1. Open Template in Paint.net.
2. Using the layer command turn the Markers on or off (Check or Uncheck).
3. For now the Mask and Detail layers can be off.

4. Add the selected Colour/Text/Logos/Images to the Base layer.
5. Turn the Markers Layer off.
6. Make sure Detail and Mask layer are on.
7. Check that the Detail Layer Blend mode is Darken (Default in the file).
8. Save the file as a .dds under the XRPayloads folder.

9. Open Template.msh
10. Scroll to last line.
11. Change texturename to the same as above.
12. Save mesh as the file name above under the XRPayloads folder.
13. Open Template.cfg
14. Change mesh name to the file name above.
15. Edit XR payload Description and add a preview picture

Used With permission

Wehaveaproblem's Cargo Container Mesh and Config file.

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