

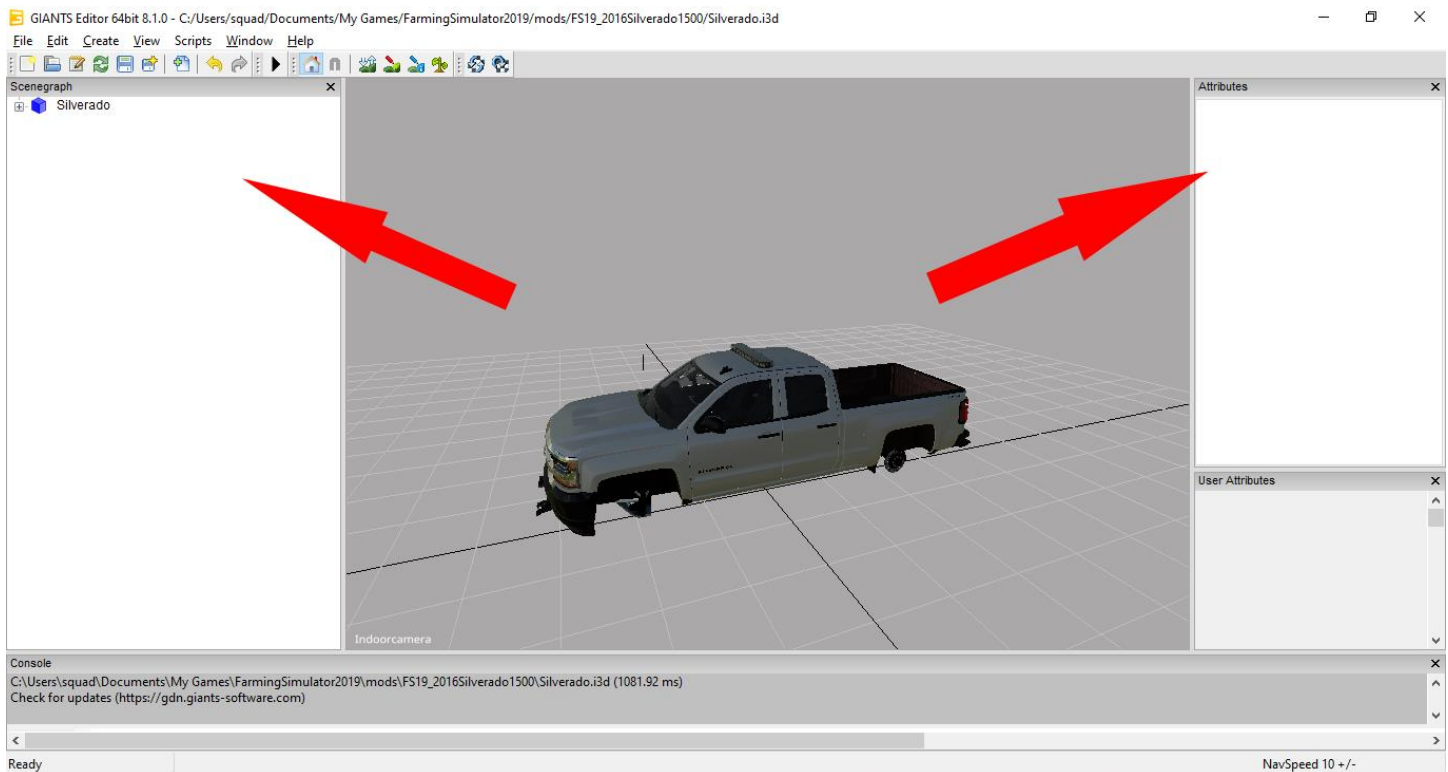
# Adding an Adstrip (logo) for FS19

## By WMF Modding

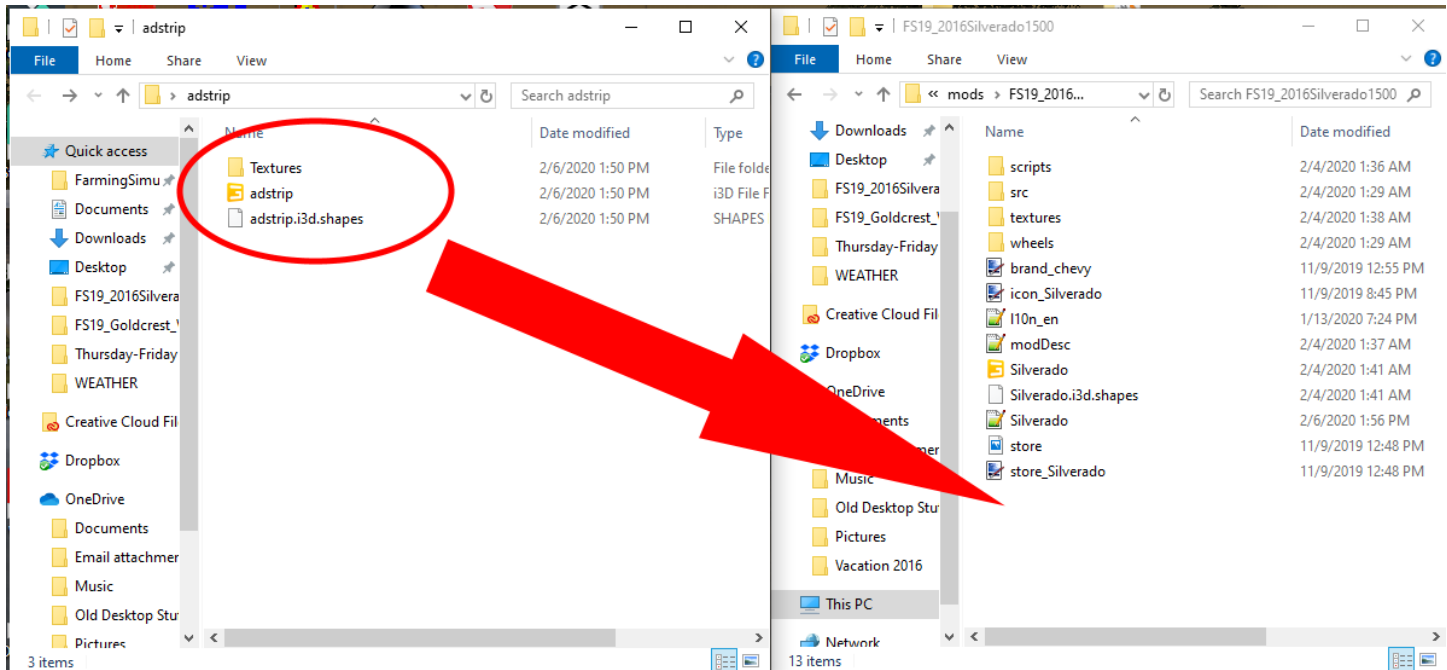
You will need to have access to the following programs:

- Giants Editor 8.1.0 or above
- Image editor with .dds plugin (paint.net)

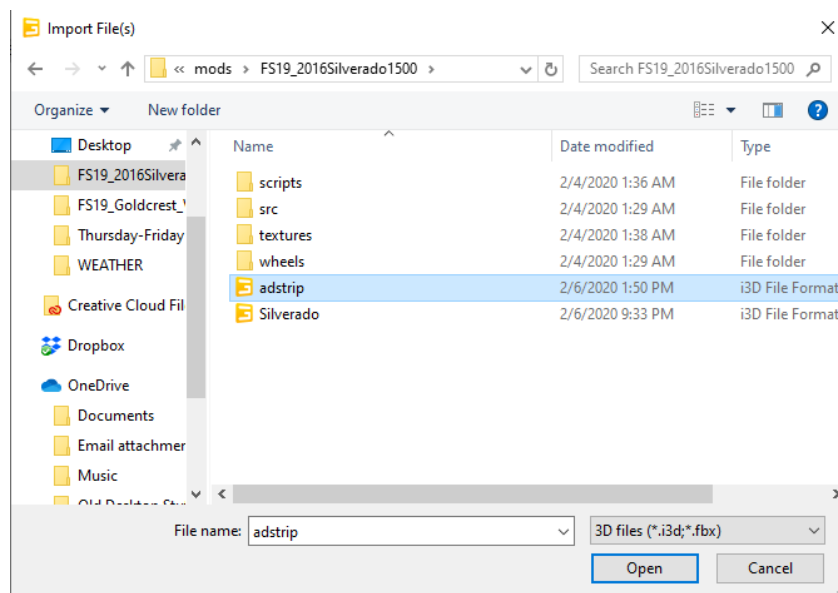
1. To start, familiarize yourself with GE. Movement is done by holding Left Alt and clicking each mouse button for a different function. Find the Scenegraph, and Attributes windows. If you do not see them, make sure they are enabled in the “Window” menu.



2. Open the folder of the mod that you wish to add the adstrip to.  
(mods must be unzipped to open them in GE)
3. Take the contents of this tutorial EXCEPT these instructions, and drag and drop (or copy and paste) them into the folder of the mod you are working on.



4. Open the mod you are working on in GE
5. Go to File, then select Import
6. In the box that opens, navigate to the folder for the mod you are currently working on and select the adstrip.i3d file and click Open.



7. We need to add the adstrip to the main component for the vehicle, otherwise it will not show up in the game.  
Select the adstrip in the scenegraph by clicking on it.



8. Press Left Control and X. The adstrip will disappear, but it is not gone.
9. Select the main vehicle component. (or if you are adding an adstrip to a part of a vehicle that has more than one component part, then select the component you want as the target to add the adstrip to.)



10. Use the movement arrows to position the adstrip to where you want it and press Save.

(To add the adstrip to the opposite side, simply press Left Control and D to duplicate the adstrip, and then move it to where you want it. You will need to change the rotation in order for it to be visible.



11. To change the adstrip to your own logo, open the associated texture file in a image editing program and set it to what you want, but make sure that you keep the same dimensions.