10.0
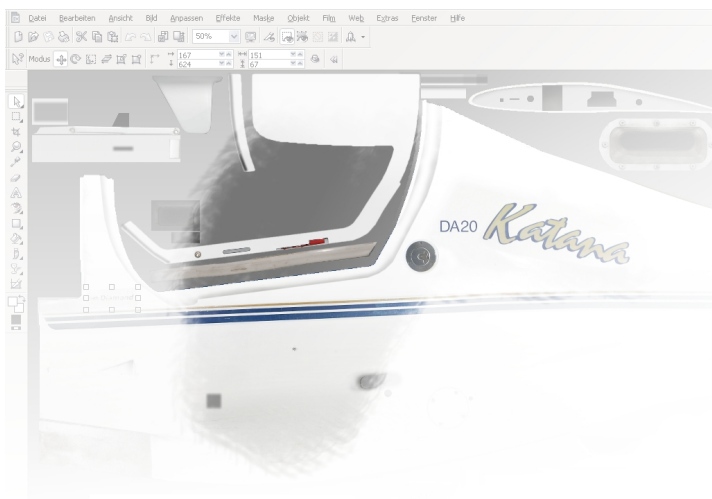# PAINTKIT

10.1. PAINTING THE EXTERIOR

MF_DA20_EXT_FUS_0...

MF_DA20_EXT_FUS_0...

MF_DA20_EXT_FUS_0...

MF_DA20_EXT_FUS_0...

MF_DA20_EXT_WNG_...

Painting the exterior is pretty simple because nearly all details are objects in the 3d model. A set of blank textures has been the basis for all Katana paintings adding color and details with different layers and blending modes.

MF_DA20_EXT_FUS_000.bmp
Cowling, spinner, propeller and wheel fairings.

MF_DA20_EXT_FUS_001.bmp
Left fuselage and details.

MF_DA20_EXT_FUS_002.bmp
Right fuselage and details. Letterings has to be mirrored.

MF_DA20_EXT_FUS_003.bmp
Elevator.

MF_DA20_EXT_WNG_001.bmp
Both wings. The lightly shaded sides or bottom textures. A jpeg shows position and orientation of typical lettering.

10.2.   PAINTING THE INTERIOR

Most parts of the panel are on one texture so you can easily add your aircraft its very own character.

MF_DA20_INT_PNL_001.psd
Nearly all textures needed for the mainpanel. The file contains one layer with german and one with english lettering. The export should be a normal bitmap file. The alpha channel is not used.

MF_DA20_INT_PLQ_001.psd or MF_DA20_INT_PLQ_001.cpt
Aircraft ID and some more labels in german and english. There are 4 position frames at the top for the aircrafts ID label. Every frame stands for another position on the panel and you can choose which one to use. Don't forget to create an alpha mask for all lettering objects and export as psd file. The alpha channel is used for transparency.

10.3.   CONVERTING FILES

Once the graphical work has been completed, the bitmaps and psd-files can easily be converted into dds-textures.

1.   Copy the imagetool.exe of the FSX SDK to both folders: DXT1 and DXT3.

2.   Copy bitmaps into the DXT1 folder and execute DXT1.bat. The textures will automatically be created.

3.   Copy psd-files into the DXT3 folder and execute DXT3.bat. The textures will automatically be created.
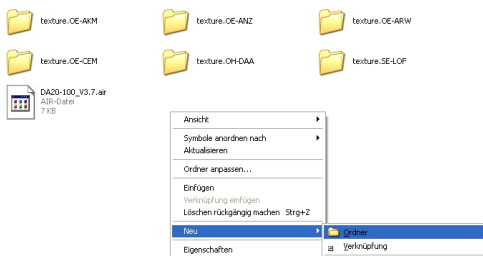

DXT1.bat
Stapelverarbeitungsdatei für …
1 KB

ImageTool.exe
ACES Image Tool
Microsoft Corp.

10.4.   COPYING FILES TO FSX

1.   Create a texturefolder for your painting. It is advised to use the
          naming convention **texture.AIRCRAFT-ID**. For example
          texture.D-ECHO or texture.N311AK.

          The folder has to be in the [FSX main directory]\
          simobjects\airplanes\Diamond DA20-100 'Katana' folder.

2.   Copy all the dds files you created into the new texture folder.

3.   Copy the texture.cfg and thumbnail.jpg from the texture.XXXX-
          folder of the paintkit into the new texture folder.

NOTE:

If the nose or tail of your repaint are just white, it is not necessary to copy
MF_DA20_EXT_FUS_000.dds and **MF_DA20_EXT_FUS_003.dds** into the
folder of your livery. Missing textures in your folder will be loaded from the
main texture folder. This will keep filesizes small.

If you want to have german panel labeling even the
MF_DA20_INT_PNL_001.dds does not have to be in your texture folder.

10.5.   AIRCRAFT.cfg Editing

```
344
345   [fltsim.18]
346   title=Diamond DA20-100 C-GDAI
347   sim=DA20-100_V3.7
348   model=
349   panel=
350   sound=rotax
351   texture=C-GDAI
352   kb_checklists=DA20_check
353   kb_reference=DA20_ref
354   atc_id=C-GDAI
355   ui_manufacturer=Diamond Austria
356   ui_type=DA20-100 Katana
357   ui_variation=C-GDAI
358   ui_typerole="Single Engine Prop"
359   ui_createdby="Marcel Felde"
360   description=FSX Diamond Aircraft Katana DA20-100\
361   atc_id_color=0000000000
362   visual_damage=0
363
364
365   [fltsim.19]
366   title=Diamond DA20-100 D-ECHO
367   sim=DA20-100_V3.7
368   model=
369   panel=
370   sound=rotax
371   texture=D-ECHO
372   kb_checklists=DA20_check
373   kb_reference=DA20_ref
374   atc_id=D-ECHO
375   ui_manufacturer=Diamond Austria
376   ui_type=DA20-100 Katana
377   ui_variation=D-ECHO
378   ui_typerole="Single Engine Prop"
379   ui_createdby="Marcel Felde"
380   description=FSX Diamond Aircraft Katana DA20-100\
381   atc_id_color=0000000000
382   visual_damage=0
383
384
```

Open the aircraft.cfg in the Diamond DA20-100 'Katana' folder and copy the last aircraft entry.

Increment the [flightsim.xx] number by one and change the ID at the 4 marked positions.

Now you can open the aircraft selection menu in FSX and your fresh painted Katana should be ready to fly.

Be carefull, the color could still be wet!

10.6.   LAST STEP

As a last step you can add an image of your painting into the thumbnail.jpg. This picture will be shown in the aircraft selection menu.

10.7.   PUBLISHING

You are not allowed to publish any other files than those textures and files in the texture folder of your painting. You may only publish the short section of the aircraft.cfg that belongs to your painting. The productname 'DA20-100 Katana 4X' shall be mentioned in the description and documentation of your repaint.