

BMW Z4 GT3 Skin Documentation

The car uses Model replacements via ext_config.ini to switch the different aero packages of the car.

To make it easier for you I created a template skin for each body kit the car has.

They include:

- a working ext_config.ini for the body kit
- a png AO map
- a banner texture

All available aero packages of the car:

Sprint



Endu Spec 1



Endu Spec 1+2



Endu Spec 2



Endu Spec Headlights



Numberplate Hiding

To hide number plates you have to add the following lines to your ext_config.ini:

[MODEL_REPLACEMENT_...]

ACTIVE = 1 ; set to 0 to disable the whole section (default value is 1)

FILE = BMW_Z4_GT3.kn5, BMW_Z4_GT3_lod_b.kn5,

BMW_Z4_GT3_lod_c.kn5 ; name of KN5 to work with (to distinguish between LODs or track KN5s)

HIDE = Numberplate_Sides, Numberplate_Hood

Number plate light works automatically with the ACC
Numberplates.

The Texture Files are in the template skin folder.

They have the ACC format for a better compatibility

The **Numberplate_Emissive** texture says which part of the number plate should glow (black= no light; white=light)

Just put the **Numberplate_Emissive.dds** and the

Numberplate_Colour.dds into your skin folder and everything should work correctly

If you still have a question about the car, just contact me via email:

chemflummi@gmail.com or via discord: [@ChemFlummi#5977](https://discord.gg/ChemFlummi)