

# AzurPoly Jaguar Paintkit

Each texture is named as follows:

***Jag[VARIANT\*]\_[PART NAME]\_[ALBEDO/COMP/NORMAL].png***

ALBEDO: Diffuse color texture with alpha channel when needed.

COMP:

- Red channel => Occlusion map.
- Green channel => Roughness map.
- Blue channel => Metallic map.

NORMAL: Normal map texture (should not be modified).

\*The A variant is the base and shares textures with GR1 variant (i.e. JagA\_Fuselage\_3).

## Paintkit folder hierarchy

*Base textures*: contains blank .dds textures.

*Masks*: contains each mask to overlay every single texture.

*Model files*: contains configuration files to use for the two types of external models (GR1 and A). *Note that both variants share the same model name but are not the same.*

*azurpoly-jaguar-mypaint*: folder that will be copied into Community folder during next steps.

## Paintkit usage - Preview

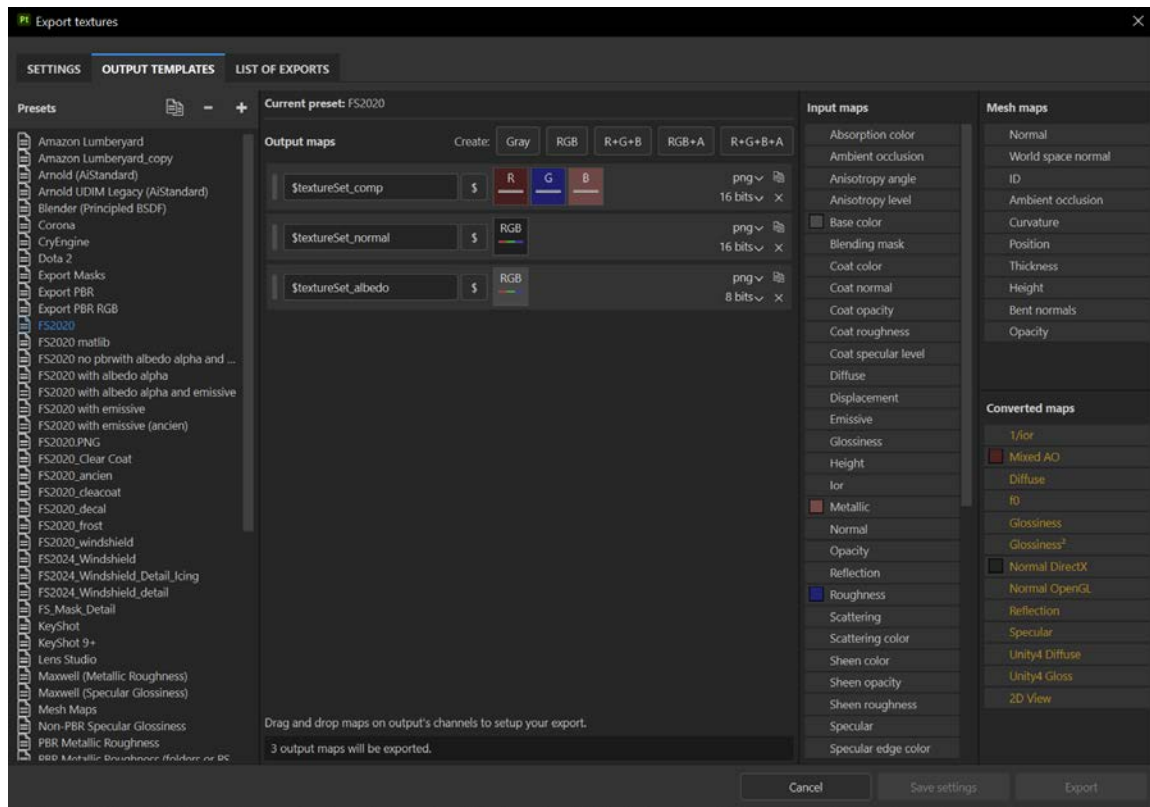
A simplified .FBX model of the plane is available under FBX folder. Only editable materials are present.

Using Blender with image editor (e.g. Photoshop):

- For each material, load its three PBR .DDS textures in Blender.
- Edit ALBEDO textures using masks overlay.
- Reload textures in Blender to watch the result.

Using Substance Painter (IMPORTANT: versions < **10.1** may not work):

- Open *Jaguar\_A\_Paintkit.spp* (or *Jaguar\_GR1\_Paintkit.spp*) file located in *Substance files* folder.
- Paint inside the folder named *paint inside* of each texture set.
- Use the following output preset to export.











- Convert exported PNG files to **DDS files**.

## Paintkit usage - Export to MSFS

**Step 1:** After edit, copy each set of textures into:

*azurpoly-jaguar-mypaint\SimObjects\Airplanes\azurpoly-jaguar-mypaint\TEXTURE.[NAME]*

(3 DDS texture files and 3 JSON files, may appear as « .PNG.DDS » on your computer but are JSON)

	ARM_EXTERNAL_TANK_CENTER_ALBEDO.PNG....	05/03/2025 13:59	Fichier DDS	2 731 Ko
	ARM_EXTERNAL_TANK_CENTER_ALBEDO.PNG....	05/03/2025 13:59	Fichier source JSON	1 Ko
	ARM_EXTERNAL_TANK_CENTER_COMP.PNG.DDS	05/03/2025 13:59	Fichier DDS	2 731 Ko
	ARM_EXTERNAL_TANK_CENTER_COMP.PNG.DD...	05/03/2025 13:59	Fichier source JSON	1 Ko
	ARM_EXTERNAL_TANK_WING_ALBEDO.PNG.DDS	05/03/2025 13:59	Fichier DDS	2 731 Ko
	ARM_EXTERNAL_TANK_WING_ALBEDO.PNG.DD...	05/03/2025 13:59	Fichier source JSON	1 Ko
	ARM_EXTERNAL_TANK_WING_COMP.PNG.DDS	05/03/2025 13:59	Fichier DDS	2 731 Ko
	ARM_EXTERNAL_TANK_WING_COMP.PNG.DDS.j...	05/03/2025 13:59	Fichier source JSON	1 Ko

Several textures use a “flags” file for improved compression quality. Do not modify or delete them.

**Step 2 (optional):** You can edit the following image to have a custom thumbnail:

*azurpoly-jaguar-mypaint\SimObjects\Airplanes\azurpoly-jaguar-mypaint\TEXTURE.[NAME]\thumbnail.jpg*

Thumbnails can also be generated within MSFS using the SDK.

**Step 3:** Choose between the two types of external models in *Model files* folder and copy *Jaguar\_A\_ext.xml* of the selected one into:

*azurpoly-jaguar-mypaint\SimObjects\Airplanes\azurpoly-jaguar-mypaint\MODEL.[NAME]* folder.

**Step 4:** Rename *MODEL.[NAME]* and *TEXTURE.[NAME]* folders by replacing *[NAME]* with a **custom unique name which will be re-used in the next steps**.

**Step 5:** Open *aircraft.cfg* file and replace the following fields:

- “title”, “ui\_type” and “ui\_variation” with any text describing your paint.
- “model” and “texture” with the **NAME you just chose during previous step**.

**Step 6:** Open *manifest.json* file and replace “title” with any title describing your paint.

**Step 7:** Rename the following folders with a custom name:

- *azurpoly-jaguar-mypaint*
- *azurpoly-jaguar-mypaint\SimObjects\Airplanes\azurpoly-jaguar-mypaint*

**Step 8:** Regenerate *layout.json* file.

First option (longest) is to create a package [using the SDK](#).

Second option is to use [MSFS Layout Generator](#) to generate the file easily.

**Step 9:** Copy the root folder you just renamed and paste it into your Community folder. You should now see your paint scheme into MSFS!