Part 1: Blender Setup and Export

Separate out your meshes by material as you will need each part of the truck you wish to colour to be it's own mesh. You can (and should) then merge these individual meshes back together afterwards. You should also set up your UV's to be one single UV (or two if high detail) that does not include the wheels, rims, glass or collision meshes. For the below example this is one single UV at a resolution of 2k (2048x2048):
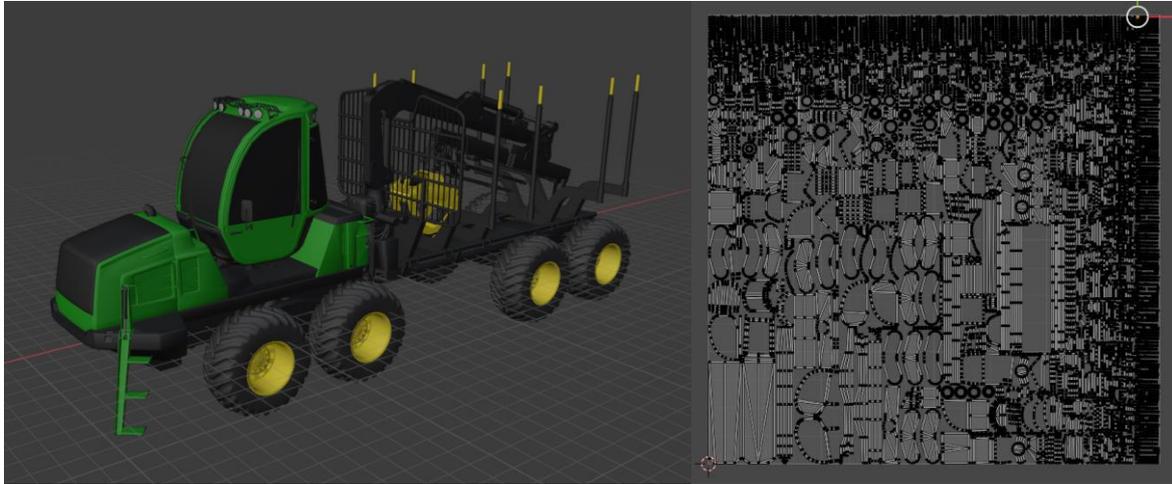
This same selection (whole truck not including wheels, rims, glass, collision meshes or armature) is then what you will export as an fbx file to then import into ArmorPaint:
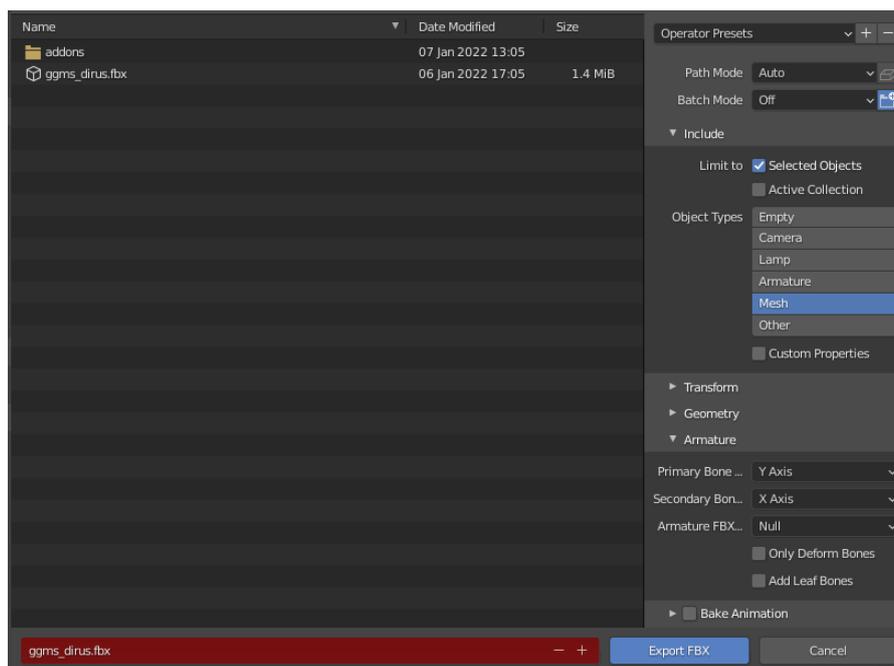
Once you have done this you will need to export the truck once more, including the glass, collision meshes and armature into the mod file structure (see part 3).
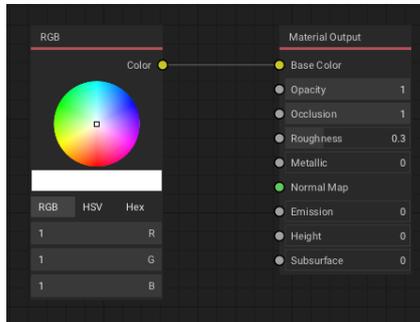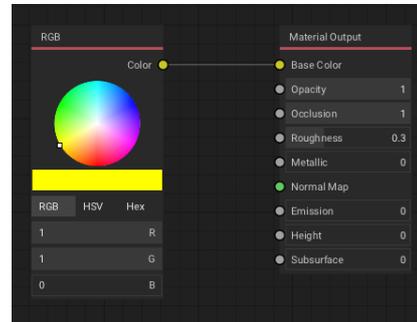
Part 1: Blender Setup and Export

Part 2: ArmorPaint Setup

You will need to setup the 3 colour override sections and the base layer texture if you want to have user selectable colours for your truck. You can simply do this by double clicking the material as follows:
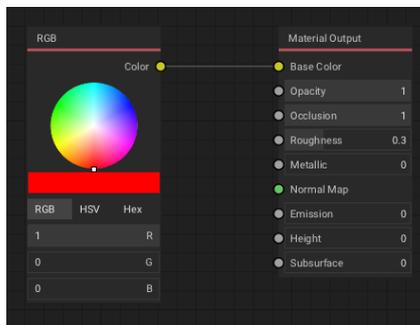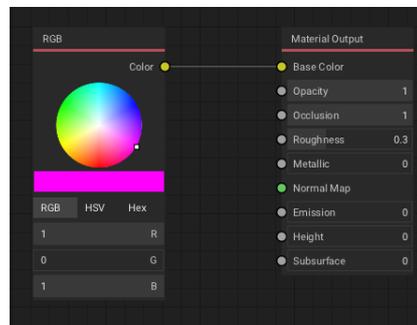
Override Base layer (full white)

Tint colour 2 (full red and green)

Tint colour 1 (full red)

Tint colour 3 (full red and blue)

You should then fully texture the truck with all the other textures you want (eg, metal, chrome, fabric etc…). Best practice is to right click the material layers and convert to paint layer, then merge down each layer into the different parts as shown:
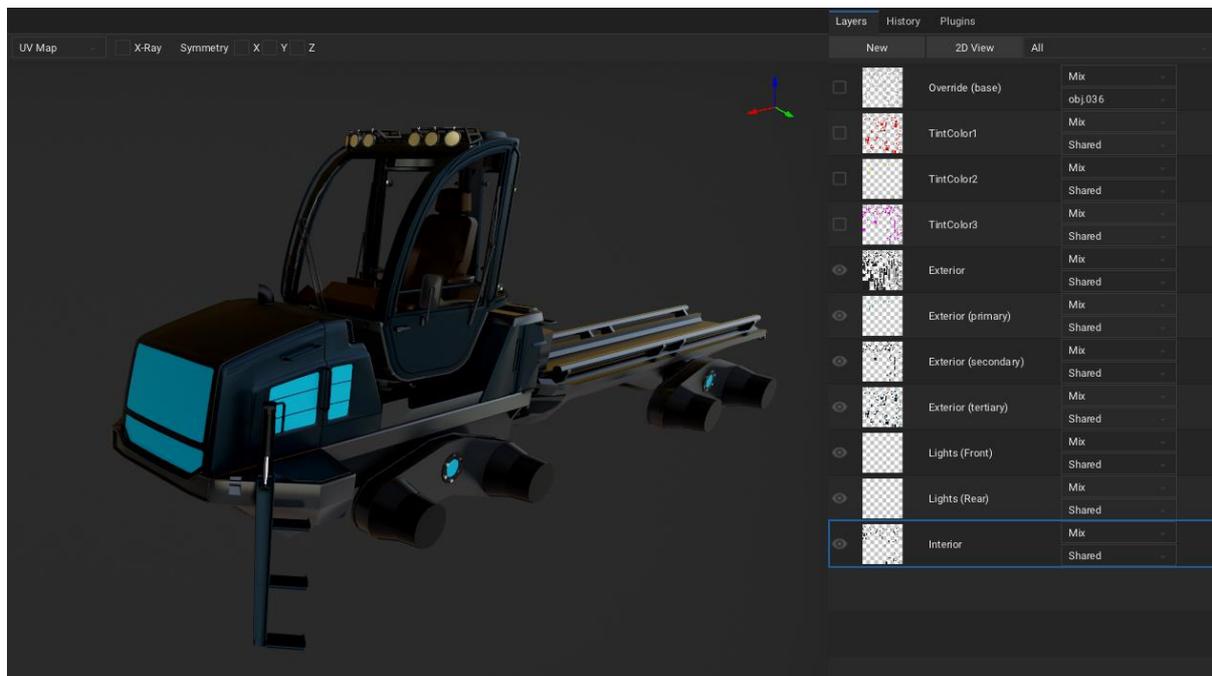
This is the default colour of your truck in snowrunner, so setup the colours here that you are happy with as such. Separating the different layers in Armorpaint allows you to easily export the different textures that we will need in snowrunner.

Custom Model Textures - Snowrunner:

The Override (base) layer should cover on parts of the vehicle that you wish to be painted:
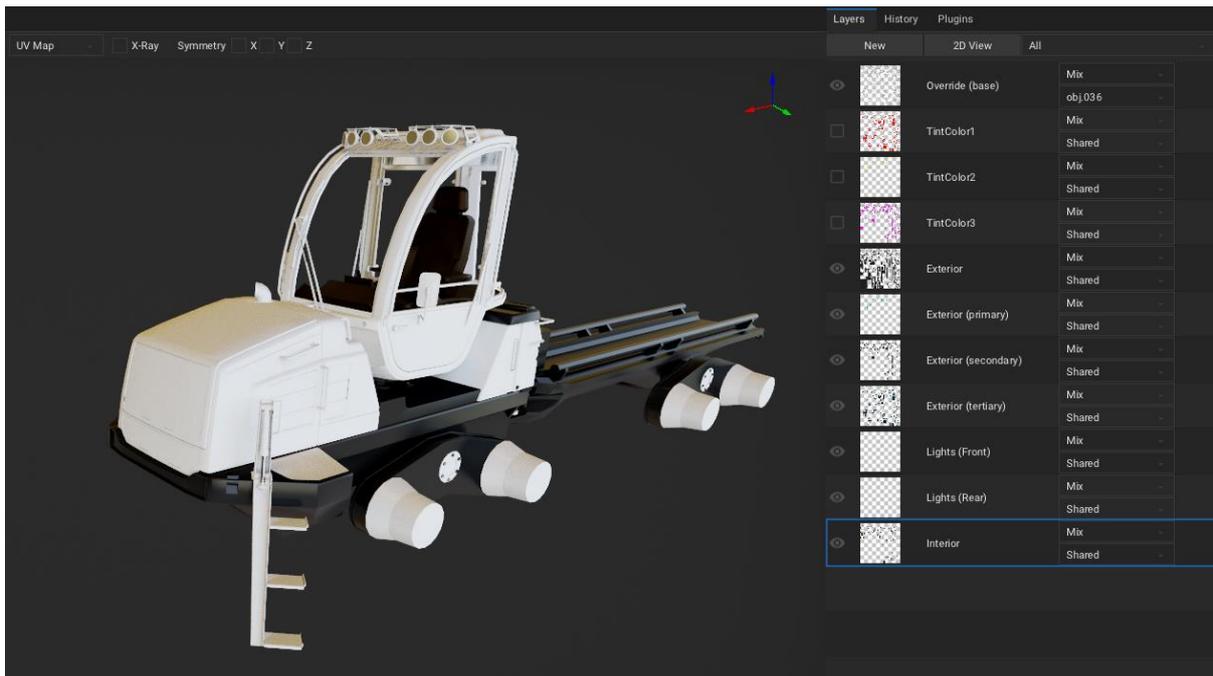
Each of the TintColor1, TintColor2 and TintColor3 parts should cover the respective parts of the truck:

Part 3: Mod File Structure

Within your mod file you will need the following in bold for your textures:

- mod_name
        - classes
                - customization_presets
                - engines
                - gearboxes
                - suspensions
                - trucks
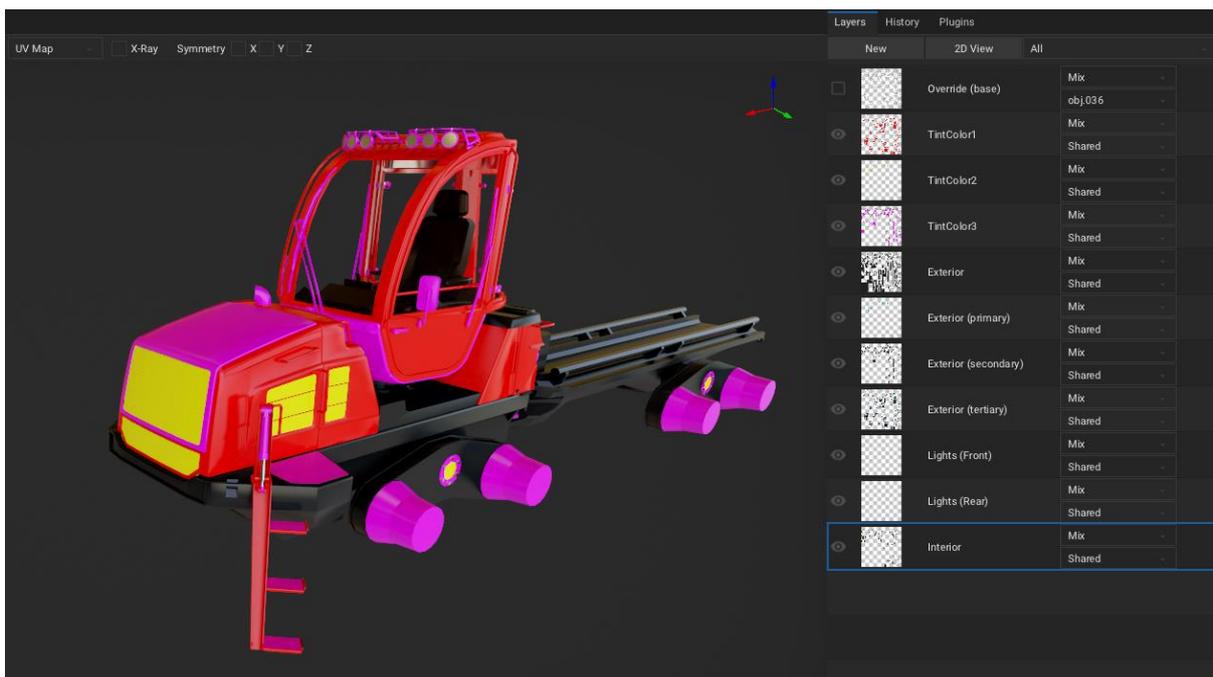   - addons
                        - cargo
                        - trailers
                        - vehicle_name_tuning
                - winches
        - meshes
                - trucks
                        - addons
                        - cargo
                        - trailers
                        - vehicle_name_tuning
        - textures
                - trucks
        - ui
                - textures

Part 4: Exporting Textures

Now that the textures and model are complete, we will export textures 4 times into the mod file structure so that the game can properly read them. Firstly we will set up a preset in ArmorPaint. Go to file export textures:
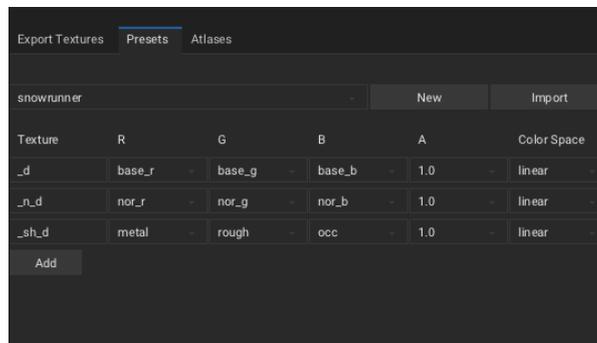
You can then export the file. Using the file naming structure. For example for the GGMS Dirus I would export these maps as ggms_dirus and ArmorPaint will then add the suffixes after an underscore.
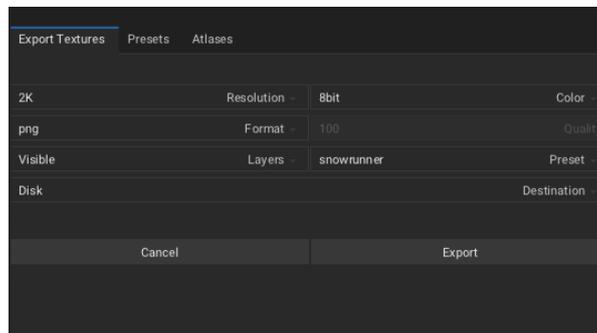
IMPORTANT: Make sure here that you select the export to be as png. You will then have to use other software to convert the textures to be of type tga.

Custom Model Textures - Snowrunner:

The first texture export should have all the layers selected except for TintColor1, TintColor2, TintColor3, Exterior (Primary), Exterior (Secondary) and Exterior (Tertiary). From this texture export we use the _d texture and rename the suffix wt__d. Delete the others from this export. This is your colour override base colour.

The second texture export should have all the layers selected except for Override, Exterior (Primary), Exterior (Secondary) and Exterior (Tertiary). From this texture export we use the _d texture and rename the suffix cc__d. Delete the others from this export. This is your colour override tintmap.

The third texture export should have only the lights (front) and lights (rear) layers selected. From this texture export we use the _d texture and rename the suffix em__d. This is your emissive map, which defines the glowing parts of the truck.

The final texture export should have all the layers selected except for Override, TintColor1, TintColor2 and TintColor3. From this texture export we keep all the textures as they are.

You should now have the following maps (but with your truck name):

- ggms_dirus__d.png
- ggms_dirus__n_d.png
- ggms_dirus__sh_d.png
- ggms_dirus__em_d.png
- ggms_dirus_wt__d.png
- ggms_dirus_cc__d.png

Finaly you will just convert these textures to tga file types (I use affinity designer for this) before putting them within the truck texture folder (see section 3).

Part 5: XML Files

The mesh's xml file will need to reference these texture files:

```
 7    <!--customization colour overrides-->
 8      <MaterialOverrides>
 9        <MaterialOverride
10          Name="skin_00"
11          TargetMaterialName="mat_design"
12          AlbedoMap="trucks/ggms_dirus_wt__d.tga"
13          TintMap="trucks/ggms_dirus_cc__d.tga"
14          TintMaskScale="1.00"
15        />
16      </MaterialOverrides>
17
18    <!--exterior-->
19    <Material
20      Name="mat_design"
21      DOFOrder="DistanceBased"
22      AlbedoMap="trucks/ggms_dirus__d.tga"
23      EmissiveMap="trucks/ggms_dirus__em_d.tga"
24      NormalMap="trucks/ggms_dirus__n_d.tga"
25      ShadingMap="trucks/ggms_dirus__sh_d.tga"
26      SnowUpIntensity="2.5"
27      ForceSnowUnderwater="true"
28      SnowUpAngleRange="50"
29      SnowUpFlatten="0.50"
30      SnowUpNoiseIntensity="0.5"
31      SnowUpNoiseScale="0.5"
32      SnowifyNoiseIntensityShift="0.1"
33      SnowifyNoiseTilingMult="10.0"
34      SnowUpNormalsSpace="object"
35    />
```

For the colour overrides (garage colour selection) you will also need to defile the colours for each of the three overrides. Here you should make sure that each colour has a new ID value. This should count up from zero and not miss out any numbers:

```
customization_preset.xml
 1    <TruckSet>
 2    <!-- GGMS Dirus-->
 3      <Truck Name="GGMS_Dirus">
 4        <!--vanilla solid colours-->
 5        <CustomizationPreset
 6          Id = "0"
 7          TintColor1 = "g(117; 18; 38)"
 8          TintColor2 = "g(117; 18; 38)"
 9          TintColor3 = "g(050; 050; 050)"
10          MaterialOverrideName = "skin_00"
11        />
12        <CustomizationPreset
13          Id = "1"
14          TintColor1 = "g(190; 20; 20)"
15          TintColor2 = "g(190; 20; 20)"
16          TintColor3 = "g(050; 050; 050)"
17          MaterialOverrideName = "skin_00"
18        />
19      </Truck>
20    </TruckSet>
```