



Repaint of Dino's F-35A Weapons

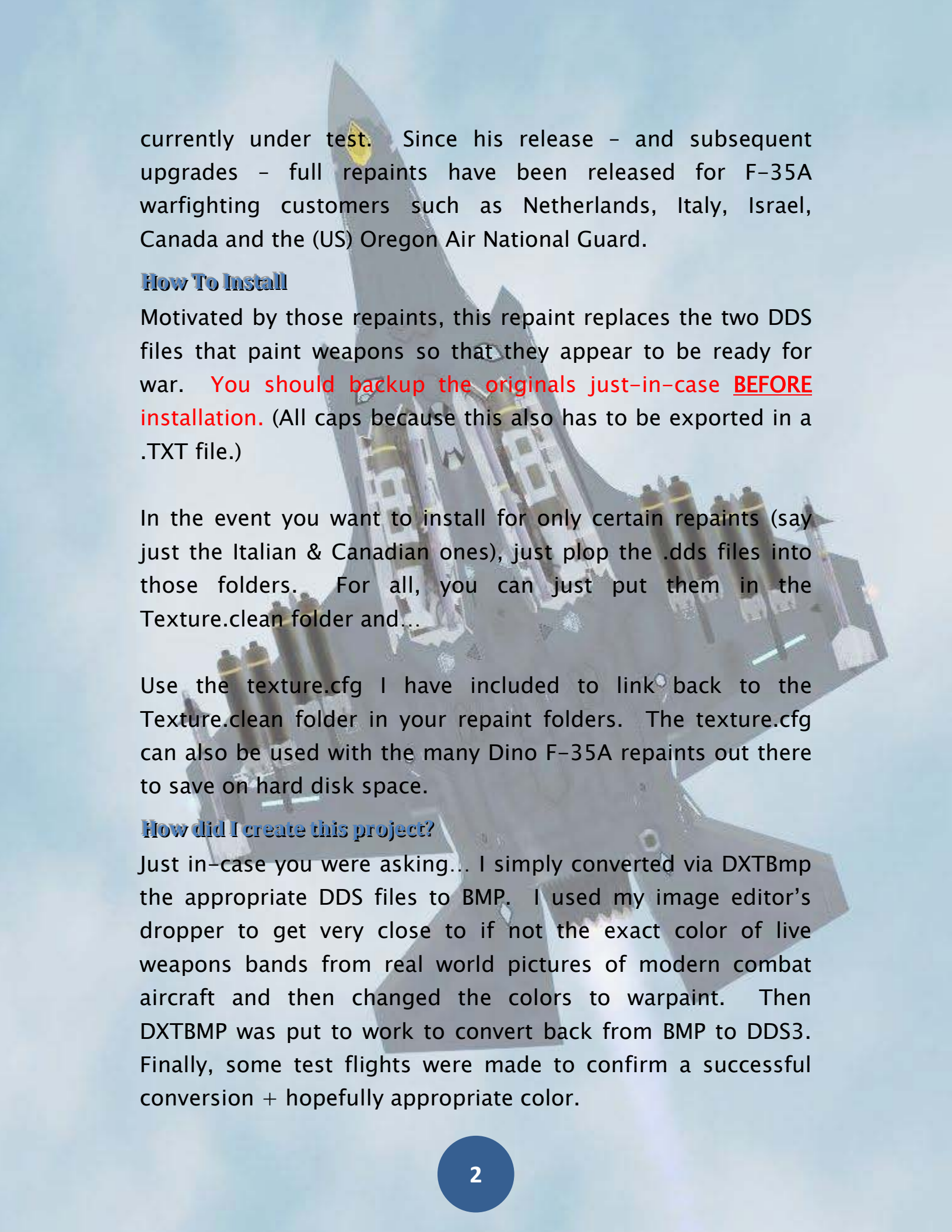
Repaint by <http://FSXTipline.blogspot.com>

Executive Summary

Enclosed is a FSXTipline repaint changing the weapons' paints of Dino Cattaneo's F-35A from peacetime to wartime. Also added is a texture.cfg so you have more options in employing this repaint. Work by Josef of FSXTipline.blogspot.com.

The Whole Story

I could tell by the bands around the CBU's, J-DAMs, AIM-9Ms and AIM-120s that the originals were meant to simulate training rounds since Dino's F-35A I bought from SimMarket was meant to simulate the A model of the Joint Strike Fighter



currently under test. Since his release - and subsequent upgrades - full repaints have been released for F-35A warfighting customers such as Netherlands, Italy, Israel, Canada and the (US) Oregon Air National Guard.

How To Install

Motivated by those repaints, this repaint replaces the two DDS files that paint weapons so that they appear to be ready for war. **You should backup the originals just-in-case BEFORE installation.** (All caps because this also has to be exported in a .TXT file.)

In the event you want to install for only certain repaints (say just the Italian & Canadian ones), just plop the .dds files into those folders. For all, you can just put them in the Texture.clean folder and...

Use the texture.cfg I have included to link back to the Texture.clean folder in your repaint folders. The texture.cfg can also be used with the many Dino F-35A repaints out there to save on hard disk space.

How did I create this project?

Just in-case you were asking... I simply converted via DXTBmp the appropriate DDS files to BMP. I used my image editor's dropper to get very close to if not the exact color of live weapons bands from real world pictures of modern combat aircraft and then changed the colors to warpaint. Then DXTBMP was put to work to convert back from BMP to DDS3. Finally, some test flights were made to confirm a successful conversion + hopefully appropriate color.



Permissions to other repainters

Other repainters may use these files in any F-35A repaint or mod as long as you do **NOT** violate Dino's licenses & rights. A mention of FSXTipline in your description is appreciated.

Dino can also use this in any future upgrade in the hope he uses the \$\$\$ from his F-35A project to please keep on keeping on for the FSX community.

Yes, I have an inbox...

Finally, in the event you have ideas/suggestions – please feel free to leave a comment at <http://FSXTipline.blogspot.com>. Every file uploaded to a Flight Sim website is [under the File Upload tag](#) in case you have comments or problems.

Previous FSXTipline Uploads...

Finally, below are hyperlinks to previous uploads to FlightSim.com...

- [julia10.zip](#) – FSX RAAF F/A-18F Hornet for Julia10. A repaint to show what a Royal Australian Air Force/RAAF F/A-18F would appear if it was Aussie Prime Minister Julia Gillard's mount in KBT skin. Requires [RAAFFIX.ZIP](#) by Barry Magann.
- [langleyvampire.zip](#) – Repaint of DeHavilland DH-100 Vampire for FSX in Langley Museum colors.
- [realaim-9mtexture_4_af_cf-18s.zip](#) – FS2004/FSX AerialFoundry CF-18 Armed AIM-9M Sidewinder. Enclosed is a texture showing what an armed, non-practice AIM-9M looks like. This only works on the AerialFoundry CF-18s.
- [usa-ft.zip](#) –FSX Lockheed Martin F-35 JSF (Lightning II) in USA and Flying Tigers colors. That's a repaint combining the F-35B Flying Tigers texture & Andy Nott of AGN textures' JSF Demo Team USA IRIS F-35B texture into one for FSX that may work for FS2004.
- [vaq-129grey.zip](#) –Repaint of FSX EA-18G Growler, 166857 of VAQ-129 Ravens in combat grey/line colors, based at Whidbey NAS. Requires [EA18GV2.ZIP](#) by Team FS KBT.