

SORRY, BY ERRORS ORTOGRAFICS

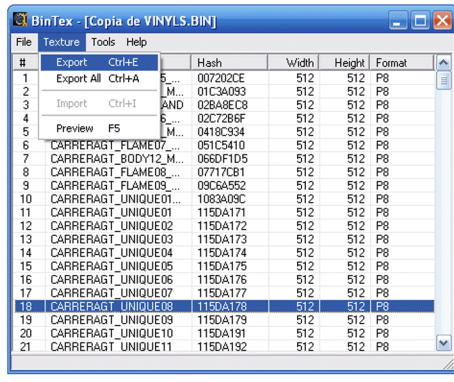
Necessary programs:

- * Bintex 0.4
- * MWTex
- * PhotoShop_Plug-ins Installer Version 7.83



WARNING!! Before modifying ningun file, we must to make a backup de this file (VINIYLS.BIN) and to keep it with different name (VINYLS_BACKUP.BIN).

EXPORT VINLYS



In order to extract a vinyl to use BinTex since this it arranges of a viewfinder to see the vinyl wished before exporting it. To choose a vinyl appropriate by the position or size that it has to take from reference situation of the drawings or texts that we are going to design in the new one.

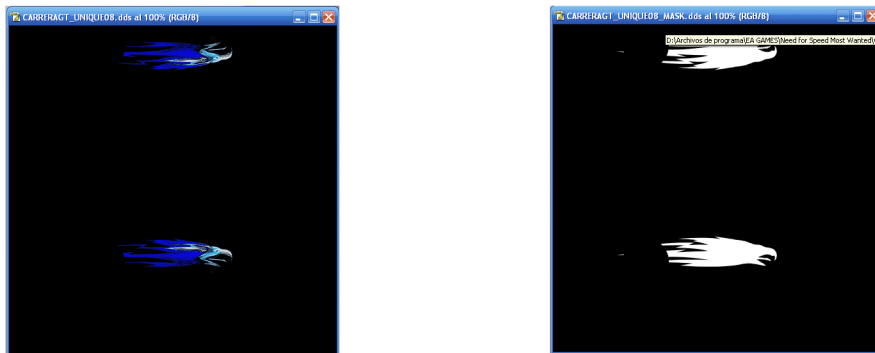
Open BinTex -> File -> Open -> CARS/CARRERAGT/VINYLS.BIN

In this manual we are going to use the Vinyl Unique 8 (Eagle), we watched in BinTex and has name CARRERAGT_UNIQUE08, we selected it we go to Texture and Exporter with that same file name that leaves to us CARRERAGT_UNIQUE08.dds To repeat the same operation with the file mask that him it corresponds: CARRERAGT_UNIQUE08_MASK.dds, we selected and Exporter to it. (THESE 2 archives.dds ALSO serves to us as backup, to replace Vinyl unique 8, that we are going to modify.)

NOTE: This same process can also be done with MWTex, but we used this by its aid with the vinyl viewfinder.

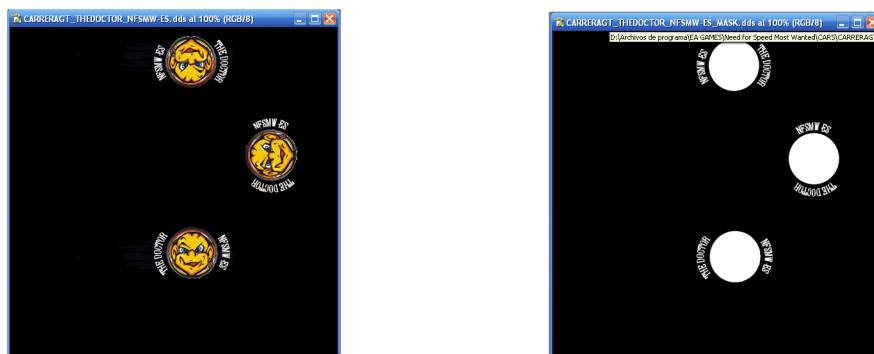
The archives.Modified BIN will not be able to return to be opened with BinTex.

TO EDIT VINLYS

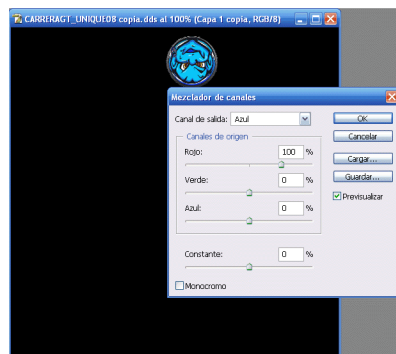


In order to publish our vinyls, we will use the files.DDS (Direct Draw Surface) obtained, before opening these you must have installed PhotoShop_Plug-ins Installer Version 7.83 (to be able to publish.DDS).

To open with PhotoShop, archives CARRERAGT_UNIQUE08.dds and CARRERAGT_UNIQUE08_MASK.dds, you will observe that the color of the file of the vinyl it is different from which shows the game and the file chewed is the same image that it is wanted to show in the vinyl, but in target.



We began to modify on the file vinyl putting one image or text whatever we wish to add and we superpose them on drawings of the previous vinyl, maintaining therefore the relation of size and position of the "eagle". Now we must hide the image of the eagle in its 2 positions, that single see the new designs and the black bottom covering drawings of the previous vinyl, maintaining therefore the relation of size and position of the "eagle".



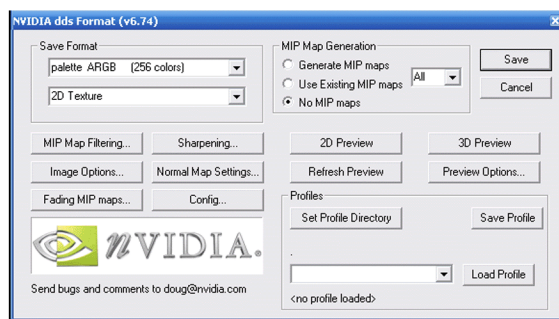
Fact this is when we must change the color channels red and blue. So that they are totally inverse between if. To select it completes layer and we go a:

Image => Adjustments => Mixer of Channels

And we marked these adjustments:

Red: Red = 0; Blue = 100

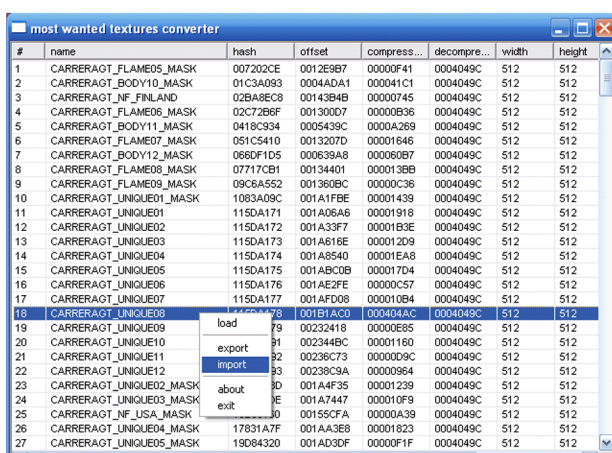
Blue: Rojo=100; Blue = 0



We already have the adapted color so that he is visible in game, we kept this file with a name different from which it has. Ej: CARRERAGT_THEDOCTOR.dds (Using this configuration in the filter.dds)

This same file we must relleñar it in target, everything what you want that one later is in the vinyl (To observe the example of CARRERAGT_THEDOCTOR_MASK.dds)

IMPORT VINLYS



To open MWTex, to load file VINLYS.BIN, to select file that is wanted to modify (in this case CARRERAGT_UNIQUE08.dds) to give in right button Import and we selected the new vinyl (CARRERAGT_THEDOCTOR.dds). We return to the vinyl list and selected CARRERAGT_UNIQUE08_MASK.dds, right button Import and we selected the new one chewed of the vinyl CARRERAGT_THEDOCTOR_MASK.dds.

To give next in Exit, to load the game and in the vinyl.

PROVED VINYL THE DOCTOR

