Installation of the Advertising Logos (adStrip) in to vehicles in LS09 by SamN.

Thanks for downloading it and reading this, it will help you put an advert onto your machine in LS09, so you can advertise your company on your machines.

It is a simple box with a skin on that you can change and you just import it into your mod you would like to have it in. It is only visible from one side, as all faces are, so you can put it in your window and still be able to see through it. Tools you need are a graphics editor, (paint etc) Giants Editor, some patients, that's it really, people with experience of GE should find it reasonably simple. Keep a backup of your original mod, so if you mess up, it won't be the end of the world. To look around in GE, use alt, and the mouse buttons.

1. Unzip the mod you would like to add it to into a folder on the desktop, and put the contents of the downloaded adStrip zip folder in there.
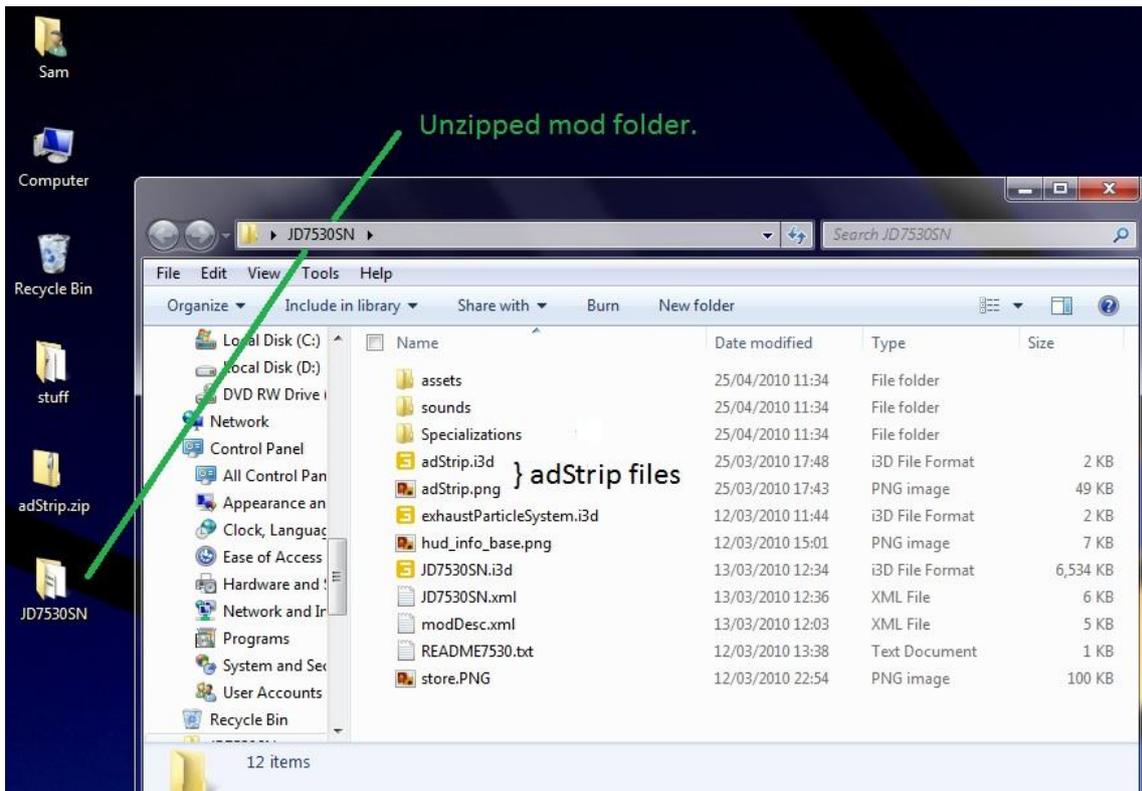
2. Open the adStrip.png file with a suitable graphics software, paint will do, but isn't very good with transparencies, paint.net would be more suited. Change the 'picture' to something you want, ill just add a JD logo for the demonstration. Make sure you save it.

3. Next, open the mod i3d file with Giants Editor.
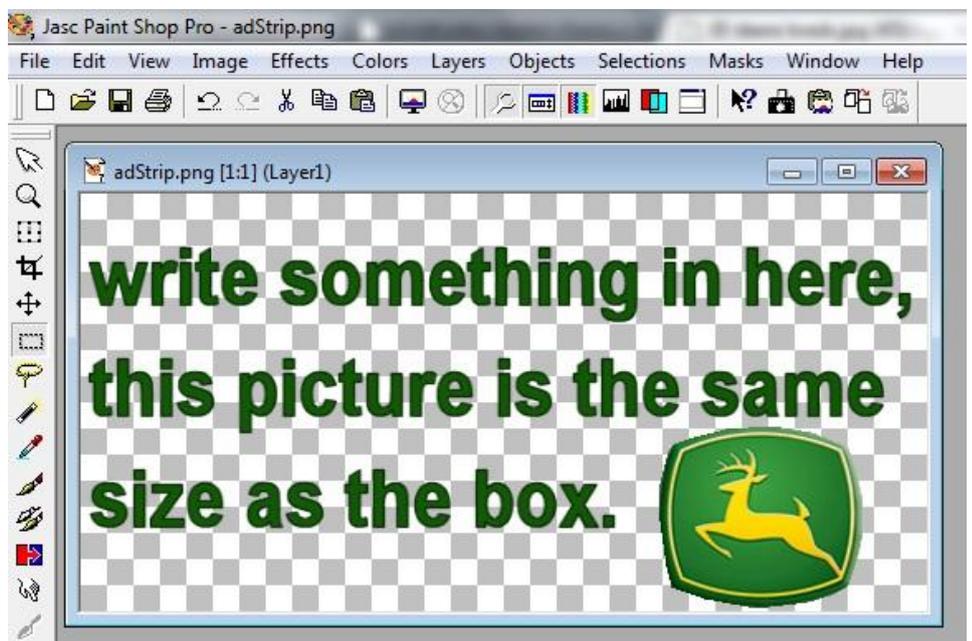
a. Go file, import, and find the mod folder on the desktop, open it, and select the adStrip.i3d file. Import it, you can import it as many times as you want it, I have don't it twice, putting one on each side of the bonnet.


Mod folder on desktop

adStrip in scenegraph

imported adStrip
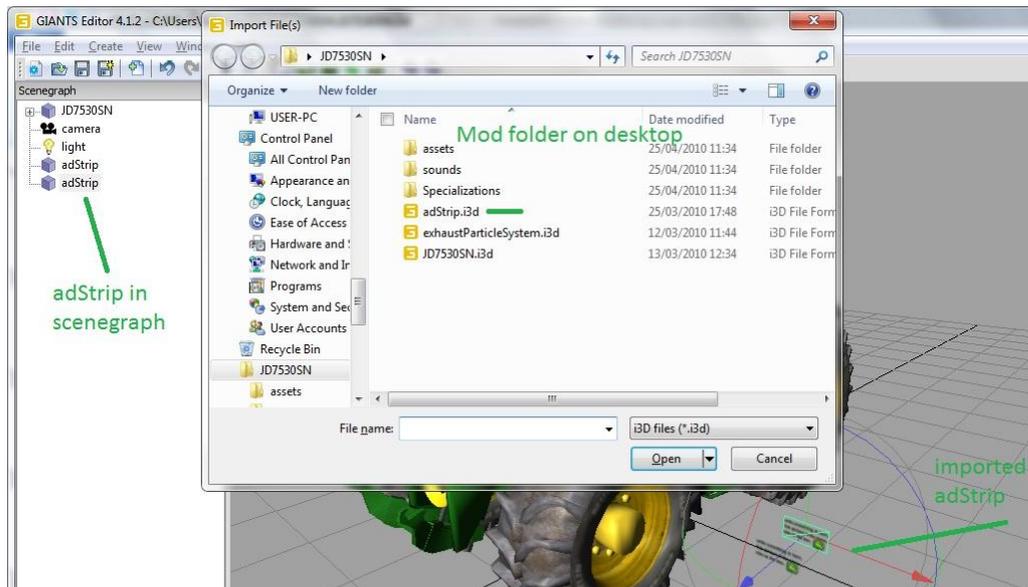
(1)

(2)

(3)
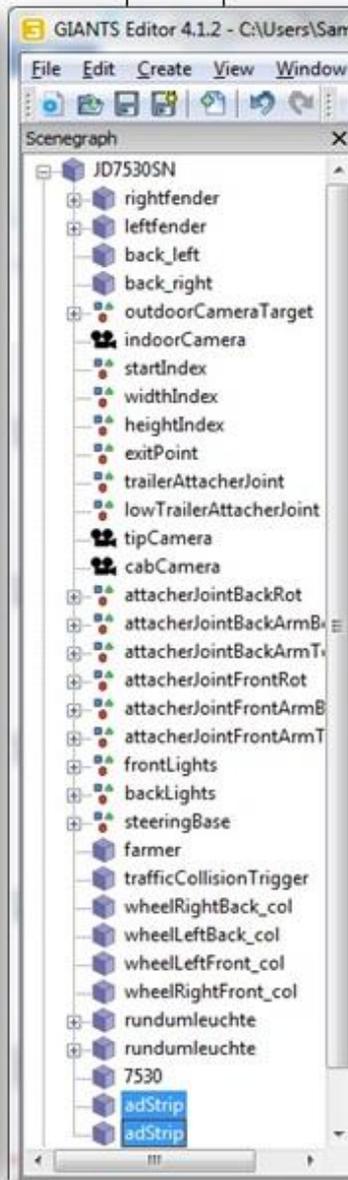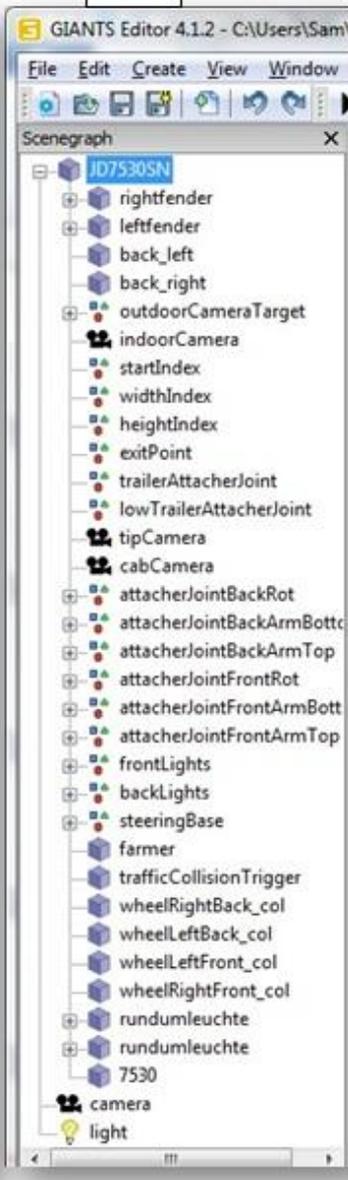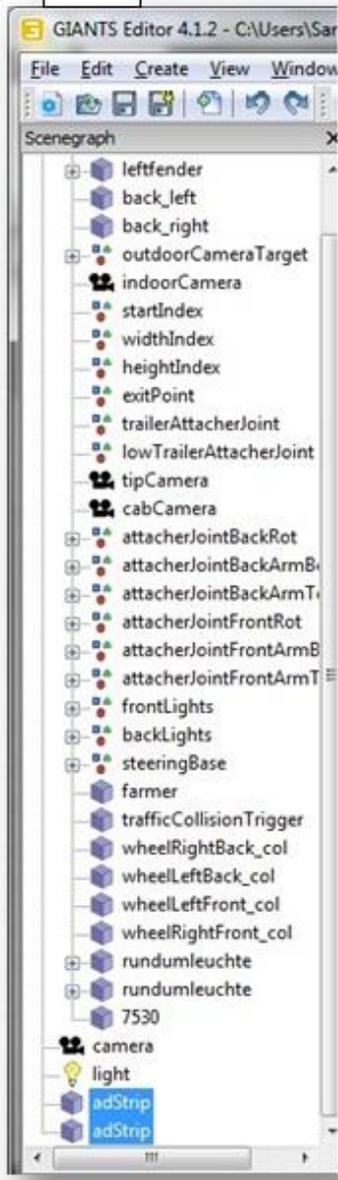
b. This could be the tricky bit, you have to move it into the right part of the scenegraph. First, select the adStrips (1), and push ctrl+X to cut them then click on the mod part (2),(in my case, JD7530SN), and then push ctrl+V (3), to paste it in there. Leave it at the bottom of the scenegraph, so that it doesn't mess up the index order, relating to the xml file.

c. Move the adStrips to the place you want in the GE, usiong t5he transform arrows, click and drag, you can drag the rings around it to rotate, or type a number in the boes on the right. You can scale it aswell, ive don't it 1.2x1.2, to make it a bit bigger, careful thought, as you will stretch the texture aswell, if you do it by different amounts.
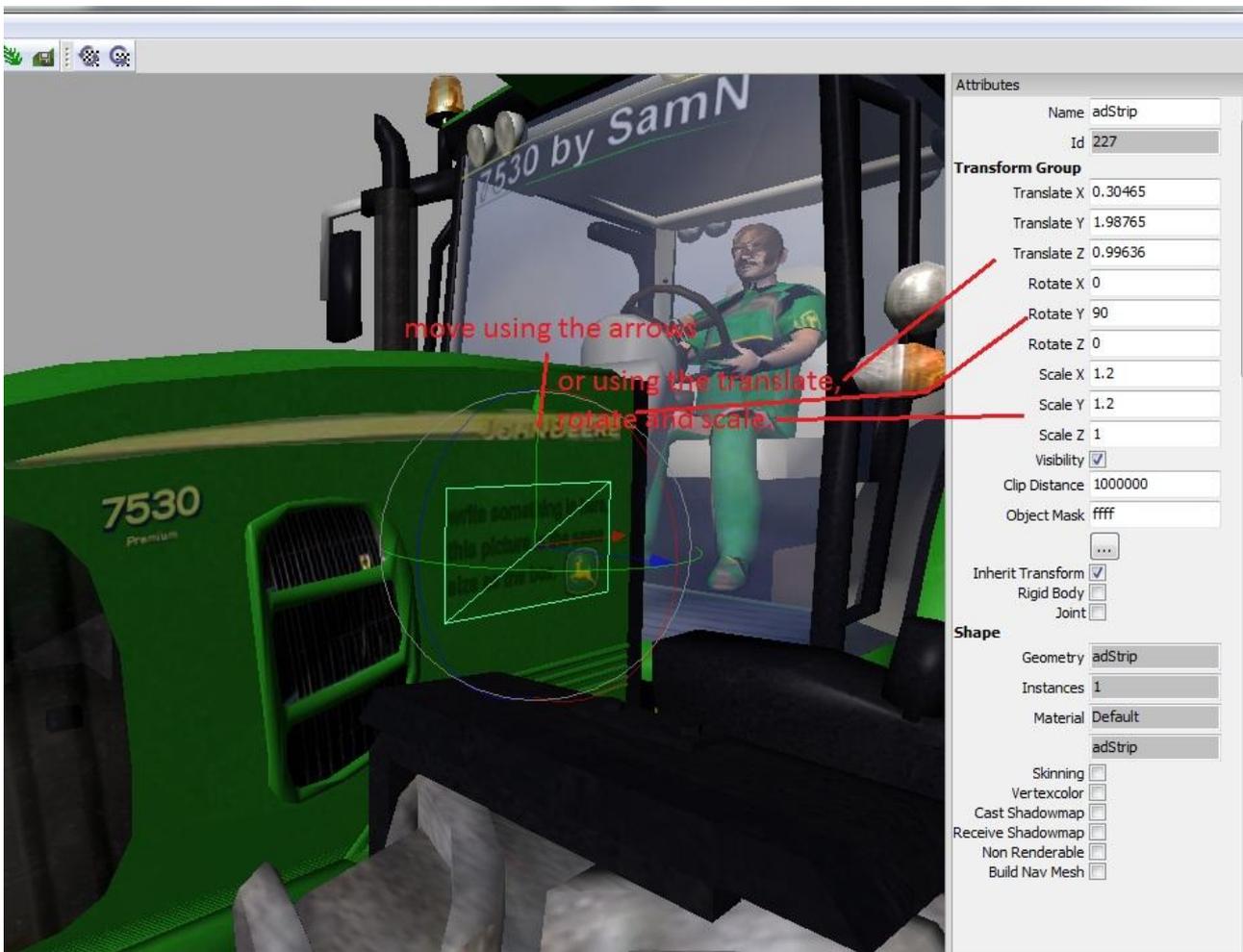
4. Save the i3d file. Making sure the camera is back where you found it, behind the tractor, or it will mess the view up in game.
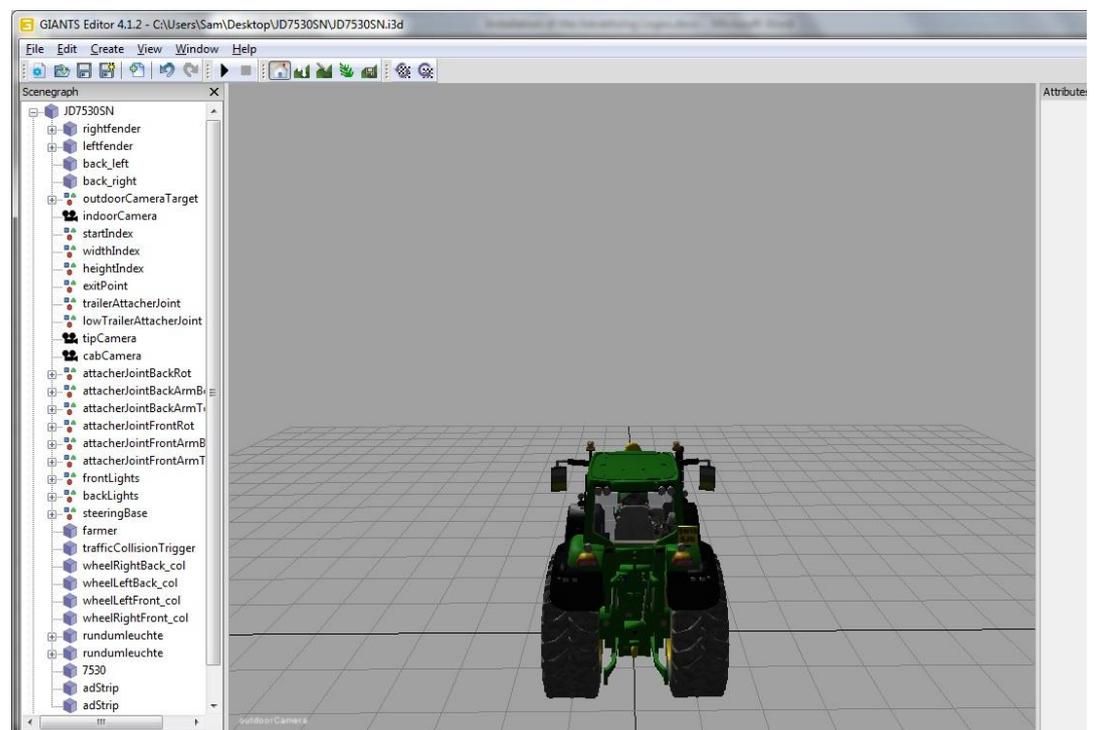
5. Last step is to re-zip the mod. There are different ways to this, I just select the contents of the folder, right click, send to, compressed(zip)folder. When you have done that, rename it to what it was before, in my case, JD7530SN.
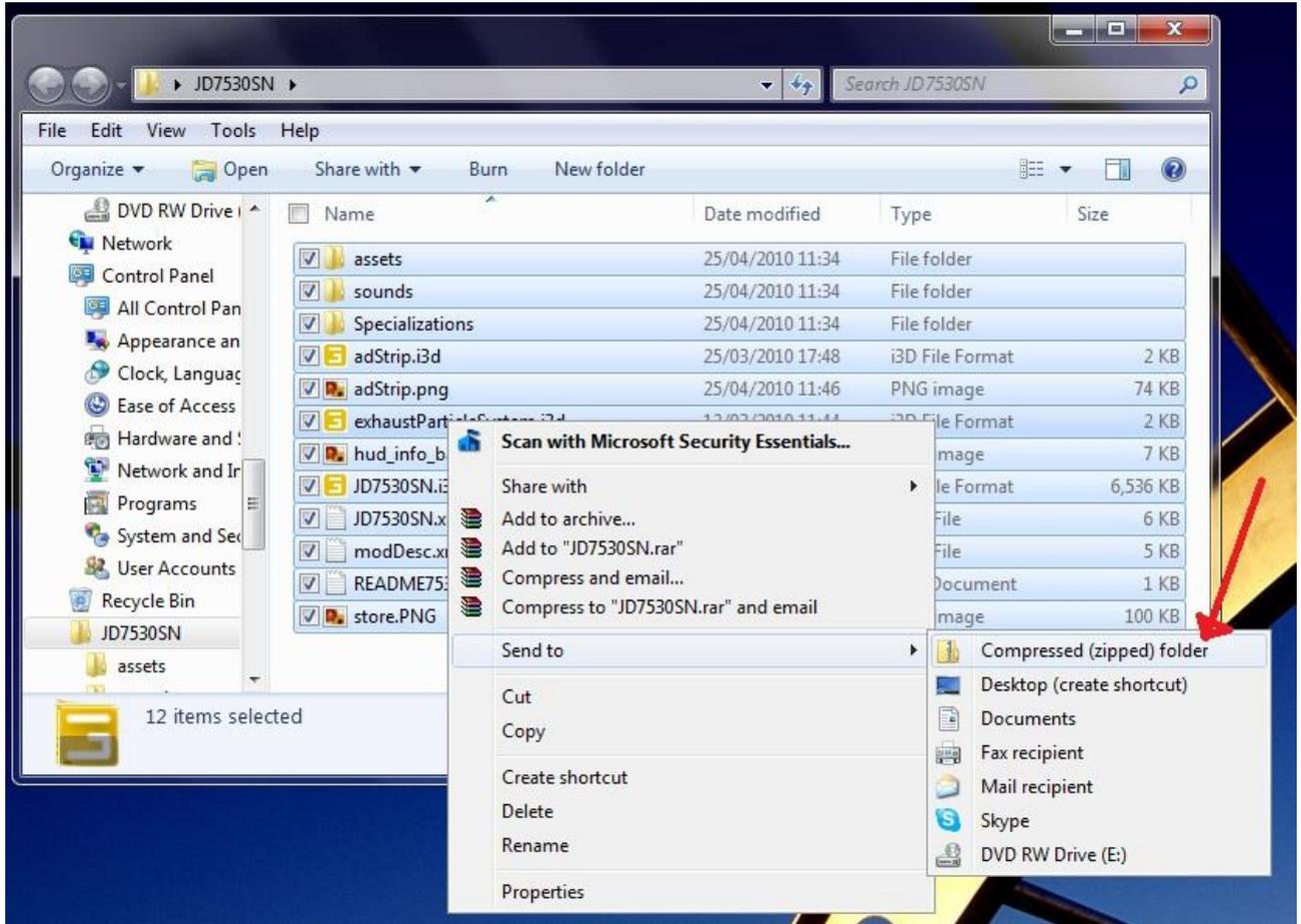
Then copy this zip folder to your mods folder, and overwrite the old one. Test it to make sure it works, if it does, You can then delete the folders on the desktop, they are not needed anymore, if not, try again.

SamN