

# EDHM Cockpit Paint Mod (CPM)

# Quick Start Guide

This Guide only applies to the prototype version of the CPM

For more detailed guides, please refer to the documents:

1. EDHM Cockpit Paint Mod Installation Guide.pdf
2. EDHM CPM Guide - Painting Your Cockpit.pdf

## 1 Download six files from the [EDHM GitHub](#)

The main CPM files: CPM-v1.04-Prototype.zip ([direct link](#))

### CPM Anaconda Themes:

CPM-Anaconda-Elite-Default.zip ([direct link](#))

CPM-Anaconda-R2D2.zip ([direct link](#))

CPM-Anaconda-Vanguard.zip ([direct link](#))

### CPM Documents:

EDHM Cockpit Paint Mod Installation Guide.pdf ([direct link](#))

EDHM CPM Guide - Painting Your Cockpit.pdf ([direct link](#))

## 2 Install the CPM in EDHM UI

**Step 1: Exit Elite** (very important!)

**Step 2:** In EDHM UI, click the **Main Menu** (top-left), and then click **3PMods (Plugins)**

**Step 3:** On the bottom row of the 3<sup>rd</sup> Party Mods (3PM) screen, click the downward blue arrow (**Import Mod**) and a file selection box will open.

**Step 4:** Navigate to the location where you downloaded the file **CPM-v1.04-Prototype.zip**

Select **CPM-v1.04-Prototype.zip** and click **Open**

**Step 5:** In the left column, click on the graphic titled '**CPM [Cockpit-Paint-Mod]**'

**Step 6:** Click on the '**CPM - Anaconda**' graphic and a large list of modifications will appear on the right. All settings loaded will be Elite Default.

**Step 7:** You may now start Elite, and board your Anaconda!

### 3 To import an Anaconda CPM theme

**Step 1:** On the bottom row of the 3PM screen, click '**Import Theme**'.

**Step 2:** A file selection box will open, **navigate to the zip file** containing the theme you would like to install.

Select the theme, then click **Open**

**Step 3:** Again, click the **CPM [Cockpit-Paint-Mod]** graphic, then click the **CPM - Anaconda** graphic

**Step 4:** Locate the '**Themes**' button on the far-right edge of the 3PM window, and hover your mouse above it (no need to click it)

The Themes sidebar will pop out and you will see all the Anaconda themes you have installed.

**Step 5:** Click on the theme you would like to display in-game, then **press F11 in-game** to load your new theme.

### 4 Paint your Cockpit

**Pre-requisites:** It is assumed you've installed:

- EDHM UI
- The 3rd party mod, the Cockpit Paint Mod
- The 'Anaconda – Elite Default' theme

Create a colour palette using the [Adobe Color Wheel](#). You can also extract a palette from an image.

#### Important concepts:

A **Section** is an area of the cockpit where a particular colour will be applied.

There are 8 cockpit sections, plus the Floor, Chairs, and Signage (painted signs & symbols).

Each of the main Sections has 3 **Layers**:

**Layer 1** is the base texture

**Layer 2** represents the reflectivity of the texture – how much the texture reflects external light

**Layer 3** is the gamma of the texture, and is rarely used except to boost colour under certain conditions

You apply colour to a Layer using a colour **Mode**. There are 9 modes (or methods) of applying colour.

However, you will **mostly use Modes 1, 2, and 3**. Experiment with the other modes until you find the right output.

If you switch Modes and the Section becomes dark, try increasing the 'Brightness' of that Layer.

You can also turn on **Shiny Mode**, with an intensity of 1 to 10. Shiny mode alters the characteristics of the texture, and you may need to reconfigure your Layers. Therefore, it's best to turn on Shiny mode first if applicable.

Be conservative with Shiny mode – making everything reflective can be quite distracting after a few hours.

#### Pro tips:

- You don't need to colour every Section
- You don't need to always colour both Layers in a Section. Try leaving Layer 2 on Elite Default unless you want to change the colour and intensity of the reflections
- Use the Test Mode to determine the layout of a Section before painting
- You don't need to press the 'Apply' button at the bottom of the 3PM window, just F11 in-game
- Paint your ship undocked with half your cockpit in starlight, so you don't make the panels too bright
- Remember to Export your theme to save your work, or to share your finished theme with others