



DiRT 2 PSSG Tool Manual

Before you start always backup your files before changing them

You need the following for this manual:

DiRT 2 DDS Tool
Photoshop or similar program that can handle .dds files
DDS Plugin for Photoshop

NOTE:

To edit .pssg files, you have to remove "Read-Only" property from it.

1. Select the .pssg file you want to edit.
2. Right-click on the selection and click on Properties.
3. On the General tab, clear the Read-only check box.
4. Click on OK.

If the program does not understand a PSSG file it will mention it on the screen.

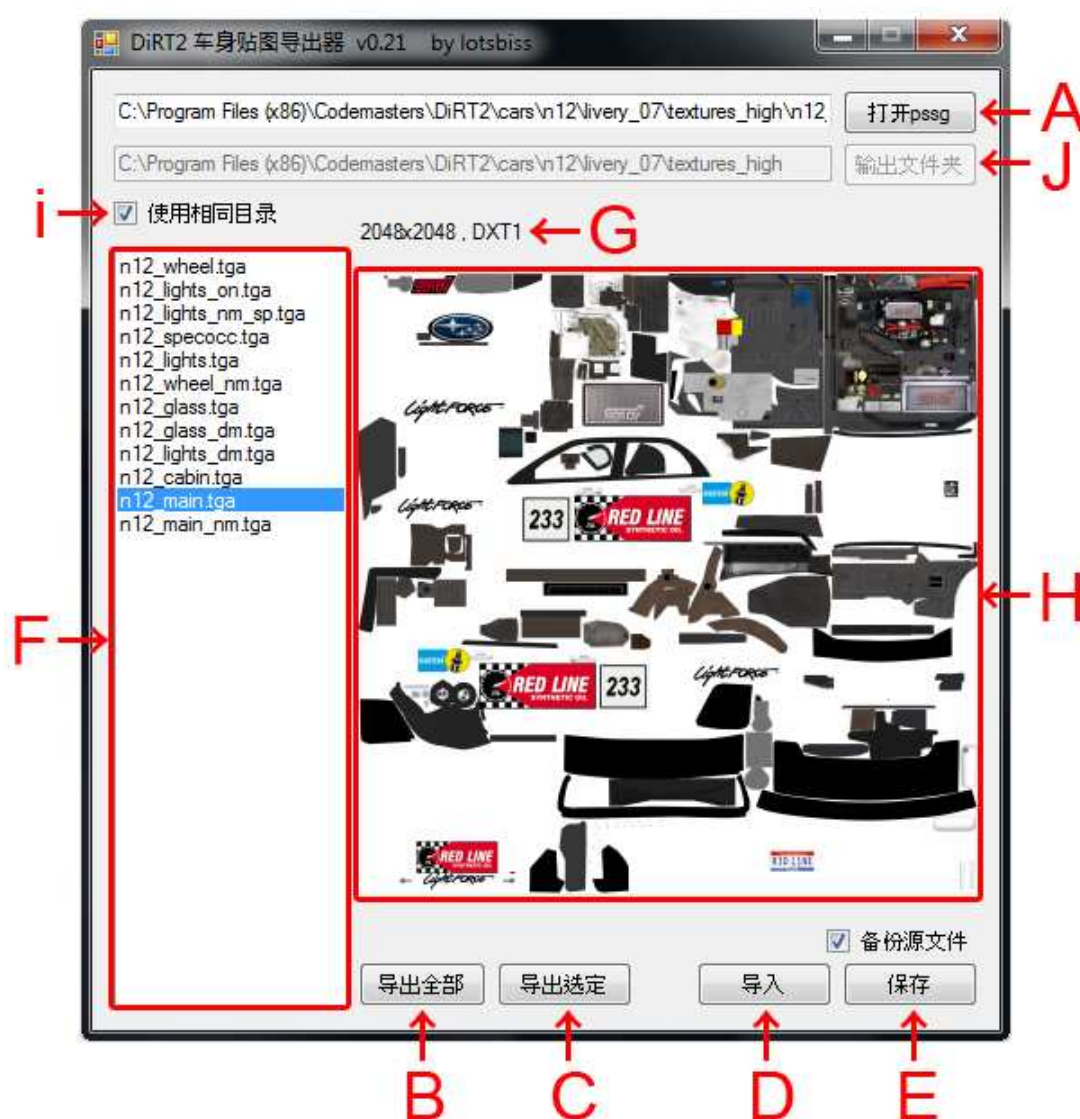
Use of DiRT 2 DDS Tool and this manual is at your own risk.

STEP 1: Getting to know the Tool

Launch the **DiRT 2 DDS Tool**, if the tool doesn't work you might want to launch the tool as an Administrator.

The functions of the buttons are as follow.

- A**: Browse for .pssg files.
- B**: Extract .dds files from .pssg file.
- C**: This button means "Extract", but you do not have to use it.
- D**: Import .dds file back into the .pssg file.
- E**: Save as .pssg file.
- F**: List of .dds files included in the .pssg file.
- G**: .dds dimensions and DXT settings
- H**: Preview area
- I**: select box on/off for alternative .dds store folder option
- J**: select alternative .dds store folder



STEP 2: How to extract .dds files from a .pssg file

As an example we are going to extract the:
Subaru Impreza STI Group N livery_07 (High resolution version).

The .pssg file for this livery can be found in C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high

1. Launch the DiRT 2 PSSG Tool.
2. Browse and select with button **A** the file n12_tex_high_07.pssg, file is situated in C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high
3. Now you can see a list of image files in **F** that are included in the n12_tex_high_07.pssg file.
4. If you click on one of the image files in **F** you can see a preview in **H**.
5. Next extract the .dds files with button **B**, a window will popup (see image below), click OK, the default extract folder is the folder in which the .pssg file is that you selected. If you want to extract the .dds files somewhere else then unthick **i** and select with button **J** a folder of your own choice, make sure that the .pssg file and the extracted .dds files are in the same folder.
6. The default folder is in this case is C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high.



STEP 3: Edit the .dds files

1. Use a program like Photoshop or similar program that can handle .dds files.
2. Go to the folder C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high.
3. Choose a .dds file you would like to change.
4. edit the .dds file.
5. When done save the .dds file with the same name and in the same folder, in this case n12_main.tga.dds in folder C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high

n12_main.tga.dds file edited in Photoshop

Original livery



New White Base Livery



DXT Settings of .dds files

n12_cabin.tga.dds - DXT1, ARGB, 4 bpp, 1 bit alpha
n12_glass.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_glass_dm.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_lights.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_lights_dm.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_lights_nm_sp.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_lights_on.tga.dds - DXT1, ARGB, 4 bpp, 1 bit alpha
n12_main.tga.dds - DXT1, ARGB, 4 bpp, 1 bit alpha
n12_main_nm.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_specocc.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_wheel.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha
n12_wheel_nm.tga.dds - DXT5, ARGB, 8 bpp, interpolated alpha

Step 4: How to import a .dds file back into a .pssg file

1. Launch the DiRT 2 PSSG Tool.
2. Open the n12_tex_high_07.pssg file you are working on.
3. Select in **F** a image file you would like to replace in this case n12_main.tga
4. Now browse and select with button **D** your .dds file n12_main.tga.dds that you have changed, a Window will popup, press ok and the file is replaced. Be aware that you can only replace a .dds file if you first select one in **F** and it can only be changed with one that has the same name. To see the change select another file in **F** and then go select n12_main.tga again, you will now see the changed file in **H**
5. Now press button **E** and save your .pssg file with the new .dds file as n12_tex_high_07.pssg in C:\...\Codemasters\DiRT2\cars\n12\livery_07\textures_high.



Step 5: Test your new livery

1. Launch the DiRT 2 game and select the car in the car select menu.
2. Be aware that you will only see your new livery in the view mode and race mode and not in the car select menu.
3. Enjoy your new livery.

The final result.

