

# HOW TO IMPORT HELMETS IN ASSETTO CORSA

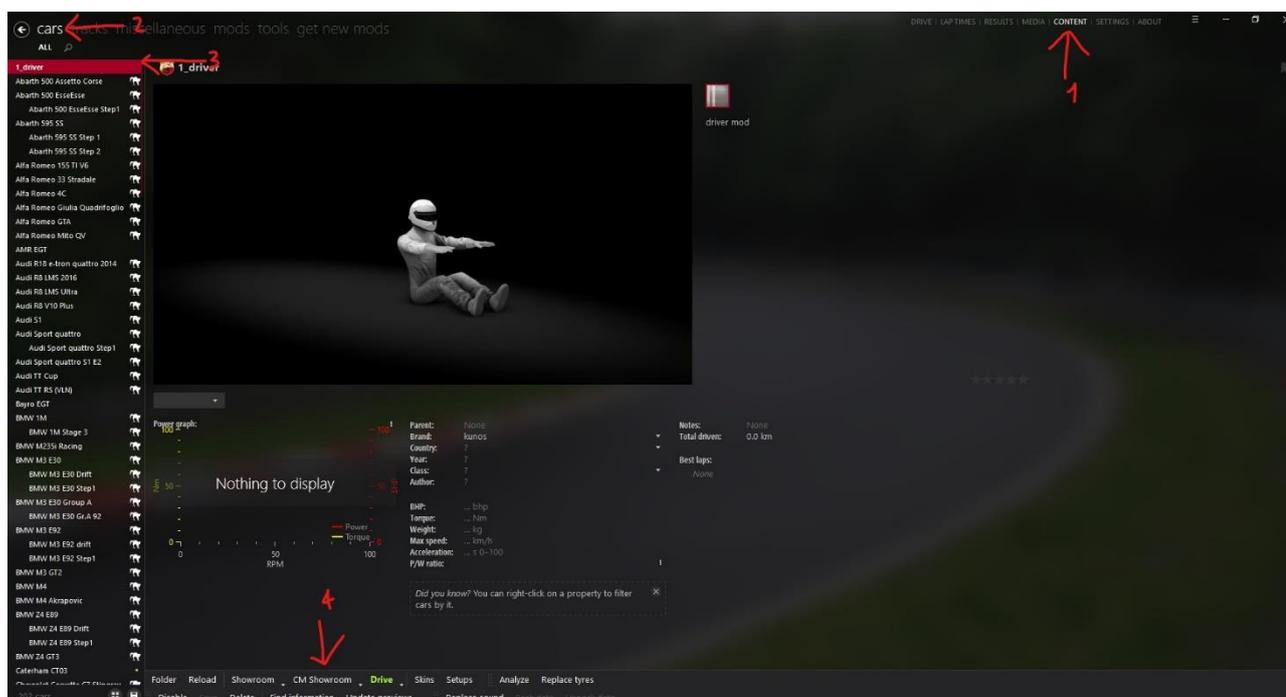
## Requirements:

- Content Manager: <https://acstuff.ru/app/> (you need to activate developer mode, see the guide here: <https://www.simracingssystem.com/showthread.php?tid=6557>)
- 3D Modeling Software: I recommend you 3DS Max
- Kunos Driver Viewer with CM:  
<https://www.racedepartment.com/downloads/kunos-driver-viewer-2016-with-cm.1354/>

Remember: this guide will teach you how to import helmets in AC, not how to use 3d softwares or painting softwares to create textures, so if you don't know how to do some steps you can search online guides. You should also take a look to the official Kunos guide for ksEditor, thanks.

## Export Assetto Corsa Driver

The first thing you need to do is to download the driver viewer (follow the instructions provided by CC). After that activate the developer mode (see the guide I linked before) and open the driver with CM Showroom.



After you opened it click on *Unpack KN5*.

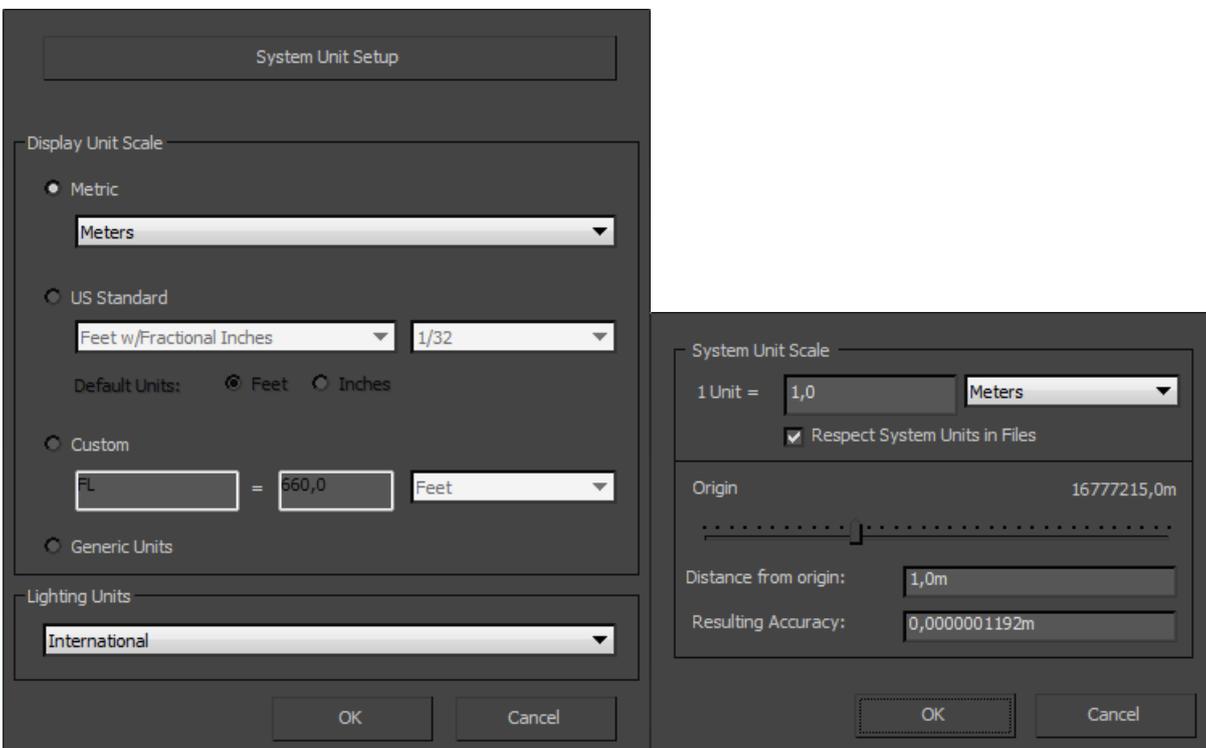


You will find exported files in *assettocorsa/content/cars/1\_driver/unpacked*

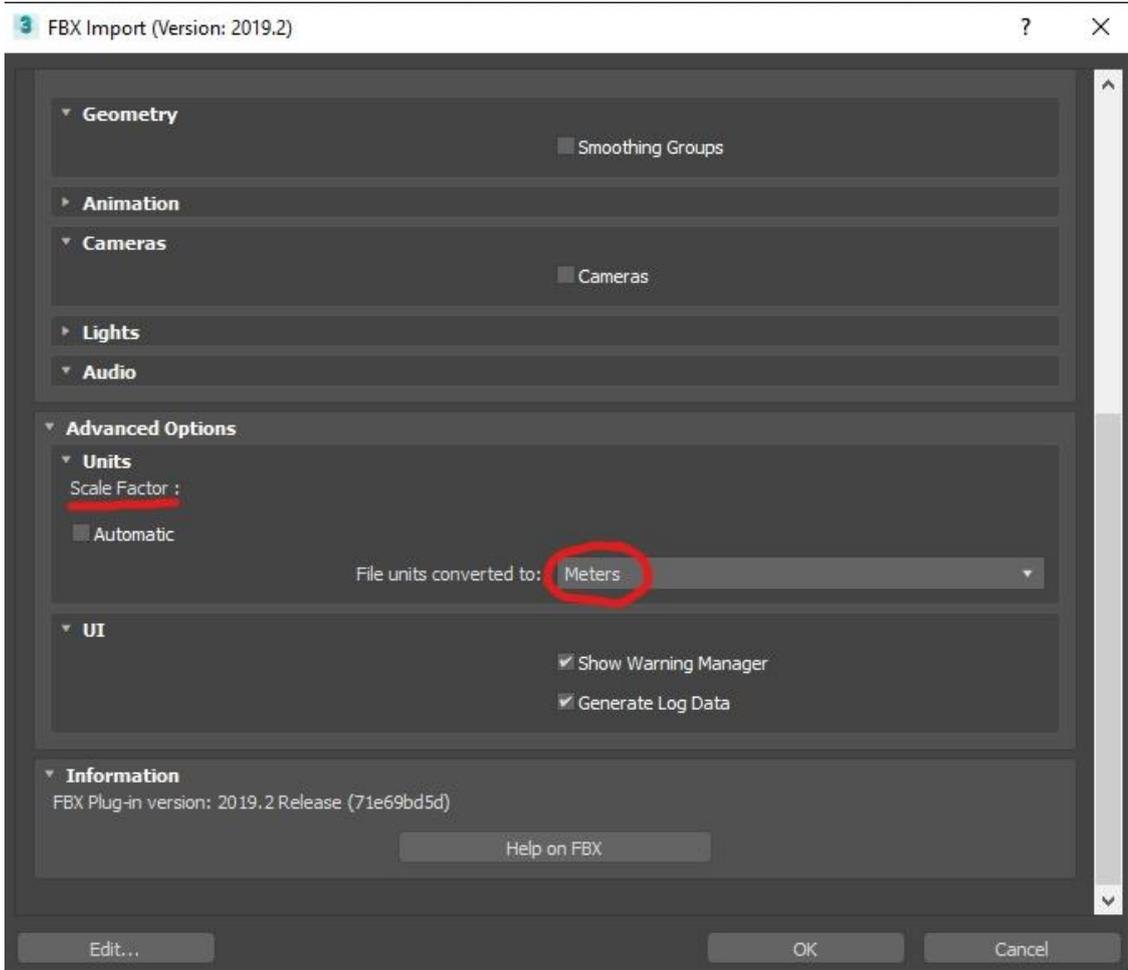
## Import driver and custom helmet in 3DS Max

Now you can open your 3D software (I will use 3DS Max).

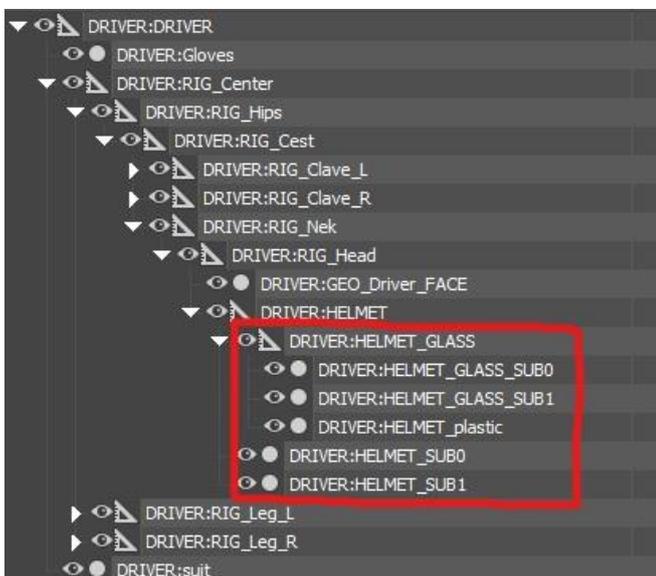
**IMPORTANT:** before importing your models change units settings and follow these settings (this is how it works on 3DS Max but should works on other softwares too)



Now you can import the driver you exported before (be shure that the file is converted to meters).

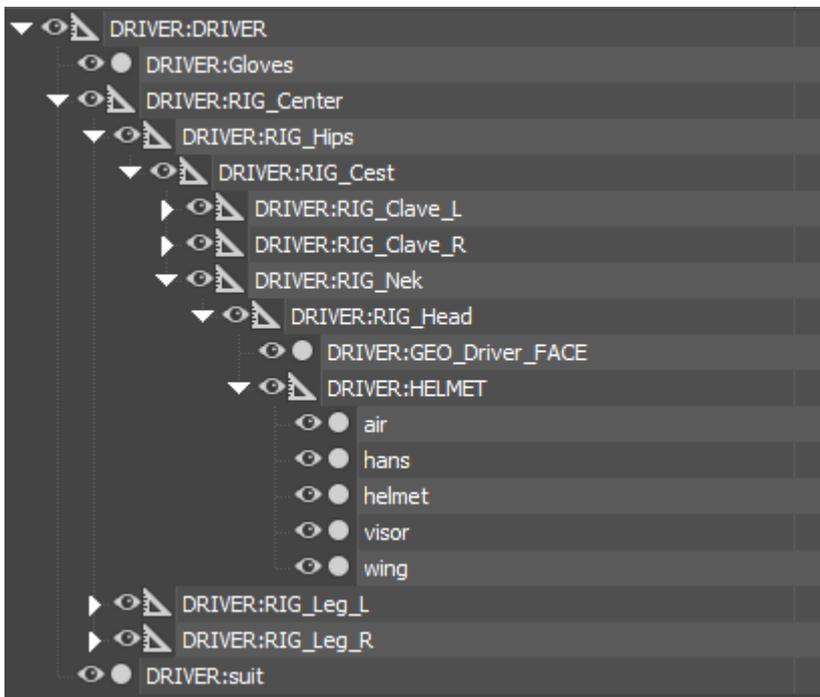


Delete everything inside DRIVER:HELMET



Now import your custom helmet and do whatever you need to do (change position, size, rotation, etc...).

After that make all objects as child of DRIVER:HELMET so it should look like this (of course you will have different objects inside):



**REMEMBER:** don't touch your helmet after it is inside DRIVER:HELMET, if you need to change something put your helmet outside DRIVER:DRIVER dummy.

## Edit Materials

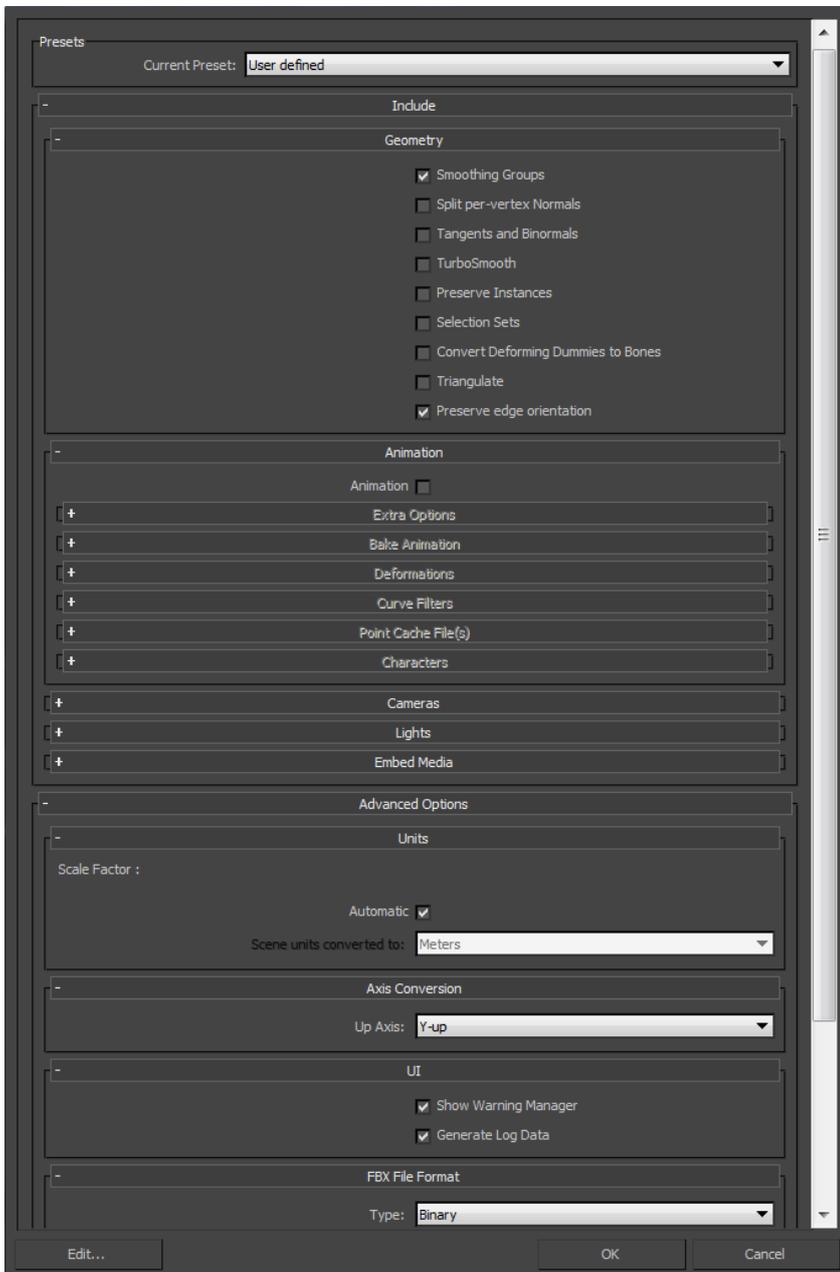
Now you can create materials and apply them to your helmet. I recommend to divide your helmet parts by materials, so you will have one object for the glass material, one for the base material and so on.

This is how i did that for my ACSPRH mod:

- Helmet shell, screws, hans clip, visor sticker, visor zylon, plastics  
Object: Helmet  
Material: Helmet\_Base
- All glass parts  
Object: Glass  
Material: Glass
- Visor  
Object: Visor  
Material: Visor
- Hans parts  
Object: Hans  
Material: Hans

## Export the driver

To export the driver correctly just follow this (select FBX 2012 as FBX file version):



## Edit driver with ksEditor

Open ksEditor in *assettocorsa/sdk/editor* and import your driver and start editing materials. I leave you here the settings I used:

- **Helmet\_Base:**  
Shader: ksPerPixelMultiMap  
Blend Mode: eOpaque  
ksAmbient: 0.3

ksDiffuse: 0.4  
ksSpecular: 0.5  
fresnelEXP: 4  
fresnelMaxLevel: 0.2  
isAdditive: 1  
useDetail: 1  
detailUVMultiplier: 12  
Everything else is set to 0.

- **Glass:**

Shader: ksPerPixelReflection  
BlendMode: eAlphaTest  
ksAmbient: 0.1  
ksDiffuse: 0.1  
ksSpecular: 1  
ksSpecularEXP: 170  
ksAlphaRef: 0.2  
fresnelC: 0.2  
fresnelEXP: 0.5  
fresnelMaxLevel: 0.4  
Everything else is set to 0.

For glass material use a dark grey texture with black alpha to get the best result.

- **Hans:**

Shader: ksPerPixel  
BlendMode: eOpaque  
ksAmbient: 0.6  
ksDiffuse: 0.6  
ksSpecular: 1  
ksSpecularEXP: 150  
Everything else is set to 0.

- **Visor:**

- Shader: ksPerPixelReflection
- BlendMode: eAlphaTest
- ksAmbient: 0.3
- ksDiffuse: 0.3
- ksSpecular: 0.2
- ksSpecularEXP: 125
- fresnelEXP: 6.6
- fresnelMaxLevel: 0.1

- Everything else is set to 0.

Once you have finished save KN5 as car and place it into *assettocorsa/content/driver*.