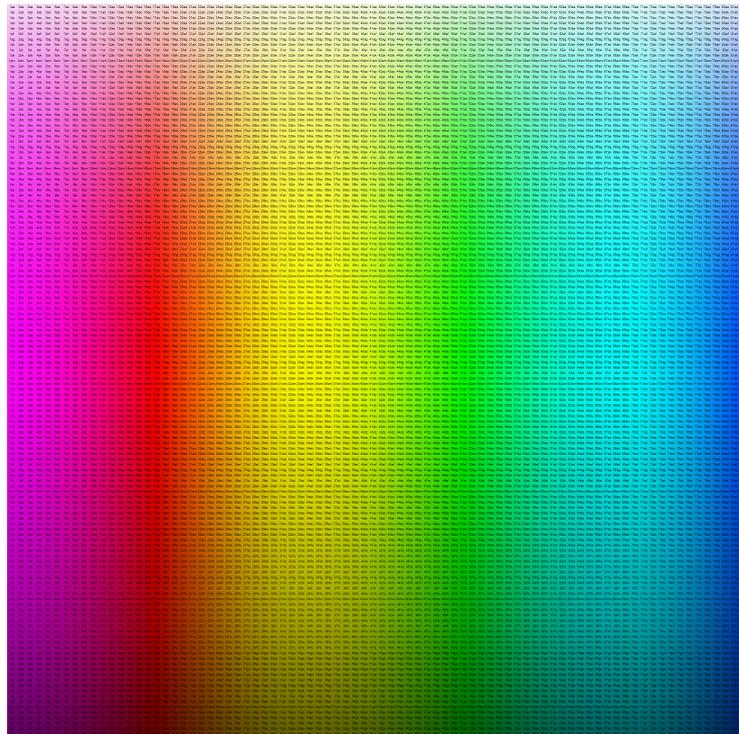


# TFS Panel Finder tutorial

The panel finder is used in order to locate various parts on the aircraft when you are making skins. The panel finder should be placed in the skin folder for the aircraft you are skinning. Chose it as your aircraft skin in order to view it. It can be viewed on the aircraft either in the Plane Options or in Full Mission Builder (FMB). You can even view the panel finder in-game in a mission.

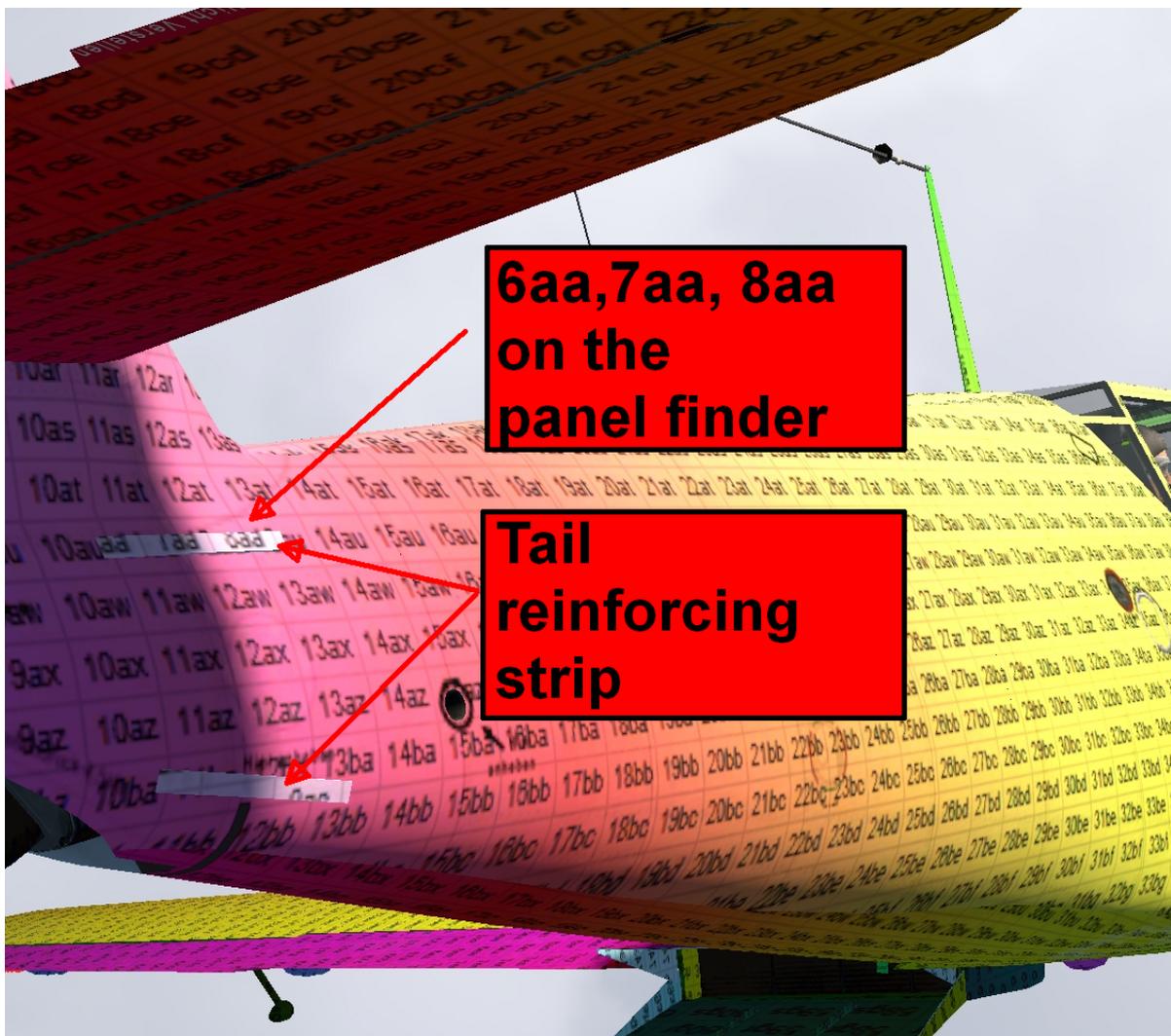
Panel Finder:



Using the panel finder to find where aircraft parts are located on the template.

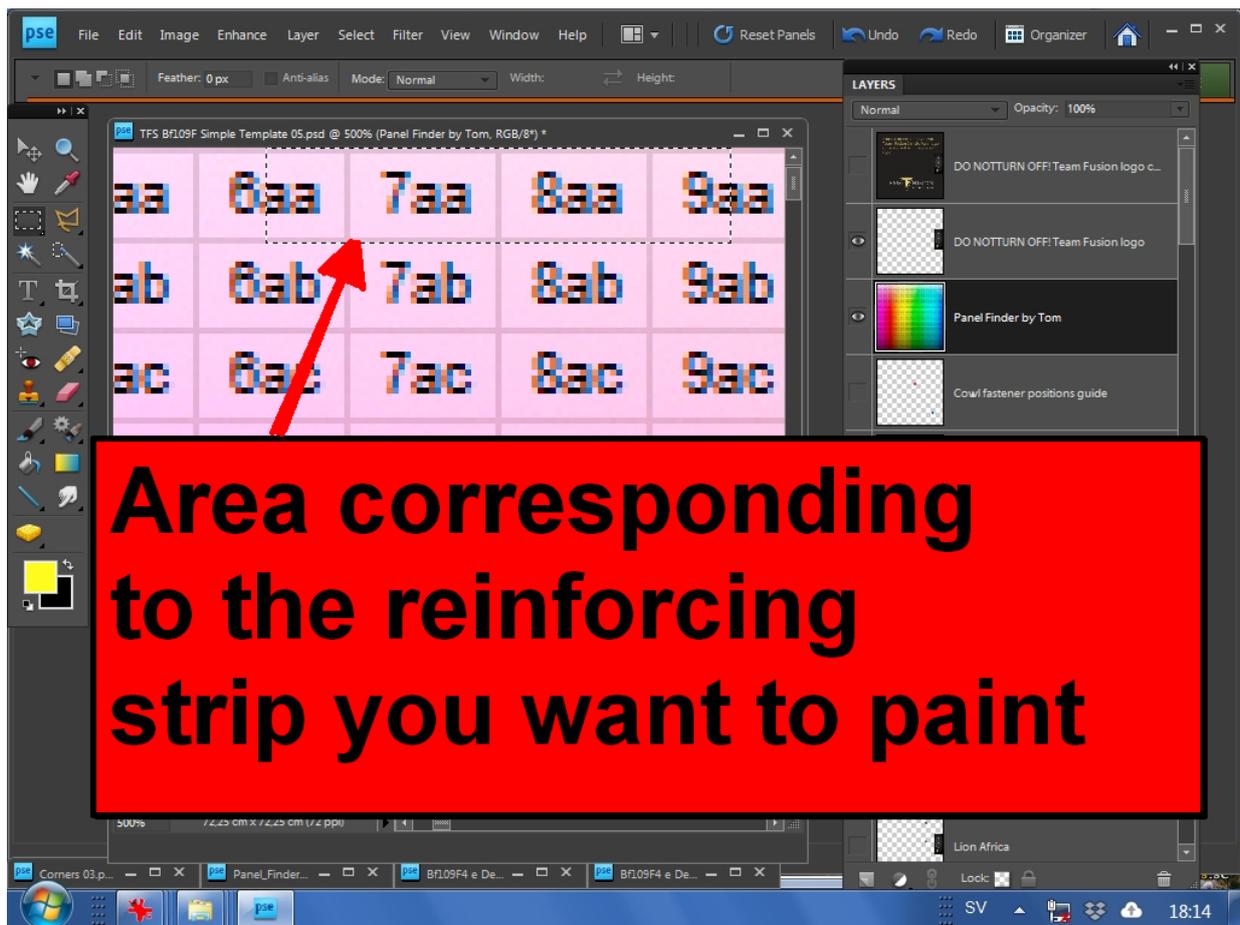
View the skin in-game. If you need to paint a part on the aircraft make a note of the panel numbers on that part.

Panel Finder used as a skin in-game:



Open the template in your photo editor (Photoshop etc.). There may be a layer with the Panel Finder already in the template. Otherwise open the Panel Finder in your editor, then copy it, and then paste it into the template as a new layer (paste it as one of the top layers or it might not show). Find the area on the Panel Finder that corresponds to the part you want to paint. Mark it with the selection tool.

Find the same numbers as cover the part you want to paint. Use the selection tool to mark the area with a dotted line (zoomed view):

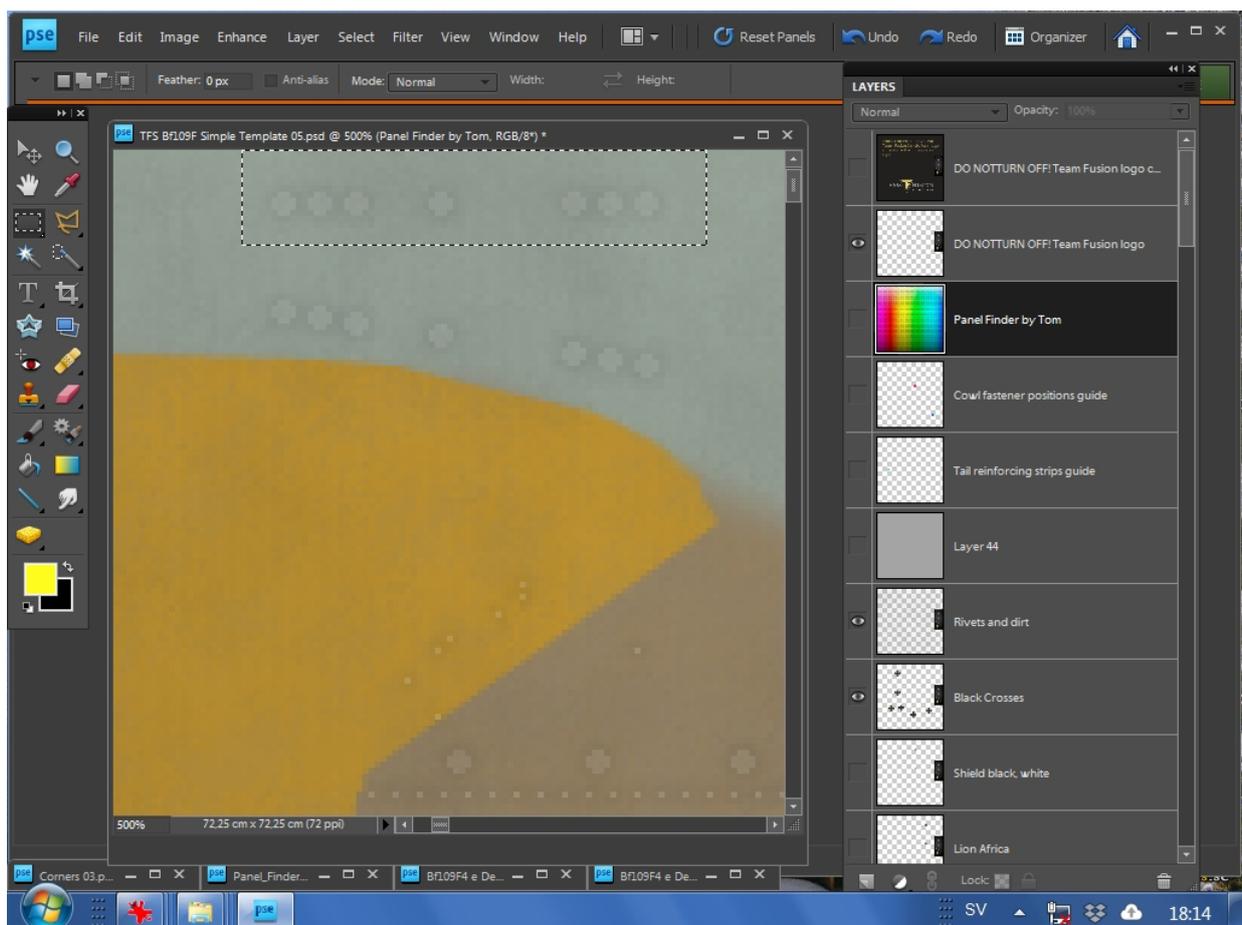


Turn off the Panel Finder layer. You will now see the area you need to paint on the skin within the dotted line. Create a new layer and paint the part with the colour you want to use. Save your changes as a jpg file and view them as a skin in-game to see how the result looks.

It is wise to paint the part carefully, and a little at a time so that you don't overpaint another area of the skin.

View your changes in-game as you progress until the part is completely painted.

The dotted line shows the area you need to paint:



# Example. Viewing the Panel Finder in Plane Options:

