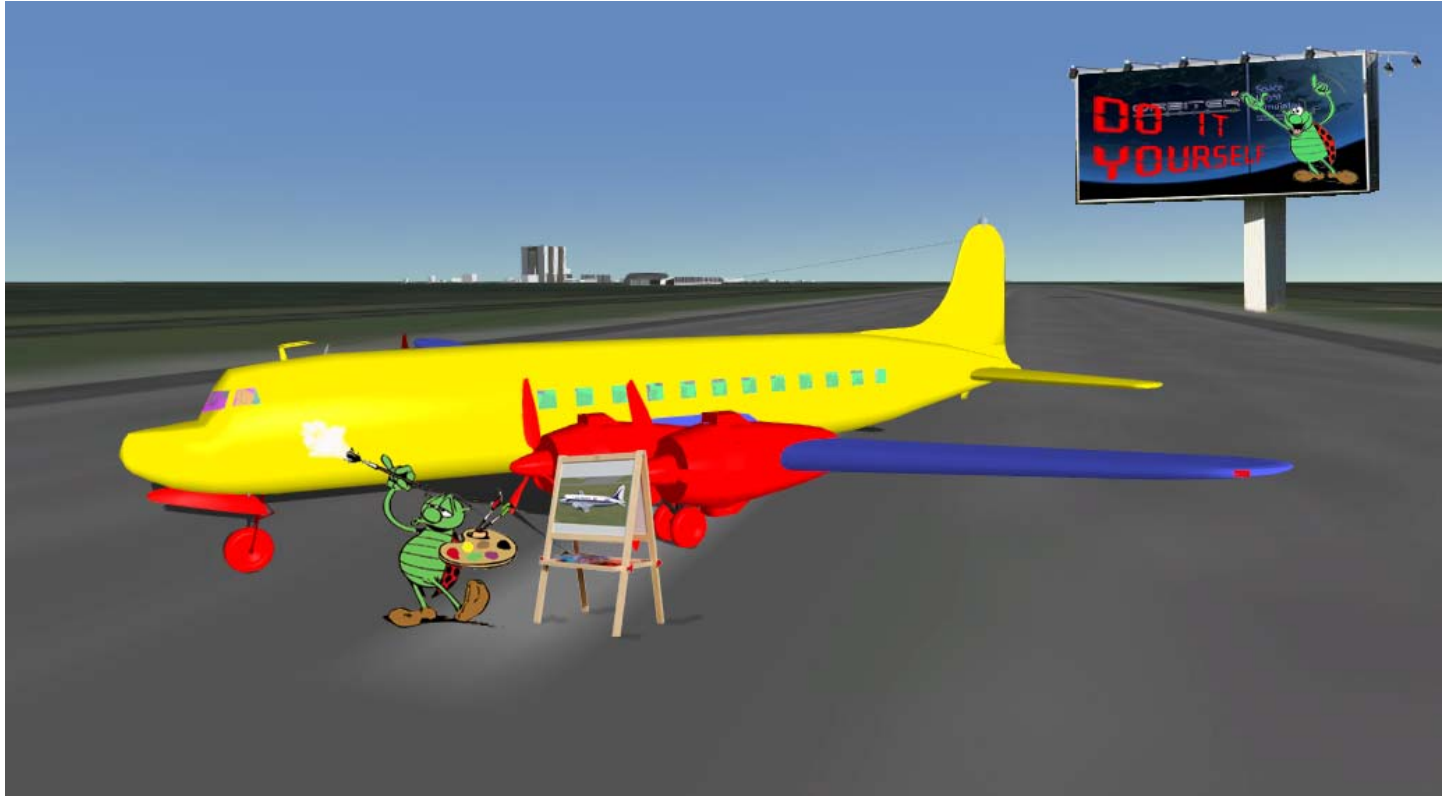


HOW TO CREATE A NEW SKIN FOR THE **TINTIN's** DC-6

© Jacques Maurice (*JacquesMomo*) 2015



- 1 - DESCRIPTION

If you follow my explanations, you can easily make a new skin for the **Tintin's DC-6**.
You just have to be able to draw a little bit ...

For those who are not very familiar with the Orbiter's files and folders, follow my "guide" and you will understand how to do very quickly.

For the others, this could be a reminder, otherwise go go go !!! Take your brushes !!!!

- 2 - INSTALLATION

❶ Unzip the **New Skins Templates.zip** file into the **main** folder of your orbiter.

It will install the following files :

DC6 at KSC(new skin).scn	in the \Scenarios	folder	
DC-6_NEW.ini	in the \Config\Spacecraft	folder	
DC6.msh	in the \Meshes\DC-6	folder	
DC-6_nn.dds	in the \Textures\DC-6	folder	(where nn=01,02,03,04,05,08,10)
DC-6_nn.psd	in the \Textures\DC-6	folder	(where nn=01,02,03,04,05,08,10)

❷ Launch the **DC6 at KSC(new skin)** scenario and you'll see the DC-6 as shown on the picture...

- 3 - NOW IT IS TO YOU TO WORK...

QUESTION :

What do I do now ?

REPLY:

You draw by using the *.psd files...

You save your *psd file*, then do "save as" and keep the same name, the same location, but in DDS format (so with dds extension) and DXT1.

The existing file is overwritten, it is normal.

QUESTION :

For what use are all of these files ?

REPLY:

- **scn** file is your "situation" (or scenario) file. You have to launch it from the "*Launchpad*".
- **ini** file is the plane's configuration file.
- **msh** file is the plane's 3D file.
- **dds** files are the plane's textures.
- **psd** files are *photoshop* files for you to drawn new textures.

QUESTION :

I don't like for my plane the "DC6_NEW" name. It is possible to modify it ?

REPLY:

Yes, it's quite easy :

- First edit the *.scn file and modify this line :
`DC-6_NEW:Spacecraft/spacecraft4` → `DC-6_orbiter:Spacecraft/spacecraft4`
- Then rename the *.ini file with the same name :
`DC-6_NEW.ini` → `DC-6_orbiter.ini`

(Of course the "*DC-6_orbiter*" name is only an example, you can give it the name of your choice)

QUESTION :

And if I want several different skins how can I do ?

REPLY:

Well ... I explain to you the operation, then you can get by alone...

- ① The scn file will search the ini file. (Same name as the declared vessel, as described above)
- ② The ini file will search the msh file. This msh file is declared in 2 locations (Edit this ini file)

[CONFIG]

MESHNAME=DC-6\DC-6

(DC-6.msh file is in the [Textures\DC-6] folder)

[VC]

MESHNAME="DC-6\DC-6"

- ③ In the the end of the msh file are located the declaration of textures used.

(et leur chemin éventuel dans un sous-dossier de "Textures")

TEXTURES 10

DC-6\DC-6_01.dds

DC-6\DC-6_02.dds

DC-6\DC-6_03.dds

DC-6\DC-6_04.dds

DC-6\DC-6_05.dds

Tintin\DC-6_06.dds

Tintin\DC-6_07.dds

DC-6\DC-6_08.dds

Tintin\DC-6_09.dds

DC-6\DC-6_10.dds



So make a copy of these files and then renames them according to your inspiration.

QUESTION :

I don't understand all that and I have some other questions...



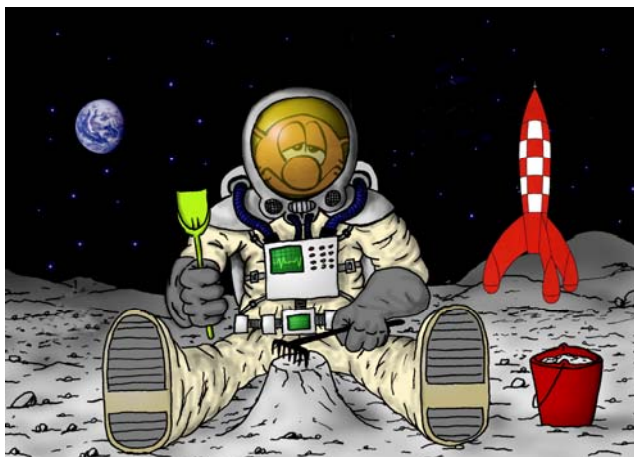
REPLY:

Do not hesitate to ask me for anything you want...

You'll find me on the *Dansteph forum*, and you have the opportunity to do me a *personal message*.

This forum is right here : <http://orbiter.dansteph.com/>

And my "login name" is *Jacquesmomo*....



That's all...