CDDS

CDDS Tutorial v 3 for Lockon: Flaming Cliffs

In this tutorial I'll explain how to install textures into Lockon as **CDDS** files, how to replace textures in **CDDS** files and finally how to create new slots so you can add new color schemes.

Please make sure to back up all files before you make any changes to them.

SECTION: 1. : *Software.*

First thing we need to discuss is software; you'll need some kind of photo editing software to convert the files if they're not in the correct format. I'll be using **Adobe Photoshop** for this tutorial but you can find free software on the net that can complete the necessary file conversions (Google or Ask on the forums for recommended free software).

To set up Photoshop you will need a DDS plug-in so Photoshop can recognize **.DDS** files. I'm using "**Adobe Photoshop Normal Map and DDS Authoring Plug-ins Installer Version 7.83 (.exe)**" which I found on the NVIDIA website:

http://developer.nvidia.com/object/photoshop_dds_plugins.html

Next you'll need "**CDDSstudio**" which can currently be obtained from a sticky thread entitled "**ED's plugins**" in the "**3D Models**" section of the ED Forums.

http://forum.lockon.ru/showpost.php?p=237734&postcount=2

Download **both** ".rar" files into **ONE** folder then just extract the "CDDS-Studio.part01.rar" to a folder with an appropriate name; example "CDDSStudio"(*Note: NO gaps in the folder name*). Now by extracting just the one file "CDDS-Studio.part01.rar" this in fact extracts both .rar files and **NOT** just the one you double clicked on.

VERY IMPORTANT: Place the "**CDDSStudio**" folder on your hard drive in a location where there *won't be any gaps in the file path.* Example: "**C:\CDDSstudio**".

You will also need a free program called **Modman**, which can be obtained from most Lockon download sites.

Lastly to create new slots you'll need a small utility called **guidgen** for generating new **CLSID** numbers and thanks to Alfa ☺ it can be obtained, with full instructions, from the "**3D Models**" section of the ED Forums here: http://forum.lockon.ru/showthread.php?t=20399.

SECTION: 2. *: File Preparation.*

(If the files you're trying to convert are already **.bmp** or **.tga** files and are less than 32 **bit** i.e. 24 **bit**, 8 **bit** etc then you can skip this section and go straight to SECTION: 3. *: Converting Files.*)

You'll need to convert your texture files to 24 bit **.bmp** or **.tga** files before you can convert them into a CDDS file. This is done easily by opening the file in **Photoshop** and on the dialog box that appears, when opening a .DDS file, just click "**OK**", don't check **Load MIP maps**, then click "**File**" (top left) and then **save as**. If the file has a **.DDS** extension then from the drop down "**Format**" list choose the appropriate file type. If you are converting a file that has a **.bmp.dds** extension like this {**SU-33-SKIN-R-01.bmp.dds**} then from the drop down list you would choose "**BMP**". If the file ended in **.tga.dds** you would choose **Targa (tga).**

pic.1
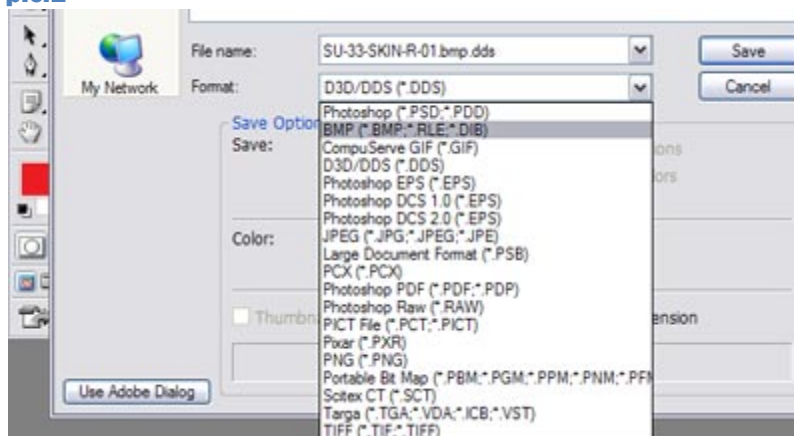
At this point your file will have a double extension **bmp.bmp** or **tga.tga** e.g. {SU-33-SKIN-R-01.**bmp.bmp**} so before you click "**Save**" you'll have to remove one e.g. {SU-33-SKIN-R-01.**bmp**}. After you click **Save** another dialog box will appear, click **24 Bit** if the file is 32 bit and then click **OK**.

pic.2

SECTION: 3. *: Converting Files.*

Now you're ready to convert the files using **CDDSstudio**.

The important thing to remember is that the texture files you want to **add** to **CDDSstudio** for conversion must come from a location on your hard drive where the path has **no** gaps in it what so ever.

To make things easy I have found it best to place **CDDSstudio** on the **C:** drive then place the folder holding my prepared textures in the **CDDSStudio** folder; so for example my file path will look like this:

C:\CDDSstudio\SU33-Textures

Now with the folder containing your prepared textures sitting in the **CDDSStudio** folder just double click **CDDSstudioD.exe,** click **Edit** then **Add files**. In the dialog box that appears go to the folder containing your prepared textures and highlight all of the textures then click **Open**.
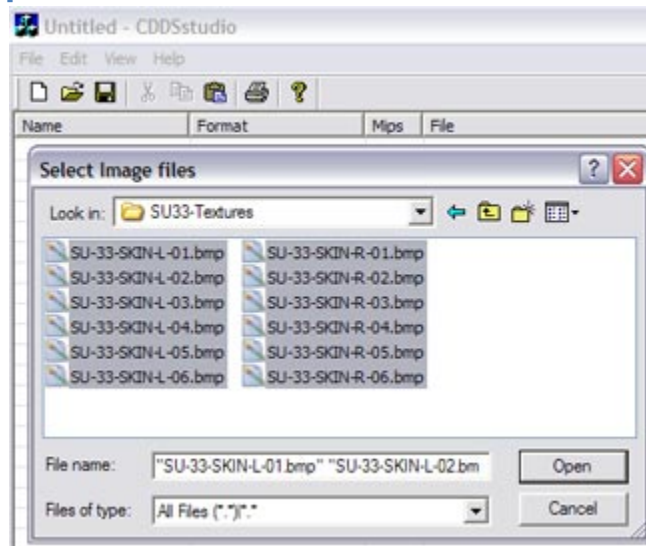
Note: don't mix **.tga** files with **.bmp** files. If a mod or skin contains both types of files then make two separate CDDS files.

Click the **Save** icon (floppy disk button top left) and type the name you want for your new CDDS file (e.g. **SU33-Textures**; no gaps in file name), **check** that the location you're saving it to is <u>correct</u> and click **save**. Now click **Edit** then **BUILD CDDS**, the file name should already be there in the dialog box that appears, again <u>check</u> location and click **save**. Another window will pop up and you'll be able to see the conversion taking place, when instructed press **any key** and that's it.

pic.4

SECTION: 4. : Installation.

Go to the folder you saved your new CDDS file to;
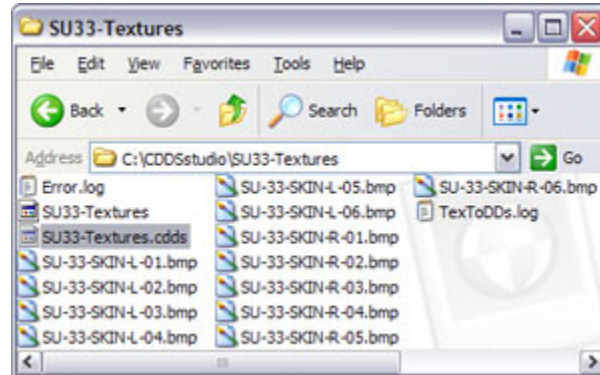
Copy and paste the CDDS file you just made into the Lockon World folder here;
C:\Program Files\Ubisoft\Eagle Dynamics\Lock On\Bazar\World

Now go here; C:\Program Files\Ubisoft\Eagle Dynamics\Lock On\Config and open the Graphics.cfg file in Notepad or WordPad. Scroll down to this line; `common = ".\\Bazar\\Effects\\EffectTexturesTGA.cdds";` **Directly Under that line is where you must add the text for your new CDDS file.**
e.g.;

```
common = ".\\Bazar\\Effects\\EffectTexturesTGA.cdds";
common = ".\\Bazar\\World\\SU33-Textures.cdds";
```
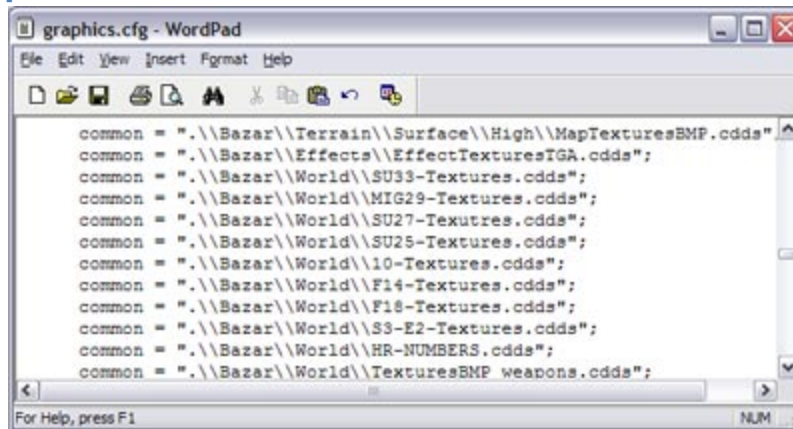
Where "`SU33-Textures.cdds`" **is the name of my new CDDS file I created in SECTION: 3. : Converting Files.**

pic.6

After you have added the text correctly Save and you're done. Your new skins should now show up in Lockon.

SECTION: 5. : Replacing Textures.

Using **Modmans** **CDDS Explorer** you'll be able to replace textures in CDDS files.

First create a **folder** anywhere on your hard drive and name it **Import**, then place your new replacement textures into your **Import** folder.

Run **Modman** and Click the **CDDS Explorer** button. Then click the **Opened Folder** icon on the top in the middle of the **CDDS Explorer** window and navigate to the CDDS file that contains the texture files you want to replace and click **Open**. You will most likely find the CDDS file you're interested in here: **C:\Program Files\Ubisoft\Eagle Dynamics\Lock On\Bazar\World**.

(As an example for this part of the tutorial I'll be replacing an F-15 skin from a third party CDDS File).

pic.7
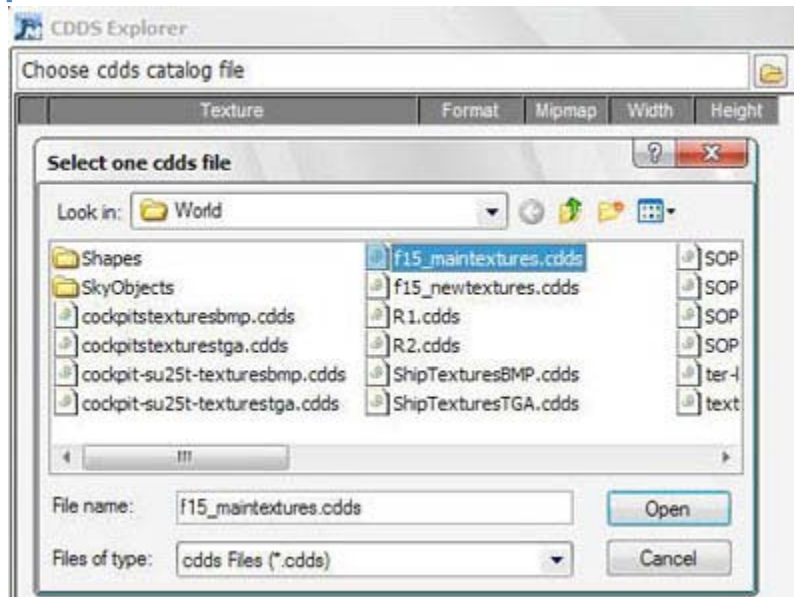
Now, on the left, you'll see the list of files contained within the CDDS file, simply click the file name of a texture and it will be displayed on the right of the **CDDS Explorer** window. Search down the list of files and **check** the boxes just left of the textures that make up the skin you want to replace.

Pic.8
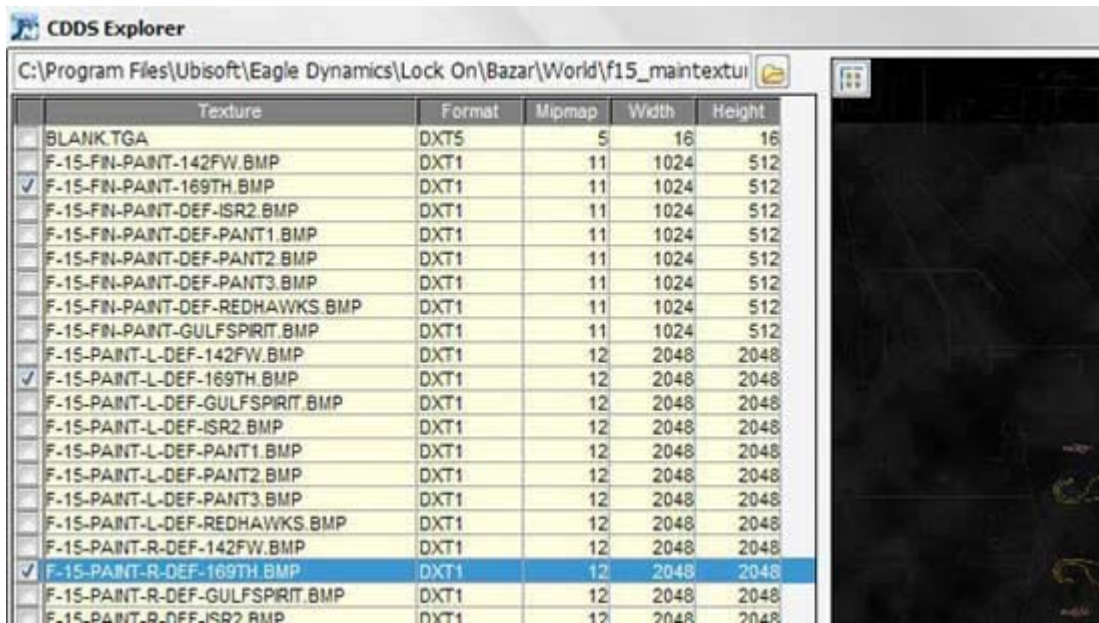
The next step is to change the **Names** of the texture files in your **Import** folder to the **exact** names of the corresponding texture files you want to replace in your CDDS file.

E.g. Textures in my **Import folder**;
F-15-FIN-PAINT-DEF-1.bmp change to **F-15-FIN-PAINT-169TH.bmp**
F-15-PAINT-L-DEF-1.bmp   change to **F-15-PAINT-L-DEF-169TH.bmp**
F-15-PAINT-R-DEF-1.bmp   change to **F-15-PAINT-R-DEF-169TH.bmp**

Make sure you rename the correct texture with the correct name and you don't end up renaming the tail texture with the file name of say the left skin texture. Just take a look at the file names and you'll see that matching them up is pretty straight forward e.g.
F-15-**FIN**-PAINT-DEF-1.bmp = F-15-**FIN**-PAINT-169TH.bmp
F-15-PAINT-**L**-DEF-1.bmp   = F-15-PAINT-**L**-DEF-169TH.bmp
F-15-PAINT-**R**-DEF-1.bmp   = F-15-PAINT-**R**-DEF-169TH.bmp

Now make sure the boxes next to the files you want to replace are still checked, then at the bottom of the **CDDS Explorer** window in the Insertion area click the **Insert all** button and navigate to and highlight your **Import** folder containing your newly renamed textures. Then just click **OK** and after the processing is complete you're done and your new textures will now show up in game. Alternatively you can click the **Insert** button and replace the textures one at a time.

Note: you can run **Modmans** CDDS Explorer as a standalone application from the **Windows Start Menu/All Programs/Modman/CDDS Explorer**, however for me this just produces an error each time I try to replace a texture.

SECTION: 6. : Changing The Menu Name.

Just a quick tip: you can change the name of a skin in the **Color Scheme** menu in Lockon so it's more relevant to your new Skin. The Skin I installed was of a Japanese F15 so I changed the in game **Color Scheme** menu name from **169th Panthers (Black)** to **Japanese Skin**.

Pic.9

Simply go to **C:\Program Files\Ubisoft\Eagle Dynamics\Lock On\ME** and open the **meinit.xml** file in **Notepad** or **Wordpad** and either scroll down to the `<ColorSchemes>` section for the particular aircraft your interested in or save yourself the headache by using the **Find** facility in the **Edit** menu to search for the **Color Scheme** you want to edit. After running the search you may want to confirm you're in the correct `<ColorSchemes>` area by making sure there are `ID=` numbers just left of the **Color Scheme** names and when you scroll up, the first `<Plane CLSID=` section you come across should be for the aircraft your working with; for me that would be `Name="F-15C"`.

In the **Color Scheme** menu in Lockon the name I wanted to change was;
169th Panthers (Black) so I searched for that exact name in **meinit.xml** file using the **Find** facility which found and highlighted the text I needed to change. All I had to do then was to type in the new name I wanted, which was **Japanese Skin**.
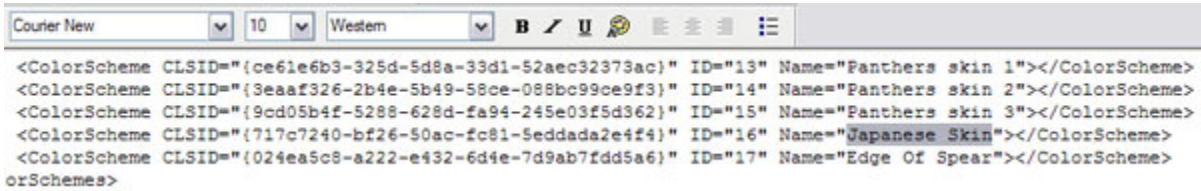E.g.
`<ColorSchemes>`

`… ID="16" Name="169th Panthers (Black)"></ColorScheme>`

Change that to;

`… ID="16" Name="Japanese Skin"></ColorScheme>`

8

Pic.10


```
<ColorScheme CLSID="{ce61e6b3-325d-5d8a-33d1-52aec32373ac}" ID="13" Name="Panthers skin 1"></ColorScheme>
<ColorScheme CLSID="{3eaaf326-2b4e-5b49-58ce-088bc99ce9f3}" ID="14" Name="Panthers skin 2"></ColorScheme>
<ColorScheme CLSID="{9cd05b4f-5288-628d-fa94-245e03f5d362}" ID="15" Name="Panthers skin 3"></ColorScheme>
<ColorScheme CLSID="{717c7240-bf26-50ac-fc81-5eddada2e4f4}" ID="16" Name="Japanese Skin"></ColorScheme>
<ColorScheme CLSID="{024ea5c8-a222-e432-6d4e-7d9ab7fdd5a6}" ID="17" Name="Edge Of Spear"></ColorScheme>
orSchemes>
```

Save and exit. Now in game your new **Color Schemes** name will show up in the menu.

SECTION: 7. : *Creating New Slots.*

Creating a new slot for a color scheme is only possible if the model file for the aircraft is in **.lom** format and has an accompanying **.skin** file.
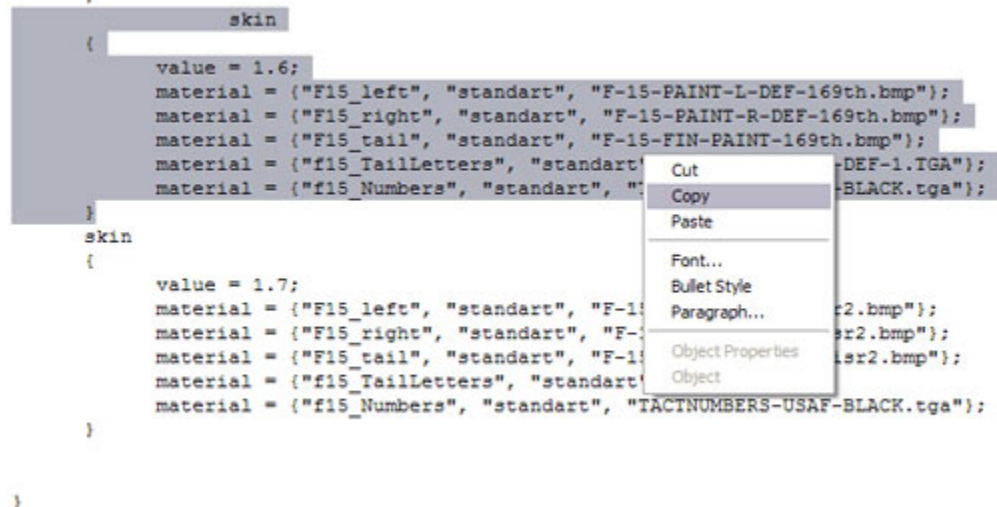
For the sake of this tutorial put the texture files that make up the skin for the slot you want to create in a folder called **New Color Schemes**.
(Once again I'll be working with a third party model of the F15)

Next step is to go here:
C:\Program Files\Ubisoft\Eagle Dynamics\Lock On\Bazar\World\Shapes and open the **.skins** file in **Notepad** or **Wordpad**, for the aircraft you want to add a slot to, this will allow you to see all the slots for the particular aircraft you're working with. For me that would be the **F-15.skins** file.

I'll be adding another USAF F15 skin so I'll **copy** a slot from a USAF F15 making sure it's not for an Israeli F15. Just look at the listed **.BMP** files for each slot and it should be fairly obvious which slot belongs to which country.

Pic.11


```
                }
                            skin
                {
                        value = 1.6;
                        material = ("F15_left", "standart", "F-15-PAINT-L-DEF-169th.bmp");
                        material = ("F15_right", "standart", "F-15-PAINT-R-DEF-169th.bmp");
                        material = ("F15_tail", "standart", "F-15-FIN-PAINT-169th.bmp");
                        material = ("f15_TailLetters", "standart'         -DEF-1.TGA");
                        material = ("f15_Numbers", "standart", "         -BLACK.tga");
                }                                          Cut
        skin                                               Copy
        {                                                  Paste
                value = 1.7;                               Font...
                material = ("F15_left", "standart", "F-1   Bullet Style    r2.bmp");
                material = ("F15_right", "standart", "F-   Paragraph...     r2.bmp");
                material = ("f15_tail", "standart", "F-1                   sr2.bmp");
                material = ("f15_TailLetters", "standart  Object Properties
                material = ("f15_Numbers", "standart", "  Object  ERS-USAF-BLACK.tga");
        }

        }
```

Paste the copied slot after the last slot in the .skins file making sure the copied text you pasted looks exactly like the original in terms of spacing. If a mistake is going to be made then this is where it will most likely happen. Now change the `value = `number so it's one value higher than the `value = `number above it. For me that would be `value = 1.8;` seeing as the `value = `number for the slot above is `value = 1.7;`

Pic.12

```
                     skin
         {
                value = 1.6;
                material = ("F15_left", "standart", "F-15-PAINT-L-DEF-169th.bmp");
                material = ("F15_right", "standart", "F-15-PAINT-R-DEF-169th.bmp");
                material = ("F15_tail", "standart", "F-15-FIN-PAINT-169th.bmp");
                material = ("f15_TailLetters", "standart", "F-15-PATCHES-DEF-1.TGA");
                material = ("f15_Numbers", "standart", "TACTNUMBERS-USAF-BLACK.tga");
         }
         skin
         {
                value = 1.7;
                material = ("F15_left", "standart", "F-15-PAINT-L-DEF-isr2.bmp");
                material = ("F15_right", "standart", "F-15-PAINT-R-DEF-isr2.bmp");
                material = ("F15_tail", "standart", "F-15-FIN-PAINT-DEF-isr2.bmp");
                material = ("f15_TailLetters", "standart", "blank.tga");
                material = ("f15_Numbers", "standart", "TACTNUMBERS-USAF-BLACK.tga");
         }
                     skin
         {
                value = 1.8;
                material = ("F15_left", "standart", "F-15-PAINT-L-DEF-169th.bmp");
                material = ("F15_right", "standart", "F-15-PAINT-R-DEF-169th.bmp");
                material = ("F15_tail", "standart", "F-15-FIN-PAINT-169th.bmp");
                material = ("f15_TailLetters", "standart", "F-15-PATCHES-DEF-1.TGA");
                material = ("f15_Numbers", "standart", "TACTNUMBERS-USAF-BLACK.tga");
         }

    }
```

After that change the texture file names, for the slot you just pasted, to the names of the texture files in your New Color Schemes folder. For example the names of the texture files in my New Color Schemes folder are as follows.

F-15-PAINT-L-DEF-X1.bmp
F-15-PAINT-R-DEF-X1.bmp
F-15-FIN-PAINT-DEF-X1.bmp

Note; the texture file names you are adding must not match any other texture file name from any other slot. I just added an X as you can see which will ensure a unique texture name but doesn't alter the naming format so I can still tell whether it's a left or right skin etc.

So the slot will change from this:
```
value = 1.8;
material = {"F15_left", "standart", "F-15-PAINT-L-DEF-169th.bmp"};
material = {"F15_right", "standart", "F-15-PAINT-R-DEF-169th.bmp"};
material = {"F15_tail", "standart", "F-15-FIN-PAINT-169th.bmp"};
material = {"f15_TailLetters", "standart", "F-15-PATCHES-DEF-1.TGA"};
material = {"f15_Numbers", "standart", "TACTNUMBERS-USAF-BLACK.tga"};
```

to this;

```
value = 1.8;
material = {"F15_left", "standart", "F-15-PAINT-L-DEF-X1.bmp"};
material = {"F15_right", "standart", "F-15-PAINT-R-DEF-X1.bmp"};
material = {"F15_tail", "standart", "F-15-FIN-PAINT-DEF-X1.bmp"};
material = {"f15_TailLetters", "standart", "F-15-PATCHES-DEF-1.TGA"};
material = {"f15_Numbers", "standart", "TACTNUMBERS-USAF-BLACK.tga"};
```

Save and exit. Note: because of the Su25T damage modeling you'll need to perform the above procedure for all of the Su25T skins files i.e. `SU-25T.skins,  PTB-800.skins,  SU-25T-FONAR.skins,  SU-25T-NOSE.skins, SU-25T-TAIL.skins, SU-25T-WING-L.skins, SU-25T-WING-R.skins.`

Now install the textures in your **New Color Schemes** folder into Lockon as a CDDS file as I have described in previous sections.

The next step is to open the **meinit.xml** file in **Notepad** or **Wordpad** and using the find facility search for <u>any</u> **Color Scheme** <u>menu name</u>, for the aircraft you want to add a slot to, making sure the **Color Scheme** name is for the correct country (I just searched for: `33th TFS Gulf Spirit`). Once you're in the correct `<ColorSchemes>` **area copy** anyone of the `<ColorSchemes` lines then scroll down and **paste** it after the last entry in the list making sure all spacing's remain the same.

Pic.13
```
<ColorScheme CLSID="{1c846ec1-e930-6138-ac9a-2aae98e59c85}" ID="10" Name="33th TFS Gulf Spirit"></ColorScheme>
<ColorScheme CLSID="{cbc56cac-d43c-59bc-788e-33822011992b}" ID="11" Name="142nd FW &quot;The Redhawks&quot; Or
<ColorScheme CLSID="{840c0c21-db66-7f35-be9c-d124f3460c76}" ID="12" Name="123rd FS &quot;The Redhawks&quot; Or
<ColorScheme CLSID="{ce61e6b3-325d-5d8a-33d1-52aec32373ac}" ID="13" Name="Panthers skin 1"></ColorScheme>
<ColorScheme CLSID="{3eaaf326-2b4e-5b49-58ce-088bc99ce9f3}" ID="14" Name="Panthers skin 2"></ColorScheme>
<ColorScheme CLSID="{9cd05b4f-5288-628d-fa94-245e03f5d362}" ID="15" Name="Panthers skin 3"></ColorScheme>
<ColorScheme CLSID="{717c7240-bf26-50ac-fc81-5eddada2e4f4}" ID="16" Name="Japanese Skin"></ColorScheme>
<ColorScheme CLSID="{024ea5c8-a222-e432-6d4e-7d9ab7fdd5a6}" ID="17" Name="Edge Of Spear"></ColorScheme>
<ColorScheme CLSID="{1c846ec1-e930-6138-ac9a-2aae98e59c85}" ID="10" Name="33th TFS Gulf Spirit"></ColorScheme>
orSchemes>
```

After that Change the `ID=` number of the line you just pasted so its one number higher than the `ID=` number above it.
Note, this number isn't just the next number in the list, it is also the same number as the `value =` number you added in the **.skins** file earlier with the decimal point removed. E.g. I added `value = 1.8` to the **.skins** file so the `ID=` number I will add to the **meinit.xml** file will be `ID="18"`. If I added `value = 1.9;` then my `ID=` number would be `ID="19"`.

Now generate a CLSID number using **guidgen** and **paste** the number over the CLSID number for the `<ColorSchemes` line you are working with (<u>note</u>; you will need this exact CLSID number again later on so you should **paste** the CLSID number you just generated into **Notepad** as a back up), then change the `Name=` of the skin to what ever you want. I am using a Dark Skin so I changed the name to `F15 Dark Skin`.

```
<ColorScheme CLSID="{1c846ec1-e930-6138-ac9a-2aae98e59c85}" ID="10" Name="33th TFS Gulf Spirit"></ColorSch
<ColorScheme CLSID="{cbc56cac-d43c-59bc-788e-33822011992b}" ID="11" Name="142nd FW &quot;The Redhawks&quo
<ColorScheme CLSID="{840c0c21-db66-7f35-be9c-d124f3460c76}" ID="12" Name="123rd FS &quot;The Redhawks&quo
<ColorScheme CLSID="{ce61e6b3-325d-5d8a-33d1-52aec32373ac}" ID="13" Name="Panthers skin 1"></ColorScheme>
<ColorScheme CLSID="{3eaaf326-2b4e-5b49-58ce-088bc99ce9f3}" ID="14" Name="Panthers skin 2"></ColorScheme>
<ColorScheme CLSID="{9cd05b4f-5288-628d-fa94-245e03f5d362}" ID="15" Name="Panthers skin 3"></ColorScheme>
<ColorScheme CLSID="{717c7240-bf26-50ac-fc81-5eddada2e4f4}" ID="16" Name="Japanese Skin"></ColorScheme>
<ColorScheme CLSID="{024ea5c8-a222-e432-6d4e-7d9ab7fdd5a6}" ID="17" Name="Edge Of Spear"></ColorScheme>
<ColorScheme CLSID="{AB633B5B-788A-4473-ACFF-80C1BB07F40A}" ID="18" Name="F15 Dark Skin"></ColorScheme>
.orSchemes>
```

Ok you now need to add the color scheme to the correct country; just search again for the same Color Scheme menu name you searched for earlier and it should find the correct area a little lower down in the meinit.xml **file. Confirm this by making sure the** `<ColorScheme CLSID=` **numbers are just left of the Color Scheme names also the color scheme names are for the correct country and above the list you should see the name of the aircraft you're adding a slot to.**

```
D="{CD247E45-4702-4E3A-A659-4F5E0E645D2B}">                    F-15C

<ColorScheme CLSID="{2e57406b-0ad2-4531-8dc4-e9ba59be6167}">32nd TFS (CR) AB Soesterberg (early)</(
<ColorScheme CLSID="{3506c4fe-4c3a-4d79-b232-fd000ec65b9c}">58th FS "Gorillas" (EG) AFB Eglin</Col
<ColorScheme CLSID="{abd15535-a4ba-451a-8583-6d796c35747b}">59th FS "Proud Lions" (EG) AFB Eglin</(
<ColorScheme CLSID="{8238d333-c109-43dc-8cae-74e92799270a}">27th FS "Fighting Eagles" (FF) AFB Lan
<ColorScheme CLSID="{a4492e44-06bd-4ed8-b744-f5fd4be4b2c8}">71th FS "The Ironmen" (FF) AFB Langley
<ColorScheme CLSID="{c0ee4ef9-9328-4a38-871e-1dfbd1efd41f}">67th FS "Fighting Cocks"  (ZZ) AB Kade
<ColorScheme CLSID="{1a27ede8-236a-42c6-b7c5-2f2f2620fd26}">48th FW 493rd FS (LN) RAF Lakenheath ((
<ColorScheme CLSID="{2a31c5f8-df20-4af3-bd7d-ccbb8a64b5cf}">52th FW "The Tigers" (SP) AB Spangdahl
<ColorScheme CLSID="{8e75a77d-c944-4f43-9441-787e03d6b68f}">54th FS (AK) AFB Elmendorf (early)</Col
<ColorScheme CLSID="{1c846ec1-e930-6138-ac9a-2aae98e59c85}">33th TFS Gulf Spirit</ColorScheme>
<ColorScheme CLSID="{cbc56cac-d43c-59bc-788e-33822011992b}">142nd FW "The Redhawks" Oregon ANG</Co.
<ColorScheme CLSID="{840c0c21-db66-7f35-be9c-d124f3460c76}">123rd FS "The Redhawks" Oregon ANG</Co.
<ColorScheme CLSID="{ce61e6b3-325d-5d8a-33d1-52aec32373ac}">Panthers skin 1</ColorScheme>
<ColorScheme CLSID="{3eaaf326-2b4e-5b49-58ce-088bc99ce9f3}">Panthers skin 2</ColorScheme>
<ColorScheme CLSID="{9cd05b4f-5288-628d-fa94-245e03f5d362}">Panthers skin 3</ColorScheme>
<ColorScheme CLSID="{717c7240-bf26-50ac-fc81-5eddada2e4f4}">169th Panthers (Black)</ColorScheme>
orSchemes>
```

This part is basically the same procedure you just performed; Copy anyone of the lines and paste it at the end of the list then change the `<ColorScheme CLSID=` **number of the line you just pasted to the <u>exact</u> CLSID number you generated a minute ago. So now the two** `<ColorScheme` **lines you've added should now have matching CLSID numbers. Lastly change the name of the color scheme, just right of the CLSID number you just added, to the same name you gave previously; for me that would be** `F15 Dark Skin`.

```
>="{CD247E45-4702-4E3A-A659-4F5E0E645D2B}">                F-15C

<ColorScheme CLSID="{2e57406b-0ad2-4531-8dc4-e9ba59be6167}">32nd TFS (CR) AB Soesterberg (early)<
<ColorScheme CLSID="{3506c4fe-4c3a-4d79-b232-fd000ec65b9c}">58th FS "Gorillas" (EG) AFB Eglin</Col
<ColorScheme CLSID="{abd15535-a4ba-451a-8583-6d796c35747b}">59th FS "Proud Lions" (EG) AFB Eglin<,
<ColorScheme CLSID="{8238d333-c109-43dc-8cae-74e92799270a}">27th FS "Fighting Eagles" (FF) AFB La
<ColorScheme CLSID="{a4492e44-06bd-4ed8-b744-f5fd4be4b2c8}">71th FS "The Ironmen" (FF) AFB Langle
<ColorScheme CLSID="{c0ee4ef9-9328-4a38-871e-1dfbd1efd41f}">67th FS "Fighting Cocks"  (ZZ) AB Kad
<ColorScheme CLSID="{1a27ede8-236a-42c6-b7c5-2f2f2620fd26}">48th FW 493rd FS (LN) RAF Lakenheath
<ColorScheme CLSID="{2a31c5f8-df20-4af3-bd7d-ccbb8a64b5cf}">52th FW "The Tigers" (SP) AB Spangdah
<ColorScheme CLSID="{8e75a77d-c944-4f43-9441-787e03d6b68f}">54th FS (AK) AFB Elmendorf (early)</C
<ColorScheme CLSID="{1c846ec1-e930-6138-ac9a-2aae98e59c85}">33th TFS Gulf Spirit</ColorScheme>
<ColorScheme CLSID="{cbc56cac-d43c-59bc-788e-33822011992b}">142nd FW "The Redhawks" Oregon ANG</C
<ColorScheme CLSID="{840c0c21-db66-7f35-be9c-d124f3460c76}">123rd FS "The Redhawks" Oregon ANG</C
<ColorScheme CLSID="{ce61e6b3-325d-5d8a-33d1-52aec32373ac}">Panthers skin 1</ColorScheme>
<ColorScheme CLSID="{3eaaf326-2b4e-5b49-58ce-088bc99ce9f3}">Panthers skin 2</ColorScheme>
<ColorScheme CLSID="{9cd05b4f-5288-628d-fa94-245e03f5d362}">Panthers skin 3</ColorScheme>
<ColorScheme CLSID="{717c7240-bf26-50ac-fc81-5eddada2e4f4}">169th Panthers (Black)</ColorScheme>
<ColorScheme CLSID="{AB633B5B-788A-4473-ACFF-80C1BB07F40A}">F15 Dark Skin</ColorScheme>
orSchemes>
```

Save and exit. You should now see your new color scheme slot in game.

fin

Thank you for downloading and reading this tutorial.
February, 2008.

Disclaimer: If your PC explodes, your Dog runs away and your Girlfriend leaves you then I and this tutorial are in no way liable ☺.