

LiveryLab 1.1.4 - Update from 1.0.2 or 1.0.3

Migration is optional. Use it to keep liveries or workspace data from LiveryLab 1.0.2 or 1.0.3. To start fresh, skip migration and choose Official or Advanced during setup.

Prepare the old installation

Restore AC EVO before updating. This keeps your local LiveryLab library available for migration. If you will not migrate, export anything you want to keep first.

1. Close Assetto Corsa EVO.
2. In the old LiveryLab, open Settings, select Restore AC Evo to default state, confirm the warnings and wait for completion.
3. Close the old LiveryLab.
4. Open the AC EVO installation folder and confirm that it contains AssettoCorsaEVO.exe and content.kspkg.
5. Delete only these extracted folders if present:

cfg, content, editor, rendering_tests, scrapyard, serverconfig, system, uiresources

Do not delete content.kspkg, AssettoCorsaEVO.exe, DLL files or anything else.

Advanced requires the game content to be extracted again in LiveryLab 1.1.4; Official does not.

Install and migrate to LiveryLab 1.1.4

1. Download LiveryLab_v1.1.4.zip. Before extracting, open its Properties and enable Unblock if shown.
2. Extract LiveryLab 1.1.4 into a new folder. Do not overwrite the old installation.
3. Start LiveryLab.exe from the new folder. If a Windows Long Paths error appears, see the troubleshooting section at the end.
4. On Choose Workflow screen, select Migrate from an older version.
5. Select the complete old LiveryLab 1.0.2 or 1.0.3 folder.
6. Review the detected workspace and select Migrate Complete Workspace.
7. Keep LiveryLab open until migration and verification finish, then select Restart and Choose Workflow.
8. Choose your workflow:
 - Official: Complete Official setup, then select Convert All to Official.
 - Advanced: Continue with the migrated Advanced workspace.
9. Check My Liveries. Migrated liveries initially remain inactive, and read-only packages remain read-only.

Migration itself leaves the old LiveryLab installation and AC EVO game files unchanged; only the preparation above modifies AC EVO. Keep the old LiveryLab folder until everything is verified in 1.1.4.

Only if LiveryLab reports a Windows Long Paths problem

If the runtime check shows Windows Long Paths as ready, continue. Otherwise use the **recommended method**: close LiveryLab, right-click Enable_Long_Windows_Paths.bat next to LiveryLab.exe, select Run as administrator, confirm the UAC prompt, press Y and restart Windows. Migration remains blocked until the check passes.

Only approve a SmartScreen warning if the BAT came from the official LiveryLab ZIP. **Alternative method**: search for "enable Win32 long paths Windows 10 Windows 11", enable it manually and restart Windows.