

1. Backup erstellen

2. Ihr öffnet die gewünschte .cfg Datei

```
-DE_A37_E32D.cfg  
-DE_A37_E42D.cfg  
-DE_A37_E52D.cfg  
-DE_A37_E62D_2015.cfg  
-DE_A37_E62D_2017.cfg
```

3. Ihr sucht dort nach dem Wort „wheel“

4. Da sollte dann folgender eintrag kommen:

```
[mesh]  
A21\wheel_fl.o3d
```

```
[viewpoint]  
0
```

```
[illumination_interior]  
-1  
-1  
-1  
-1
```

```
[newanim]  
origin_trans  
-0.8956  
3.18772  
0.47692  
anim_rot  
Wheel_Rotation_0_L  
57.295779513082320876798154814105
```

```
[newanim]  
origin_rot_y  
-90  
anim_trans  
Axle_Suspension_0_L  
1
```

```
[newanim]  
origin_trans  
-0.8956  
3.18772  
0.47692
```

origin_rot_y
90
anim_rot
Axle_Steering_0_L
57.295779513082320876798154814105

[mesh]
A21\wheel_fr.o3d

[viewpoint]
0

[illumination_interior]
-1
-1
-1
-1

[newanim]
origin_trans
0.8956
3.18772
0.47692

anim_rot
Wheel_Rotation_0_R
57.295779513082320876798154814105

[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_0_R
1

[newanim]
origin_trans
0.8956
3.18772
0.47692
origin_rot_y
90
anim_rot
Axle_Steering_0_R
57.295779513082320876798154814105

[mesh]
A21\wheel_ml.o3d

[viewpoint]
0

[illumination_interior]
-1
-1
-1
-1

[newanim]
origin_trans
-0.924
-2.665
0.477
anim_rot
Wheel_Rotation_1_L
57.295779513082320876798154814105

[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_1_L
1

[mesh]
A21\wheel_mr.o3d

[viewpoint]
0

[illumination_interior]
-1
-1
-1
-1

[newanim]
origin_trans
0.924
-2.665
0.477
anim_rot
Wheel_Rotation_1_R

57.295779513082320876798154814105

```
[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_1_R
1
```

5. Den ersetzt ihr dann durch diesen Eintrag:

```
[mesh]
A37\wheel_fl.o3d
```

```
[viewpoint]
0
```

```
[illumination_interior]
-1
-1
-1
-1
```

```
[mesh_ident]
wheel_fl
```

```
[newanim]
origin_trans
-0.8956
3.18772
0.47692
anim_rot
Wheel_Rotation_0_L
57.295779513082320876798154814105
```

```
[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_0_L
1
```

```
[newanim]
origin_trans
-0.8956
3.18772
0.47692
origin_rot_y
90
```

anim_rot
Axle_Steering_0_L
57.295779513082320876798154814105

[mesh]
A37\wheel_fr.o3d

[viewpoint]
0

[illumination_interior]
-1
-1
-1
-1

[mesh_ident]
wheel_fr

[newanim]
origin_trans
0.8956
3.18772
0.47692

anim_rot
Wheel_Rotation_0_R
57.295779513082320876798154814105

[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_0_R
1

[newanim]
origin_trans
0.8956
3.18772
0.47692
origin_rot_y
90
anim_rot
Axle_Steering_0_R
57.295779513082320876798154814105

[mesh]

A37\wheel_ml.o3d

[viewpoint]

0

[illumination_interior]

-1

-1

-1

-1

[mesh_ident]

wheel_ml

[newanim]

origin_trans

-0.924

-2.665

0.477

anim_rot

Wheel_Rotation_1_L

57.295779513082320876798154814105

[newanim]

origin_rot_y

-90

anim_trans

Axle_Suspension_1_L

1

[mesh]

A37\wheel_mr.o3d

[viewpoint]

0

[illumination_interior]

-1

-1

-1

-1

[mesh_ident]

wheel_mr

```
[newanim]
origin_trans
0.924
-2.665
0.477
anim_rot
Wheel_Rotation_1_R
57.295779513082320876798154814105
```

```
[newanim]
origin_rot_y
-90
anim_trans
Axle_Suspension_1_R
1
```

6. Dann Ihr sucht dort nach dem Wort „Hubcaps“

7. Da sollte dann folgender eintrag kommen:

```
###
Hubcaps          vis_hubcaps
###
```

```
[mesh]
A20\wheel_cap_fl.o3d
```

```
[visible]
vis_hubcaps
1
```

```
[illumination_interior]
-1
-1
-1
-1
```

```
[animparent]
wheel_fl
```

```
[mesh]
A20\wheel_cap_fr.o3d
```

```
[visible]
vis_hubcaps
```

1

[illumination_interior]

-1

-1

-1

-1

[animparent]

wheel_fr

[mesh]

A20\wheel_cap_ml.o3d

[visible]

vis_hubcaps

1

[illumination_interior]

-1

-1

-1

-1

[animparent]

wheel_ml

[mesh]

A20\wheel_cap_mr.o3d

[visible]

vis_hubcaps

1

[illumination_interior]

-1

-1

-1

-1

[animparent]

wheel_mr

8. Den ersetzt ihr dann durch diesen Eintrag:

###

Hubcaps vis_hubcaps
###

[mesh]
A37\2_door\wheel_cap_fl.o3d

[visible]
vis_hubcaps
1

[illumination_interior]
-1
-1
-1
-1

[animparent]
wheel_fl

[mesh]
A37\2_door\wheel_cap_fr.o3d

[visible]
vis_hubcaps
1

[illumination_interior]
-1
-1
-1
-1

[animparent]
wheel_fr

[mesh]
A37\2_door\wheel_cap_ml.o3d

[visible]
vis_hubcaps
1

[illumination_interior]
-1
-1
-1

-1

[animparent]

wheel_ml

[mesh]

A37\2_door\wheel_cap_mr.o3d

[visible]

vis_hubcaps

1

[illumination_interior]

-1

-1

-1

-1

[animparent]

wheel_mr

9. Zum schluss noch abspeichern und dann sollte es funktionieren.

Der Eintrag für die .cti lautet:

[setvar]

vis_hubcaps

1