

HOW TO REMOVE FRONT JP-US PLATE

- Open model replacement file located in extension folder
- go down until you reach the strings you see in the picture

```
-----LICENSE PLATE-----

[MODEL_REPLACEMENT...]
ACTIVE = 1
FILE = alfa_8c_lod_c.kn5
SKINS = bianco_fuji,blu_avio_2,champagne,blu_notte,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_FRONT
INSERT = jp_plate_front.kn5
INSERT_AFTER = PLATE_FRONT
INSERT_IN = PLATE_FRONT
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, -0.4,-1.9

[MODEL_REPLACEMENT...]
ACTIVE = 1
FILE = alfa_8c_lod_c.kn5
SKINS = bianco_fuji,blu_avio_2,blu_notte,champagne,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_RETRO
INSERT = jp_plate_retro.kn5
INSERT_AFTER = PLATE_RETRO
INSERT_IN = PLATE_RETRO
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, 0,0
```

delete these 3 values to hide the jp-us front license plate

HOW TO COMPLETELY REMOVE THE FRONT PLATE (JP-US and UE)

- Open model replacement file located in extension folder
- go down until you reach the strings you see in the picture
- delete the three values like above, plus add the name of all other skins

```
-----LICENSE PLATE-----

[MODEL_REPLACEMENT...]
ACTIVE = 1
FILE = alfa_8c_lod_c.kn5
SKINS = bianco_fuji,blu_avio_2,champagne,blu_notte,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_FRONT
INSERT = jp_plate_front.kn5
INSERT_AFTER = PLATE_FRONT
INSERT_IN = PLATE_FRONT
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, -0.4,-1.9

[MODEL_REPLACEMENT...]
ACTIVE = 1
FILE = alfa_8c_lod_c.kn5
SKINS = bianco_fuji,blu_avio_2,blu_notte,champagne,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_RETRO
INSERT = jp_plate_retro.kn5
INSERT_AFTER = PLATE_RETRO
INSERT_IN = PLATE_RETRO
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, 0,0
```

add the name of all
other skin here

delete this three values

HOW TO ADD JP-US PLATE TO YOUR SKINS

- Open model replacement file located in extension folder
- go down until you reach the strings you see in the picture
- add the name of your skin in the corresponding line as in the picture.

PAY ATTENTION, the name of each skin must be separated by a comma

-----LICENSE PLATE-----

```
[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c_lod.c.kn5
SKINS = bianco_fuji,blu_avio_2,champagne,blu_notte,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_FRONT
INSERT = jp_plate_front.kn5
INSERT_AFTER = PLATE_FRONT
INSERT_IN = PLATE_FRONT
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, -0.4,-1.9

[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c_lod.c.kn5
SKINS = bianco_fuji,blu_avio_2,blu_notte,champagne,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari,nero,rosso_alfa,rosso_competizione_2,verde_pino
HIDE = PLATE_RETRO
INSERT = jp_plate_retro.kn5
INSERT_AFTER = PLATE_RETRO
INSERT_IN = PLATE_RETRO
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0, 0,0
```

add your name skin here

HOW TO ADD THE SECOND TYPE OF RIMS

- Open model replacement file located in extension folder
- Add the name of your skin in all other parameters which don't represent the plate

BE CAREFUL, each wheel has its own parameter

-----LOD_A----- procedure to be repeated for each lod

```
[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c.kn5
SKINS = bianco_fuji,blu_avio_2,champagne_2,blu_notte_2,blu_nuvola_2,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari_2,nero_2,rosso_alfa_2,rosso_competizione_2,verde_pino_2
HIDE = RIM_RR, RIM_BLUR_RR
INSERT = rim_rr_type2.kn5
INSERT_AFTER = RIM_RR
INSERT_IN = RIM_RR
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0.0, 0, 0

[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c.kn5
SKINS = bianco_fuji_2,blu_avio_2,champagne_2,blu_notte_2,blu_nuvola_2,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari_2,nero_2,rosso_alfa_2,rosso_competizione_2,verde_pino_2
HIDE = RIM_RF, RIM_BLUR_RF
INSERT = rim_rf_type2.kn5
INSERT_AFTER = RIM_RF
INSERT_IN = RIM_RF
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0.0, 0, 0

[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c.kn5
SKINS = bianco_fuji_2,blu_avio_2,champagne_2,blu_notte_2,blu_nuvola_2,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari_2,nero_2,rosso_alfa_2,rosso_competizione_2,verde_pino_2
HIDE = RIM_LR, RIM_BLUR_LR
INSERT = rim_lr_type2.kn5
INSERT_AFTER = RIM_LR
INSERT_IN = RIM_LR
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0.0, 0, 0

[MODEL_REPLACEMENT_...]
ACTIVE = 1
FILE = alfa_8c.kn5
SKINS = bianco_fuji_2,blu_avio_2,champagne_2,blu_notte_2,blu_nuvola_2,giallo_racing_2,grigio_magnesio_2,grigio_nuvolari_2,nero_2,rosso_alfa_2,rosso_competizione_2,verde_pino_2
HIDE = RIM_LF, RIM_BLUR_LF
INSERT = rim_lf_type2.kn5
INSERT_AFTER = RIM_LF
INSERT_IN = RIM_LF
MULTIPLE = 0
MERGE = 0
SCALE = 1,1,1
ROTATION = 0, 0, 0
OFFSET = 0.0, 0, 0
```

name of lod_A