Introducing the Cockpit Paint Mod (CPM)

The Cockpit Paint Mod (CPM) enables CMDRs to paint their cockpits with any combination of colours. You can leave most of the cockpit as default and add a little custom colour, or you can spend a few hours and re-colour every surface. You can even match your cockpit colour scheme with your external paintjob.

The CPM is an extension of the Elite Dangerous HUD Mod (EDHM), so you will need to have EDHM UI installed first. The CPM only works with Odyssey / Horizons 4.0.

> Please note: I am not the author of EDHM UI, I have created this guide to help you install the CPM and get started. If you have any feedback about EDHM UI or need support with the installation of EDHM UI, then please contact the UI developer Blue Mystic via the EDHM Discord or his GitHub

To install EDHM UI, please see

https://edhm-ui.herokuapp.com/

Note for Horizons 4.0 CMDRs: When setting the path to Horizons 4.0, **use the Odyssey path box**

Please see this forums post for more details.

The version of the CPM contained in the file **CPM-v1.04-Prototype.zip** is only a prototype and not the full version. We would like to test a single ship (the Anaconda) to get feedback from the community, and give FDev time to evaluate the mod.

Since early August 2022, I have been messaging the FDev Elite Dangerous CM's asking if it's ok to release the full version of the CPM, but I haven't received a reply. However, the CPM complies with the rules I was given for EDHM back in 2020: The mod shouldn't provide a competitive advantage, and shouldn't mod any ARX related assets.

Some important notes about the CPM:

- It does **not** affect the external paintjob or anything ARX-related
- It's client-side only, meaning other players in multi-crew won't see your custom cockpit
- It's purely cosmetic and does not offer any competitive advantage (you can't make panels transparent)
- It doesn't alter any game files (the modding software, 3Dmigoto, sits between the game and the GPU)

Hopefully FDev will regard the CPM as a great enhancement to Elite, just as EDHM has helped many CMDRs personalise their Elite Dangerous experience.

Files to Download

There are six files available for download from my 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 (this file)

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

How to install the CPM via EDHM-UI

I will assume you have EDHM UI installed and it's functioning correctly (the HUD elements change colour, and you can apply themes)

The CPM is classed as a '**3rd Party Mod**' (3PM), which simply means it can be installed and uninstalled separately to EDHM.

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

Step 2: In EDHM UI, click the **Main Menu** (top-left), and then click **3PMods (Plugins)**
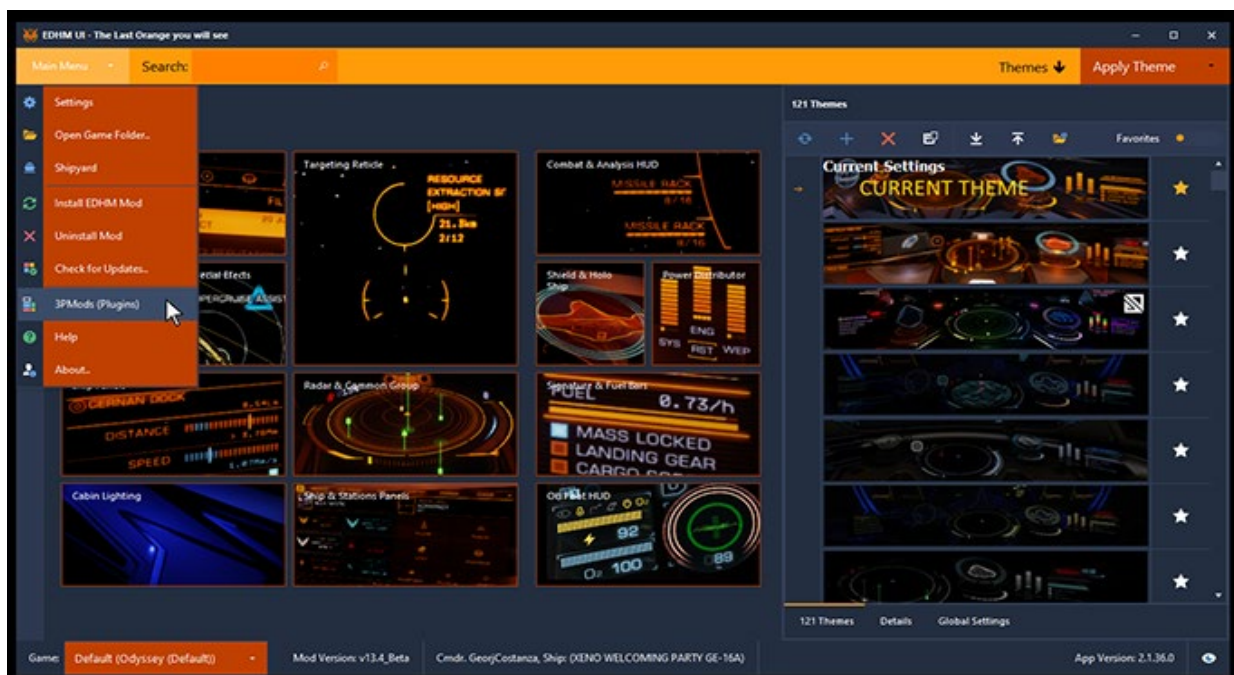
Step 3: A new screen will open that shows the currently installed 3PMs. You'll probably have the Keybinds 3PM installed as it comes packaged with EDHM UI.
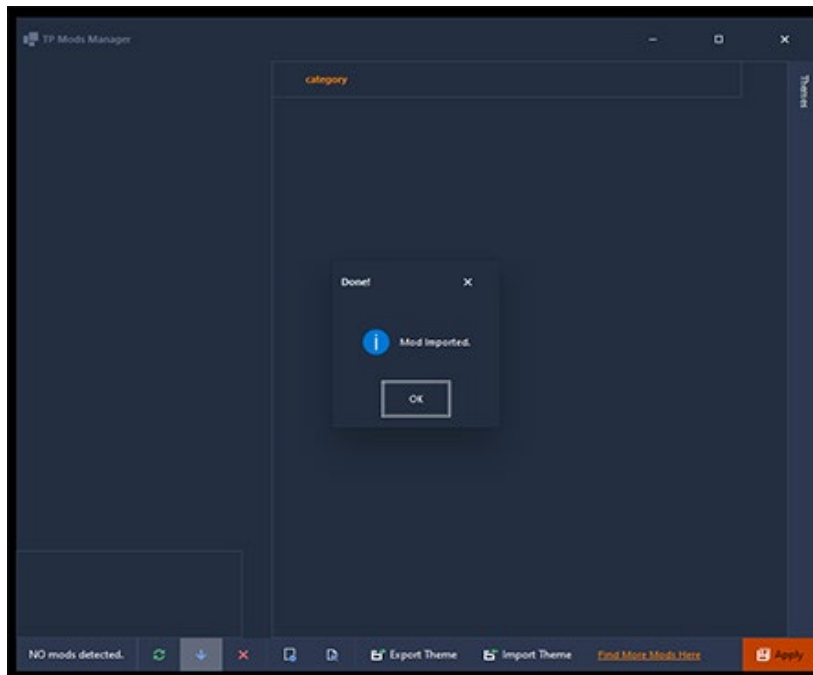
On the bottom row of the 3PM screen, click the **downward blue arrow (Import Mod)** and a file selection box will open.
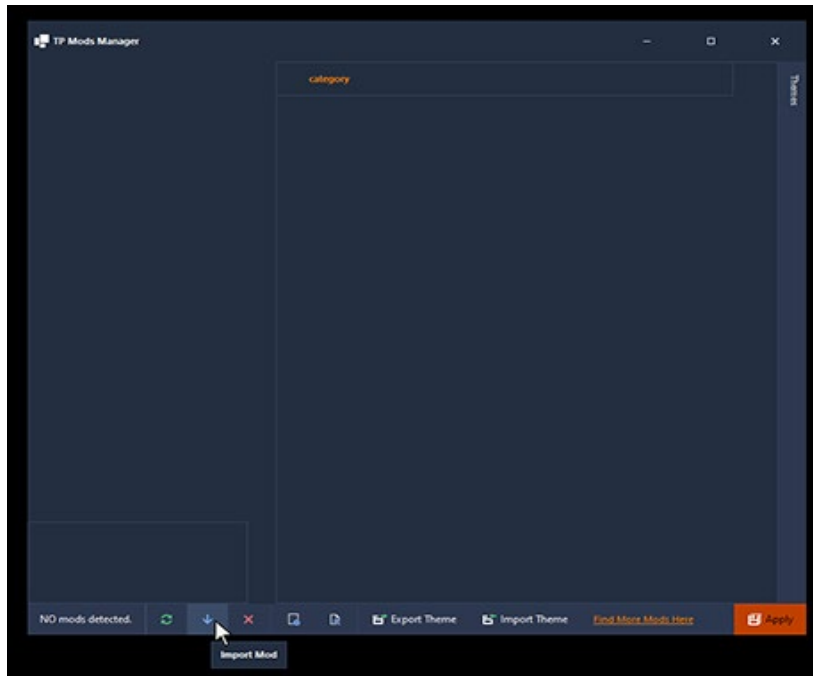
Step 4: Navigate to the location where you downloaded the file **CPM-v1.04-Prototype.zip**

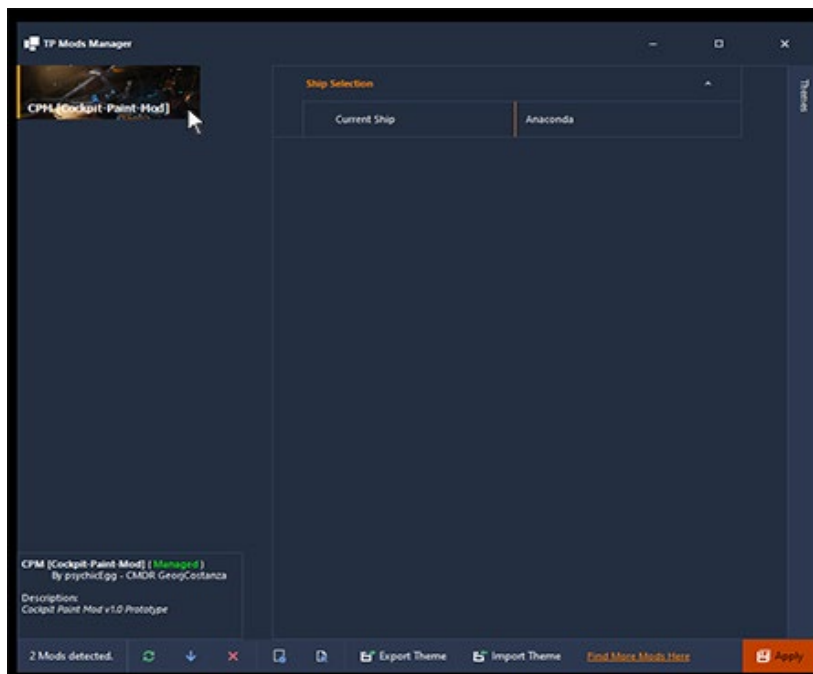Select **CPM-v1.04-Prototype.zip** and click Open
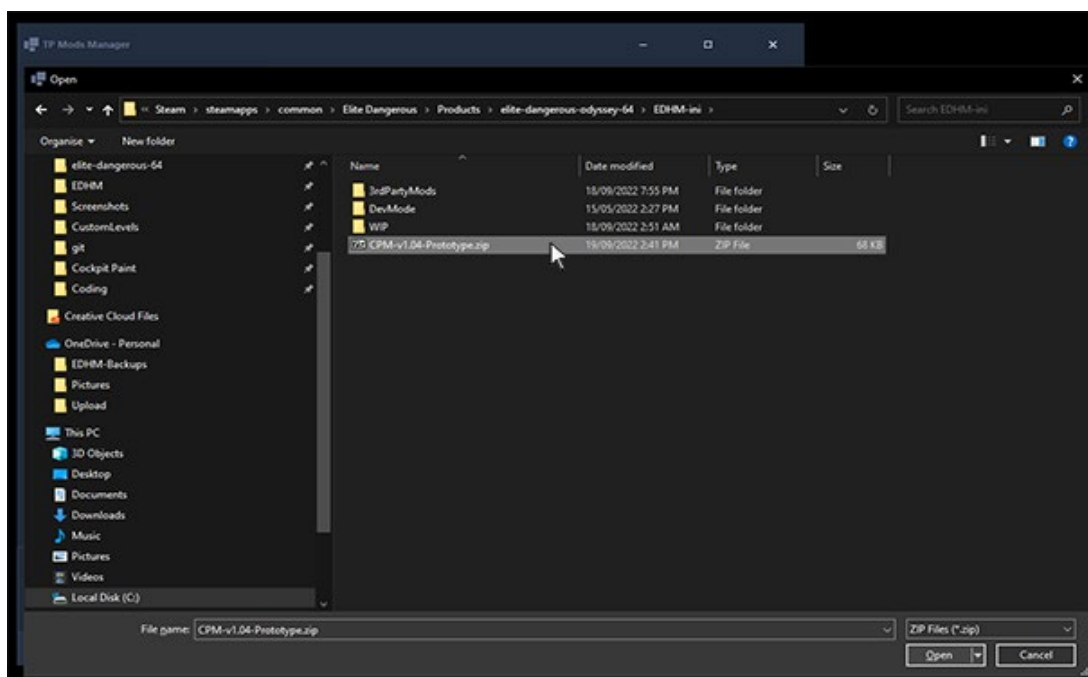
A popup in EDHM UI will say "Mod Imported", press OK

If you don't see the popup (rare bug), then close EDHM-UI and re-start it again.

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

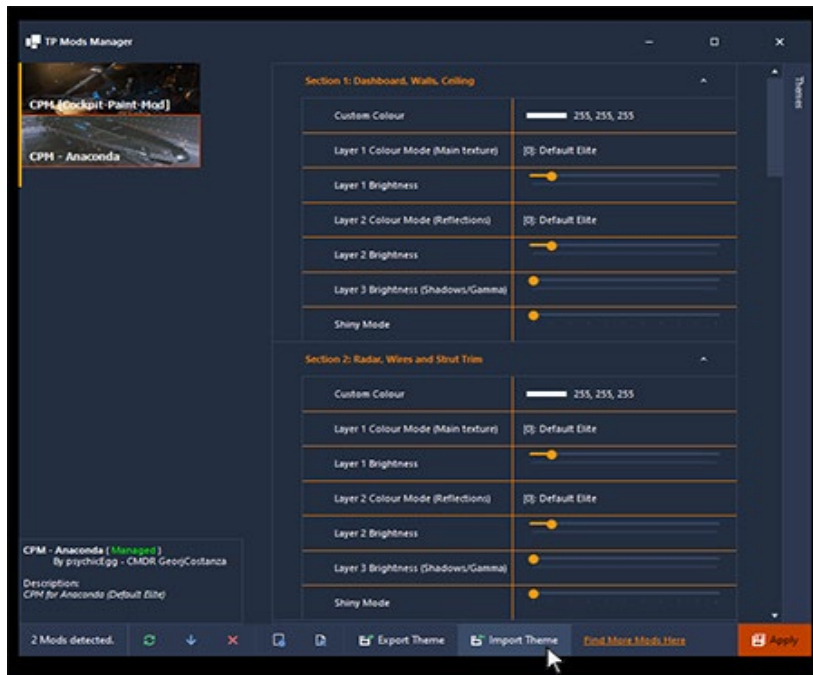You will see the '**CPM - Anaconda**' graphic appear

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.
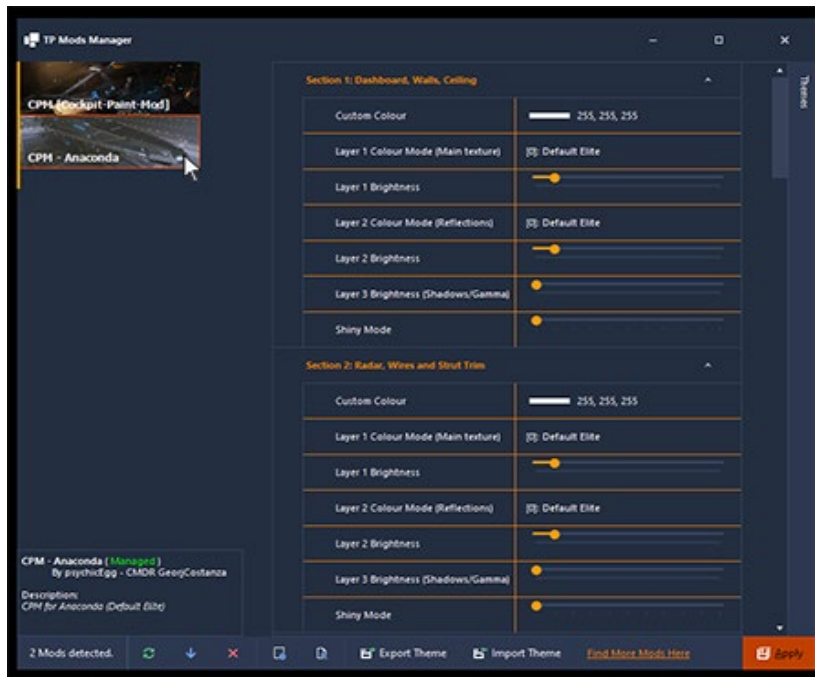
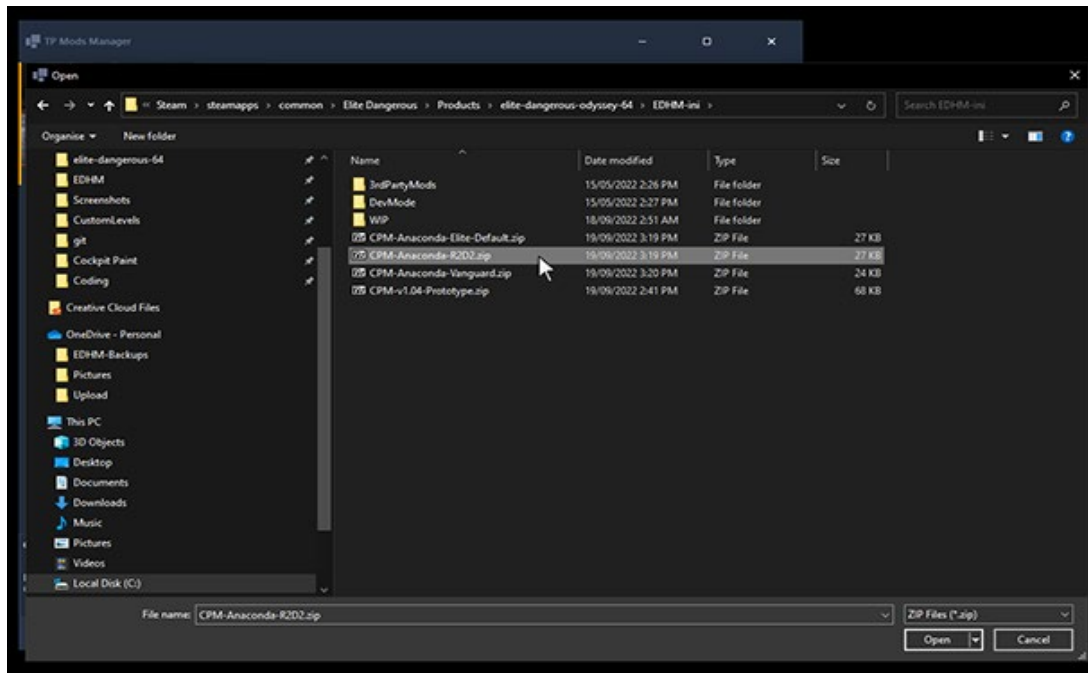## You may now start Elite, and hop in your Anaconda!

To import an Anaconda CPM theme

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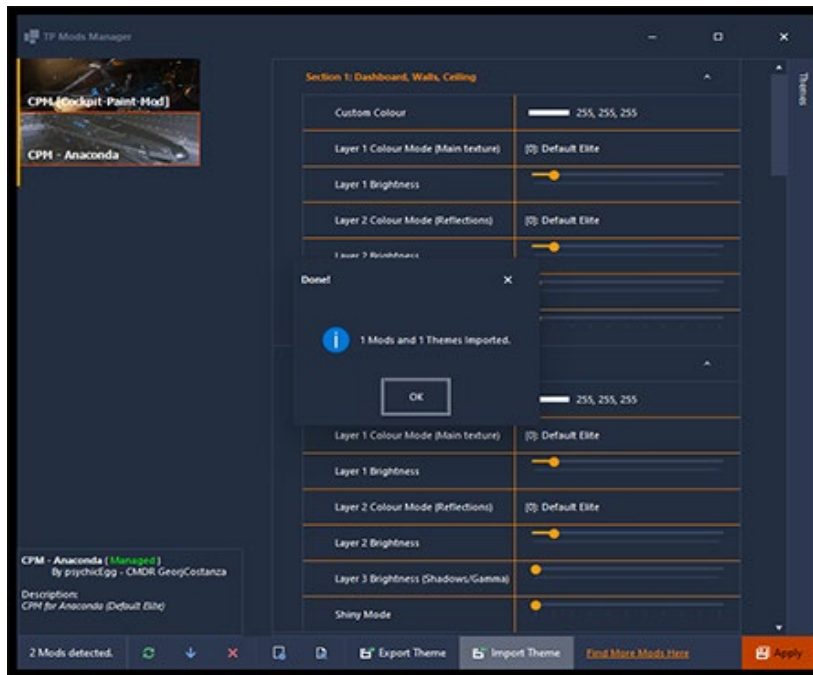

Step 2: A file selection box will open, navigate to the zip file containing the theme you would like to install.

Select the theme, then click Open

The UI will report "**1 Mods and 1 Themes Imported**", click OK

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

You will see the Elite Default settings are still loaded.

Step 4: Locate the '**Themes**' button on the far-right edge of the 3PM window, and hold 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.
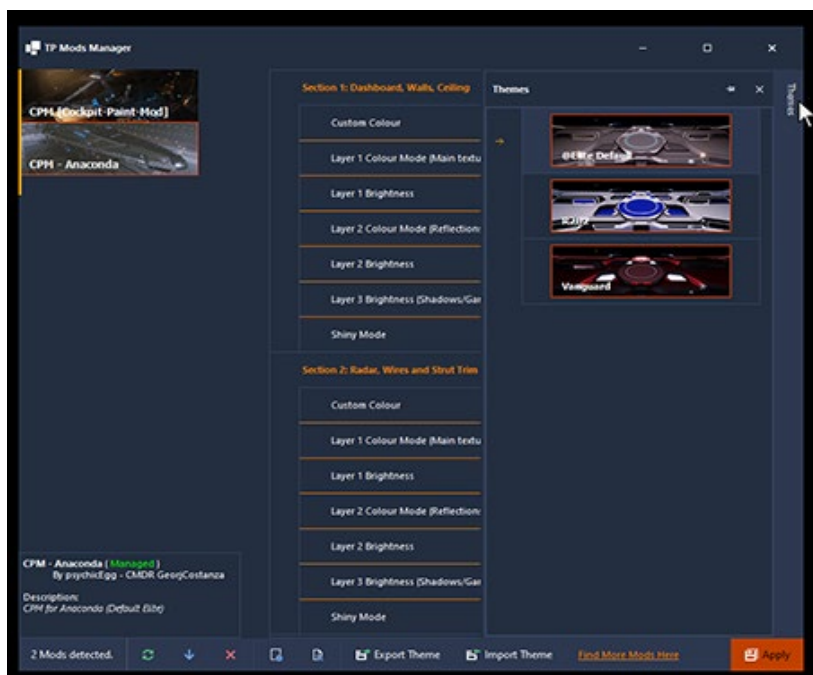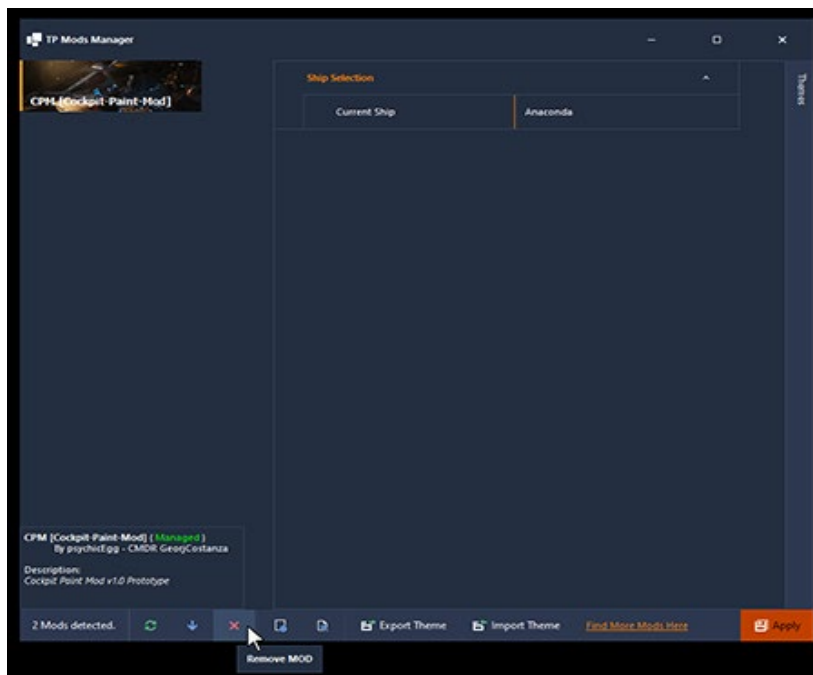
Step 5: Click on the theme you would like to display in-game, **then press F11 in-game** to load your new theme.

Tip: If you would like to revert to Elite Default, then install the Elite Default theme

How to uninstall the CPM via EDHM UI

Step 1: In the 3PM window, click the '**CPM [Cockpit-Paint-Mod]**' graphic

Step 2: On the bottom row of the 3PM screen, click the red X '**Remove MOD**'

Step 3: A '**Confirm Deletion**' popup will ask if you want to delete the CPM, click Yes.
The CPM is now uninstalled.

Please note: EDHM UI stores CPM themes in the folder:

%USERPROFILE%\Documents\Elite Dangerous\EDHM_UI\ODYSS\3PMods

You can delete the files in this folder if you want to completely remove all traces of the CPM.

# How to install the CPM manually (without EDHM UI)

I strongly recommend using EDHM UI to install the CPM, but I know there are some CMDRs out there who prefer to get their hands dirty with the .ini files

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

Step 2: Place the zip file **CPM-v1.04-Prototype.zip** in the Odyssey or Horizons 4.0 game folder

Odyssey game folder: elite-dangerous-odyssey-64

Horizons 4.0 game folder: FORC-FDEV-DO-38-IN-40
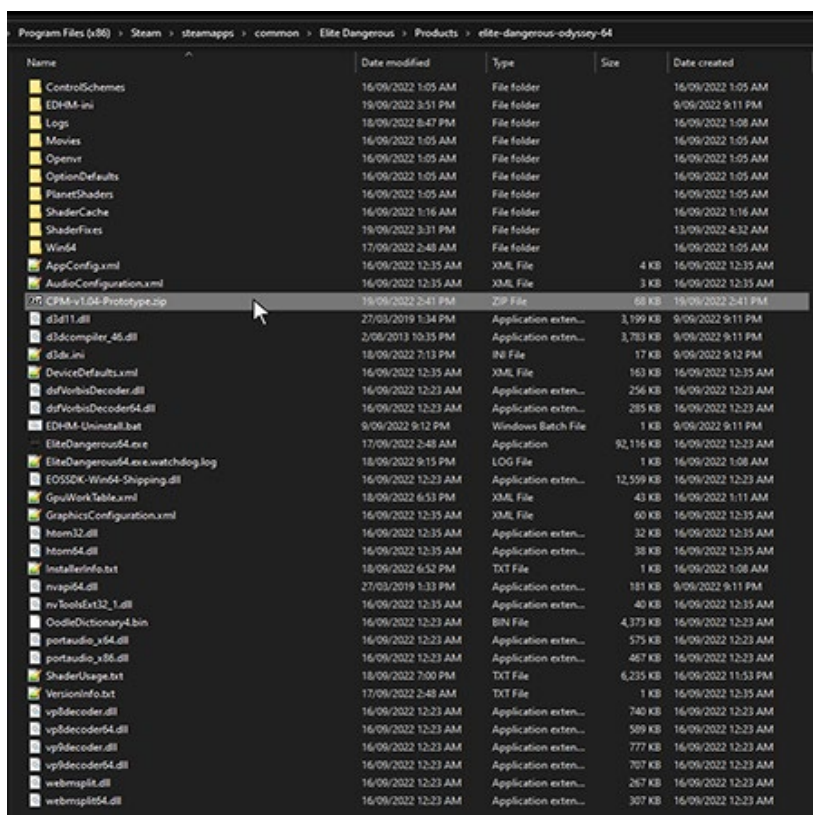
Step 3: Extract the contents of the zip (make sure your zip app doesn't create a new folder with the zip filename .. some zip apps do that unfortunately)

Step 4: The CPM is now installed and you can start Elite.

Navigate to the folder: **EDHM-ini\3rdPartyMods\CockpitPaintMod** and you will see the CPM files

The two important files are:

CPM-@Cockpit-Paint-Mod.ini – contains the ship ID selection (the mod is only applied to the ship ID you select). It's preset to the Anaconda for this prototype (and can't be switched to anything else), but in the full version you will need to edit the current ship ID number to match your in-game ship (EDHM UI does this automatically).

CPM-Anaconda.ini – contains the current CPM theme for the Anaconda. You can adjust the values in this file manually with a text editor, save the file, then press F11 in-game.

To import an Anaconda CPM theme manually

Each of the Anaconda theme zip files contain a file called **CPM-Anaconda.ini**

CPM-Anaconda.ini contains the theme settings. Only one Ship-theme file can be active at once.

Extract the file **CPM-Anaconda.ini** from the theme zip archive and place the file in the folder:

{game folder}\EDHM-ini\3rdPartyMods\CockpitPaintMod

Overwrite the previous **CPM-Anaconda.ini**, then **press F11 in-game** to load the new theme

To uninstall the CPM manually:

Step 1: Exit Elite **(really important)**

Step 2: In Windows Explorer, navigate to the folder:
{game folder}\EDHM-ini\3rdPartyMods\CockpitPaintMod

Step 3: Double-click the file **CPM-@Cockpit-Paint-Mod.bat**

Press Y, then Enter, to complete the uninstallation.

Draft version 1.0 of this document by psychicEgg (CMDR GeorjCostanza)

September 20, 2022