



Creating Custom Paint Schemes

Painting Basics & Template Files

Painting Your iRacing Car:

There are three main ways or avenues to paint your car for iRacing.

1) iRacing Built In Web-Based System

The primary, easiest and most accessible method is via iRacing's built-in web-based system which can be found here:

<http://members.iracing.com/membersite/member/editcar.jsp>

This web-based system allows users to select from a pre-defined list of patterns and colors and then apply those selections to their car. You can change your paint scheme as many times and whenever you want. Just remember to save it by simply pushing the save button.

2) Custom Paint Scheme Created Outside iRacing and by a Third Party

If you want to use a custom paint scheme created by someone else (for those of us out there without any artistic talent) outside of iRacing you can also do that. If you are looking for custom paint schemes or for people with that skill set there is a nice third party site called Trading Paints which was actually designed to work with iRacing. It is located at: <http://www.tradingpaints.com>

From Trading Paints you can upload your own custom scheme, or download other drivers' cars on the iRacing service so that you can see their custom schemes while racing. There are instructions on Trading Paints to help with this process.

Another resource for custom Paint Schemes is the iRacing forums. You can request a custom scheme to be created for you by fellow iRacers who are also artists. You can do this from our painting sub forum in the iRacing forums:

<http://members.iracing.com/jforum/forums/show/639.page>

Please note that some artists charge for their time creating schemes, while others do it for the love of the art!

3) Custom Paint Scheme Created Outside iRacing by You

If you wish to create a paint scheme yourself without using our prebuilt web-based patterns on iRacing, then you can create a custom paint scheme on your own. The custom paint system is OPTIONAL, you

do not need to create a custom car paint scheme to participate or enjoy iRacing in any way. To create a custom paint scheme you will need an art program that is compatible with Adobe Photoshop layered PSD files. The template files themselves which are used to create a custom paint scheme can be downloaded from their respective car paint kit pages at the link supplied above. The way the custom paint system works is that when you run a car in a race or test session, the simulator will create a folder in your documents\folder. So after you run the Chevrolet SS – Gen 6 car for the first time the following folder will show up:

\Documents\iRacing\paint\stockcars chevys

To view a custom paint scheme you created in the iRacing simulator, you should place a 24 bit tga with RLE compression enabled in the folder matching the car you designed it for. You should name the tga file in the following format.

The type of tga file (car, helmet, suit, decal) _your Customer ID number.tga

So for the above mentioned Chevrolet Chevy SS, you would name it like this if your iRacing Customer ID number is 34565:

car_34565.tga

A custom helmet would be:

helmet_34565.tga

A suit would be:

suit_34565.tga

Helmets and suits are placed in the root \Documents\iRacing\paint folder. They don't have their own folder like the cars do.

You can find your account id by clicking on My account at the top of the members page:

<http://members.iracing.com/membersite/account/Home.do>

The cars can be 1024 x 1024 or 2048 x 2048 pixels in size. The suits and helmets are 512 x 512. If they are the wrong size they are ignored.

If the sim can't find a custom texture, it will use the defined colors and pattern from the website.

A custom texture will be loaded and used even when loading older replays that were made before the custom texture was added or changed.

Custom textures are not automatically uploaded, downloaded, transferred, mailed, delivered, etc, in any way. iRacing.com isn't responsible for the content of a texture created by our customers.

The only way for other racers to see your custom paint scheme is for them to have your tga in their documents\folder. If other racers don't have your tga, then they will see the car you currently have painted in the websites pattern system. Please make sure to continue to create a paint scheme in the built in pattern system so that people who don't want or desire custom paint schemes won't see white unpainted cars.

Each file has 2 layers dedicated to showing where we stamp car numbers and car sponsors. These blocks are for informational purposes only to give the artist some idea of where those items are placed by our stamping system. Please note that the sponsors included in our sponsor system won't be included on a custom texture. This includes club logos.

The Dallara has several 1 pixel blocks on the upper left of the texture. These blocks are used to determine the color of the mirrors, underside of the wings, etc. These areas are numbered on the template and I have a note embedded into the psd file noting where the colors are assigned on the model.

In the paintable area folder there is sometimes a layer for logos that can have their color changed (manufacturer sponsors, etc.). Any logos not in the "Paintable Area" folder and in the "Turn off before Exporting TGA" can't be changed or removed; they are stamped on by the simulator and therefore they should be turned off before saving the final tga to keep from having the items stamped on the texture twice.

Some cars have contingency logos and other details that can be removed from the car using a special decal texture. This texture is a 32bit tga that tells the sim what to allow to appear on the car from the "Turn off before Exporting TGA" section of the PSD file. To use a decal texture on your car to remove or add items that normally can't be edited, add a 32 bit tga file with an alpha channel the car folder you wish to edit. So with the previously mentioned Chevrolet Chevy SS, you would add a decal file to the \Documents\iRacing\paint\stockcars\chevyss folder. The file would be named:

decal_34565.tga

The alpha channel is used by the simulator to determine what should and shouldn't show up from the decal tga. White allows an item to show up, black will hide an item. Please note that some items on a car cannot be removed, even if a decal tga is used due to licensing or other issues. As with other custom schemes, other users won't be able to see a decal tga or custom car scheme unless they also have your files on their local machine.

