spec.tga file must first be saved. The creation of the spec.mip file is only possible in the iRacingUI or during an iRacing session. Please note that only the spec.mip file has to be submitted.

3. Team Logo Template

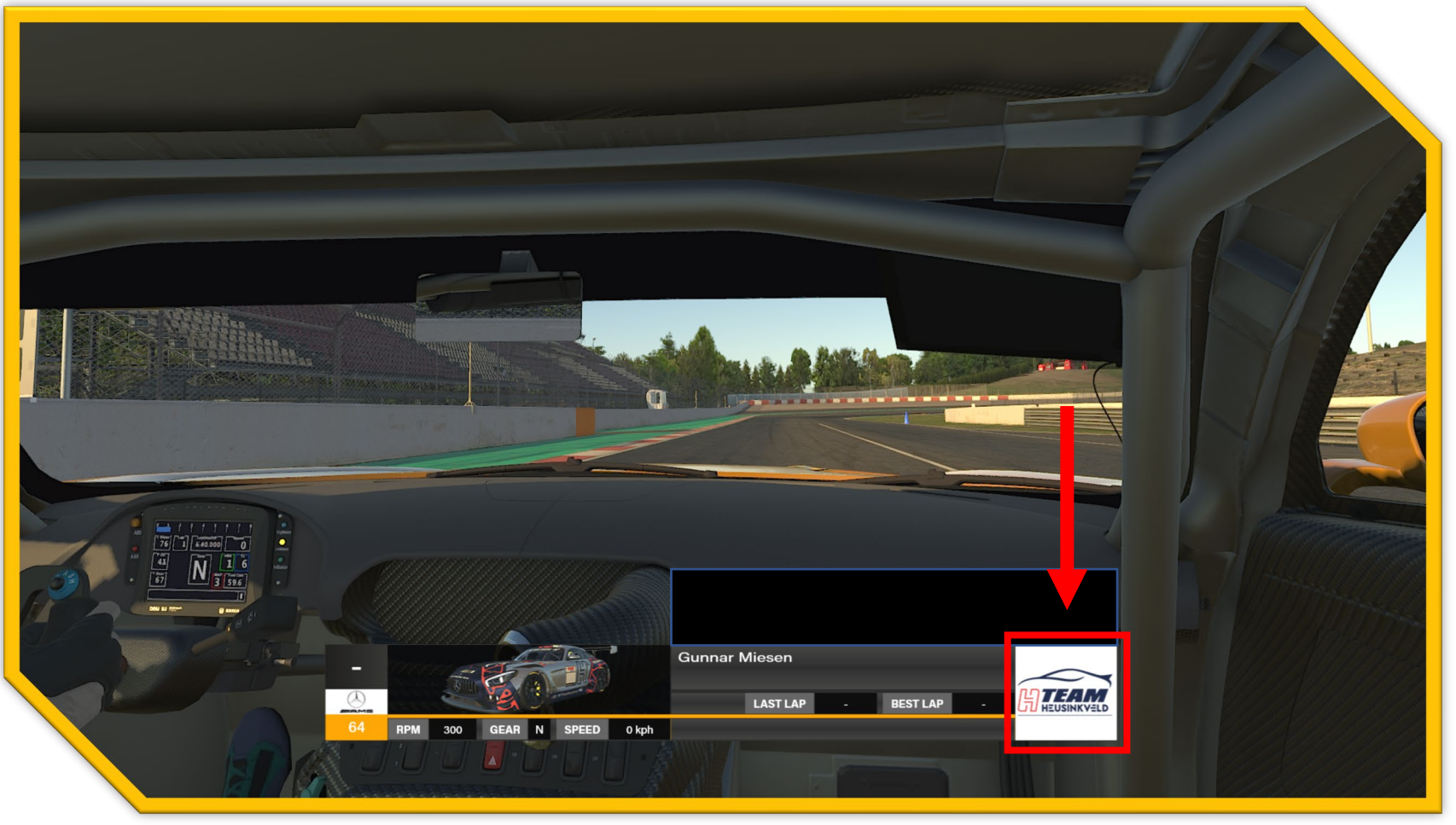
Save format: PNG

You have the possibility to display your team logo in the TV overlay. The folder "02_teamlogo" contains a template where you can place your logo. You can change the background color if you want. After you have positioned your logo, please save it in PNG format and use your iRacing team ID as file name.

The correct naming of the PNG file is as follows.

iRacing Team-Race
Team Logo Graphic
xxxxxx.png

xxxxx stands for the iRacing Custom Team ID



4. Helmet template - saving driver helmets

Save format: TGA

The helmet in the iRacing simulation is always driver specific and must be saved using the iRacing custom ID of the driver.

The correct naming of the TGA file is as follows.

iRacing Team-Race
Helmet - file
helmet_xxxxxx.tga

xxxxx stands for the iRacing Custom ID

5. Suit template - saving suits

Save format: TGA

The race suit in the iRacing simulation is always team related in a team session and must be named with the iRacing team ID.

The correct naming of the TGA file is as follows.

iRacing Team-Race
Suit-file
suit_team_xxxxxx.tga

xxxxx stands for the iRacing Custom Team ID

6. Upload skin files

The vehicle liveries are uploaded via the SRD portal. Uploading and updating of vehicle liveries can only be done by the team leader.

The car livery (skin) is uploaded or updated via the league system in the "Scoring - Teams" section. Click on the following link to go there directly: https://www.simracing-deutschland.de/iracing-serien/dnls-by-goodyear-community-cup/wertung?lc=1&season=34&action=grid#navigationStart

Beachtet bitte die folgenden Schritte:
Please note the following steps:

1. Rename folder to -> car number and team name
2. Compress folder (zip file).
3. Upload compressed folder.

The car liveries will be checked promptly and released afterwards.

7. Download the car paints

SimSync should be familiar to many. With it we distribute the car paint jobs for the simulation iRacing.A manual is included in the download "ZIP file".

Download: https://www.simracing-deutschland.de/fileadmin/srd/Download/SimSync/SimSyncPro8030_iRacing.zip

Known problems
Occasionally it can happen that some sync servers are not in sync. If you have problems connecting to the server, choose "Prefer main server" under options. Then all data will really arrive.The skins are checked and can be downloaded after the release via the SimSync tool.