

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

„A21\interior_lights_front_1.o3d“

7. Da sollte dann folgender eintrag kommen:

```
[mesh]
A21\interior_lights_fro
nt_1.o3d
```

```
[illumination_interior]
```

1
2
3
4

[visible]
vis_ceiling_lights_type_
front
1

[matl_change]
lights_interior.dds
0
lights_beleuchtung_ob
erdeck

[matl_item]

[matl_nightmap]
lights_interior_LM.dds

8. Da drunter fügt ihr diesen Eintrag ein:

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