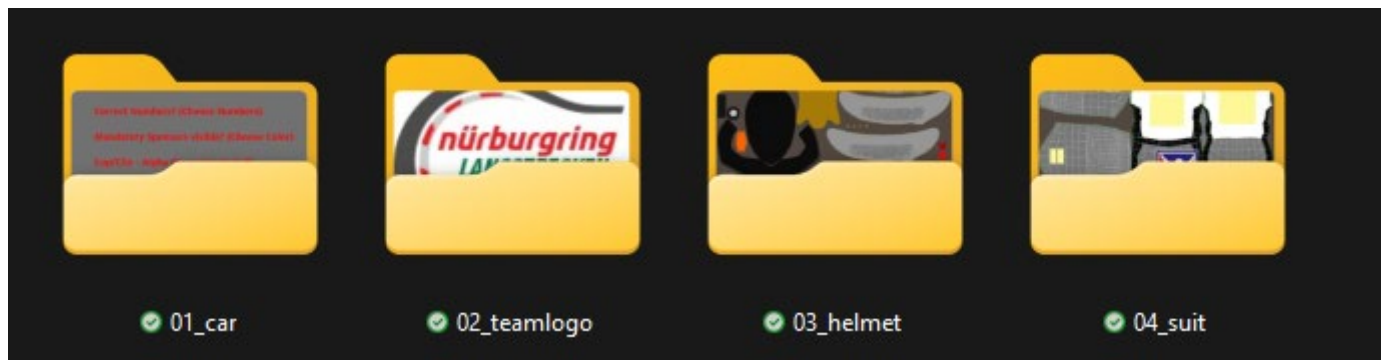


# DNLS - Paint Quick Guide for Team Racing

## CONTENTS IN DETAIL



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, the downloaded folder must be renamed. The folder name must contain the start number and the team name.

### Example

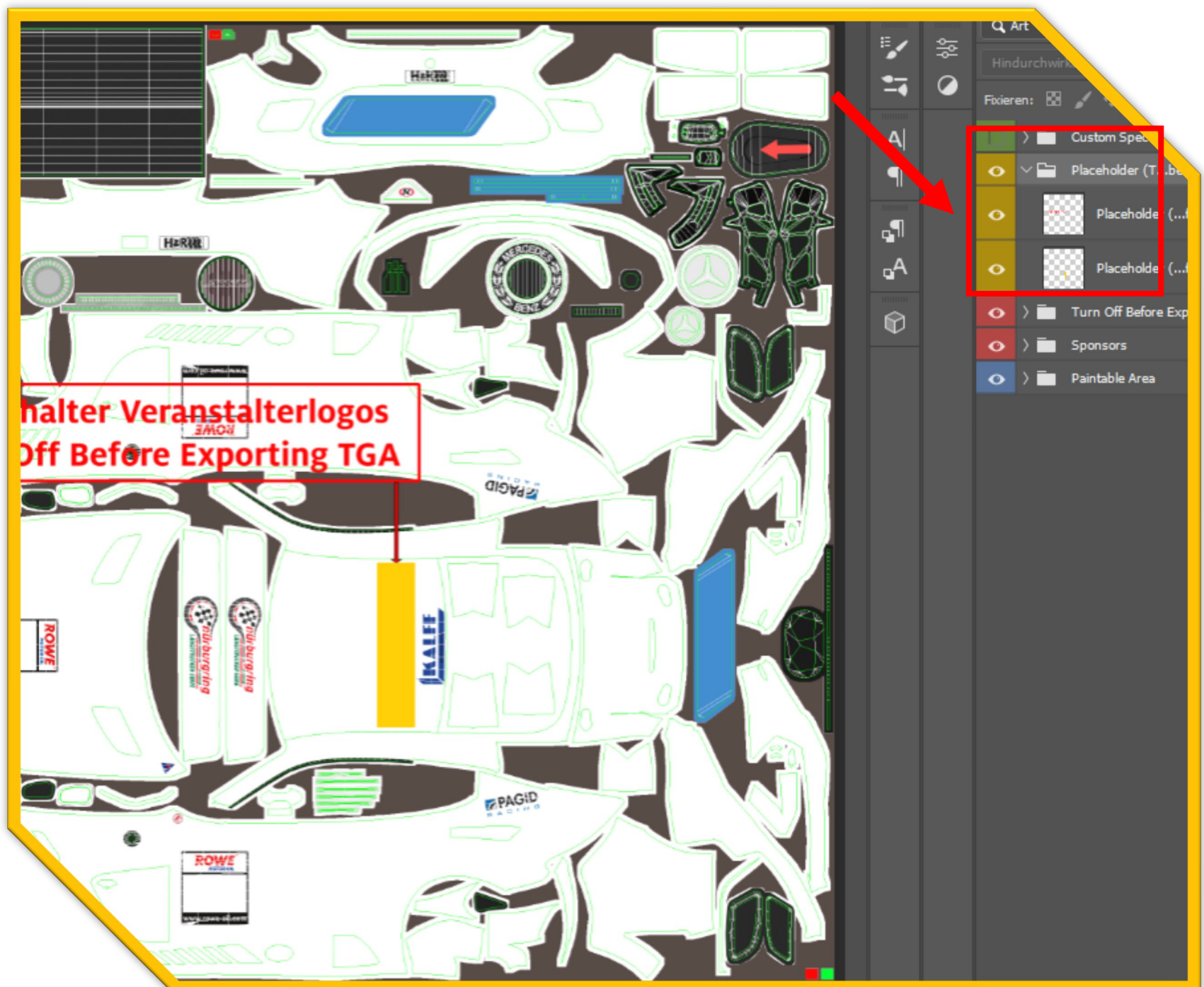
➔ **Original folder name:** bmwm4gt3

<- **Folder name to be sent:** 123\_TeamMustermann

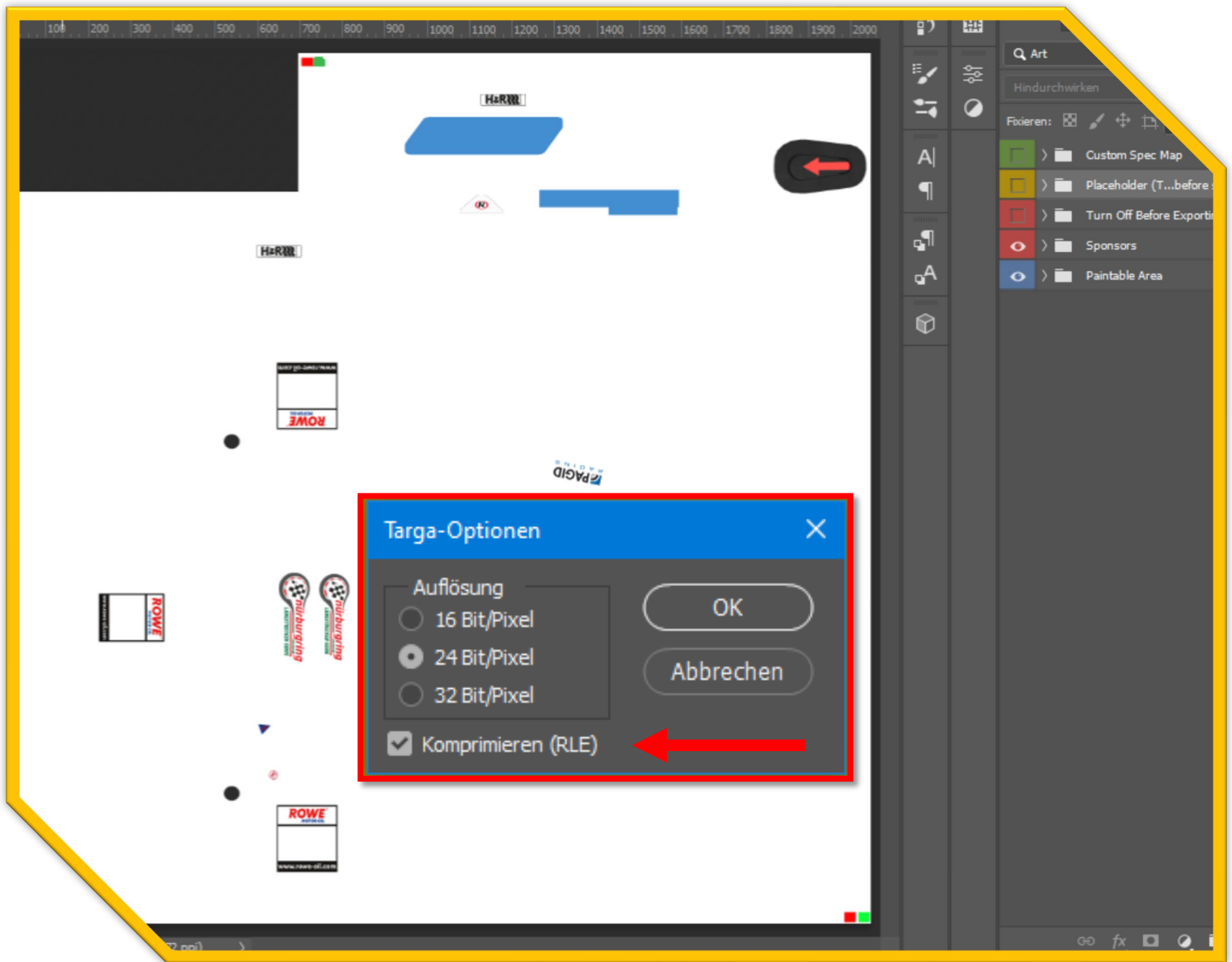
# 1. vehicle template - saving vehicle paint schemes

Before saving/exporting to a TGA format, please note the following.

- Template layers must be hidden
- Mandatory Sponsors must be visible and readable (Choose Color)
- Numbers must be selected correctly (Choose Numbers)



- 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.

### iRacing Team-Race

#### Skin file

car\_num\_team\_xxxxxx.tga



xxxxxx stands for the iRacing Team ID

#### Custom Spec Map

car\_spec\_team\_xxxxxx.mip



xxxxxx stands for the iRacing Team ID

### Note on the Custom Spec Map

The Custom Spec Map is saved as spec.tga file in the first step. The spec.mip file can only be created in the iRacingUI or in an iRacing session.

### 3. Team Logo Template

Save format: PNG

We have the possibility to display your team logo in TV overlay.  
Included in the folder "03\_teamlogo" template. You can place your team logo in the template. It is allowed to change the background color. After positioning your logo, save it with your iRacing Team ID, in a PNG format.

The correct naming of the PNG file is as follows.

**iRacing Team-Race**

Team Logo Graphic

xxxxxx.png



xxxxxx stands for the iRacing Team ID



## 4. Helmet template - saving driver helmets

Save format: TGA

The helmet in the simulation iRacing is always driver based and must be saved with the iRacing Custom ID.

The correct naming of the TGA file is as follows.

**iRacing Team-Race**

**Helmet - file**

helmet\_xxxxxx.tga



xxxxxx stands for the iRacing Customer ID

## 5. Suit template - saving suits

Save format: TGA

The suit in the simulation iRacing is always team based in a team session and must be named with the iRacing Custom Team ID.

The correct naming of the TGA file is as follows.

**iRacing Team-Race**

**Suit-file**

suit\_team\_xxxxxx.tga



xxxxxx stands for the iRacing Team ID

## 6. Submitting the skin files

1. Rename folder to -> start number and team name
2. Delete Template Files
3. Compress folder (zip-file)
4. Submit via mail to [dnls@vln.de](mailto:dnls@vln.de)