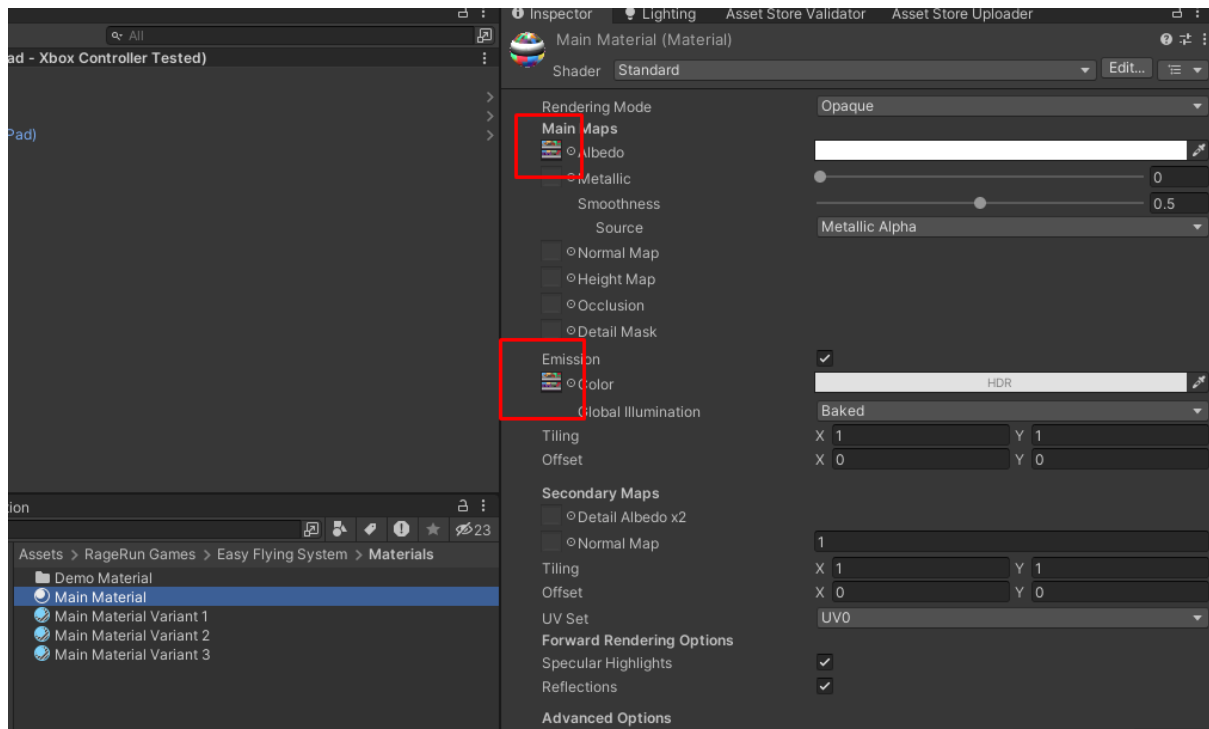
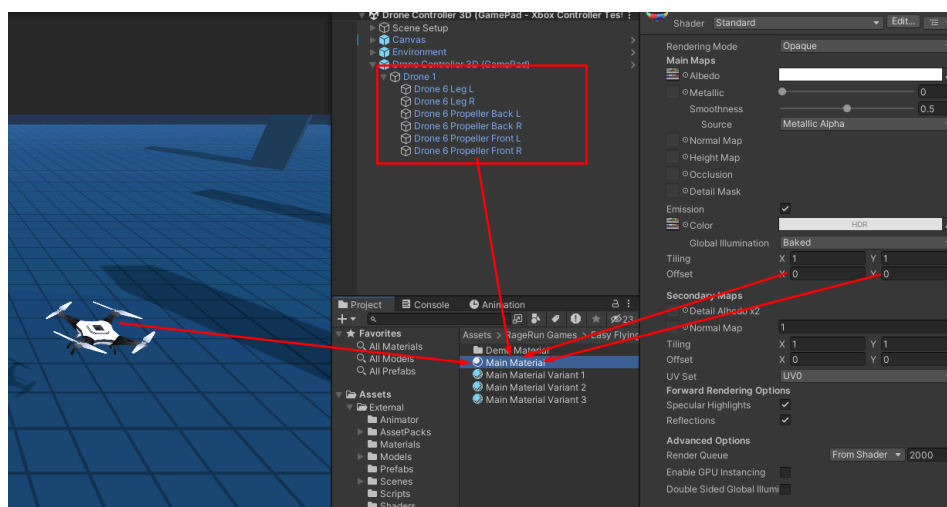


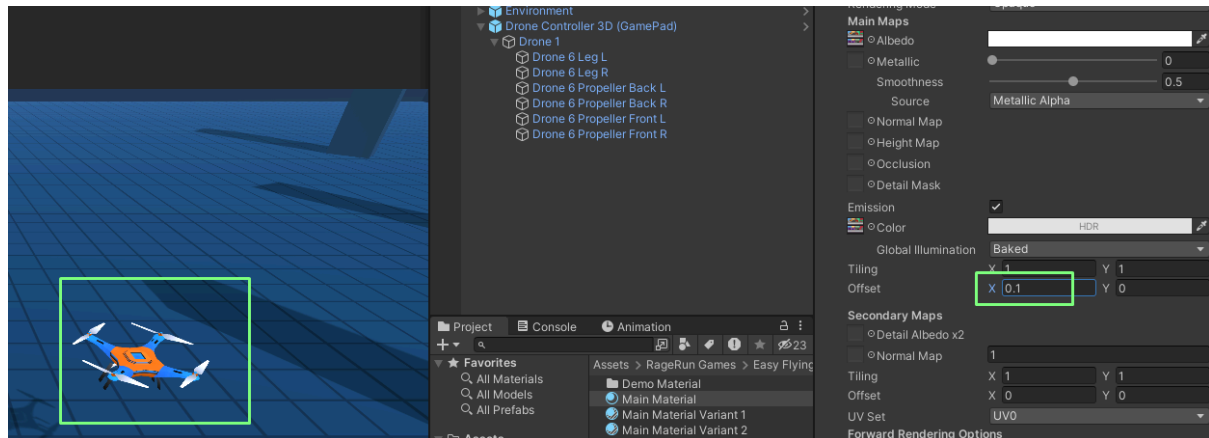
All models are using one texture. You can find it in **RageRunGames > Textures > Drone_Default_Texture_Base_Flat**.



The texture is designed to easily adapt new colours on Flying Vehicle models. In the example below, the offset values are 0 on the x-axis and 0 on the y-axis.

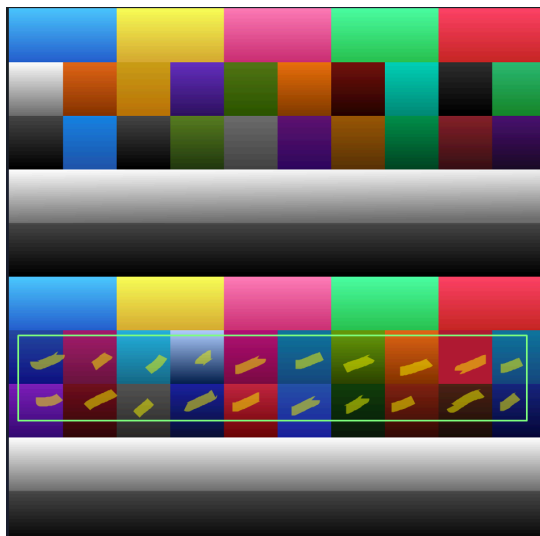


So, just by adjusting the X value to 0.1, we can see new colours adapted by the model.



You can experiment with changing the X offset from 0 to 0.9, and you'll see various colour variations. You can check more variations by offsetting the Y axis to 0.5 and repeating the X value again from 0 to 0.9; you will be able to see new colours adapted.

The remaining colors are just for emissions and propellers; you can ignore them.



Finally, you can easily add your own colours by replacing them directly in the texture and using proper offset values.

If you have any questions or need support regarding the asset pack, feel free to reach out to me via email at ragerungames@gmail.com