

# AzurPoly Jaguar Paintkit for FS2024

Each texture is named as follows:

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

ALBEDO: Diffuse color texture with alpha channel when needed.

COMP:

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

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

## Paintkit folder hierarchy

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

*AzurPoly\_Jaguar\_[MYPAINTE]*: folder that will be copied into Community folder during next steps.

## Paintkit usage - Preview

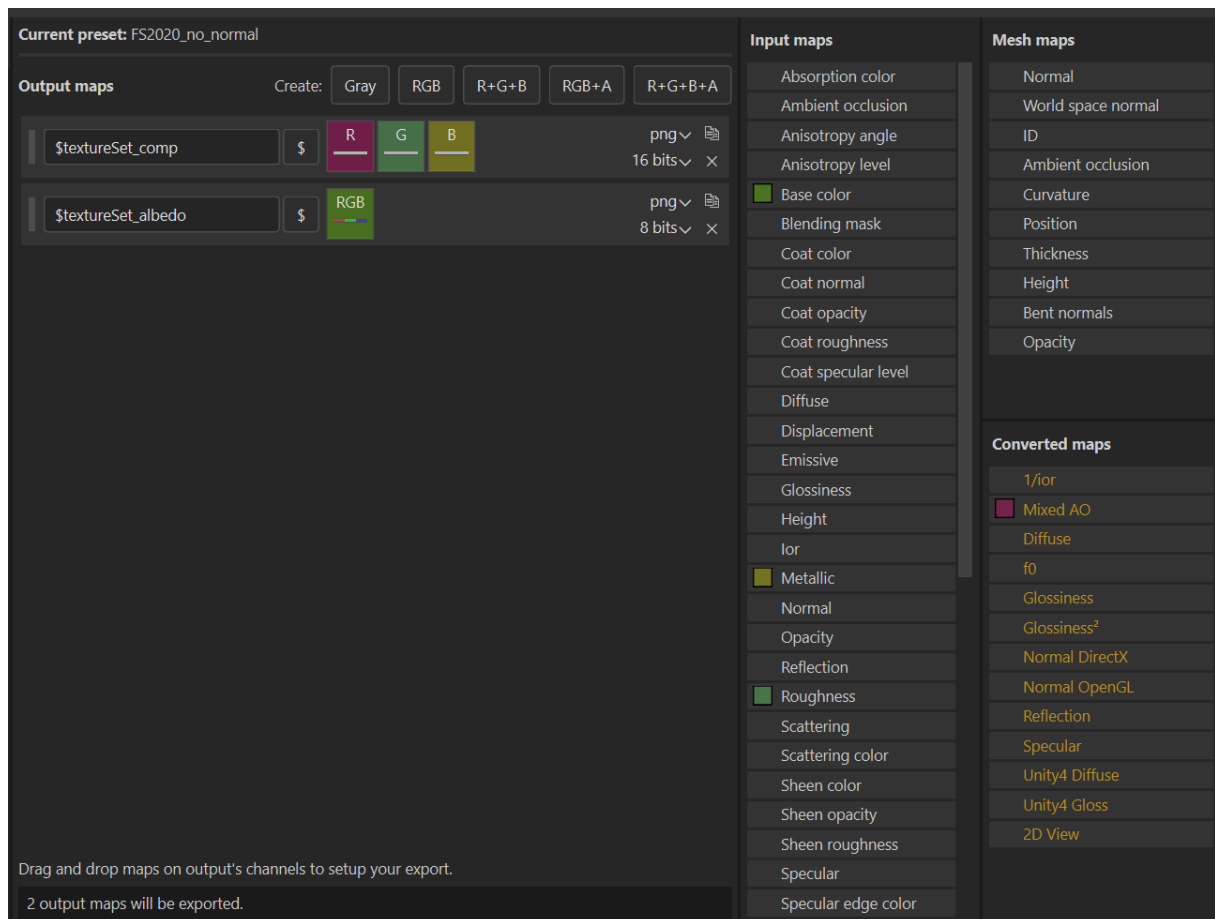
A simplified .FBX model of the plane is available under *FBX* folder. Only editable materials are present.

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

- For each material, load its three PBR .KTX2 textures in Blender (may need to be converted into a non-compressed format first).
- Edit ALBEDO textures using masks overlay.
- Reload textures in Blender to watch the result.

Using Substance Painter (versions below **11.0.0** 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 **KTX2 files**. => [Nvidia Texture Tools](#)

## Paintkit usage - Export to MSFS

**Step 1:** After edit:

Go to

`AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator\MY_LIVERY`

There will be two `texture.exterior[x]` folders. You must delete the unwanted one and rename the other as “texture.exterior”.

Copy the new edited textures into the renamed folder.

(2 KTX2 texture files and 2 JSON files per texture set, may appear as .PNG.KTX2 on your computer but are JSON)

JAGA_FUSELAGE_1_ALBEDO.PNG.KTX2	07/02/2025 11:57	Fichier KTX2	2 732 Ko
JAGA_FUSELAGE_1_ALBEDO.PNG.KTX2.json	07/02/2025 11:57	Fichier source JSON	1 Ko
JAGA_FUSELAGE_1_COMP.PNG.KTX2	10/02/2025 14:20	Fichier KTX2	5 462 Ko
JAGA_FUSELAGE_1_COMP.PNG.KTX2.json	10/02/2025 14:20	Fichier source JSON	1 Ko

**JSON files should not be modified nor deleted.**

**Step 2 (optional):** You can edit the following images to have custom thumbnails:

- `AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator\MY_LIVERY\thumbnail.png`
- `AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator\MY_LIVERY\thumbnail_button.png`
- `AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator\MY_LIVERY\thumbnail_side.png`

Thumbnails can also be generated within MSFS using the SDK.

**Step 3:** You can choose between the two external model variants:

- A
- GR1

To do so, open `MY_LIVERY\livery.cfg`. Uncomment and keep only the desired variant in `"required_tags"`.

**Step 4:** Also in `livery.cfg`, rename your livery.

**Step 5:** Open `manifest.json` file and replace `"title"` with any title describing your paint as well as the creator name.

**Step 6:** Rename the following folders with a custom name:

- `AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator\MY_LIVERY`
- `AzurPoly_Jaguar_[MYPAINIT]\SimObjects\Airplanes\AzurPoly_Jaguar_A\liveries\creator`
- `AzurPoly_Jaguar_[MYPAINIT]`

**Step 7:** 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 2024!

## FS2020 to FS2024 Conversion

Since FS2024 has a completely different architecture and file/folder hierarchy, a FS2020 livery will not work in the new simulator.

But the conversion is quite simple:

- Convert all your textures from .dds to .ktx2. Names must be [NAME].PNG.KTX2.
- Replace the corresponding textures in *texture.exterior* folder (normal textures are not used anymore). Note that each texture must have their JSON file, otherwise the simulator will not take them into account and could lead to a CTD.
- Follow all steps starting from **Step 2** .