



The Pits

racing realism for the PC!

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How to paint a car outside of N2003

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Champion Driver



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Posts: 332

Location: Earth

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Lito

Crew Chief



Joined: 22 Oct 2003

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Venezuela

Message

Posted: Thu Nov 27, 2003 8:29 pm Post subject: How to paint a car outside of N2003
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i have the car painted already. what do i do to get it to work?

[Click to see my NR2003 car website!](#)

Never hold your farts in. They will travel up your spine, into your brain, and that's where crappy ideas come from. 😊

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I wrote this for the tptcc group:

Open de psp's in photoshop/photopaint or another graphic editor that could handle this types of files.

Download de carviewer and the .X files, extract alltogether onto a same folder.

The templates come in layers with different things, manufacturers decals, grills, shadows, lights are all separated. Some are lit others are off, turn on/off layers at your wish.

Search for the body color template (in v3 in the mustang case is orange and apply your base color, add decals as new objects and play with new object order as you wish so some decals will look behind shading or over some body pieces.

Some layers have indications on their respective names (something like: paint this)

There is an important layer that is turned off that is named "labels" it is useful tu guide you in what parts are for, remember to turn it off before exporting the file.

Once you have something to test, export it as a BMP file to the folder where you extracted the carviewer and replace CARD.BMP, then open carviewer tell him to load a .x file and load your type of card (mustang or corvette) so you will know how it look like before getting it into the game.

Once you have something you are satisfied with, export it to a .TGA file, no compression (I'm not sure about this, but this way it works), this TGA file is 1024x1024 and about 3Mgs in size, now reopen your TGA file on photoshop back again and resize it to 50%, 512 bytes per side and save it back again as a TGA uncompressed file. With this file, send it to exports-imports folder of NR2k3 game, open the game, go to the opponent manager and select to make a new car, depending on the make you want and the use you would give it you have to choose.

*car_make = 0 = Chevy = offline Corvette
 car_make = 1 = Dodge = online Corvette
 car_make = 2 = Ford = offline Mustang
 car_make = 3 = Pontiac = online Mustang*

Then insert your data (name first & last, team, number.....) and click on import, a window will show your exported TGA file, save it.

And your done!!!

Easy ah! 😊

*Lito
 Caracas, Venezuela*

Hope it can help you out, any doubts just ring 😊

Lito
 Caracas, Venezuela

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