

*Preface:*

*I take no responsibility if you screw-up your game, your system, or anything else.*

*These instructions work for me, using the English version of DCS Black Shark.*

*Use at your own risk.*

*RCN\_Moose*

*Feedback welcome. Please post any feedback, questions, wishes, or constructive criticism @*  
*<http://forums.eagle.ru/showthread.php?t=37380>*

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Required:

1. Photo editing software that reads .psd files (ie. Photoshop)
2. KA-50 templates (available from [DCS](#))
3. Patience and Practice

Optional:

1. CDDS Studio (available from [Simmers Paint Shop](#))
2. GUIDGEN.exe (available from [Microsoft](#))
3. MODMAN (available from [LockonFiles](#))

Notes:

1. This tutorial will assume you have CDDS Studio and MODMAN, as they make life MUCH easier, especially when installing and removing skins.
2. This tutorial assumes you have a basic understanding of using Photoshop, and layers (or equivalent)
3. This tutorial assumes you have a basic knowledge of navigating around in a Windows environment.
4. Whenever I'm giving the location of a directory, I will start with "root" where root is the main Eagle Dynamics Directory. (ie root = C:\Program Files(x86)\Eagle Dynamics for me running Vista 64bit)

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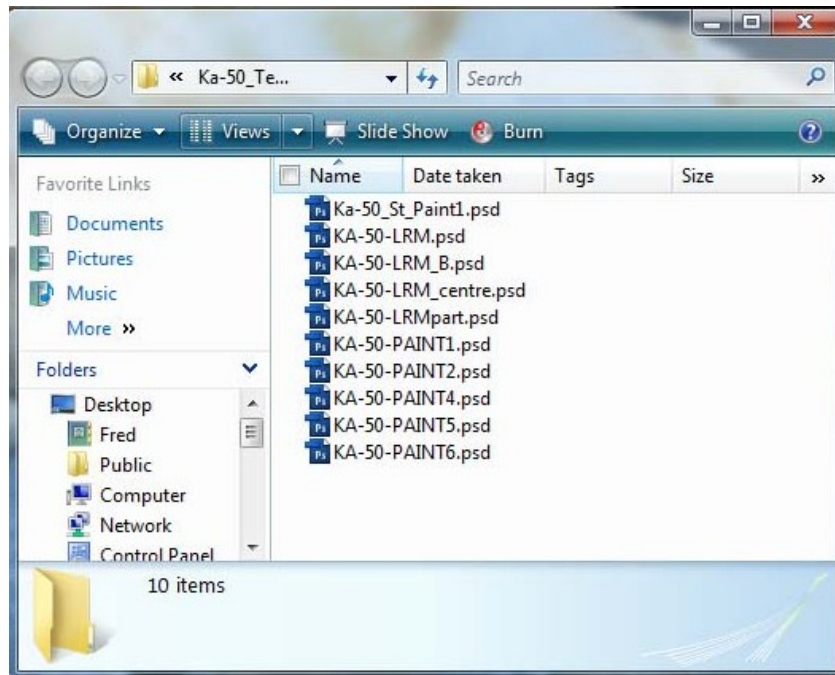
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## Chapter 1: Setting Up

Download the templates, CDDS Studio and MODMAN 7.1 (or later)

Install CDDS Studio and MODMAN according to their directions.

Unzip the templates to a directory of your choice. Once unzipped, you will see the following files:



The first thing you need to do is swap the names for KA-50-PAINT1 and KA-50-PAINT2.

Rename KA-50-PAINT1 to KA-50-PAINT11

Rename KA-50-PAINT2 to KA-50-PAINT1

Rename KA-50-PAINT11 to KA-50-PAINT2

For whatever reason, they saved the templates incorrectly which will mess up your skins if you don't correct it.

Now, there are two other files that you may want to modify, but are not included in the templates. One is KA-50-PAINT3 and the other is KA-50\_Numbers22.tga (or 23)

Because it's nice to have all files when working on a skin we're now going to extract a copy of KA-50-PAINT3 to add to our template.



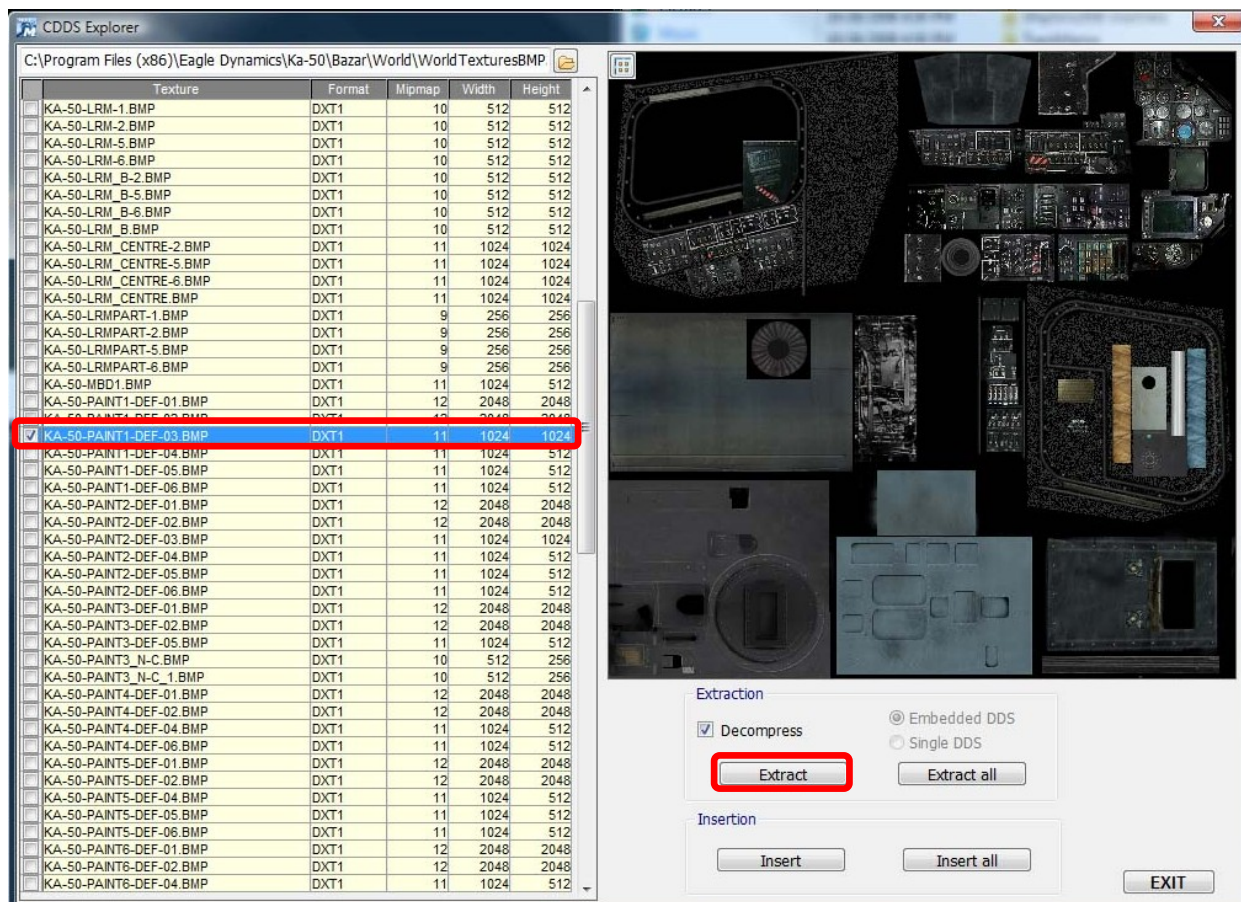
Open MODMAN and go to CDDS Explorer

Click on CDDS Explorer, and then navigate to

\root\Ka-50\Bazar\World and open WorldTexturesBMP3

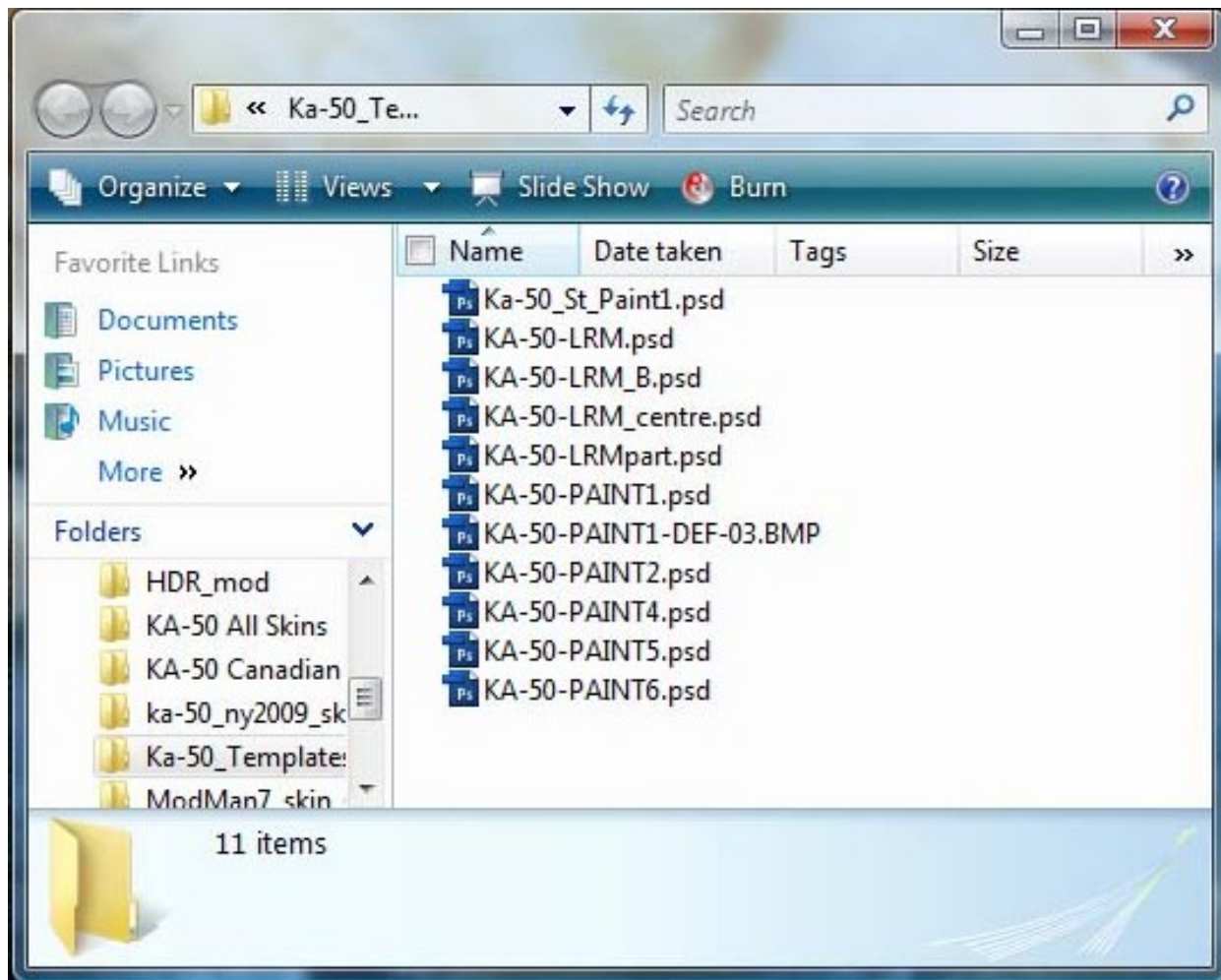
Scroll down and select KA-50-PAINT1-DEF-03/BMP

Click on Extract and save it in your template directory.



This will give you a KA-50-PAINT1-DEF-03.bmp file which will be your missing KA-50-PAINT3 template file.

You should end up with a Template Directory like this:



The KA-50-Numbers22.tga (or 23) file is located in the TempTextures Directory:

(root\Ka-50\Bazar\TempTextures)

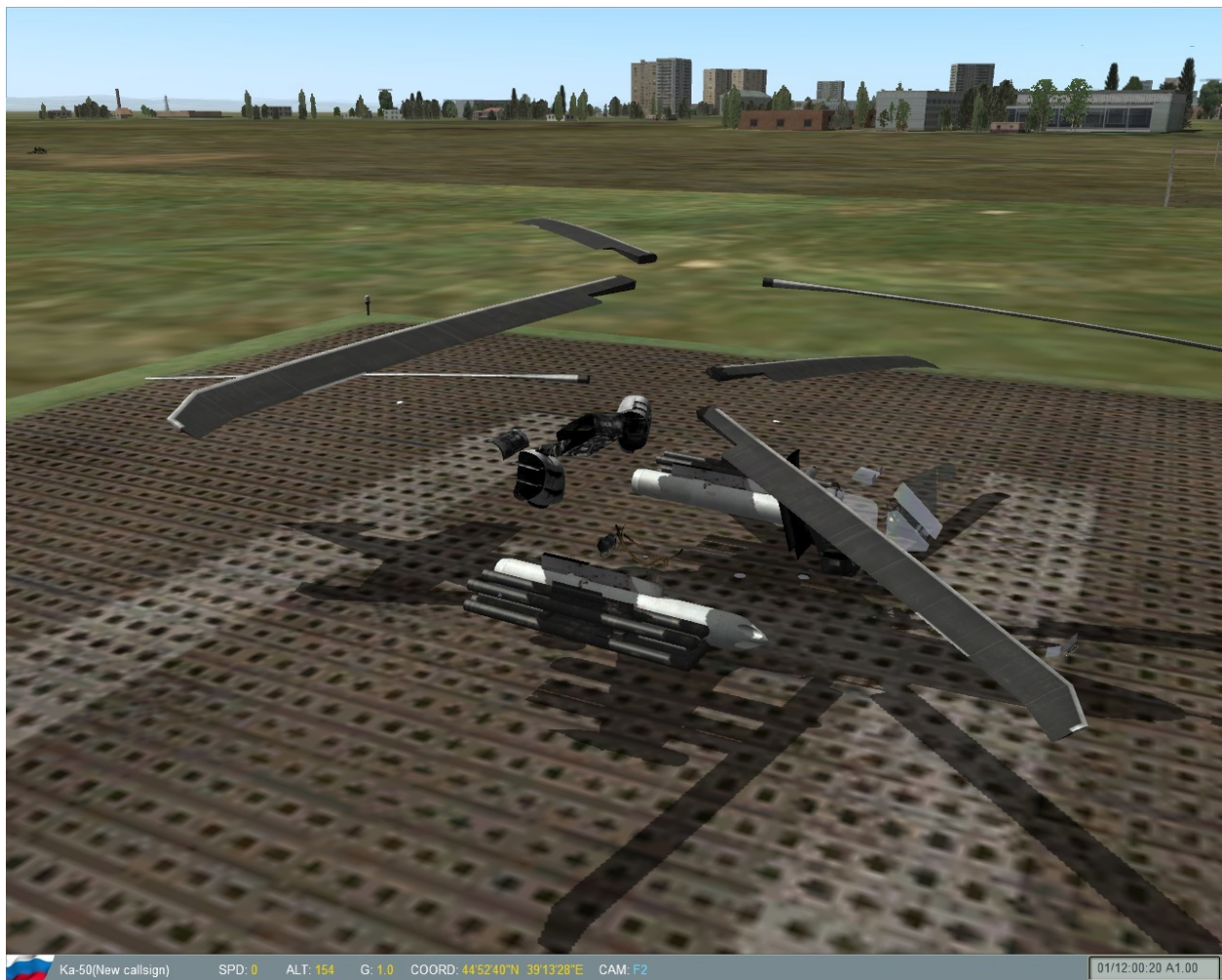
This is the file referenced in the KA-50.skins for your side numbers in game. It isn't a requirement for skinning, although if you wanted to you could modify the numbers (ie Color) and give it a unique name so you have side numbers that match your skin.



## Chapter 2 – Template Files

So, we've installed all required software and we've got our templates extracted to a directory of our choice, what's next? In this chapter I'll go over each of the template individually, highlighting key areas, as well as showing what they look like in game. (very useful when you're trying to get a pattern to line up, or just wondering what that file is)

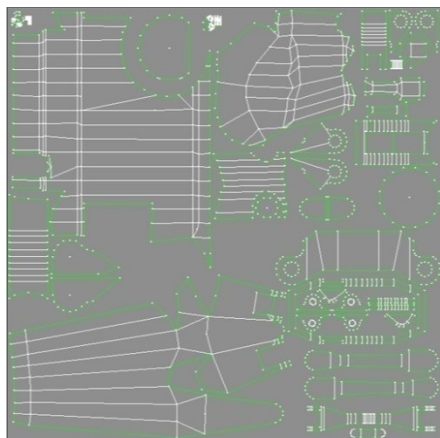
To start with, here is an in-game picture with NO valid templates. You will notice that there are still parts of the KA-50 visible. These are parts which are common to all skins, and CAN NOT be changed individually. (note this doesn't mean they can't be modified, just that modifying them will change them for ALL of the skins in game)



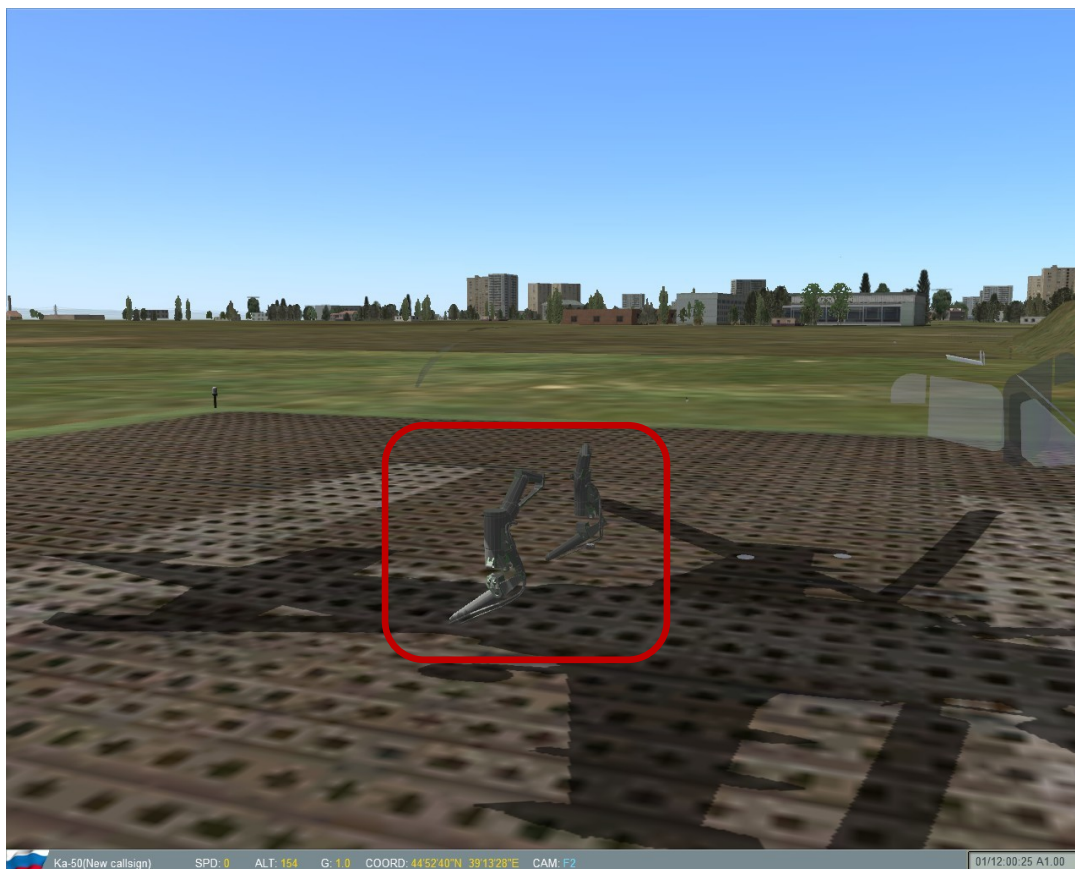
You can often end up with this result if you make a mistake when adding a skin to your game.

## Ka-50\_St\_Paint1.psd

Here is the template, with just the background layer showing.



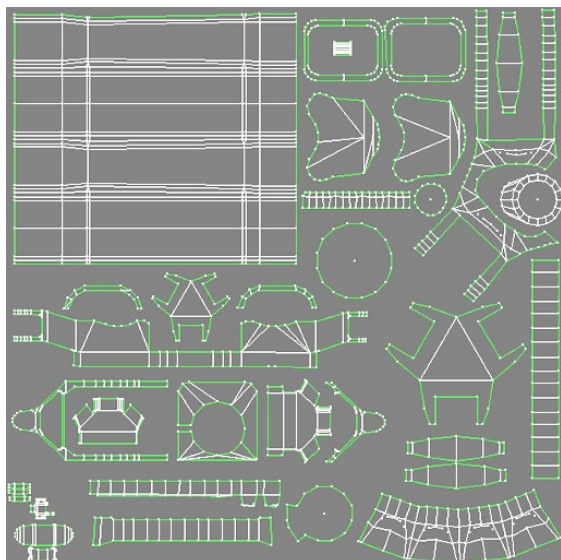
Here is that same template, in the game.....Ahha, it's the rear landing gear!



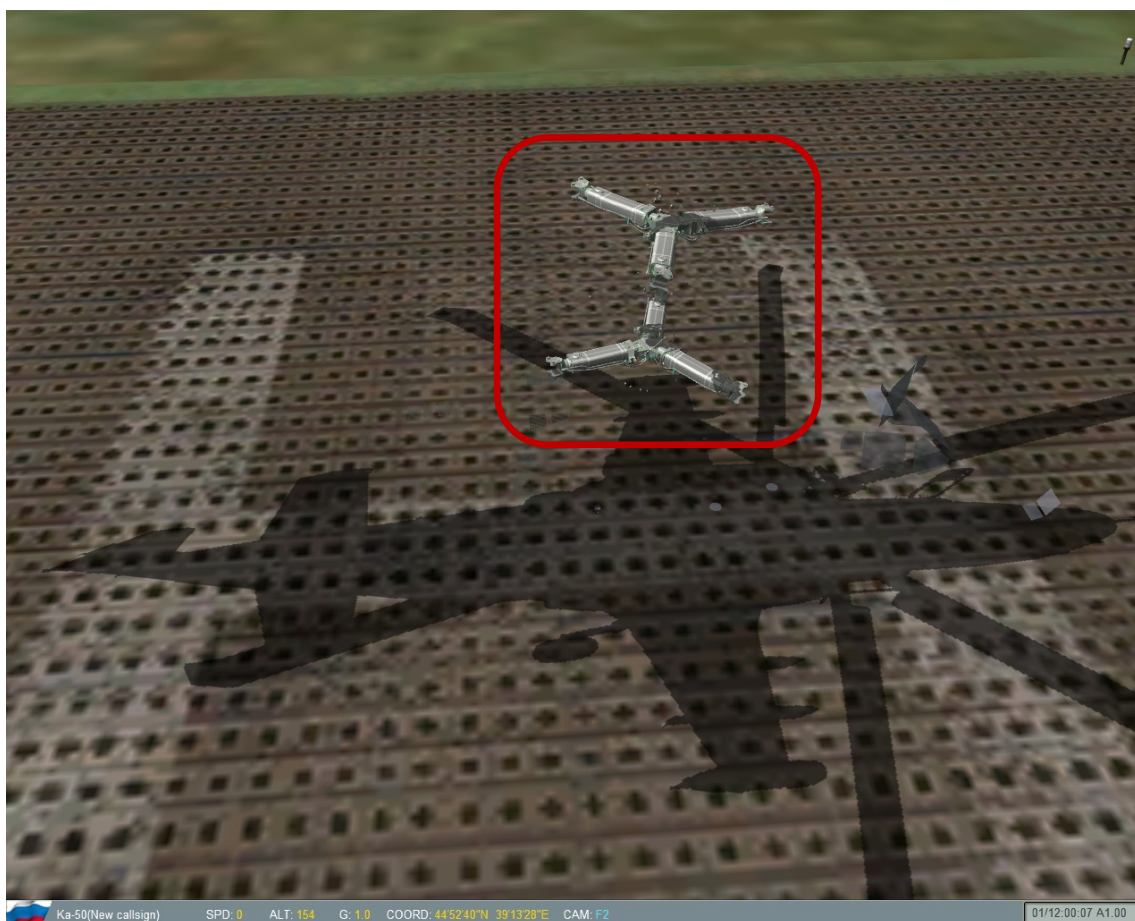


## KA-50\_LRM.psd

Here is the template, with just the background layer showing.



Here is that same template, in the game.....Ahha, it's the base of the rotor blades!

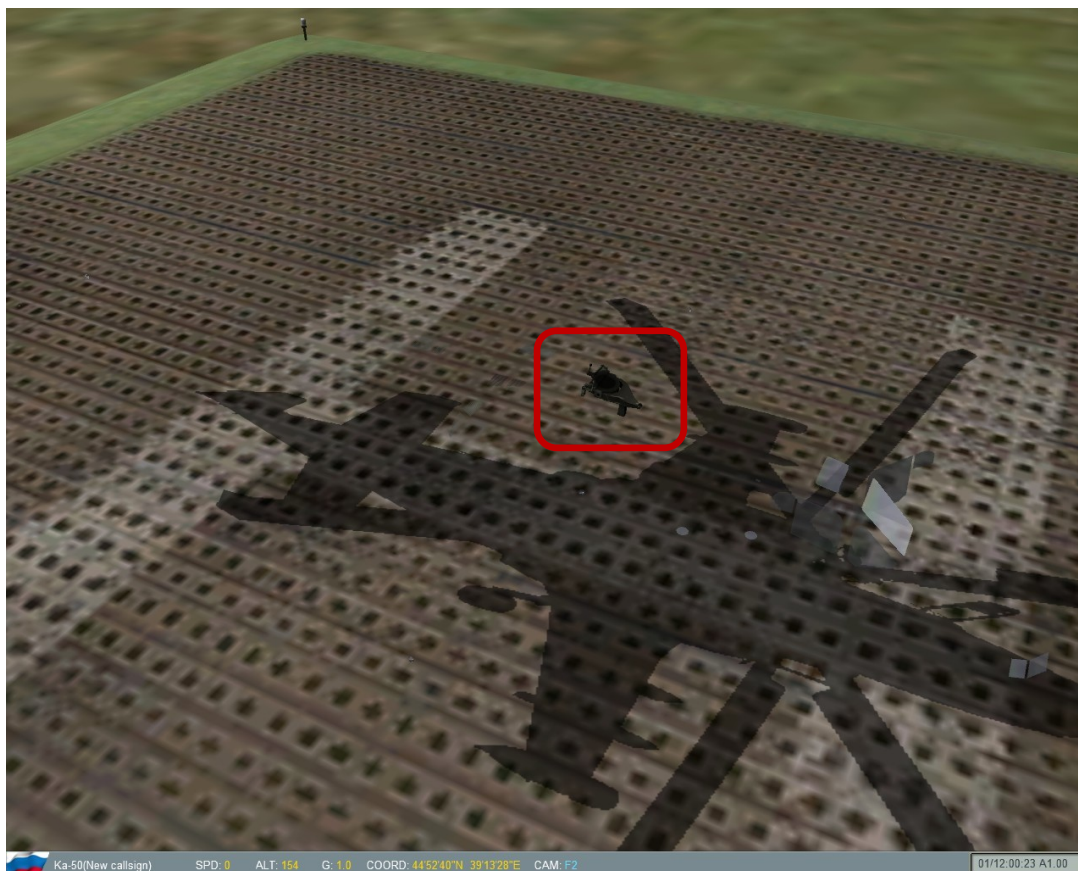


## KA-50-LRM\_B.psd

Here is the template, with just the background layer and shadows showing.



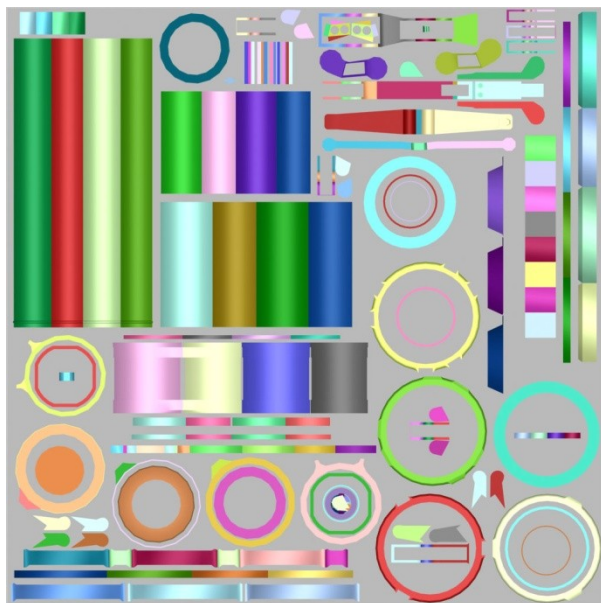
Here is that same template, in the game.....Ahha, it's the base of the rotor mast!



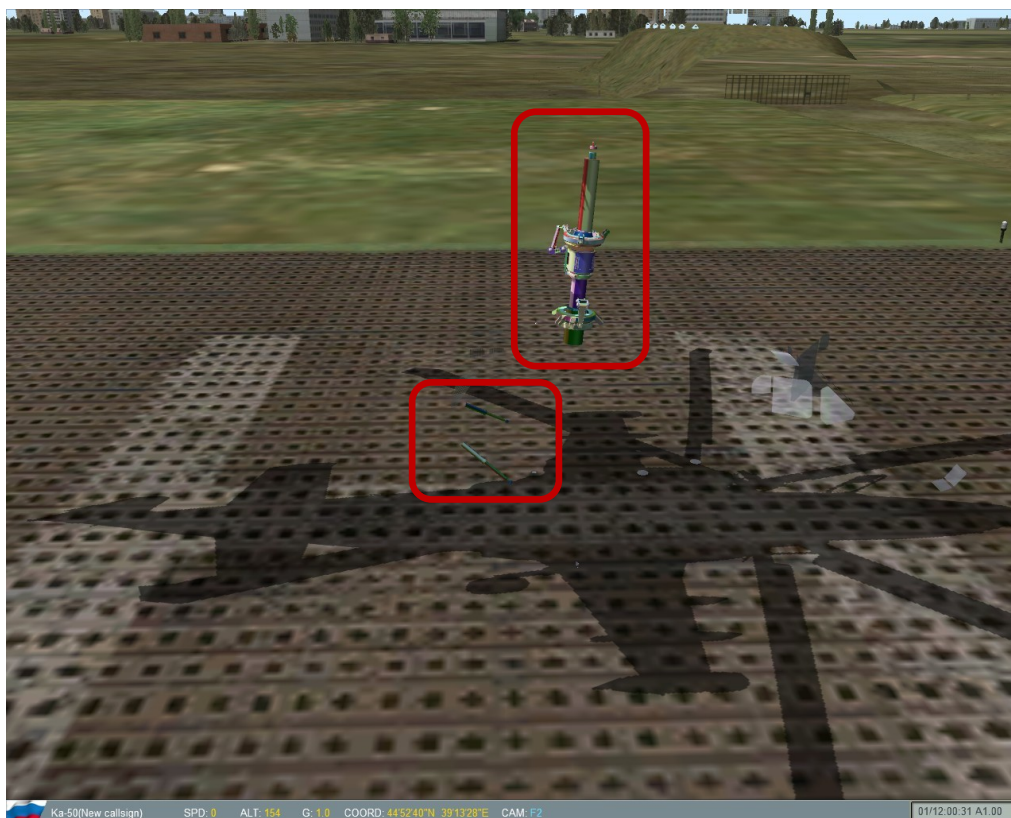


## KA-50-LRM\_centre.psd

Here is the template, with just the background layer showing.

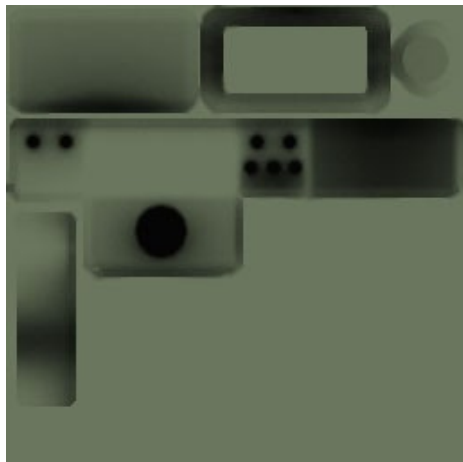


Here is that same template, in the game.....Ahha, it's the rotor mast, as well as the hydraulic arms for the rear landing gear.

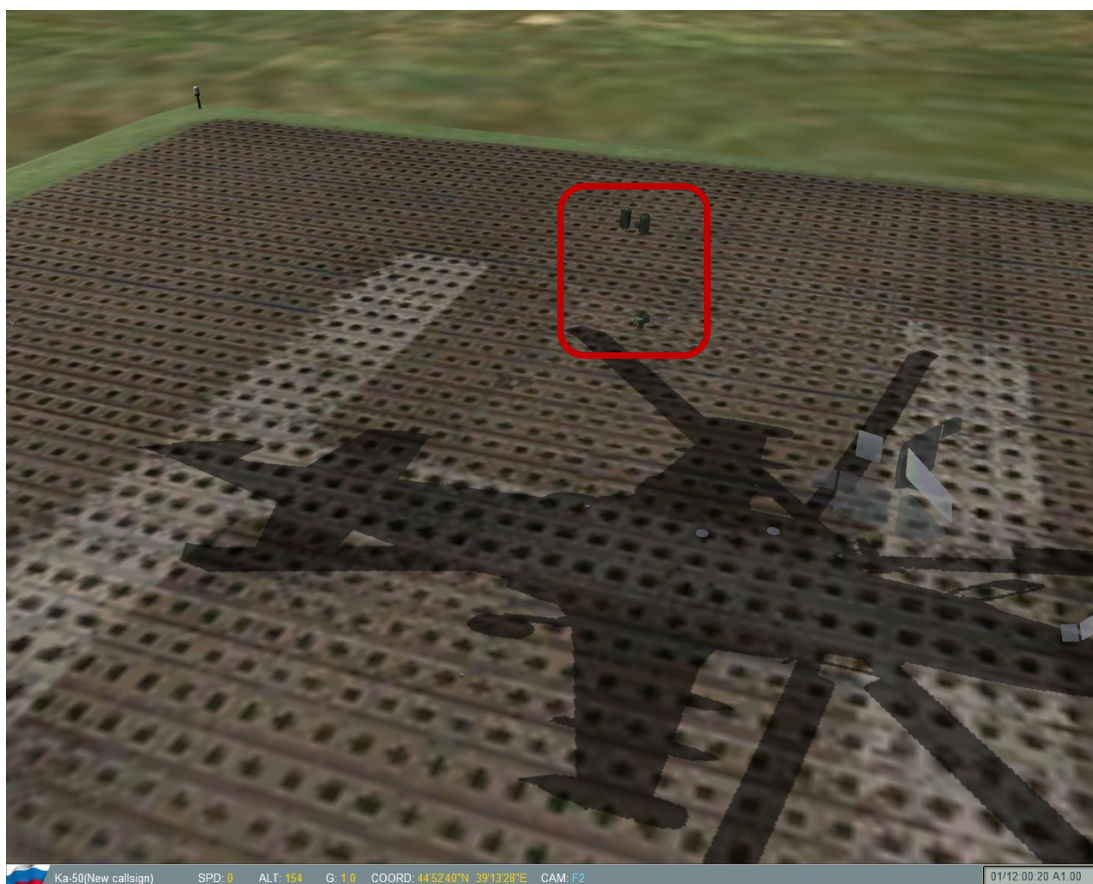


## KA-50-LRMpart.psd

Here is the template, with just the background layer and shadows showing.

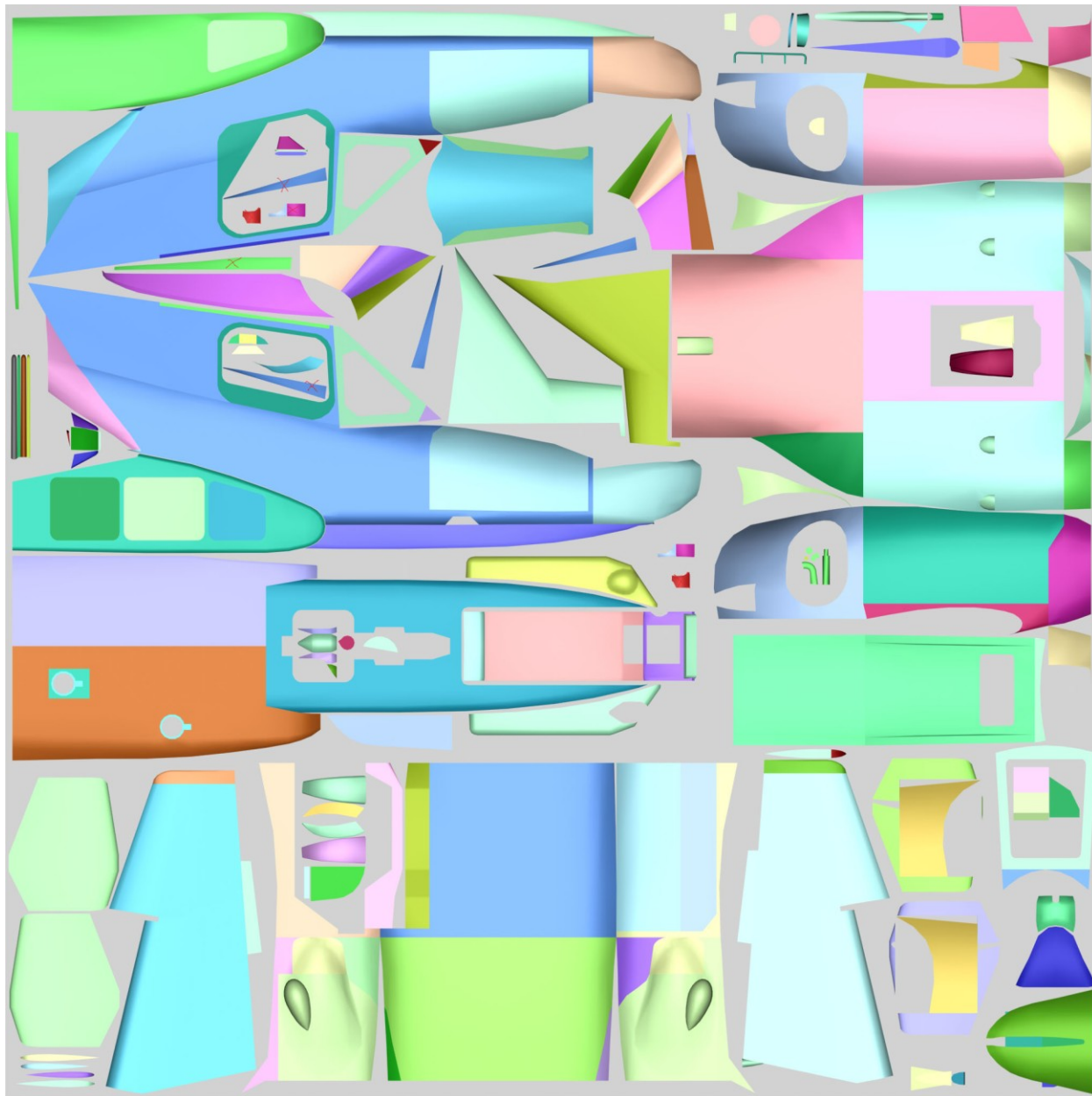


Here is that same template, in the game.....Ahha, it's the tiny little boxes on the rotor mast.



## KA-50-PAINT1.psd

Here is the template, with just the background layer showing.





Now, here is that same template, in the game.....

Left Side



Right Side



Top / Front

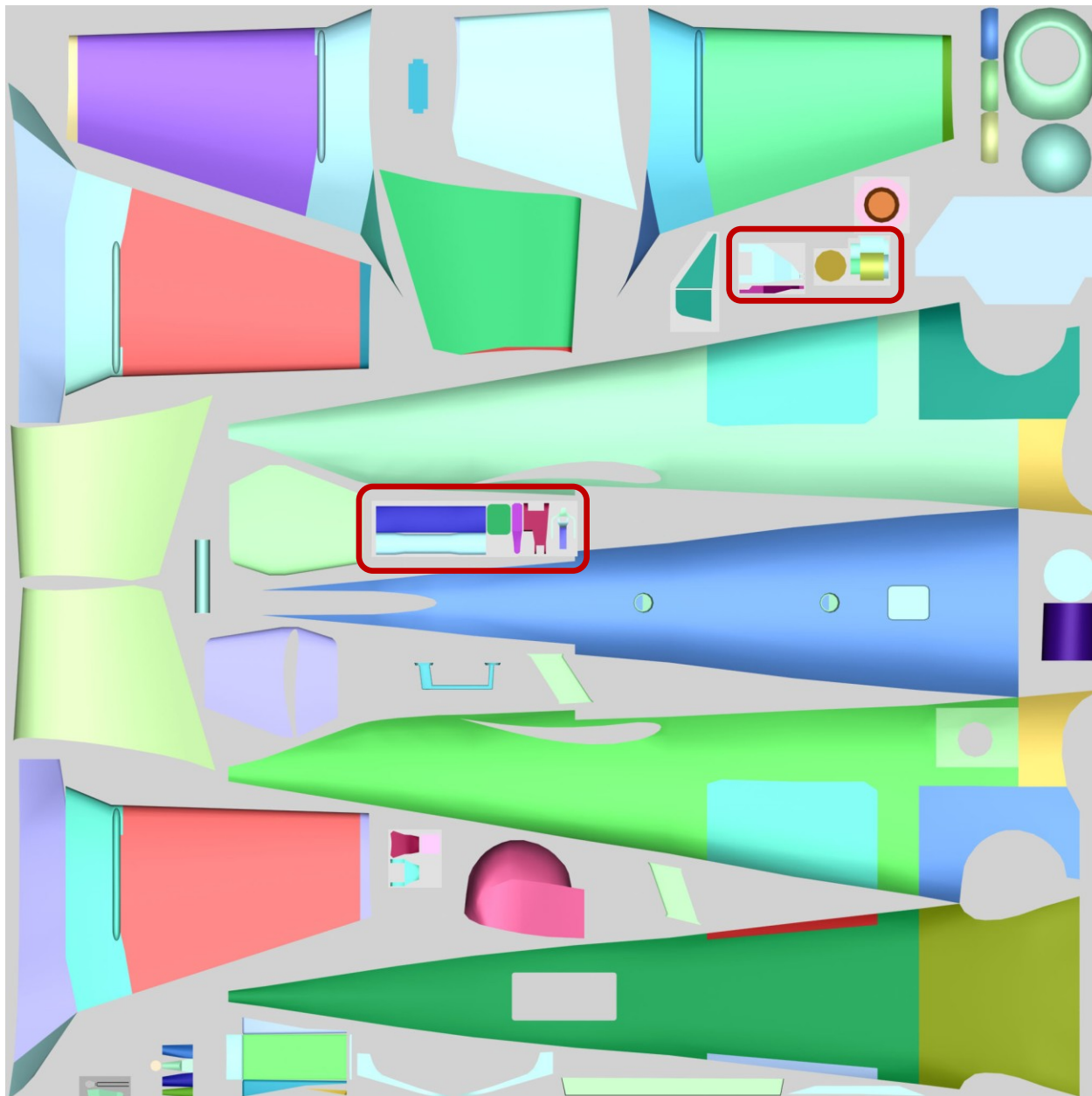


Bottom



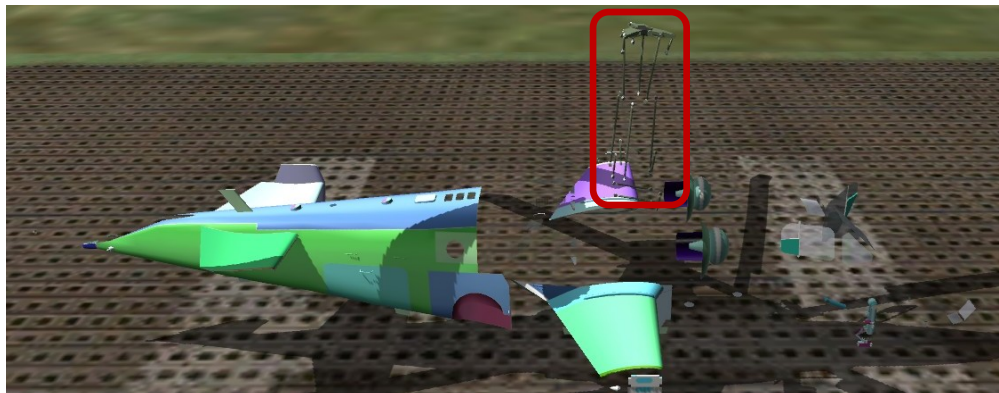
KA-50-PAINT2.psd

Here is the template, with just the background layer showing. Of particular attention for this template are these two areas highlighted. These two areas are the top of the rotor mast and the control arms. They are located under the Vtluka layer.

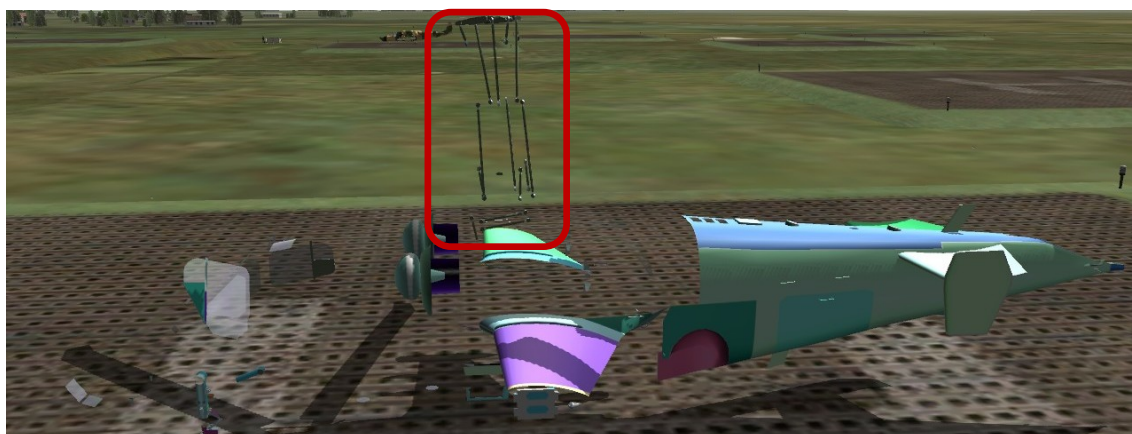


Now, here is that same template, in the game.....(sorry the rotor mast tops and control arms don't match color wise, but you should be able to tell whats what)

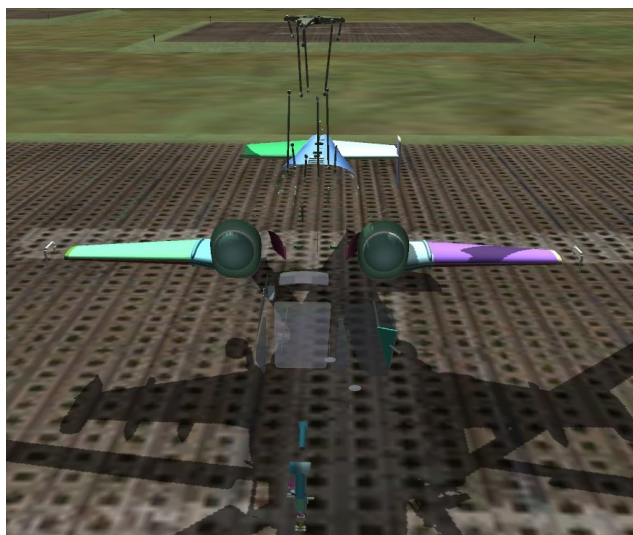
Left Side



Right Side



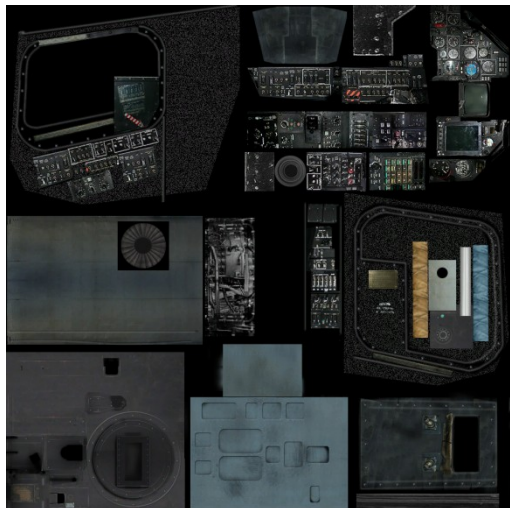
Front



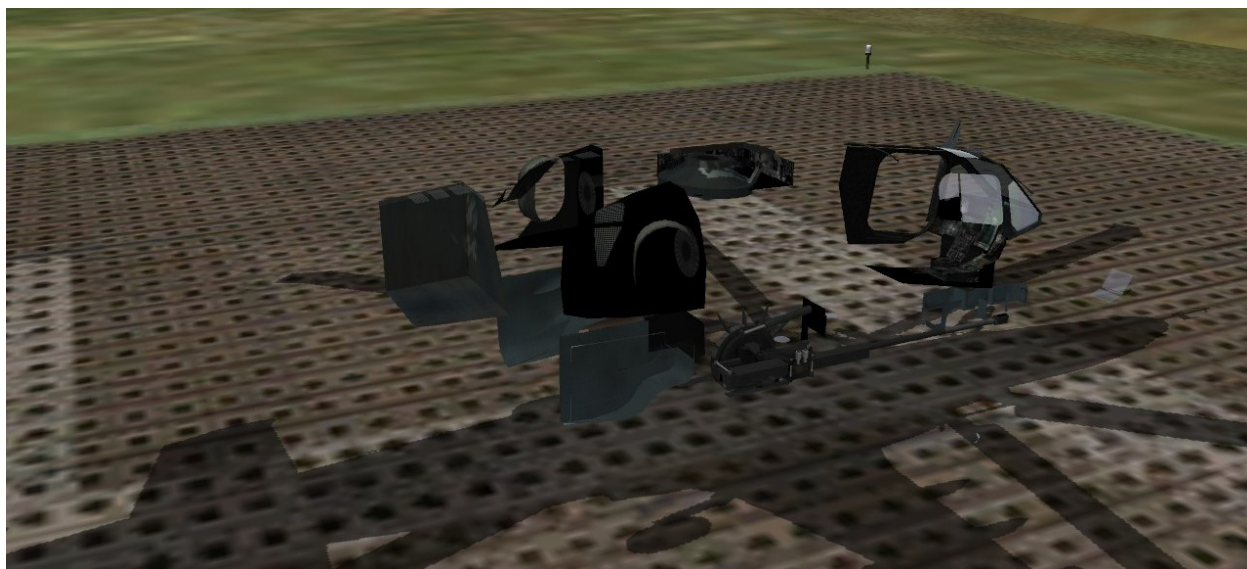


## KA-50-PAINT1-DEF-03.BMP

As this is a bmp file, there are no layers available.

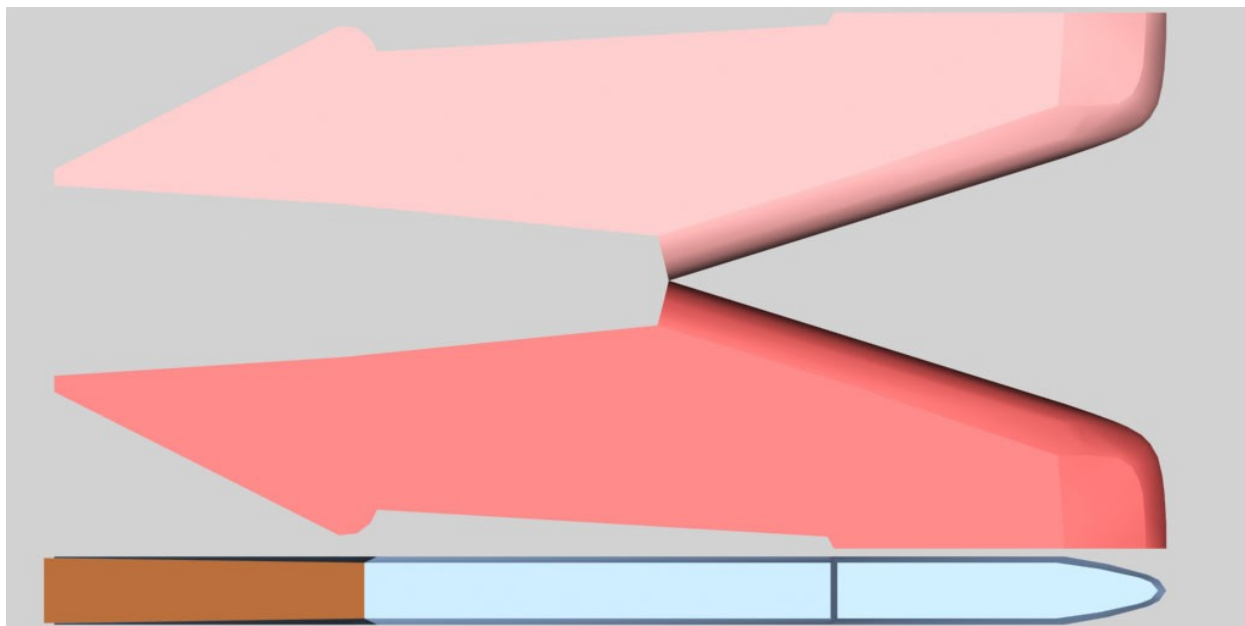


Here it is in the game. As you can see, the light blue section is the inside of the frame for the landing gear. The bottom left is the gun. The rest is various other interior panels.



## KA-50-PAINT4.psd

Here is the template, with the background layer showing.



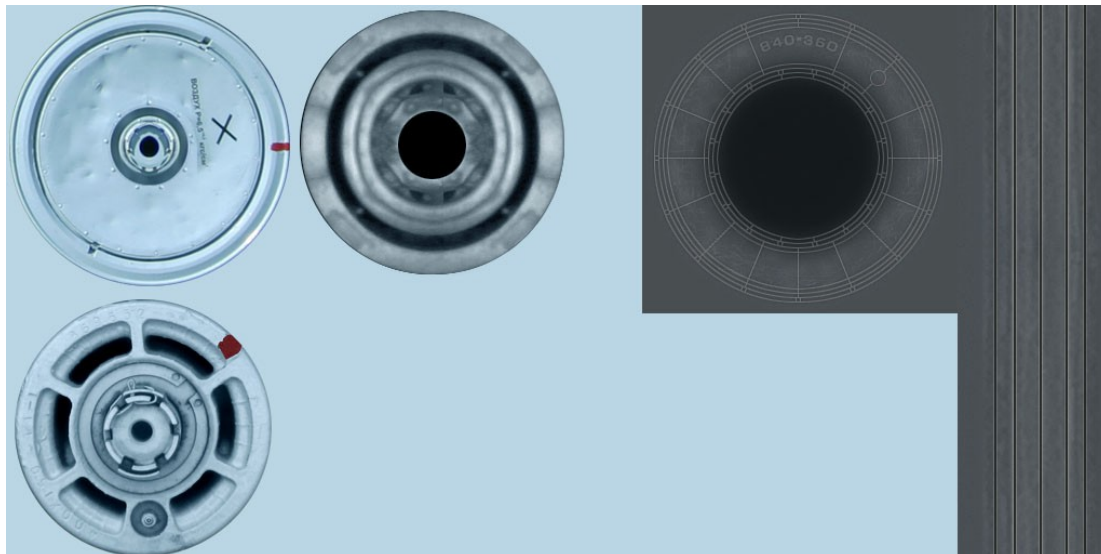
Here it is in game. It's the weapon mounts.



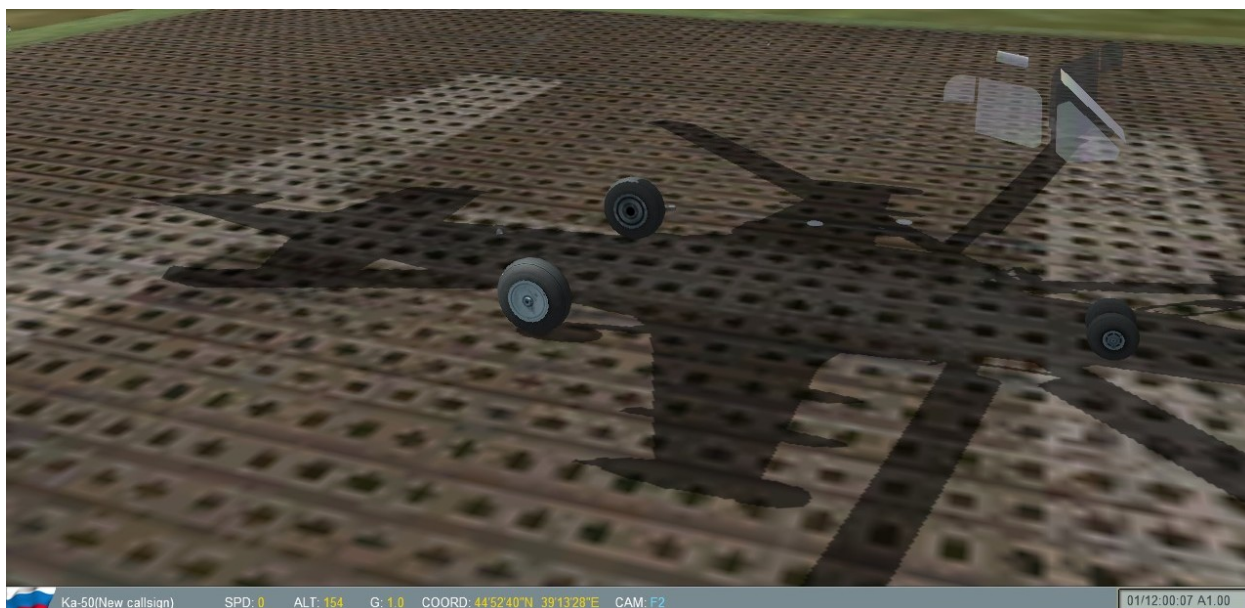


## KA-50-PAINT5.psd

Here is the template, with the background layer showing.

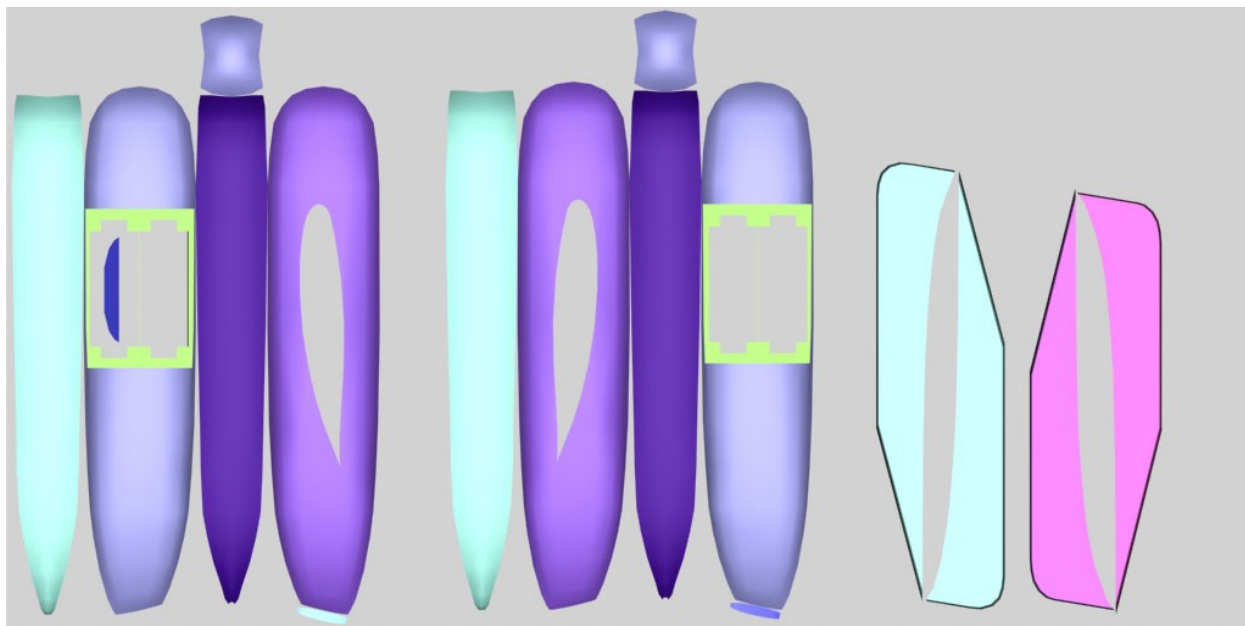


Even though it's fairly obvious, here it is in game. The wheels of course.

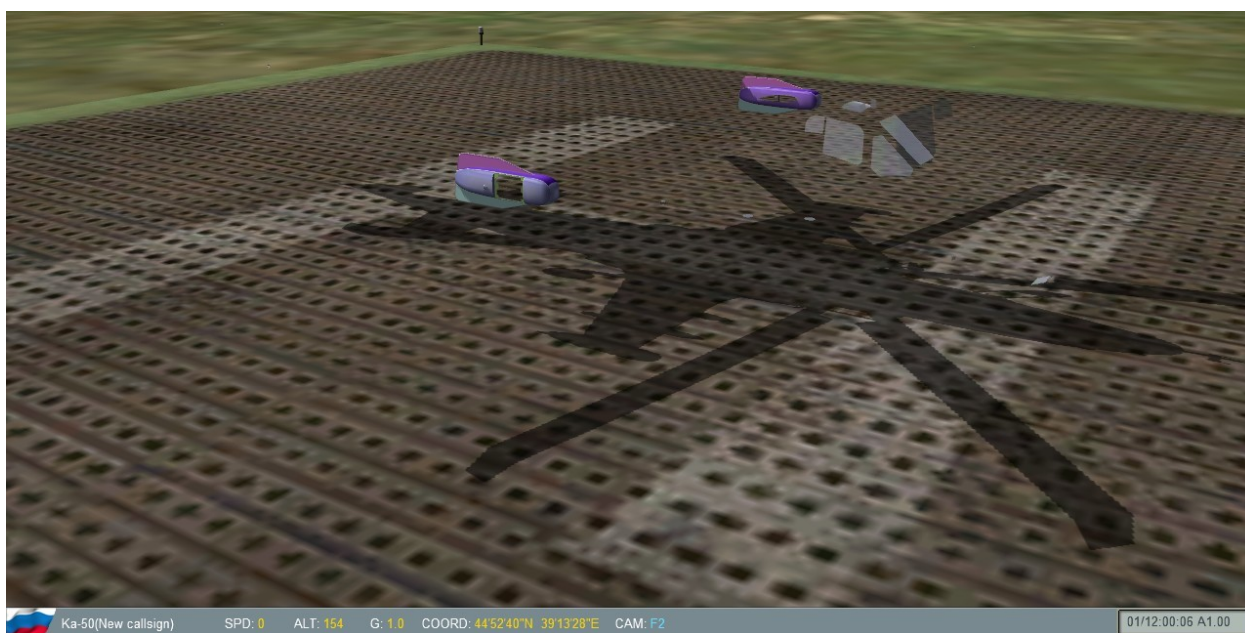


## KA-50-PAINT6.psd

Here is the template, with the background layer showing.



Here it is in game.



Here are all the templates together in the game at once.

Left Side



Right Side

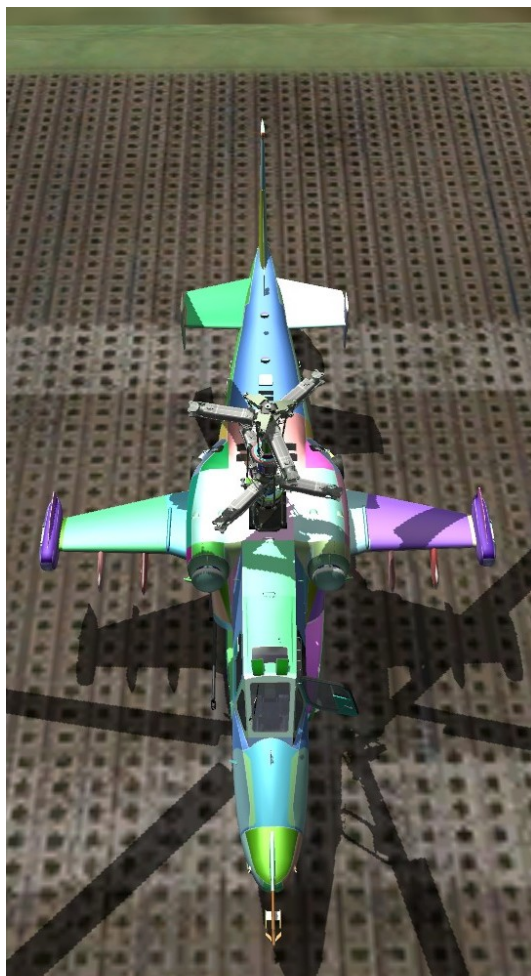


Rear





Front / Top



G: 1.0 COORD: 445240°N 391328°E CAM: F2

Bottom / Front



G: 1.0 COORD: 445239°N 391328°E CAM: F2

## Chapter 3 – Adding Skins to the Game

NOTE: After you have completed modifying the various templates and creating your skin, you will need to save each .psd as a 24-bit .bmp file. (note it's always a good idea to save the .psd as well, as it's much easier to do changes) Depending on the method you choose for adding the skin, what you call the bmp can be critical.

Now, before we get into the various methods for adding skins to the game, we'll go over the various in game files which we will require, to either;

- a. Get information
- b. Add information

There are a few specific files which are of interest to us. They are:

1. Ka-50.lua
2. ka-50.skins
3. db\_countries.lua
4. graphics.cfg

It should be noted that these files are dependent on each other. ie, if you change something in one, you'll likely need to change it in the others.



## Ka-50.lua

Located in the `root\KA-50\Scripts\Database\helicopters` directory

This is the file which lists all of the skins in game. As you can see, each skin has a specific **color scheme ID**, followed by the skin **Name** (as it will show up in game) and a **number**.

```

Ka-50.lua - Notepad
File Edit Format View Help
return helicopter("{3457BB1E-523F-4C24-BBEA-58D028623F05}", "Ka-50", _("Ka-50"),
{
  Cannon = "yes",
  Emptyweight = "8030",
  HumanCockpit = "yes",
  MaxFuelweight = "1450",
  MaxHeight = "6600",
  MaxSpeed = "300",
  MaxTakeoffweight = "11900",
  Picture = "Ka-50.png",
  Rate = "50",
  Shape = "KA-50",
  worldID = 155,

  -- Countermeasures,
  singleChargeTotal = 128,
  CMD5_Incrementation = 32,
  ChaffDefault = 0,
  ChaffChargeSize = 1,
  FlareDefault = 128,
  FlareChargeSize = 1,
  CMD5_Edit = "yes",

  colorschemes = {
    color_scheme({060AEECF-BFBD-44C5-9C47-D9B5EF35D104, "Standard (faded)", 3),
    color_scheme({CC7B095B-038D-432E-B8D2-AE1F9A9F0E3A, "Standard (faded)", 3),
    color_scheme({B72394A9-596C-433B-9F1F-742F67B18CC1, "Demo paint scheme # 22, \"Black Shark\"", 1),
    color_scheme({3E5CA0B0-C1CA-4b55-87BC-B230371124DA, "Demo paint scheme #024", 2),
    color_scheme({AC7E6F33-30A3-4560-B80A-5509BDF89BBE, "Demo paint scheme \"werewolf\"", 4),
    color_scheme({7763F118-610B-44f6-81A0-7CACCBB808BD, "Fictional Turkey1 skin", 5),
    color_scheme({84E30899-5D49-4bdd-96F1-B0FA6AC9B2B6, "Fictional snow splatter scheme", 6),
    color_scheme({19822419-B967-43fd-AD73-FC6E1E82E32C, "Fictional Swedish scheme", 7),
    color_scheme({F7C0184D-5F60-4de9-8C37-F9383EE0B844, "Fictional Turkey scheme", 9),
    color_scheme({E293EDA2-B401-4045-8886-22F400879492, "Fictional olive Grey scheme", 11),
    color_scheme({945E24E7-1725-41e8-96CF-76DBEADD1C9E, "Fictional Desert1 scheme", 15),
    color_scheme({F4FE8642-0E60-4def-BA9A-30371C4E783E, "Fictional USMC Gray scheme", 16),
    color_scheme({8FE322AC-E7C7-11DC-934E-78D056D89593, "Fictional Desert2 scheme", 17),
    color_scheme({DC56EAAA-78D0-4269-8754-CF1BBE42CC99, "Fictional Tropic Green scheme", 19),
    color_scheme({67C39281-338A-4811-B4B2-A10C55CCE158, "Ken Campbell USMC AH-1W", 23),
    color_scheme({6D59B28B-370F-41fe-894F-27A23B88ECFA, "Fictional DOSAAF Scheme", 24),
    color_scheme({602D0929-46B4-4e5d-8501-BDC29B8C5D27, "USMC AH-1W scheme", 25),
    color_scheme({B1222A82-F1DC-4b21-9EBD-A6BD13AD338B, "Canadian CADPAT v2", 26),
    color_scheme({CC64A1C6-9B87-4cb1-95B3-A87BCD46ECA5, "Canadian CADPAT", 27),
    color_scheme({06A96952-29E4-4445-8C69-88DA4EF3E4EF, "Canadian Desert", 28),
    color_scheme({C8335F6C-1304-4de3-BCF2-BE7CD87DD314, "Canadian Navy", 29),
    color_scheme({868163ED-DC10-4744-A094-6E6256274B98, "Canadian SAR", 30),
    color_scheme({3448843E-09C4-4DF3-8A7A-2707AE267519, "ModMan7 test sample - digital camo", 31),
  },
  Categories = {
  },
}

```

## ka-50.skins

Located in the `root\KA-50\Bazar\World\Shapes` directory

This file is what the game uses to know which textures go with which skin. Of particular concern here, is the **value number** which precedes the material. This number corresponds to the end number in the Ka-50.lua file. (ie 0.0 = 0, 1.4 = 14, 2.3 = 23) This is extremely important if you are adding skins manually, since if you mix the number up between files, you will not get the skin you want.

The rest of the information here covers the various templates. Note the various names of the templates. You will see that each line starts with the **template it is based off**, and ends with the **template name as used by the skin**. You can also see that some of the template .bmps are used more than once.

```

ka-50.skins - Notepad
File Edit Format View Help
models
{
  lod = {"ka-50", 110};
  lod = {"KA-50_LOD1", 160};
  lod = {"KA-50_LOD2", 200};
  lod = {"KA-50_LOD3", 500};
  lod = {"KA-50_LOD5", 6000};
  lod = {"LD_Tec", 1000000};
  collision = "KA-50-COLLISION";
}

argument
{
  argument = 70;
}

skin
{
  value = 0.0;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT1-DEF-01.bmp"};
  material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT1-DEF-01.bmp"};
  material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT1-DEF-03.bmp"};
  material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT1-DEF-04.bmp"};
  material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT1-DEF-05.bmp"};
  material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT1-DEF-06.bmp"};
  material = {"KA-50-Vtulka_met", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT1-DEF-03.bmp"};
  material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT1-DEF-05.bmp"};
  material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-St_Paint1.bmp"};
  material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-1.bmp"};
  material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-1.bmp"};
  material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre.bmp"};
  material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B.bmp"};
}


skin
{
  value = 0.1;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT2-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT2-DEF-01.bmp"};
  material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT2-DEF-01.bmp"};
  material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT2-DEF-02.bmp"};
  material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT2-DEF-03.bmp"};
  material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT2-DEF-04.bmp"};
  material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT2-DEF-05.bmp"};
  material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT2-DEF-06.bmp"};
  material = {"KA-50-Vtulka_met", "Standart", "KA-50-PAINT2-DEF-02.bmp"};
  material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT2-DEF-03.bmp"};
  material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT2-DEF-05.bmp"};
  material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-St_Paint2.bmp"};
  material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-2.bmp"};
  material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-2.bmp"};
  material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre-2.bmp"};
  material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-2.bmp"};
}

```

## graphics.cfg

Located in the root\KA-50\Config directory

The graphics.cfg file lists the various cdds texture files that make up the skins in game.



```

graphics.cfg - Notepad
File Edit Format View Help
SceneFile = "medium";
TextureCollections
{
    highFolder = ".\\Bazar\\TempTextures\\";
    common = ".\\Bazar\\world\\Slovakia_Digital_Camo_1.cdds";
    common = ".\\Bazar\\world\\Canadian_SAR.cdds";
    common = ".\\Bazar\\world\\Canadian_Navy.cdds";
    common = ".\\Bazar\\world\\Canadian_Desert.cdds";
    common = ".\\Bazar\\world\\Canadian_CADPAT.cdds";
    common = ".\\Bazar\\world\\Canadian_CADPAT_V2.cdds";
    common = ".\\Bazar\\world\\USMC_AH1W_Scheme.cdds";
    common = ".\\Bazar\\world\\KA-50_Fictional_DOSAFA_Scheme.cdds";
    common = ".\\Bazar\\world\\Ken_Campbell_AH1W.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\LandTexturesBMP.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\LandTexturesTGA.cdds";
    spring = ".\\Bazar\\Terrain\\Surface\\LandTexturesSprBMP.cdds";
    spring = ".\\Bazar\\Terrain\\Surface\\LandTexturesSprTGA.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\LandTexturesSumBMP.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\LandTexturesSumTGA.cdds";
    autumn = ".\\Bazar\\Terrain\\Surface\\LandTexturesAutBMP.cdds";
    autumn = ".\\Bazar\\Terrain\\Surface\\LandTexturesAutTGA.cdds";
    winter = ".\\Bazar\\Terrain\\Surface\\LandTexturesWinBMP.cdds";
    winter = ".\\Bazar\\Terrain\\Surface\\LandTexturesWinTGA.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\MapTexturesBMP.cdds";
    common = ".\\Bazar\\Terrain\\Surface\\MinvodyNEW.cdds";
    common = ".\\Bazar\\Effects\\EffectTexturesTGA.cdds";
    common = ".\\Bazar\\Effects\\EffectRiverTGA.cdds";
    common = ".\\Bazar\\world\\TexturesBMP_weapons.cdds";
    common = ".\\Bazar\\world\\worldTexturesBMP3.cdds";
    common = ".\\Bazar\\world\\worldTexturesTGA3.cdds";
    common = ".\\Bazar\\world\\worldTexturesTGA2.cdds";
    common = ".\\Bazar\\world\\worldTexturesTGA.cdds";
    common = ".\\Bazar\\world\\worldTexturesBMP2.cdds";
    common = ".\\Bazar\\world\\worldTexturesBMP.cdds";
    common = ".\\Bazar\\world\\worldTexturesBMP1.cdds";
    common = ".\\Bazar\\world\\ShipTexturesBMP.cdds";
    common = ".\\Bazar\\world\\ShipTexturesTGA.cdds";
    common = ".\\Bazar\\world\\CockpitsTexturesBMP.cdds";
    common = ".\\Bazar\\world\\CockpitsTexturesTGA.cdds";
    common = ".\\Bazar\\Effects\\effects.cdds";
    common = ".\\Bazar\\world\\Cockpit-SU25T-TexturesBMP.cdds";
    common = ".\\Bazar\\world\\Cockpit-SU25T-TexturesTGA.cdds";
    common = ".\\Bazar\\world\\worldTexturesTGA1.cdds";
    common = ".\\Bazar\\world\\temp.cdds";
    common = ".\\Bazar\\world\\Cockpit-Ka-50_TexturesEn.cdds";
    common = ".\\Bazar\\world\\Cockpit-Ka-50_Textures.cdds";
    common = ".\\Bazar\\world\\Cockpit-Ka-50_NIGHTTextures.cdds";
    common = ".\\Bazar\\world\\Y_Final_Texture.cdds";
    common = ".\\Bazar\\world\\Y2_Final_Texture.cdds";
    common = ".\\Bazar\\world\\Y3_Final_Texture.cdds";
    common = ".\\Bazar\\world\\Y4_Final_Texture.cdds";
    common = ".\\Bazar\\world\\Y4_FIame.cdds";
    common = ".\\Bazar\\world\\vehicles_misc.cdds";
    common = ".\\Bazar\\world\\weapons10.cdds";
    common = ".\\Bazar\\world\\AH-64_Apache.cdds";
    common = ".\\Bazar\\world\\gunners.cdds";
    common = ".\\Bazar\\world\\KA-27textures.cdds";
    common = ".\\Bazar\\world\\UH_60_textures.cdds";
    common = ".\\Bazar\\world\\T_Textures.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Swedish_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Snow_Splatter_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Dragon_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Turkey_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Night1_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Olive_Grey_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Apache_Green_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Light_Field_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Dark_Grey_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Desert1_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_USMC_Grey_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Desert2_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Dark_Dirty_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Black_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Tropic_Green_Scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Black_#26_paint_scheme.cdds";
    common = ".\\Bazar\\world\\Ka-50_Fictional_Desert3_Scheme.cdds";
}
season = "summer";

```

## db\_countries.lua

Located in the `root\KA-50\Scripts\Database` directory

This file is where you pick what country you want your skin to be available to. Note that the **color scheme ID** and skin **Name** must match those in the `Ka-50.lua` file.

```
db_countries.lua - Notepad
File Edit Format View Help

cnt_unit("{616C3D4B-37BA-47EA-BC78-E8DDF62C086E}", "BMP-3"),
cnt_unit("{5231B5F9-15E5-4B6C-8B22-374CEEC378BE}", "BTR-D"),
cnt_unit("{1C4F9C25-EDBD-429E-B95A-083ABFE82B95}", "S-300PS 54K6 cp"),
cnt_unit("{672D3629-30C-4ba5-A54D-68728E8C35E5}", "GAZ-3307"),
cnt_unit("{4CC190E5-CC9B-4C66-8071-C5A807B8DBB9}", "GAZ-66"),
cnt_unit("{DFABA701-5202-4D78-91FF-EAE6525099EC}", "GAZ-3308"),
cnt_unit("{9A2584F4-2FEE-4F3C-A47F-35D97995FCE1}", "MAZ-6303"),
cnt_unit("{4C763AC0-89AC-43A8-88D1-8FB710F42603}", "ZIL-4331"),
cnt_unit("{693BB858-F64A-4af0-B4EF-0BE2488406A6}", "SKP-11 Mobile Command Post"),
cnt_unit("{B1BD673F-11B7-4a0c-8719-A81D06DD2E34}", "Ural-4320"),
cnt_unit("{D61DB6DA-E56D-4439-88A0-37F8615A44C2}", "Ural-4320-31 Armored"),
cnt_unit("{E8DC1D50-7463-4dfa-86D7-2F81C1214D06}", "Ural ATSP-6 Fire-Engine"),
cnt_unit("{A207B91F-77F0-4647-8D74-88A9D3851EAD}", "ZIL-131 APA-80 Ground Power Unit"),
cnt_unit("{4D98849E-2A76-4017-9356-B9852B39EBA6}", "ZIL-131 KUNG"),
cnt_unit("{82DAF699-2456-43F7-811D-76B922288915}", "Ural-375 APA-50 Ground Power Unit"),
cnt_unit("{B79231A9-488A-41e0-8EAD-65785077FC0C}", "ZU-23 Emplacement"),
cnt_unit("{773F294C-4057-4789-892C-643BE8619778}", "ZU-23 Emplacement Closed"),
cnt_unit("{96E2A468-E0D6-4e7f-A618-7C29E4DAD176}", "Ural-375 ZU-23"),
cnt_unit("{B00A39DC-A02C-41ec-A041-51163608CB9C}", "MTLB"),
cnt_unit("{40B742B7-3683-4fe5-A72A-A4E7E428159F}", "T-72B"),
cnt_unit("{277D9D98-C741-4e14-8B07-F7966C490284}", "SA-18 Igla-S manpad"),
cnt_unit("{44232141-5D7E-4c29-9425-5970278183B9}", "SA-18 Igla-S comm"),
cnt_unit("{64066D8C-3785-4baf-A347-C585FE29746E}", "T-55"),
cnt_unit("{3FED785C-D336-45bb-82AF-BB02F8F5F394}", "Paratrooper RPG-16"),
cnt_unit("{4EF38747-79E3-4b61-8D80-FA4BE43382E2}", "Paratrooper AKS-74"),

cnt_unit("{0ECCCF2B-61D9-462a-A38A-5BBFA917F37F}", "Boman"),
cnt_unit("{1e92e0f5-c183-4bc5-a4dd-2a437eff526b}", "Sandbox"),
cnt_unit("{2dde8bcd-759c-4347-a4e3-eeec6c2c40a4}", "Bunker"),
},
},
Helicopters =
{
  CATID = "{828CEADE-3F1D-40aa-93CE-8CDB73FE2710}",
  Helicopter =
  {
    cnt_unit("{3457BB1E-523F-4C24-BBEA-58D028623E05}", "Ka-50", {
      color_scheme("{060AFECF-BFBD-44c5-9C47-D9B5EF35D104}", "Standard"),
      color_scheme("{C76093B-038D-432E-68D2-AE1F9A9F0E3A}", "Standard (faded)"),
      color_scheme("{3E5CA0B0-C1CA-4b55-87BC-B230371124DA}", "Demo paint scheme #024"),
      color_scheme("{B72394A9-596C-433B-9F1F-742F67B1BCC1}", "Demo paint scheme # 22 - \"Black Shark\""),
      color_scheme("{AC7E6F33-30A3-4560-B80A-5509BDF898BE}", "Demo paint scheme \"Werewolf\""),
      color_scheme("{84E30899-5d49-4bdd-96F1-BOFA6AC9B2B6}", "Fictional Snow Splatter scheme"),
      color_scheme("{19822419-B967-43fd-AD73-FC6E1E82E32C}", "Fictional Swedish scheme"),
      color_scheme("{E293EDA2-B401-4045-8886-22F400879492}", "Fictional olive grey scheme"),
      color_scheme("{BFE322AC-E7C7-11DC-934E-78D056D89593}", "Fictional Desert2 scheme"),
      color_scheme("{DC56EAAA-7BD0-4269-8754-CF1BBE42CC99}", "Fictional Tropic Green scheme"),
      color_scheme("{67C39281-338A-4811-B4B2-A10C55CCE158}", "Ken Campbell USMCM AH-1W"),
      color_scheme("{6D59B288-370F-41fe-894F-27A23B88ECFA}", "Fictional DOSAAF scheme"),
      color_scheme("{602D0929-46B4-4e5d-8501-BDC29BB85D27}", "USMC AH-1W Scheme"),
      color_scheme("{B1222A82-F1DC-4b21-9EBD-A68D13AD338B}", "Canadian CADPAT V2"),
      color_scheme("{CC64A1C6-9B87-4cb1-95B3-A87BCD46ECA5}", "Canadian CADPAT"),
      color_scheme("{06A96952-29E4-4445-8C69-8BDA4EF3E4EF}", "Canadian_Desert"),
      color_scheme("{C8335F6C-1304-4de3-BCF2-BE7CD87DD314}", "Canadian_Navy"),
      color_scheme("{868163ED-DC10-4744-A094-6E6256274B98}", "Canadian_SAR"),
      color_scheme("{3448843E-09C4-4DF3-8A7A-2707AE267519}", "ModMan7 test sample - Digital camo"),
    }),
    cnt_unit("{0903DF50-B9FA-441E-B94D-8F03DFF3E40D}", "", {
      color_scheme("{75E7691D-19E1-40B4-8123-FB8FBD1CC621}", "Standard 1"),
      color_scheme("{50E6FD2D-2B85-48f1-8B66-064CD02D0E77}", "Standard 2 (faded and sun-bleached)"),
    }),
    cnt_unit("{C08CF845-F905-40F0-AF1B-554908BBE89E}", "Mi-8MT", {
      color_scheme("{E5D21F6F-54F5-43A7-90F8-F5A03315A934}", "standart"),
      color_scheme("{CB825521-4034-4b46-A6A2-47B532BB5884}", "standart1"),
      color_scheme("{5B02BC84-3BEC-4f7f-843F-162C7CADF027}", "standart2"),
    }),
    cnt_unit("{FDE4A6C5-A26E-402D-87EF-FF6892D8FDB3}", "Mi-26", {
      color_scheme("{D714F983-DAD5-4A36-AE0C-B6B052DC4203}", "standart"),
      color_scheme("{D90FF99C-F293-4935-8665-8334E14B6066}", ""),
      color_scheme("{2B92F1DE-36C1-4686-9EF6-D3C6C5DEA8C2}", ""),
    }),
    cnt_unit("{809119BE-03A0-4B85-9134-900DF0591FC3}", "Ka-27", {
      color_scheme("{D2AE1B1B-6619-4196-AE8C-988C6F71BE8E}", "Standard"),
    }),
    cnt_unit("{450335F5-0F8A-4d71-A880-1B76B3C89B1A}", "Ka-27", {
      color_scheme("{CC6CE0F3-4A2D-4d19-8F54-DC36EA2F8356}", "Standard"),
      color_scheme("{ACD3C57F-6E2B-4b5f-A4AF-656EC1F7FB87}", "Night"),
    }),
  },
},
Fortifications =
```



## Method 1: Using the TempTextures directory

By far the easiest and fastest is to save your files using an existing skin name, and then copy them into the TempTextures Directory. Any files that are in the TempTextures Directory that have the same name as an existing skin, will overwrite that skin in game.

So how do you get an existing skin name? You'll need to look at two of our 4 important files. First open your Ka-50.lua file (located `root\Ka-50\Scripts\Database\helicopters`) and pick a skin that you want to overwrite with one of your own. For this example we'll use the [Standard skin](#). As you can see the Standard skin is followed by a value of 0.

```
worldid = 155,
-- Countermeasures,
singleChargeTotal = 128,
cmds_Incrementation = 32,
chaffDefault = 0,
chaffChargeSize = 1,
flareDefault = 128,
flareChargeSize = 1,
cmds_Edit = "yes",

colorSchemes = {
  color_scheme({060AFECF-BFBD-44c5-9C47-D9B5EF35D104}, "Standard", 0),
  color_scheme({CC7B095B-038D-432e-B8D2-AE1F9A9F0E3A}, "Standard (faded)", 3),
  color_scheme({B72394A9-596C-433B-9F1F-742F67B1BCC1}, "Demo paint scheme # 22, \"Black Shark\"", 1),
  color_scheme({3E5CA0B0-C1CA-4b55-87BC-B230371124DA}, "Demo paint scheme #024", 2),
  color_scheme({AC7E6F33-30A3-4560-B80A-5509BDF89BBE}, "Demo paint scheme \"werewolf\"", 4),
  color_scheme({7763F118-6108-44F6-81A0-7CACC8B808BD}, "Fictional Turkey1 skin", 5),
  color_scheme({84E30899-5D49-4bdd-96F1-B0FA6AC9B2B6}, "Fictional snow splatter scheme", 6),
  color_scheme({19822419-B967-43fd-AD73-FC6E1E82E32C}, "Fictional Swedish scheme", 7),
  color_scheme({F7C01B4D-5F60-4de9-8C37-F9383EE0B844}, "Fictional Turkey scheme", 9),
}
```

Now we'll open the ka-50.skins file. We know that this value corresponds to the number in the Ka-50.skins file. So since we want to use the Standard skin, which has a number 0, we would look at the skin with a value of 0.0 (the first one)

```
argument = 70;

skin
{
  value = 0.0;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT1-DEF-01.bmp"};
  material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT1-DEF-01.bmp"};
  material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT1-DEF-03.bmp"};
  material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT1-DEF-04.bmp"};
  material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT1-DEF-05.bmp"};
  material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT1-DEF-06.bmp"};
  material = {"KA-50-vtulka_met", "Standart", "KA-50-PAINT1-DEF-02.bmp"};
  material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT1-DEF-03.bmp"};
  material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT1-DEF-05.bmp"};
  material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-St_Paint1.bmp"};
  material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-1.bmp"};
  material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMPart-1.bmp"};
  material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre.bmp"};
  material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B.bmp"};
}

skin
{
  value = 0.1;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT2-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT2-DEF-01.bmp"};
}
```

In quotes at the end of each material line is a bmp file. These files correspond to your psd files in the template.



After you have made your changes to the skin, and saved it, you want to then save it as a 24bit BMP. If you are going to use the TempTextures Directory route for checking your skin, you'll need to make sure the name of your BMP matches the name in the Ka-50.skins file.

NOTE: This must be an EXACT match. Including Capitols.

Example.

Following above we will stick with the use of the Standard Skin.

So we should save our KA-50-PAINT1.psd as a 24bit bmp called KA-50-PAINT1-DEF01.bmp and copy this into the TempTextures Directory. You would then go through and save and rename the rest of your files to match the file in the Ka-50.skins file.

Now when you load the game and use the Standard skin, you will see your custom skin instead.

This is a quick and easy way to check on your skin as you are working on it. It is also the only way to use a custom skin in a multiplayer game and be sure that other players will see something. In this case, you would see your custom skin, anyone else would see the default skin instead of your custom skin. The only other option for multiplayer is to make sure everyone playing has the same skins installed.

## Method 2: Manually adding skins without overwriting an existing skin

If method 1 was the fastest and easiest.....method 2 is without a doubt the longest and hardest.

Note: Backup any files you are going to edit, before you change them! If you have MODMAN installed and are using it, DO NOT USE THIS METHOD, use either Method 1 or 3.

So you've gone through and created a custom skin using the templates. Now what? First, you'll need to save each of the .psd files as a 24bit .bmp file. Naming does not matter so long as YOU know which template is which when you're done. (although it is easier if you stick with the existing naming conventions, see following example)

Template Name	Save as (where XXXX unique and related to your skin)
Ka-50_St_Paint1.psd	Ka-50_St_Paint_XXXX.bmp
KA-50-LRM.psd	KA-50-LRM_XXXX.bmp
KA-50-LRM_B.psd	KA-50-LRM_B_XXXX.bmp
KA-50-LRM_centre.psd	KA-50-LRM_centre_XXXX.bmp
KA-50-LRMpart.psd	KA-50-LRMpart_XXXX.bmp
KA-50-PAINT1.psd	KA-50-XXXX-DEF-01.bmp
KA-50-PAINT2.psd	KA-50-XXXX-DEF-02.bmp
KA-50-PAINT1-DEF-03.BMP	KA-50-XXXX-DEF-03.bmp
KA-50-PAINT4.psd	KA-50-XXXX-DEF-04.bmp
KA-50-PAINT5.psd	KA-50-XXXX-DEF-04.bmp

Now that you have your templates saved as unique bmps it's time to edit some game files.

Reminder: I take no responsibility if you mess-up your game or system doing this.

First thing we need to do is convert all of your bmps into a .cdds file. Now there are some restrictions when using CDDS Studio. The major one is you CAN NOT HAVE SPACES in any of the directories leading up to your directory where you bmp files are.

For example, GOOD:

C:\Documents\Folder\_With\_BMPS

BAD

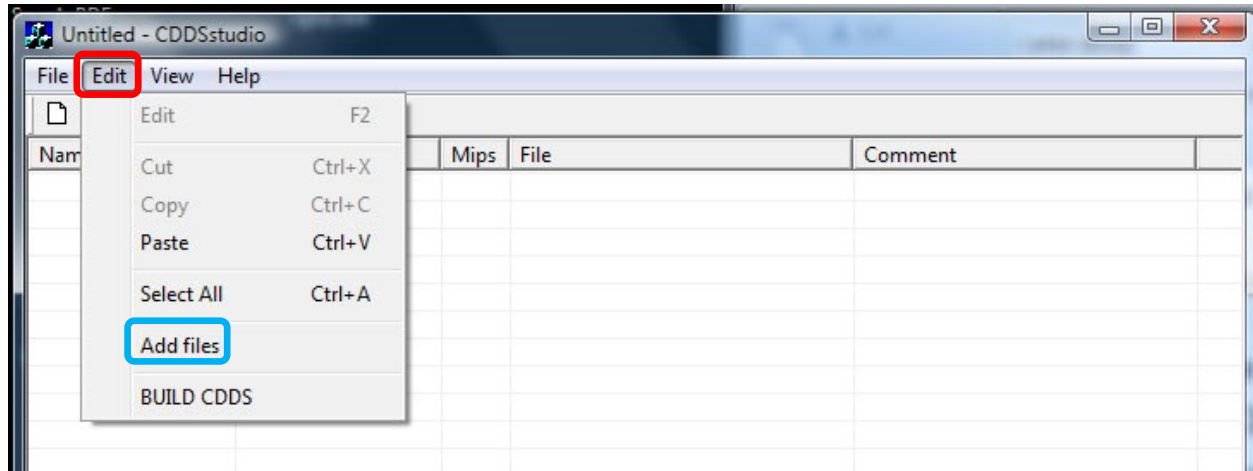
C:\My Documents\Folder\_With\_BMPS

Because the My Documents folder includes a space, CDDS Studio will fail when it attempts to make a .cdds file.

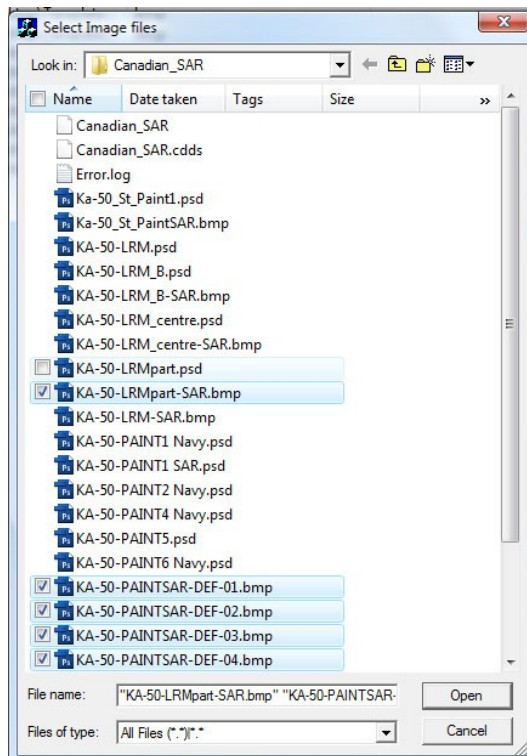
I generally create a directory with no spaces inside my CDDStudio directory as I find it easier to keep track of everything.

Now that your bmps are in an acceptable directory, lets open CDDS Studio by double clicking on CDDSstudio.exe

Now click on **Edit** and then **Add Files**.

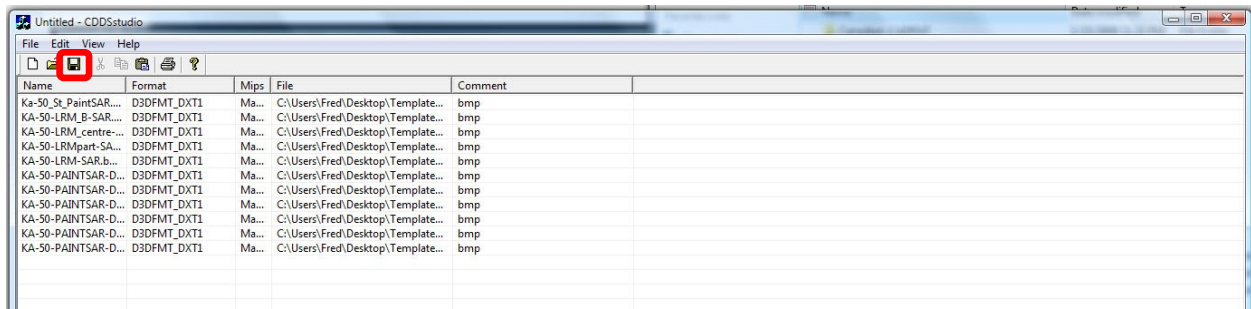


This will bring up a standard windows window where you can browse to you directory that has your bmps



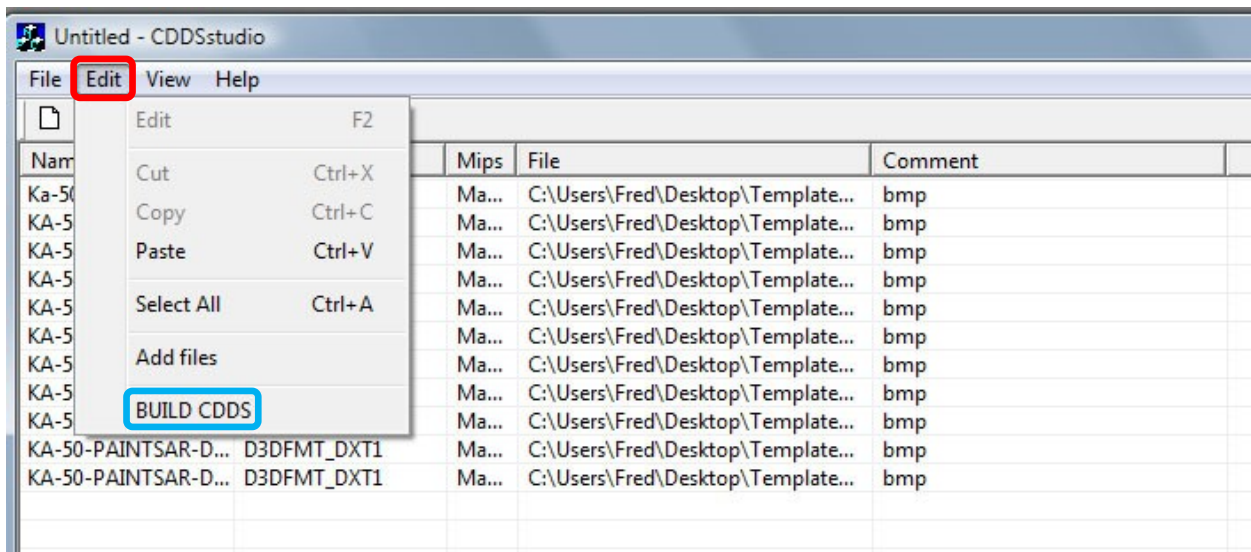
Once you've navigated to your directory, select all of the relevant template bmps and hit open.

You should end up with this:

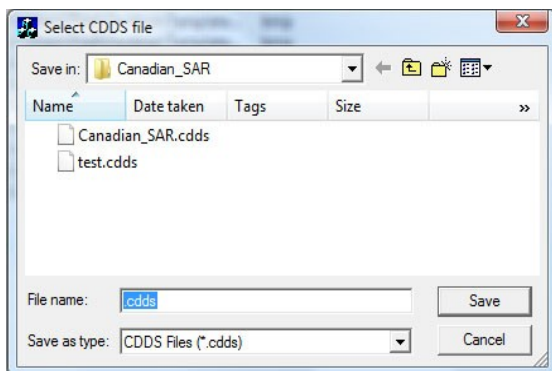


Now click on the **Floppy** and save your work. Use a name with NO SPACES.

Once you have saved your work, hit **Edit** and then **Build CDDS**



This will pop up a window asking you to pick a name. It should default to whatever you saved your work as. If it doesn't, you should see your file in the window and can select it.



Once you hit save, you should see a CMD window open and begin scrolling through the files. When it is done it will say to hit any key. When you hit a key it will close.

You now have your .cdds file.

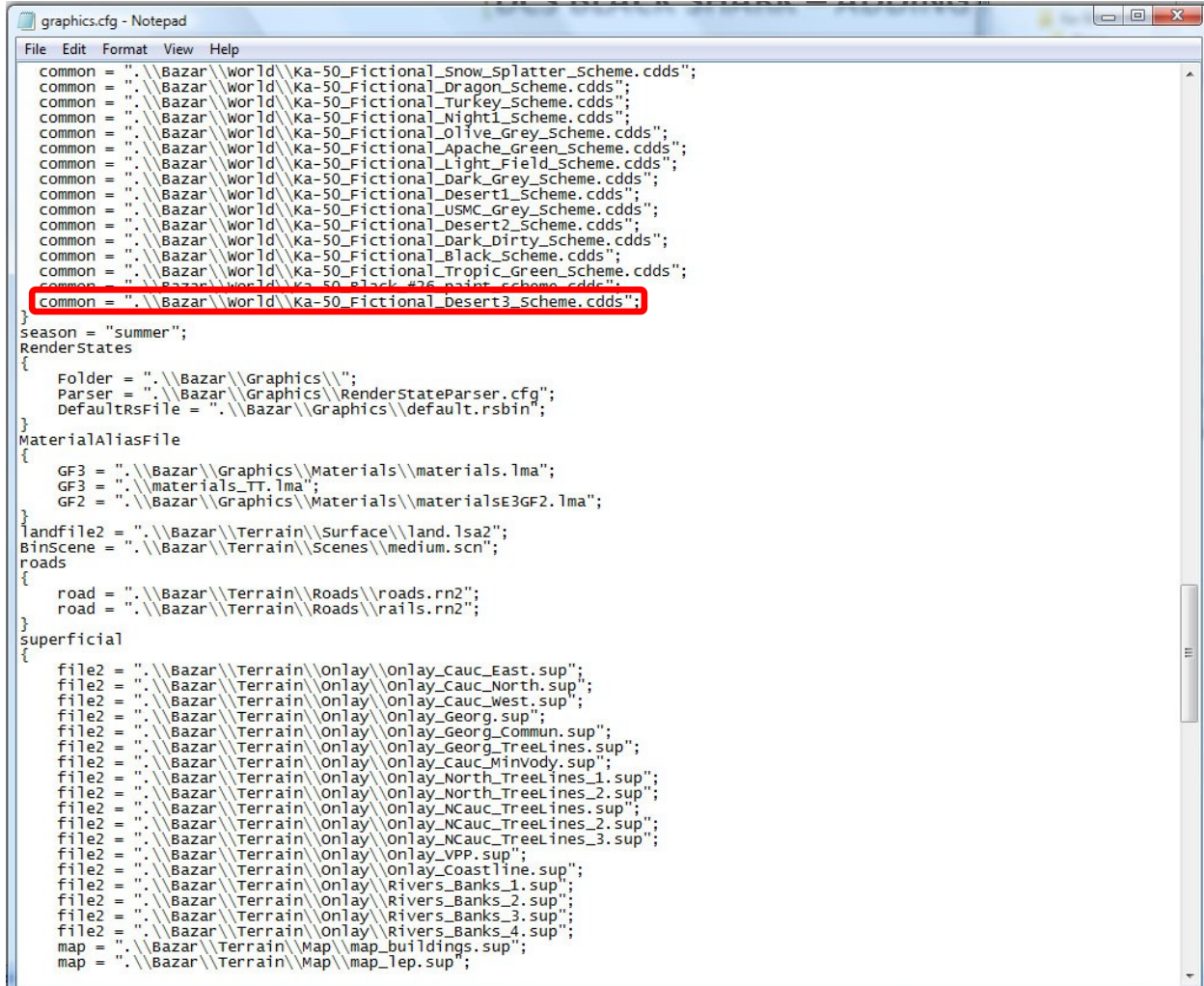
Note: If the CMD window just opens and closes right away, it means one of your directories has a space in the name.



Now that you have a .cdds file you need to copy it to the game, and tell the game its there.

First, copy your .cdds file into the *root\KA-50\Bazar\World* directory.

Then open the graphics.cfg file with notepad. (*root\KA-50\Config* directory)



```

graphics.cfg - Notepad
File Edit Format View Help
common = "..\\Bazar\\world\\Ka-50_Fictional_Snow_Splatter.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Dragon.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Turkey.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Night1.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Olive_Grey.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Apache_Green.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Light_Field.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Dark_Grey.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Desert1.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_USMC_Grey.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Desert2.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Dark_Dirty.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Black.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Tropic_Green.Scheme.cdds";
common = "..\\Bazar\\world\\Ka-50_Fictional_Desert3.Scheme.cdds";
}
season = "summer";
RenderStates
{
  Folder = "..\\Bazar\\Graphics\\";
  Parser = "..\\Bazar\\Graphics\\RenderStateParser.cfg";
  defaultRsFile = "..\\Bazar\\Graphics\\default.rsbin";
}
MaterialAliasFile
{
  GF3 = "..\\Bazar\\Graphics\\Materials\\materials.lma";
  GF3 = "..\\materials_tt.lma";
  GF2 = "..\\Bazar\\Graphics\\Materials\\materialsE3GF2.lma";
}
landfile2 = "..\\Bazar\\Terrain\\Surface\\land.lsa2";
BinScene = "..\\Bazar\\Terrain\\Scenes\\medium.scn";
roads
{
  road = "..\\Bazar\\Terrain\\Roads\\roads.rn2";
  road = "..\\Bazar\\Terrain\\Roads\\rails.rn2";
}
superficial
{
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Cauc_East.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Cauc_North.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Cauc_West.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Georg.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Georg_Communs.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Georg_Treelines.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Cauc_Minvody.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_North_Treelines_1.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_North_Treelines_2.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_NCauc_Treelines.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_NCauc_Treelines_2.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_NCauc_Treelines_3.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_VPP.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\onlay_Coastline.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\Rivers_Banks_1.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\Rivers_Banks_2.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\Rivers_Banks_3.sup";
  file2 = "..\\Bazar\\Terrain\\onlay\\Rivers_Banks_4.sup";
  map = "..\\Bazar\\Terrain\\Map\\map_buildings.sup";
  map = "..\\Bazar\\Terrain\\Map\\map_lep.sup";
}

```

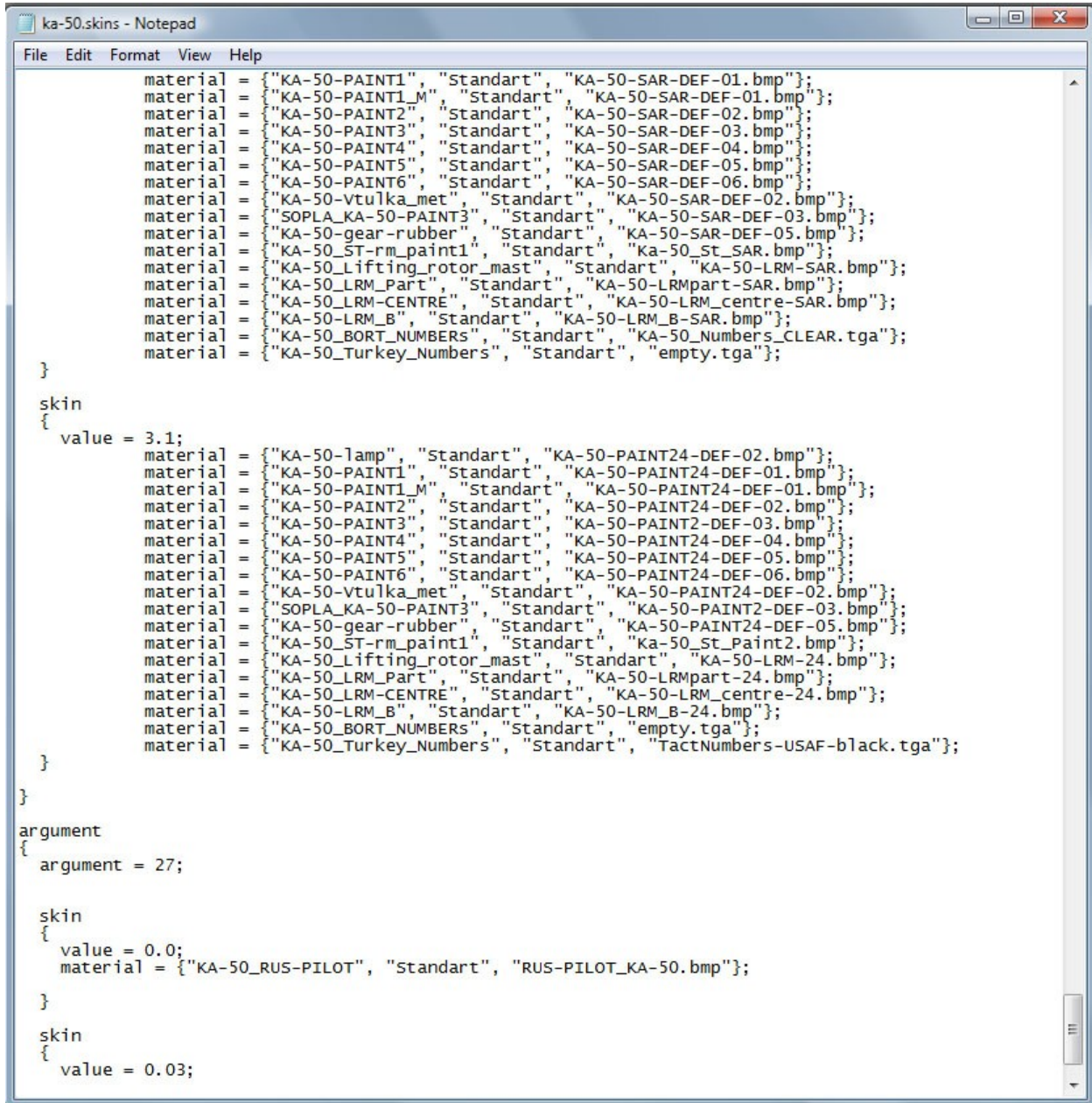
Now you will need to add a line after the **last skin**, using the same format, but inputting your cdds name. I find it easier to just copy the last line, past it in and rename the cdds file to my filename.

Once you have your cdds file added, close the file and save the changes.

Now we will move on to the ka-50.skins file.

Open the ka-50.skins file. (located in the root\KA-50\Bazar\World\Shapes directory)

Scroll through until you find the last entry for a skin



```

material = {"KA-50-PAINT1", "Standart", "KA-50-SAR-DEF-01.bmp"};
material = {"KA-50-PAINT1_M", "Standart", "KA-50-SAR-DEF-01.bmp"};
material = {"KA-50-PAINT2", "Standart", "KA-50-SAR-DEF-02.bmp"};
material = {"KA-50-PAINT3", "Standart", "KA-50-SAR-DEF-03.bmp"};
material = {"KA-50-PAINT4", "Standart", "KA-50-SAR-DEF-04.bmp"};
material = {"KA-50-PAINT5", "Standart", "KA-50-SAR-DEF-05.bmp"};
material = {"KA-50-PAINT6", "Standart", "KA-50-SAR-DEF-06.bmp"};
material = {"KA-50-Vtulka_met", "Standart", "KA-50-SAR-DEF-02.bmp"};
material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-SAR-DEF-03.bmp"};
material = {"KA-50-gear-rubber", "Standart", "KA-50-SAR-DEF-05.bmp"};
material = {"KA-50-ST-rm_paint1", "Standart", "Ka-50-St_SAR.bmp"};
material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-SAR.bmp"};
material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-SAR.bmp"};
material = {"KA-50-LRM-CENTRE", "Standart", "KA-50-LRM_centre-SAR.bmp"};
material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-SAR.bmp"};
material = {"KA-50_BORT_NUMBERS", "Standart", "ka-50_Numbers_CLEAR.tga"};
material = {"KA-50_Turkey_Numbers", "Standart", "empty.tga"};
}

skin
{
    value = 3.1;
    material = {"KA-50-lamp", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
    material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
    material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
    material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
    material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
    material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT24-DEF-04.bmp"};
    material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
    material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT24-DEF-06.bmp"};
    material = {"KA-50-Vtulka_met", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
    material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
    material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
    material = {"KA-50-ST-rm_paint1", "Standart", "Ka-50-St_Paint2.bmp"};
    material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-24.bmp"};
    material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-24.bmp"};
    material = {"KA-50-LRM-CENTRE", "Standart", "KA-50-LRM_centre-24.bmp"};
    material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-24.bmp"};
    material = {"KA-50_BORT_NUMBERS", "Standart", "empty.tga"};
    material = {"KA-50_Turkey_Numbers", "Standart", "TactNumbers-USAF-black.tga"};
}

}

argument
{
    argument = 27;

    skin
    {
        value = 0.0;
        material = {"KA-50_RUS-PILOT", "Standart", "RUS-PILOT_KA-50.bmp"};
    }

    skin
    {
        value = 0.03;
    }
}

```

Now I find the easiest way to do this is to copy the last entry and past it back in. You should end up with something like this:

```

ka-50.skins - Notepad
File Edit Format View Help

skin
{
  value = 3.1;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
  material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
  material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
  material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT24-DEF-04.bmp"};
  material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
  material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT24-DEF-06.bmp"};
  material = {"KA-50-vtulka_met", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
  material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
  material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-St_Paint2.bmp"};
  material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-24.bmp"};
  material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-24.bmp"};
  material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre-24.bmp"};
  material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-24.bmp"};
  material = {"KA-50_BORT_NUMBERS", "Standart", "empty.tga"};
  material = {"KA-50_Turkey_Numbers", "Standart", "TactNumbers-USAF-black.tga"};
}

{
  value = 3.1;
  material = {"KA-50-lamp", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
  material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT24-DEF-01.bmp"};
  material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
  material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT24-DEF-04.bmp"};
  material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
  material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT24-DEF-06.bmp"};
  material = {"KA-50-vtulka_met", "Standart", "KA-50-PAINT24-DEF-02.bmp"};
  material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT24-DEF-03.bmp"};
  material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT24-DEF-05.bmp"};
  material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-St_Paint2.bmp"};
  material = {"KA-50_Lifting_rotor_mast", "Standart", "KA-50-LRM-24.bmp"};
  material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-24.bmp"};
  material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre-24.bmp"};
  material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-24.bmp"};
  material = {"KA-50_BORT_NUMBERS", "Standart", "empty.tga"};
  material = {"KA-50_Turkey_Numbers", "Standart", "TactNumbers-USAF-black.tga"};
}

argument
{
  argument = 27;

  skin
  {
    value = 0.0;
    material = {"KA-50_RUS-PILOT", "Standart", "RUS-PILOT_KA-50.bmp"};
  }

  skin

```

Now you will need to change the **value** (increase it by one) In this case we would change it to 3.2

Then you can go through and rename the **bmps** to whatever you called your files.

This is important. The names must be EXACT matches to what your files are. They are space and Case sensitive.

Example: Good.

Filename in .cdds KA-50-XXXX-DEF-02.bmp to KA-50-XXXX-DEF-02.bmp in the ka-50.skins file

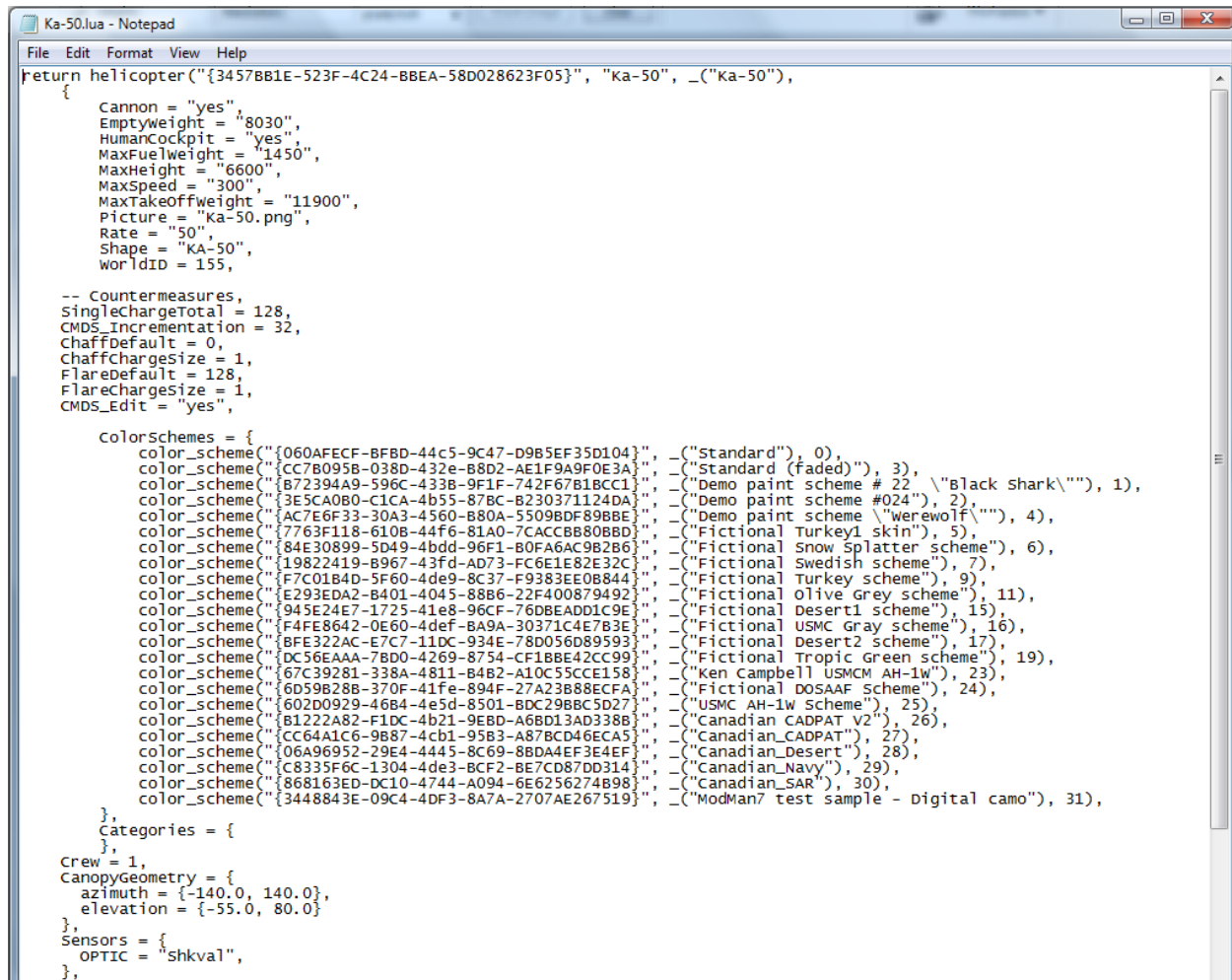
BAD

Filename in .cdds KA-50-XXXX-DEF-02.bmp to Ka-50-XXXX-DEF-02.bmp in the ka-50.skins file

Now we will move on to the Ka-50.lua file.



Open the Ka-50.lua (located in the `root\KA-50\Scripts\Database\helicopters` directory)



```

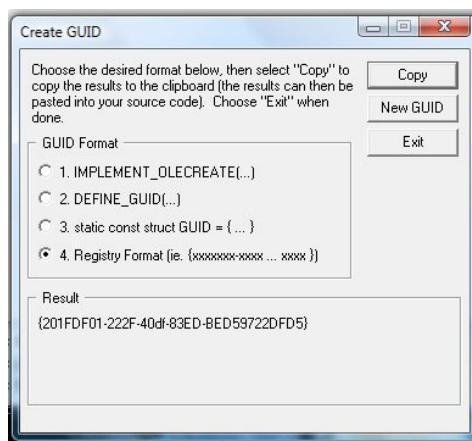
return helicopter("{3457BB1E-523F-4C24-BBEA-58D028623F05}", "Ka-50", _("Ka-50"),
{
    Cannon = "yes",
    Emptyweight = "8030",
    HumanCockpit = "yes",
    MaxFuelweight = "1450",
    MaxHeight = "6600",
    MaxSpeed = "300",
    MaxTakeoffweight = "11900",
    Picture = "Ka-50.png",
    Rate = "50",
    Shape = "KA-50",
    worldID = 155,

    -- Countermeasures,
    SinglechargeTotal = 128,
    CMDS_Incrementation = 32,
    ChaffDefault = 0,
    ChaffChargeSize = 1,
    FlareDefault = 128,
    FlareChargeSize = 1,
    CMDS_Edit = "yes",

    colorschemes = {
        color_scheme("{060AFECF-BFBD-44C5-9C47-D9B5EF35D104}", _("Standard"), 0),
        color_scheme("{CC7B095B-038D-432E-B8D2-AE1F9A9F0E3A}", _("Standard (faded)"), 3),
        color_scheme("{B72394A9-596C-433B-9F1F-742F67B1BC11}", _("Demo paint scheme # 22. \"Black shark\""), 1),
        color_scheme("{3E5CA0B0-C1CA-4b55-87BC-B230371124DA}", _("Demo paint scheme #024"), 2),
        color_scheme("{AC7E6F33-30A3-4560-B80A-5509BDF89BBE}", _("Demo paint scheme \"werewolf\""), 4),
        color_scheme("{7763F118-610B-44f6-81A0-7CACC8808BBD}", _("Fictional Turkey1 skin"), 5),
        color_scheme("{84E30899-5D49-4bdd-96F1-B0FA6AC9B2B6}", _("Fictional Snow Splatter scheme"), 6),
        color_scheme("{19822419-B967-43fd-AD73-FC6E1E82E32C}", _("Fictional Swedish scheme"), 7),
        color_scheme("{F7C01B4D-5F60-4de9-8C37-F9383EE0B844}", _("Fictional Turkey scheme"), 9),
        color_scheme("{E293EDA2-B401-4045-88B6-22F400879492}", _("Fictional Olive Grey scheme"), 11),
        color_scheme("{945E24E7-1725-41e8-96CF-76D8EADD1C9E}", _("Fictional Desert1 scheme"), 15),
        color_scheme("{F4FE8642-0E60-4def-BA9A-30371C4E7B3E}", _("Fictional USMC Gray scheme"), 16),
        color_scheme("{BFE322AC-E7C7-11DC-934E-78D056D89593}", _("Fictional Desert2 scheme"), 17),
        color_scheme("{DC56EAAA-7BD0-4269-8754-CF1B8E42CC99}", _("Fictional Tropic Green scheme"), 19),
        color_scheme("{67C39281-338A-4811-B4B2-A10C55CC1E58}", _("Ken Campbell USMCM AH-1W"), 23),
        color_scheme("{6D59B28B-370F-41fe-894F-27A23B88ECFA}", _("Fictional DOSAAF scheme"), 24),
        color_scheme("{602D0929-46B4-4e5d-8501-BDC29BBC5D27}", _("USMC AH-1W Scheme"), 25),
        color_scheme("{B122A82-F1DC-4b21-9EBD-A6BD13AD338B}", _("Canadian CADPAT V2"), 26),
        color_scheme("{CC64A1C6-9B87-4cb1-95B3-A87BCD46ECA5}", _("Canadian CADPAT"), 27),
        color_scheme("{06A96952-29E4-4445-8C69-8BDA4EF3E4EF}", _("Canadian_Desert"), 28),
        color_scheme("{C8335F6C-1304-4de3-BCF2-BE7CD87DD314}", _("Canadian_Navy"), 29),
        color_scheme("{868163ED-DC10-4744-A094-6E6256274B98}", _("Canadian_SAR"), 30),
        color_scheme("{3448843E-09C4-4DF3-8A7A-2707AE267519}", _("ModMan7 test sample - Digital camo"), 31),
    },
    Categories = {
    },
    Crew = 1,
    CanopyGeometry = {
        azimuth = {-140.0, 140.0},
        elevation = {-55.0, 80.0}
    },
    Sensors = {
        OPTIC = "shkval",
    },
}

```

Now you will need to add another line at the end of the color schemes. You will need to create a unique GUID using the GUIDGEN program.



Make sure you have Registry Format selected. It will create a unique GUID for you.

Then hit the copy button to copy the ID.

On the new line you are creating in the Ka-50.lua file, hit paste or CTRL+V to add the new ID. You will need to make sure the formatting stays the same for the line.

Then add whatever you want your skin to be called in "" at the end.

And finally add the value number from your ka-50.skins file at the end. In our case 32.



Now we'll edit the last file.

Open db\_countries.lua (Located in the root\KA-50\Scripts\Database directory)

```

cnt_unit("{616C3D4B-37BA-47EA-BC78-EBDDF62C086E}", "BMP-3"),
cnt_unit("{5231B5F9-15E5-4B6C-8B22-374CEEC378BE}", "BTR-D"),
cnt_unit("{1C4F9C25-EDBD-429E-B95A-083ABFE82B95}", "S-300PS 54K6 cp"),
cnt_unit("{672D3629-C30C-4ba5-A54D-68728E8C35E5}", "GAZ-3307"),
cnt_unit("{4CC190E5-CC9B-4c66-8071-C5A807B8DBB9}", "GAZ-66"),
cnt_unit("{DFABA701-5202-4d78-91FF-EAE6525099EC}", "GAZ-3308"),
cnt_unit("{9A2584F4-2FEE-4f3c-A47F-35D97995FCE1}", "MAZ-6303"),
cnt_unit("{4C763AC0-89AC-43a8-88D1-8FB710F42603}", "ZIL-4331"),
cnt_unit("{6938858-F64A-4af0-B4EF-0BE24B8406A6}", "SKP-11 Mobile Command Post"),
cnt_unit("{B1BD673F-11B7-4a0c-8719-A81D06DD02E34}", "Ural-4320T"),
cnt_unit("{D61DB6DA-E56D-4439-88A0-37F8615A44C2}", "Ural-4320-31 Armored"),
cnt_unit("{E8DC1D50-7463-4dfa-86D7-2F81C1214D06}", "Ural ATSP-6 Fire-Engine"),
cnt_unit("{A207B91F-77F0-4647-8D74-88A9D3851EAD}", "ZIL-131 APA-80 Ground Power Unit"),
cnt_unit("{4D98849E-2A76-4017-9356-B9852B39EBA6}", "ZIL-131 KUNG"),
cnt_unit("{82DAF699-2456-43F7-811D-76B922288915}", "Ural-375 APA-50 Ground Power Unit"),
cnt_unit("{B76231A9-488A-41e0-8EAD-65785077FC0C}", "ZU-23 Emplacement"),
cnt_unit("{773F294C-4057-4789-892C-643BE8619778}", "ZU-23 Emplacement Closed"),
cnt_unit("{96E2A468-E0D6-4e7f-A618-7C29E4DAD176}", "Ural-375 ZU-23"),
cnt_unit("{B00A39DC-A02C-41ec-A041-51163608CB9C}", "MTLB"),
cnt_unit("{40B742B7-3683-4fe5-A72A-A4E7E428159F}", "T-72B"),
cnt_unit("{277D9D98-7414-e14-8B07-F7966C490284}", "SA-18 Iгла-S manpad"),
cnt_unit("{44232141-5D7E-4c29-9425-5970278183B9}", "SA-18 Iгла-S comm"),
cnt_unit("{64066D8C-3785-4baf-A347-C585FE29746E}", "T-55"),
cnt_unit("{3FED785C-D336-45bb-82AF-BB02F8F5F394}", "Paratrooper RPG-16"),
cnt_unit("{4EF38747-79E3-4b61-8D80-FA4BE4338E2}", "Paratrooper AKS-74"),

cnt_unit("{0ECCCF2B-61D9-462a-A38A-5BBFA917F37F}", "Boman"),
cnt_unit("{1e92e0f5-c183-4bc5-a4dd-2a437eff526b}", "Sandbox"),
cnt_unit("{2dde8bcd-759c-4347-a4e3-eeec6c2c40a4}", "Bunker"),
},
},
Helicopters
{
CATID = "{828CEADE-3F1D-40aa-93CE-8CDB73FE2710}",
Helicopter =
{
cnt_unit("{3457BB1E-523F-4C24-BBEA-58D078623F05}", "Ka-50" {
color_scheme("{060AFECF-BFBD-44c5-9C47-D9B5EF35D104}", "Standard"),
color_scheme("{CC78095B-038D-432e-B8D2-AE1F9A9F0E3A}", "Standard (faded)"),
color_scheme("{3E5CA080-C1CA-4b55-87BC-B230371124DA}", "Demo paint scheme #024"),
color_scheme("{B72394A9-596C-433B-9F1F-742F6781BCC1}", "Demo paint scheme # 22 \"Black Shark\""),
color_scheme("{AC7E6F33-30A3-4560-B80A-5509BDF89BBE}", "Demo paint scheme \"werewolf\""),
color_scheme("{84E30899-5d49-4bdd-96F1-B0FA6AC9B2B6}", "Fictional Snow Splatter scheme"),
color_scheme("{19822419-B967-43fd-AD73-FC6E1E82E32C}", "Fictional Swedish scheme"),
color_scheme("{E293EDA2-B401-4045-88B6-22F400879492}", "Fictional Olive Grey scheme"),
color_scheme("{BFE322AC-E7C7-11DC-934E-78D056D89593}", "Fictional Desert2 scheme"),
color_scheme("{DC56EAAA-7BD0-4269-8754-CF1BBE42CC99}", "Fictional Tropic Green scheme"),
color_scheme("{67C39281-338A-4811-B4B2-A10C55CCE158}", "Ken Campbell USMCM AH-1W"),
color_scheme("{6D59B28B-370F-41fe-894F-27A23B88ECFA}", "Fictional DOSAAF Scheme"),
color_scheme("{602D0929-46B4-4e5d-8501-BDC29B8C5D27}", "USMC AH-1W Scheme"),
color_scheme("{B1222A82-F1DC-4b21-9EBD-A6BD13AD338B}", "Canadian CADPAT V2"),
color_scheme("{CC64A1C6-9B87-4cb1-95B3-A87BCD46ECA5}", "Canadian CADPAT"),
color_scheme("{06A96952-29E4-4445-8C69-8BDA4EF3E4EF}", "Canadian Desert"),
color_scheme("{C8335F6C-1304-4de3-BCF2-BE7CD87DD314}", "Canadian Navy"),
color_scheme("{868163ED-DC10-4744-A094-6E6256274B98}", "Canadian SAR"),
color_scheme("{3448843E-09C4-4DF3-8A7A-2707AE267519}", "ModMan7 test sample - Digital camo"),
}
}),
cnt_unit("{0903DF50-B9FA-441E-B94D-8F03DFF3E40D}", "" {
color_scheme("{75E7691D-19E1-40B4-8123-F8F8BD1CC621}", "Standard 1"),

```

Here you have a couple of options. You'll need to scroll down to the country of your choice, and the Helicopters heading. I stick with Russia as I find it's the fastest for selecting them in game, but you can your skin to any country that has a Helicopters heading followed by the **cnt\_unit Ka-50**.

Again, you'll need to add a line after the last skin in the list. The easiest way is to copy the entire line from the Ka-50.lua file, and just delete the number at the end. If you do add it manually, the color\_scheme number and name must MATCH the number and name in the Ka-50.lua file.

Well, after all of that you should be able to run the game and select your skin.

### Method 3 – Adding a skin using MODMAN 7.1 or later

(or making an existing skin MODMAN compliant)

The first step is the same as for Method 2. You need to convert your bmp files to a cdds file.

So you've gone through and created a custom skin using the templates. Now what? First, you'll need to save each of the .psd files as a 24bit .bmp file. Naming does not matter so long as YOU know which template is which when you're done. (although it is easier if you stick with the existing naming conventions, see following example)

Template Name	Save as (where XXXX unique and related to your skin)
Ka-50_St_Paint1.psd	Ka-50_St_Paint_XXXX.bmp
KA-50-LRM.psd	KA-50-LRM_XXXX.bmp
KA-50-LRM_B.psd	KA-50-LRM_B_XXXX.bmp
KA-50-LRM_centre.psd	KA-50-LRM_centre_XXXX.bmp
KA-50-LRMpart.psd	KA-50-LRMpart_XXXX.bmp
KA-50-PAINT1.psd	KA-50-XXXX-DEF-01.bmp
KA-50-PAINT2.psd	KA-50-XXXX-DEF-02.bmp
KA-50-PAINT1-DEF-03.BMP	KA-50-XXXX-DEF-03.bmp
KA-50-PAINT4.psd	KA-50-XXXX-DEF-04.bmp
KA-50-PAINT5.psd	KA-50-XXXX-DEF-04.bmp

Now that you have your templates saved as unique bmps it's time to edit some game files.

Reminder: I take no responsibility if you mess-up your game or system doing this.

First thing we need to do is convert all of your bmps into a .cdds file. Now there are some restrictions when using CDDS Studio. The major one is you CAN NOT HAVE SPACES in any of the directories leading up to your directory where you bmp files are.

For example, GOOD:

C:\Documents\Folder\_With\_BMPS

BAD

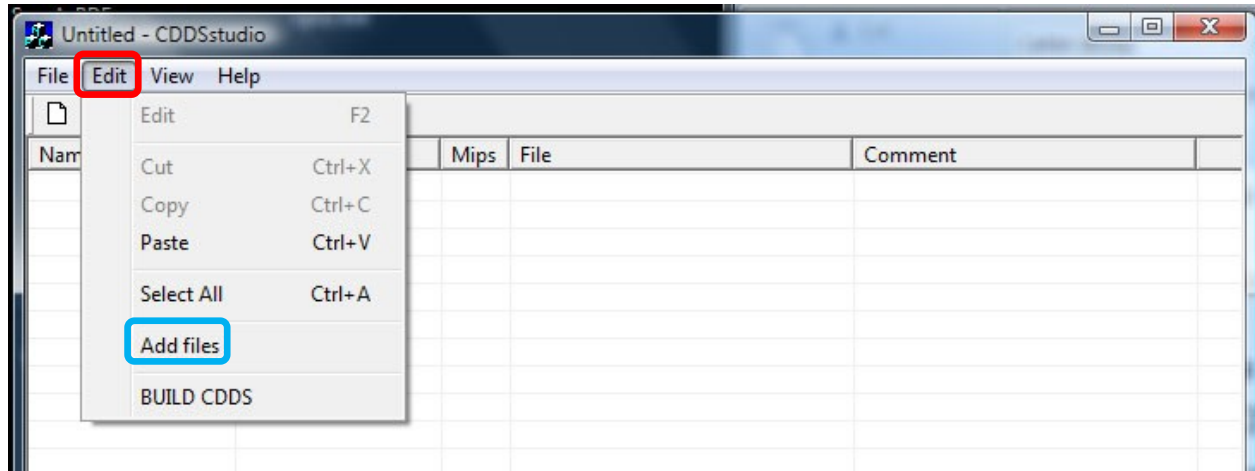
C:\My Documents\Folder\_With\_BMPS

Because the My Documents folder includes a space, CDDS Studio will fail when it attempts to make a .cdds file.

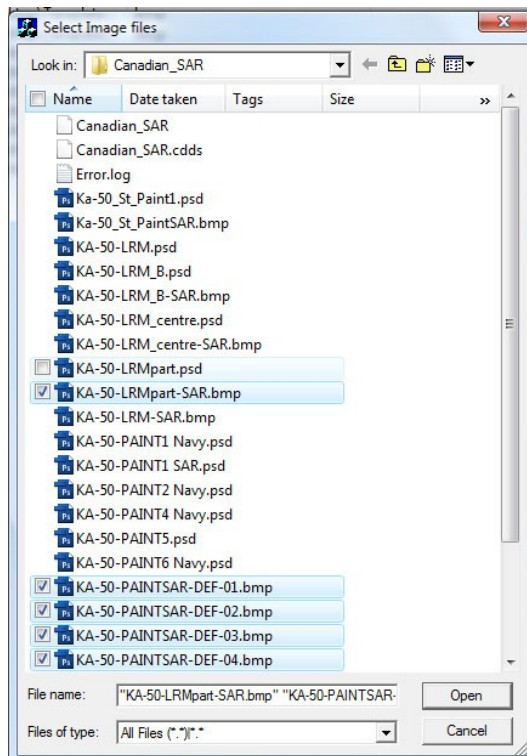
I generally create a directory with no spaces inside my CDDStudio directory as I find it easier to keep track of everything.

Now that your bmps are in an acceptable directory, lets open CDDS Studio by double clicking on CDDSstudio.exe

Now click on **Edit** and then **Add Files**.

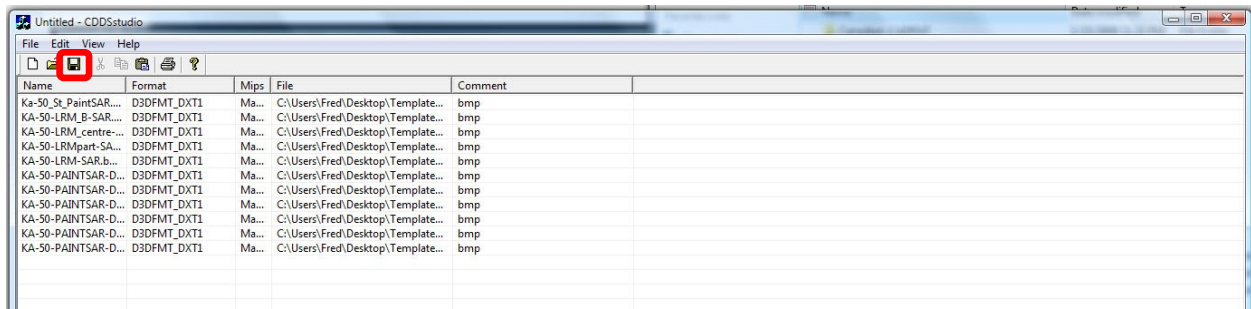


This will bring up a standard windows window where you can browse to you directory that has your bmps



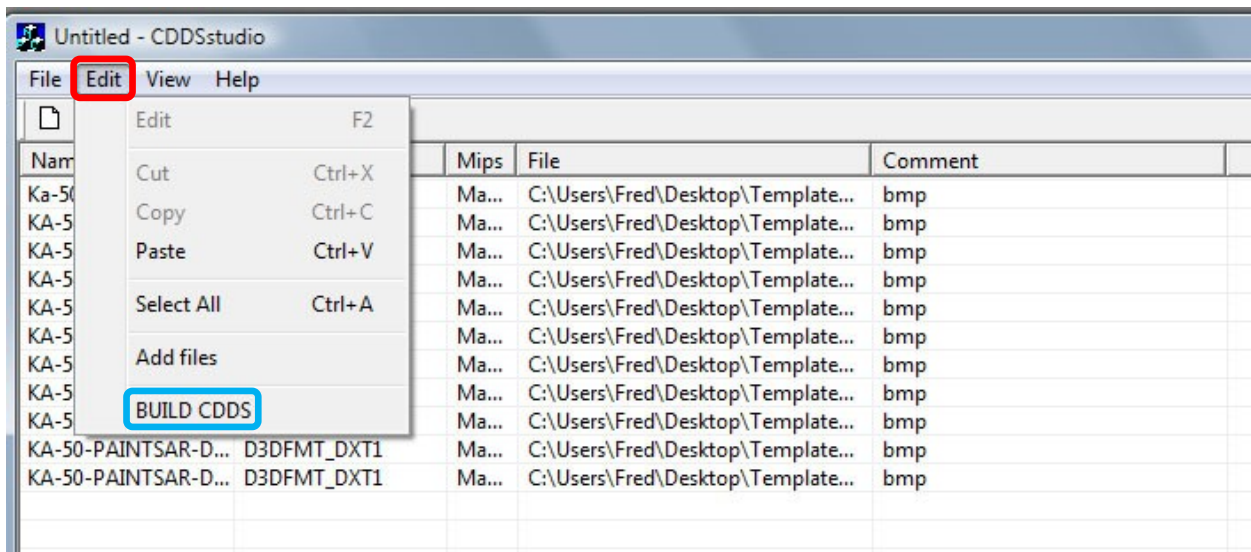
Once you've navigated to your directory, select all of the relevant template bmps and hit open.

You should end up with this:

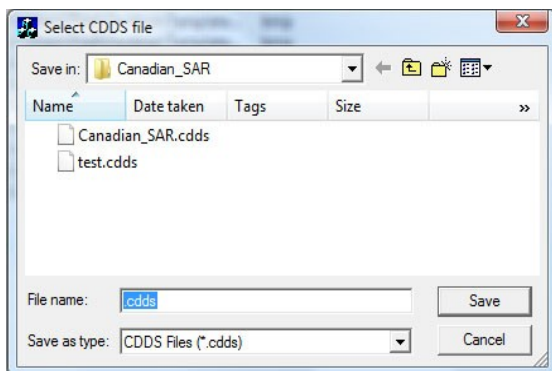


Now click on the **Floppy** and save your work. Use a name with NO SPACES.

Once you have saved your work, hit **Edit** and then **Build CDDS**



This will pop up a window asking you to pick a name. It should default to whatever you saved your work as. If it doesn't, you should see your file in the window and can select it.



Once you hit save, you should see a CMD window open and begin scrolling through the files. When it is done it will say to hit any key. When you hit a key it will close.

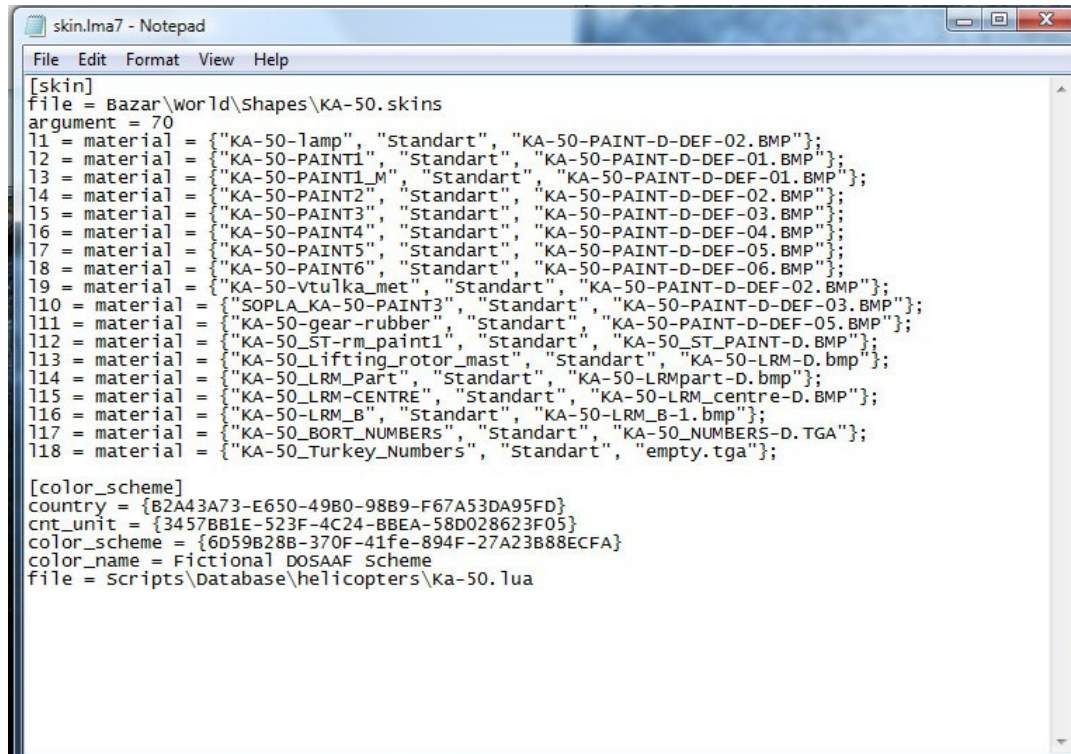
You now have your .cdds file.

Note: If the CMD window just opens and closes right away, it means one of your directories has a space in the name.



Now that we have a .cdds file, the process changes drastically from Method 2 and becomes MUCH easier.

You will need to create a skin.lm7 file for MODMAN to use. I just open the one that comes with MODMAN as an example and edit it.



```
[skin]
file = Bazar\world\Shapes\KA-50.skins
argument = 70
l1 = material = {"KA-50-lamp", "Standart", "KA-50-PAINT-D-DEF-02.BMP"};
l2 = material = {"KA-50-PAINT1", "Standart", "KA-50-PAINT-D-DEF-01.BMP"};
l3 = material = {"KA-50-PAINT1_M", "Standart", "KA-50-PAINT-D-DEF-01.BMP"};
l4 = material = {"KA-50-PAINT2", "Standart", "KA-50-PAINT-D-DEF-02.BMP"};
l5 = material = {"KA-50-PAINT3", "Standart", "KA-50-PAINT-D-DEF-03.BMP"};
l6 = material = {"KA-50-PAINT4", "Standart", "KA-50-PAINT-D-DEF-04.BMP"};
l7 = material = {"KA-50-PAINT5", "Standart", "KA-50-PAINT-D-DEF-05.BMP"};
l8 = material = {"KA-50-PAINT6", "Standart", "KA-50-PAINT-D-DEF-06.BMP"};
l9 = material = {"KA-50-Vtulka_met", "Standart", "KA-50-PAINT-D-DEF-02.BMP"};
l10 = material = {"SOPLA_KA-50-PAINT3", "Standart", "KA-50-PAINT-D-DEF-03.BMP"};
l11 = material = {"KA-50-gear-rubber", "Standart", "KA-50-PAINT-D-DEF-05.BMP"};
l12 = material = {"KA-50-ST-rm_paint1", "Standart", "KA-50-ST_PAINT-D.BMP"};
l13 = material = {"KA-50-Lifting_rotor_mast", "Standart", "KA-50-LRM-D.bmp"};
l14 = material = {"KA-50_LRM_Part", "Standart", "KA-50-LRMpart-D.bmp"};
l15 = material = {"KA-50_LRM-CENTRE", "Standart", "KA-50-LRM_centre-D.BMP"};
l16 = material = {"KA-50-LRM_B", "Standart", "KA-50-LRM_B-1.bmp"};
l17 = material = {"KA-50_BORT_NUMBERS", "Standart", "KA-50_NUMBERS-D.TGA"};
l18 = material = {"KA-50_Turkey_Numbers", "Standart", "empty.tga"};

[color_scheme]
country = {B2A43A73-E650-49B0-98B9-F67A53DA95FD}
cnt_unit = {3457BB1E-523F-4C24-BBEA-58D028623F05}
color_scheme = {6D59B28B-370F-41fe-894F-27A23B88ECFA}
color_name = Fictional DOSAAF Scheme
file = Scripts\Database\helicopters\Ka-50.lua
```

Now you need to change each of the bmp names in the lm7 file to the filenames used in your cdds.

This is important. The names must be EXACT matches to what your files are. They are space and Case sensitive.

Example: Good.

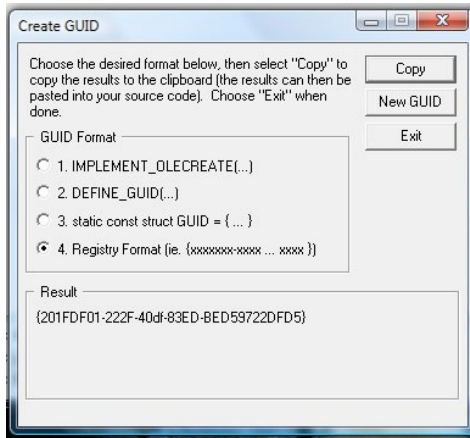
Filename in .cdds KA-50-XXXX-DEF-02.bmp to KA-50-XXXX-DEF-02.bmp in the skin.lm7 file

BAD

Filename in .cdds KA-50-XXXX-DEF-02.bmp to Ka-50-XXXX-DEF-02.bmp in the skin.lm7 file

You also have the option of changing the country that your skin will show up in. The default is Russia. There is a list of available country ID's on the [DCS Forums](#). You would just need to copy the new country ID over the existing one in the skins.lm7

Now you will need to create a specific color\_scheme ID using GUIDGEN.



Make sure you have Registry Format selected. It will create a unique GUID for you.

Then hit the copy button to copy the ID.

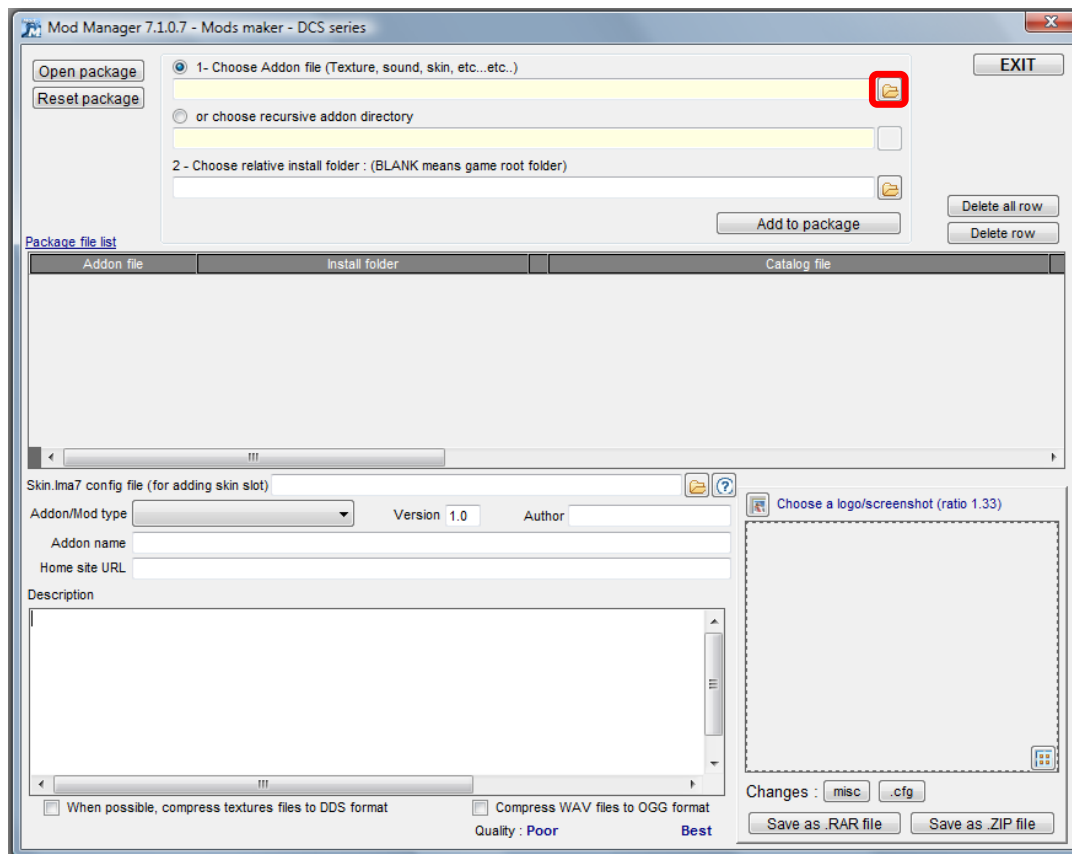
Paste the ID into the color\_scheme in the skins.lma7 file.

The last thing to do in the skins.lma7 file is to give your skin a name. Once that's done, close it and save the changes.

Now open MODMAN.

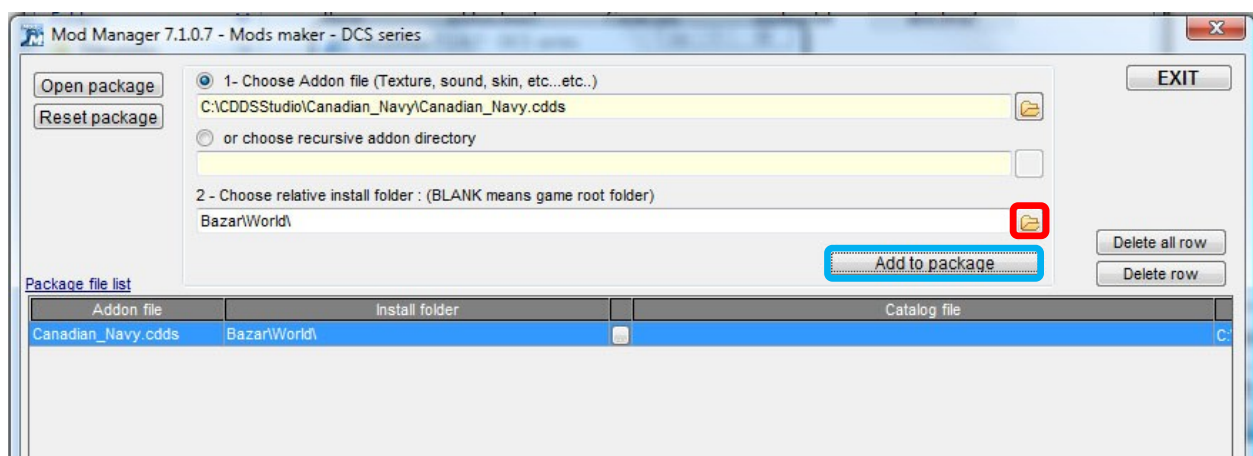


And click on **Mods Maker**.



This is where the goodness happens ☺

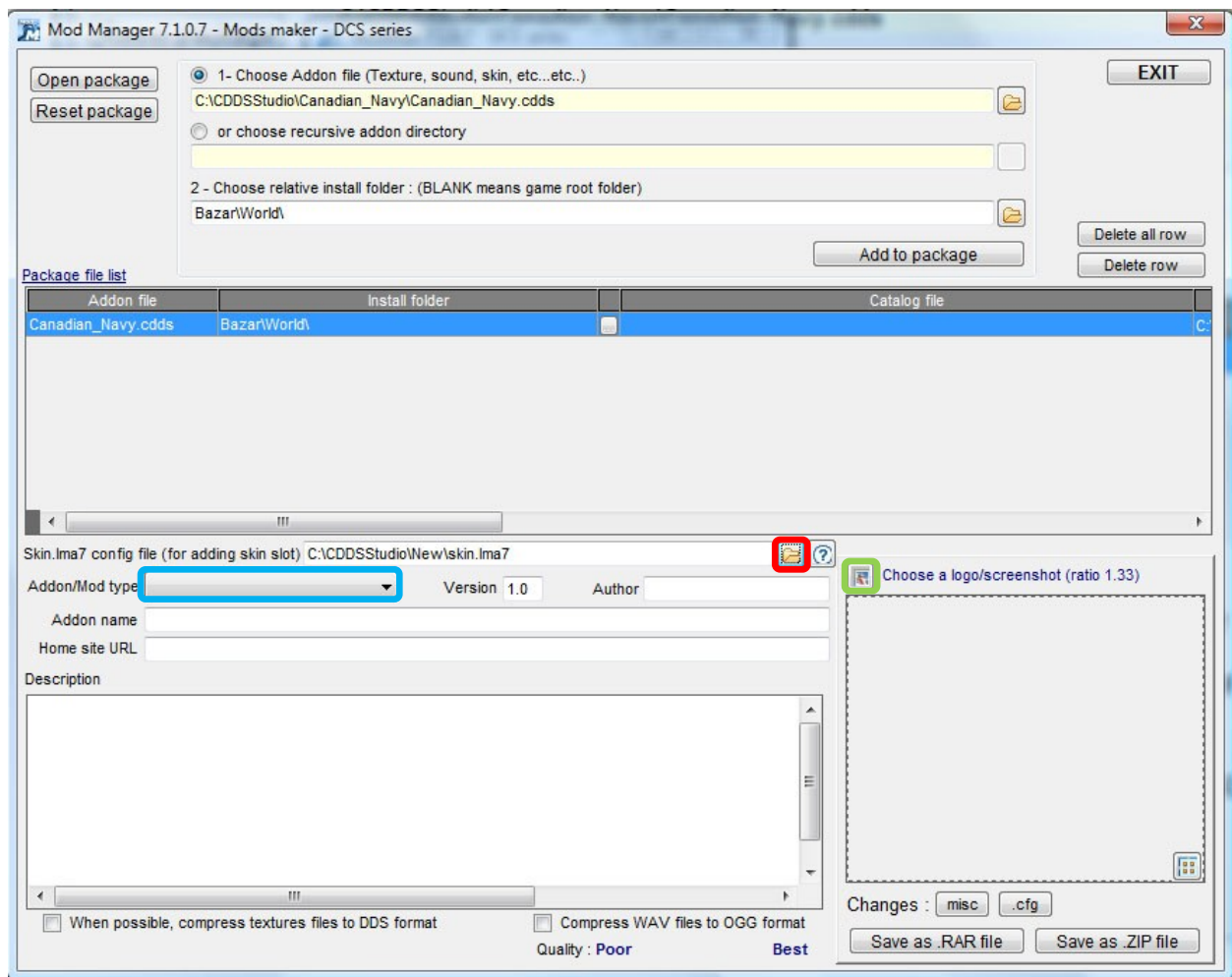
Click on the **Open File** for choose addon file. Then navigate to your .cdds file and hit open.



Depending on the mood it's in, it may automatically fill out the relative install folder like above. If it's still blank, just hit the **open file** and navigate to root\Bazar\World\

Then hit the **Add to package** button and it should look similar to above.

Next we'll add the skin.lma7 file.



Again, click on the **Open File** button. Navigate to where your skin.lma7 file is and hit open. It should be similar to above (it will fill out the location of the file you selected)

Next you can select the add-on type from the pull **down menu**. (KA-50 Skins in our case)

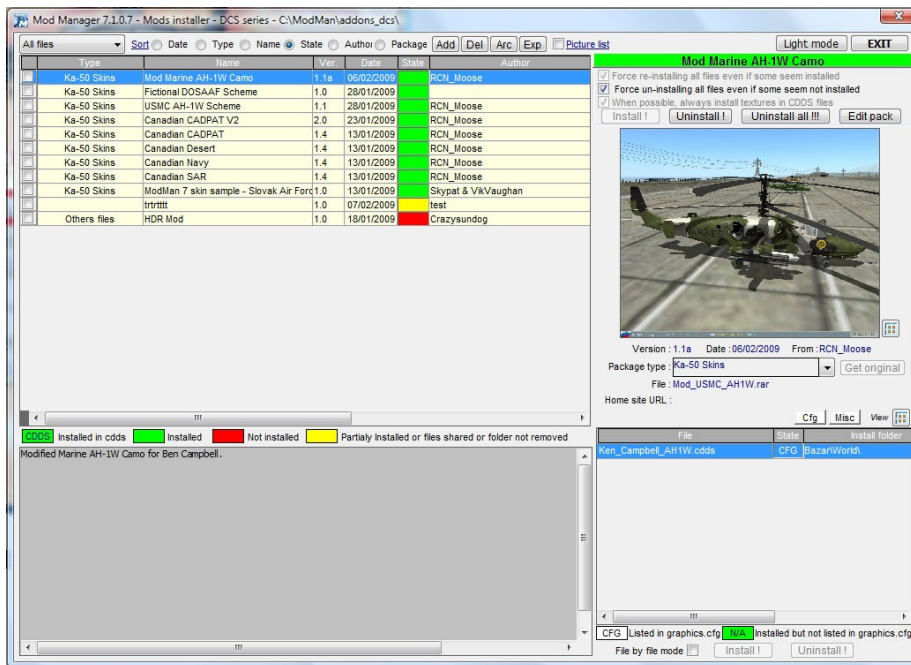
Then fill in the pertinent information, author, name, description etc.

Finally if you have a picture of your skin, you can hit the **choose logo** button to open a window, navigate to the pic, and add it.

Once you have everything filled in, save it as a RAR or ZIP file (it will ask you for a name) and your Skin is now created. You can then hit EXIT to go back to the MODMAN main screen.



Now to install your skin in the game, select **Mods Installer**.



This will bring up a window with all the MODS you currently have (installed or not)

If the STATE is Green, you MOD is installed.

If it's Red it is NOT installed.

To install, select your Skin, then hit Install.

To remove it, select

your skin, then hit uninstall. When you're done, hit EXIT, then close MODMAN and play Blackshark with your newly added skins. ☺