REIZA STUDIOS PIT BOX TEXTURING GUIDE V1.0

INTRODUCTION

Recently we have added a full range of options to allow team trucks, pit stands and garage fixtures to be skinned on a per team basis. This has been designed to be as simple as possible and just requires one texture per team, and the addition of one line per veh file.

The texture is used in different situations, and overlays onto different objects. For example the same part of a texture overlays onto different pitboxes for F1 tracks and for National tracks.

If a car does not have the pitbox fixtures setup then the game will just use a default texture.

DECAL TEXTURE

We have included a PSD which has labels for what everything is, as well as a sample Reiza skin.

Please ensure you skin all sections of the texture as they are all used at various different tracks.

The texture does not require any shading, it should just be all the various labels and branding for the teams.

The texture should be saved as a DXT1 DDS file with no transparency.

The file should also be named very carefully. It's very important there are no other textures with the same name.

It should be named as follows:

<series>_<teamabbrev>_PitBox.dds
example: StockV814_C2_PitBox.dds

EXAMPLE PITBOX TEXTURE

PSD LABELS AND WIREFRAME

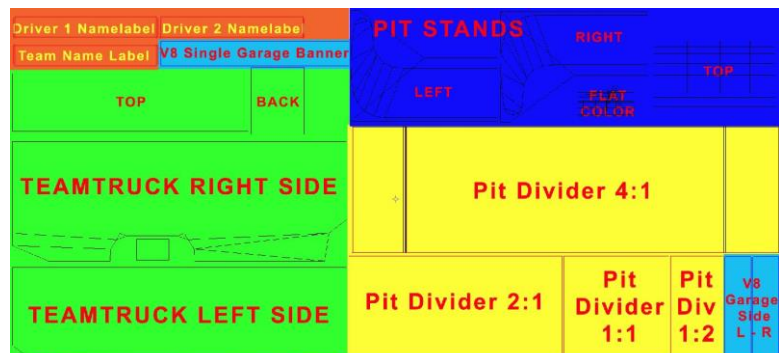This is then placed in the same folder as the veh files.

VEH FILE

For each veh file in the team folder, underneath the various Extra segments, you should put the following line, containing the file name exactly as you named it above:

Pitbox="<series>_<teamabbrev>_PitBox.dds"
Example: Pitbox="StockV814_C2_PitBox.dds"

This should be all that is required to setup the PitBox for this team. Simply load one of the cars at an appropriately setup Reiza track to see the PitBox, Team Truck and Garage fixtures all in the team colours.