Stratoware/Miltech Simulations Bo105

Paint Kit

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Introduction

The paint kit includes a Substance Painter (SP) scene and export preset, an example file structure, example XML files and an FBX file. **The recommended method** is to use the SP scene.

This aircraft is **not** designed to be repainted using traditional tools such as Photoshop.

Download

The paint kit can be located at flightsim.to:

https://flightsim.to/addon/109104/official-mbb-bo105-paint-kit

The FBX file

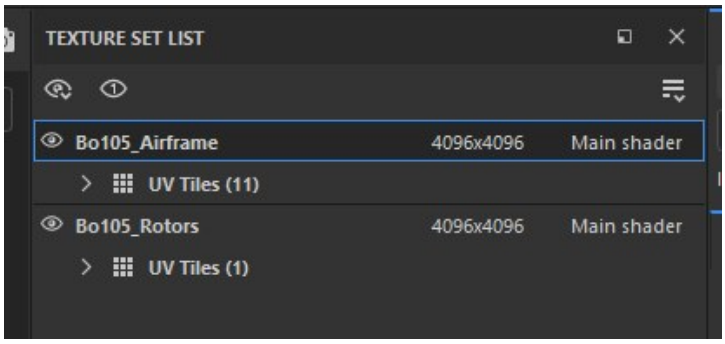
The FBX file is only required if you wish to repaint the Bo105 in software such as Blender. We cannot offer any support for this method, and it is included purely for those who do not have access to SP.

The Substance Painter Scene

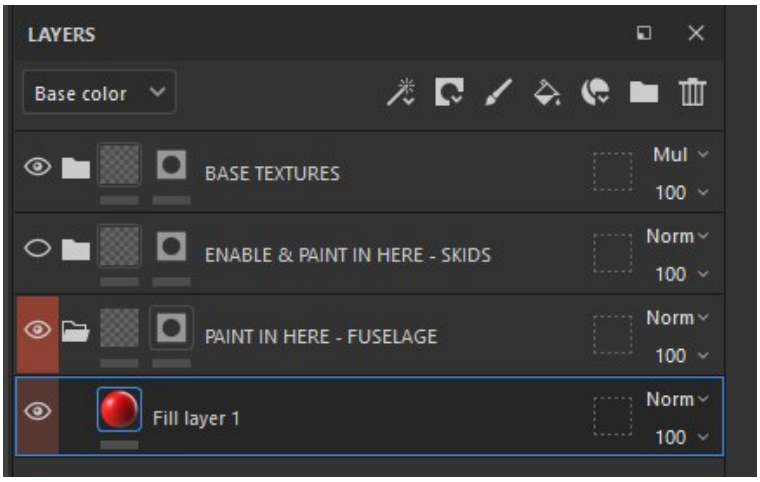
Painting the aircraft in Substance Painter is incredibly easy! You **must** use the included SP export preset in order to correctly generate the PNG textures.

Airframe

To paint the airframe, select it in the texture sets list:



Navigate to the 'PAINT IN HERE - FUSELAGE' folder in layers:

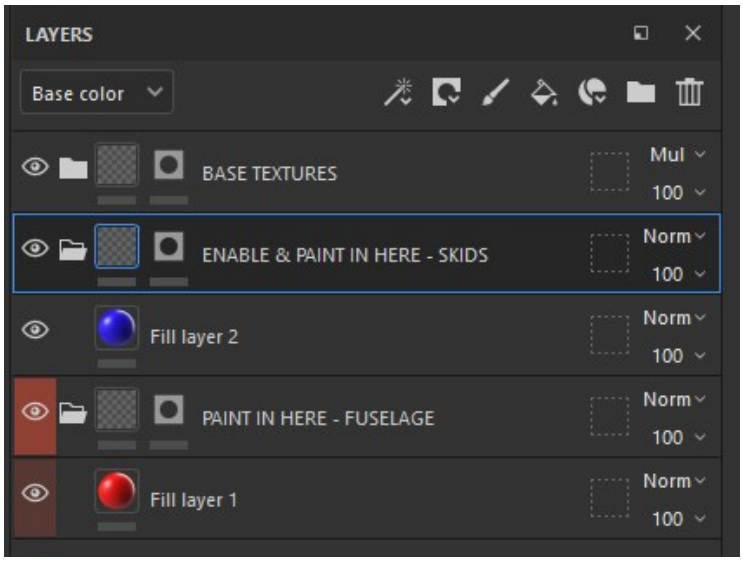


Paint! It is as simple as that. You do not need to navigate multiple texture sets or layers. Simply painting on the visual model of the aircraft and exporting will produce the same results in-sim.

Skids

Skids for both tall and short variant are included. The left side of the aircraft shows the short skids, and the right side shows the tall skids. Skids are not required to be painted with repaints and will utilise default black textures, as seen in the SP scene.

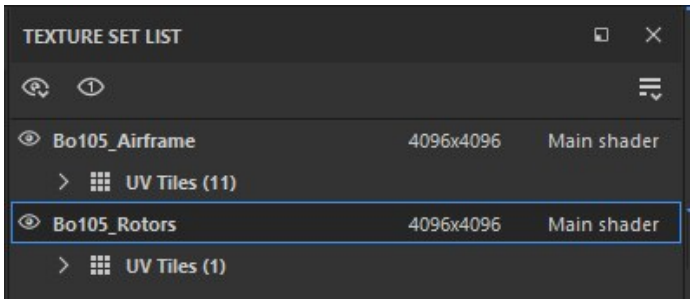
Navigate to the 'ENABLE & PAINT IN HERE - SKIDS' layer, enable it, and paint!



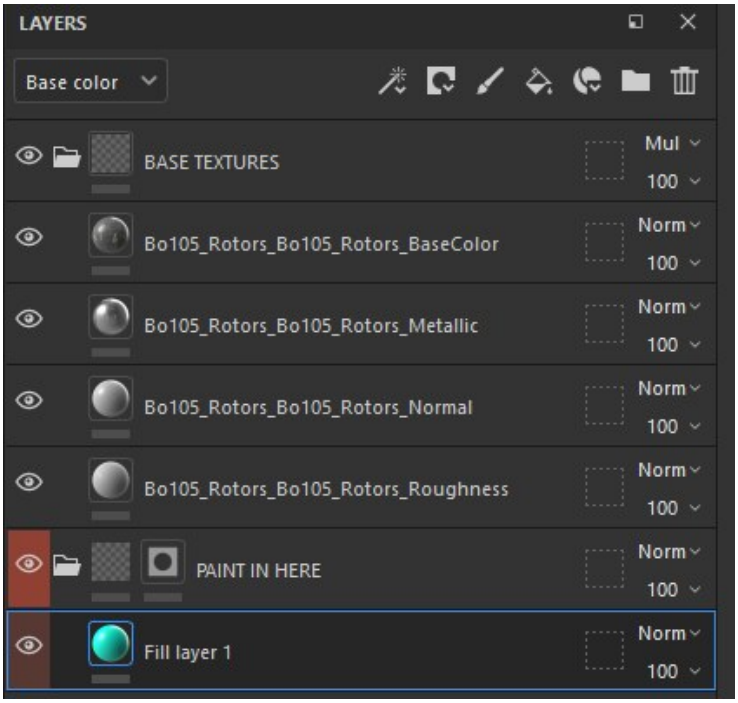
Rotors

Rotors are not required to be painted for a repaint. They are however included should you wish to do this.

Navigate to the Rotors in the texture set list:



Navigate to the 'PAINT IN HERE FOLDER':



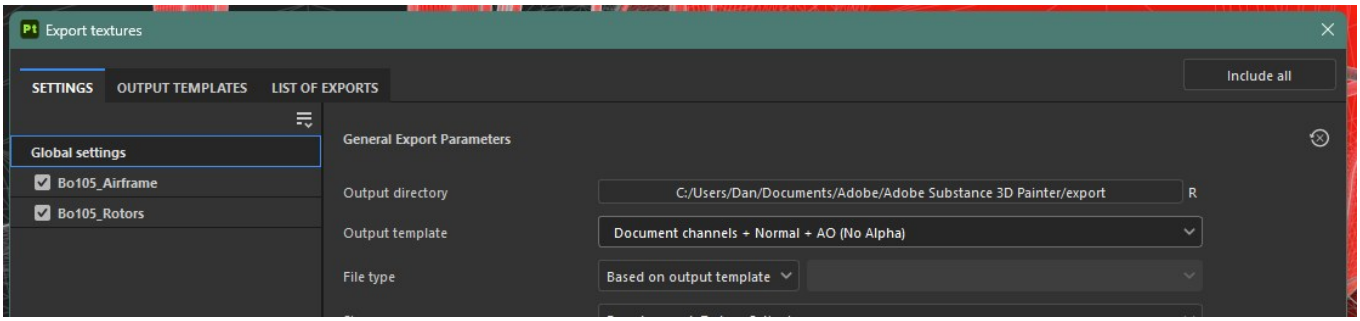
.. and paint!

The Export Profile & Exporting

Included in the paint kit is an SP export profile, Miltech Export Preset.spexp .

To install, move it to C:\Users---YOUR USERNAME---\Documents\Adobe\Adobe Substance 3D Painter\assets\export-presets .

To export correctly in SP, go to **File -> Export Textures** and select it from the **Output Template** drop down.



Files should be exported as **PNG** and **4096x4096** resolution. We do not recommend exporting 8K textures, though you are free to do as you wish!

Under **Global Settings** you may choose to select the rotors for export as required. Once exported, click the ▣ **Open Output Directory** button. You must then select the files you wish to include in your repaint.

Which files are required in my repaint?

The typical textures required for a repaint are:

- Bo105_Dorsal_xxxx
- Bo105_Fuselage_xxxx
- Bo105_Tail_xxxx
- Bo105_Landing_Gear2_xxxx
- Bo105_Voids_xxxx
- Bo105_Shrikes_xxxx
- For military repaints: Bo105_Military_1/2/3_xxxx
- For civil repaints: Bo105_Skids_Short_xxxx Bo105_Skids_Tall_xxxx
- For rotors: Bo105_Rotors_xxxx

You will typically never need the **_norm** files for any export.

You do not need to include any **_comp** files unless you have made changes to the metallic or roughness channels.

How do I compile textures?

There are various utilities available to create KTX2 sim-ready textures, or the MSFS SDK pages have explanations regarding building a livery project. We don't offer explicit help for these steps owing to the resources already available, though others on our Discord may be able to help!

The livery.cfg and how it defines variants

Your repaint name, as seen in the UI, is defined using an entry in the livery.cfg:\ Name="YOUR REPAINT TITLE"

You should not include the aircraft type or any unnecessary text. For example:

Name="MBB Bo105 German Airforce" - A bad title!

Name="87+69, German Airforce" - A great title!

Variants are controlled by the following line:

required_tags = ""

To utilise **all** variants, use the above example. For restriction to a particular variant, see below:

Variant	required_tags
Aerobatic	equip_smoke
Broadcast	equip_camera
Civilian Tall Skids	cabin_cargo
Civilian Short Skids	cabin_cargo, skids_tall
Floats	skids_floats
Medical	cabin_medical
Alpine Rescue	cabin_medical, skids_snowshoes
Military with HOT launchers	equip_military_ATGM
Military with defensive gear	equip_military, equip_military_defensives
Police	equip_police