

41shots Livery Editor — Guide

Design Motor Town liveries in your browser and export them straight into the game.

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Quick start

- Open **41shots.cc/livery** in a desktop browser — a **Chromium-based one** (Chrome, Edge ...) is recommended; mouse + keyboard, needs WebGL2.
- Pick your **vehicle** up top, pick a **decal** on the left, then **click the car** to place it. Drag or nudge it into place, fine-tune in the right panel.
- **Export** copies the design code for the in-game workshop's import; your work also autosaves in the browser as you go.

Mouse controls

By default the editor uses the web scheme. Tick **In-game mouse** under **Editing** in the bottom bar to swap the buttons to the game's decal-editor scheme — the choice is remembered in your browser. Wheel, middle button and keyboard are the same in both schemes.

Action	Default (web)	In-game mouse ON
Place decal (after picking one)	Left-click the car	Right-click the car
Select / drag a decal	Left button	Right button
Clear selection (click empty space)	Left	Right
Orbit the camera	Right-drag	Left-drag
Pan the camera	Middle-drag or Shift+right-drag	Middle-drag or Shift+left-drag
Zoom (toward the cursor)	Mouse wheel	
Set the camera's spin centre	Double-right-click the car	Double-left-click the car
Drag a decal past the snap lines	Shift + left-drag	Shift + right-drag

Keyboard

The letter keys mirror the in-game decal editor and bind by **physical position**: on a QWERTZ keyboard (e.g. the German layout) the stretch pair sits on **Y / C**.

Keys	Action	Keys	Action
W A S D / arrows	Move the selection	R	Flip
Q / E (also [])	Rotate	T	Mirror
F / V	Scale up / down	G	Duplicate
Z / C	Stretch narrower / wider	De1	Delete selection
Ctrl + Z / Ctrl + Y	Undo / redo	Ctrl + A	Select all decals
1 - 5	Front / back / left / right / top view	Home	Reset the view
.	Fly to the selected decal	Esc	Cancel decal pick / close dialog
P	Photo mode on / off		

How far each key press (and each -/+ button) jumps is set by the **Step size** bar at the top of the right panel — Fine / Med / Coarse or an exact amount, separately for Move, Rotate, Scale, Stretch and Opacity.

Placing & selecting

- **Select** a decal by clicking it on the car or its row in the Layers list. A click into empty space deselects; a click on the car beside a decal keeps the selection — that is its drag handle.
- **Multi-select:** tick the checkbox on layer rows, **Shift**-click a range, **Ctrl**-click to toggle. Drag, keys and sliders then edit the whole group.
- **Pick on car** (bottom bar, under **Editing**) can be turned off in crowded designs: clicks on the car then never change the selection — you pick in the Layers list, and dragging always moves exactly that selection.
- **Padlock** (layer row) freezes a decal completely against clicks, drags, keys and delete until unlocked. A locked decal is also a handy fixed reference to snap other decals to.
- **While you drag** on slower machines, the preview may soften slightly to stay fluid; it snaps back to full sharpness the moment you pause. Layer order is always shown exactly as it will bake. A yellow **⚡ Performance mode** marker in the top-right stage corner shows when this applies to your machine.
- **Edit quality** (bottom bar, under **Preview**) overrides that judgement: **Auto** follows the measurement, **Fast** always uses the softer editing resolution, **Sharp** always renders at full resolution. On slow hardware Sharp can stall for a moment on every edit. Clicking the Performance mode marker switches straight to Sharp. Colors, layer order and the exported design never depend on this choice.

Moving, snapping, aligning

- **Snap** (bottom bar, under **Editing**): while dragging, the decal clicks onto the nearest guide-grid line or another decal's height/centre line, and the engaged line lights up across the body. Hold **Shift** to drag freely past a line; the keyboard always nudges freely. Grid lines only pull while **Guides** are visible.
- **Guides** draws the alignment grid (spacing 1–100 cm, color selectable) plus centre lines.
- **Axis locks** (padlock next to the sliders) freeze X, Y, Yaw or Pitch — e.g. lock Y to slide only along the car, or lock Yaw+Pitch to move a decal without changing its aim.
- **Same height / Same centre** (with several selected) move the other decals onto the primary decal's line, solved on the car itself so it works across curved panels and both sides.
- **Copy to other side** duplicates the selection onto the opposite side, readable and at the mirrored spot — unlike the **Mirror** flag, which draws a pure reflection (text becomes mirror writing).
- **Scale as group** resizes the decals *and* the spacing between them around the group's centre; the plain Scale slider resizes each decal in place.

The right panel

- **Position X / Y** — cm from the vehicle centre; height is measured from the ground up. Click any number to type an exact value (**Enter** applies, **Esc** cancels).
- **Yaw / Pitch (aim)** — the spray direction of the decal projector: sets perspective and wrap, and shifts where the decal lands. The **90** button snaps to the nearest 0 / 90 / 180 / 270.
- **Scale** uniform size · **Stretch** width factor · **Rotate** · **Color** · **Opacity**.
- **Color fields** open the same picker in every browser; type values in HEX, RGB or HSL. In Chromium browsers the pipette button samples any color on screen, even outside the browser window.
- **Design colors** lists every color in the design, most used first — click one to paint the selection. **Fade** blends the selected decals from one color to another in layer order.
- **Swap decal:** **Shift**-click a decal in the left palette to put that artwork on every selected layer — position, size and color stay.
- **Flags:** **Flip** mirrors the texture in place; **Mirror** adds a reflected copy on the other side; **No opposite side** stops the projection punching through to the far side; **No backface** culls surfaces angled away; **On wheel** lets the decal paint the rims, in the preview and in-game (only rims that accept decals in the game take them; tires never do). The last three are on by default, like in-game.

Layers & the game limit

- The **Layers** list (right) is stacked top = front. Drag a row to reorder it (rows of a multi-selection move together as one block), jump to front/back with the bar arrows, or type an exact position into the row's number field (1 = back). **Duplicate** (and **G**) places the copy directly above its original.
- The **eye** on a layer row hides that decal on the preview while you work on layers behind it. Hidden decals stay in the design and the export and still count toward the game's 30; they are just not drawn or clickable here.
- **Decal groups**: drop a layer onto the middle of another layer (the row lights up), or select several and press **Group** above the list. Grouped layers indent under a named header: click it (or any grouped decal on the car) to select the whole group, **Ctrl**-click on the car for a single member, double-click the name to rename, the arrow folds, the scissors ungroup. Groups only organise the list; the export code never changes.
- **The game imports only the first 30 decals.** You can place more here to experiment — the list marks everything past 30 and Export warns you — but trim to 30 before using a design in-game.
- Double-click a layer row and the camera flies to that decal.

Photo mode & reference pictures

- **Photo mode** (the **Photo** button in the bottom bar, or **P**) hides all panels and helpers for a clean look at your design. The camera stays fully yours — orbit, pan, zoom and the view keys **1–5** keep working — and the small photo bar holds the backdrop and sun settings for staging the shot. **Esc** or **Exit** returns to editing exactly as you left it.
- **Take photo** saves the current view as a high-resolution PNG straight to your downloads. Every photo carries a small corner badge with the 41shots mark and the Motor Town logo; the watermark lettering that normally tiles the editor background stays out of photo mode.
- **Custom backdrop: Load image** in the photo bar puts your own picture behind the vehicle. Picking a plain color keeps the picture available under the **Custom image** entry; the **x** button removes it.
- **Reference panel** (the **Reference** button in the bottom bar) pins a picture over the 3D view while you work. Load a file, drop one onto the panel or paste with **Ctrl** + **V**; drag the header to move, drag the corner to resize, zoom with the wheel, drag inside to pan, double-click to fit, and fade it with the **Opacity** slider to compare colors.
- **Your pictures stay yours**: backdrop and reference pictures are shown only to you, last only until you leave the page, and never leave your browser.

Saving, exporting, sharing

- **Autosave**: the design you are working on is continuously saved in this browser and restored after a reload or accidental close. It is one slot per browser — **Export** is how you keep a design for good.
- **Export** copies the design code to the clipboard; paste it into the in-game workshop's import. **Import** loads an existing code here to edit it.
- **Copy link** (top bar) copies a link that opens the design straight in the editor — handy for showing a design around. Very large designs make very long links; the export code always works instead.
- **Saved groups** (left panel tab): select decals, name them, save (or use the save button on a group header) — then load the group onto any vehicle later, arriving as a live group. Search by name, sort into folders, filter by the vehicle tag. Stored in this browser only.
- **Share a group**: the export button on a saved group downloads it as a small file for another player; the **Import** button on the same tab brings a received file in.

Vehicle parts & preview notes

- The **Parts** tab lists the vehicle's swappable workshop parts (bonnets, bumpers, racks ...). Display only: decals and the export are not affected — mount the parts themselves in the game's workshop. Your picks are

remembered per vehicle.

- **Body color** and **Sun** (bottom bar, under **Preview**) preview paint and daylight; the exported code carries decals only — the real paint is set in the game's paint menu.
- Every vehicle shows its factory wheels in their factory rim colors, and decals paint the rims exactly like in-game: the **On wheel** flag decides, only rims that accept decals in the game take them (tires never do), and the wheel bake matches the game's own sharpness. Import on a freshly spawned vehicle and the rim matches the preview; after driving, the painted rim can rest at a different angle.
- The Parts tab picks rims per wheel — exactly the rims the game's workshop sells for that vehicle, under their in-game names; (paintable) marks rims that take decals. **Wheel view** (button under the wheel list) shows one wheel alone for precise rim decals: arrows switch wheels, Esc returns, and a decal placed on one wheel stays on that wheel. Paintable rims also take a preview color of their own — the **Wheels** field under Body color.
- Grey hardware, glass and lights never take decals in-game; on strongly curved panels the preview may differ slightly — the exported code still applies correctly. Vehicles and decals match the game version shown in the editor's **?** dialog; the editor is in beta.
- **How close is the preview?** Positions and sizes come out in-game as placed, and paintable surfaces follow the game's own per-vehicle list exactly — surfaces the game keeps clean stay clean here too, including trim strips, chassis frames, door frames, edge rails, parts that move with the vehicle (pop-up light covers, a motorcycle fork fender) and parts the game excludes one by one (the Rotator's crane, outriggers and underlift). The game paints a little coarser though: very thin lines and tiny details can look slightly ragged or drop out in places, and sharp tips of shapes come out a touch rounder — give small details a bit more room. On some vehicles the game also paints pieces the preview leaves clean (side mirrors, for example), on others it may not.

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