

AzurPoly TB-30 Paintkit

Each texture is named as follows:

TB30_[PART NAME]_[ALBEDO/METAL/NORMAL].png

ALBEDO: Diffuse color texture with alpha channel when needed.

METAL:

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

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

Paintkit folder hierarchy

Base folder: contains all the white .dds textures.

Masks folder: contains each masks to overlay every single texture.

AzurPoly_TB30_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):

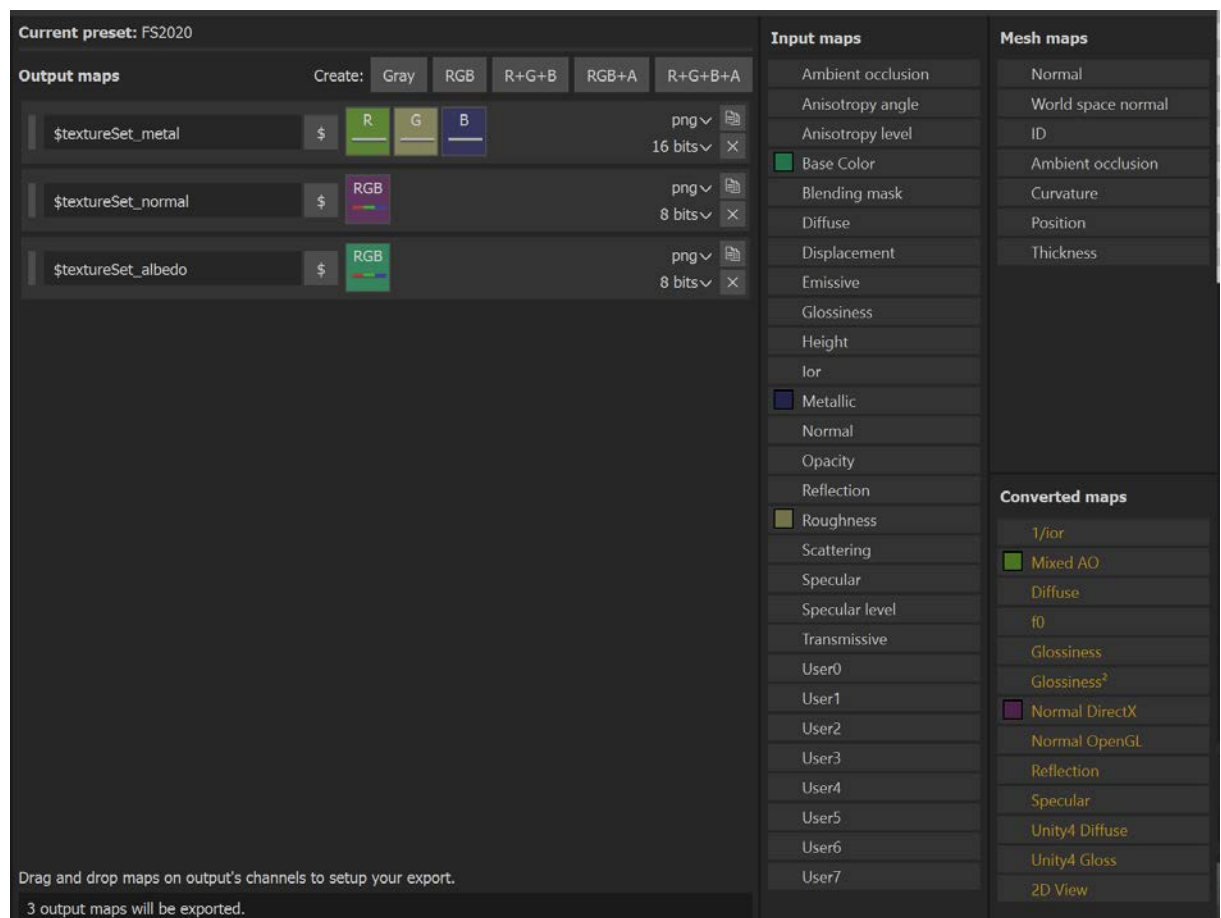
- For each material, load its three PBR .DDS textures in Blender.
- Edit ALBEDO textures using masks overlay.
- Reload textures in Blender to watch the result.

Using Substance Painter (note: substance painter version < **7.4.2** may not work):

- Open TB30_painkit.spb file located in *Substance file* folder.
- Paint inside the folder *paint inside*.



- 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_TB30_MyPaint\SimObjects\Airplanes\AzurPoly_TB30_MyPaint\TEXTURE.[NAME]`

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

 TB30_TAIL_ALBEDO.PNG	06/06/2022 10:47	Fichier DDS
 TB30_TAIL_ALBEDO.PNG.DDS	06/06/2022 10:47	Fichier source JSON
 TB30_TAIL_METAL.PNG	06/06/2022 10:47	Fichier DDS
 TB30_TAIL_METAL.PNG.DDS	06/06/2022 10:47	Fichier source JSON
 TB30_TAIL_NORMAL.PNG	06/06/2022 10:48	Fichier DDS
 TB30_TAIL_NORMAL.PNG.DDS	06/06/2022 10:48	Fichier source JSON

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

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

`AzurPoly_TB30_MyPaint\SimObjects\Airplanes\AzurPoly_TB30_MyPaint\TEXTURE.[NAME]\thumbnail.jpg`

`AzurPoly_TB30_MyPaint\SimObjects\Airplanes\AzurPoly_TB30_MyPaint\TEXTURE.[NAME]\thumbnail_small.jpg`

Thumbnails can also be generated within MSFS using the SDK.

Step 3: 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 4: 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 5: Open `manifest.json` file and replace “title” with any title describing your paint.

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

`AzurPoly_TB30_MyPaint\SimObjects\Airplanes\AzurPoly_TB30_MyPaint` and
`AzurPoly_TB30_MyPaint`

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