Version MSFS 2024 1.3.13.0
Version Exporte Blender 2.3.2
Version Blender 3.6.17

# Problem exporting Windshield material

I thought this new version of the Blender exporter (v2.3.2) would allow us to model properly.... But I find that the exporter "invents" a non-existent texture, and the result is totally wrong! Here are the textures that make up my Windshield material, and it's clear that no Base Color Texture exists:
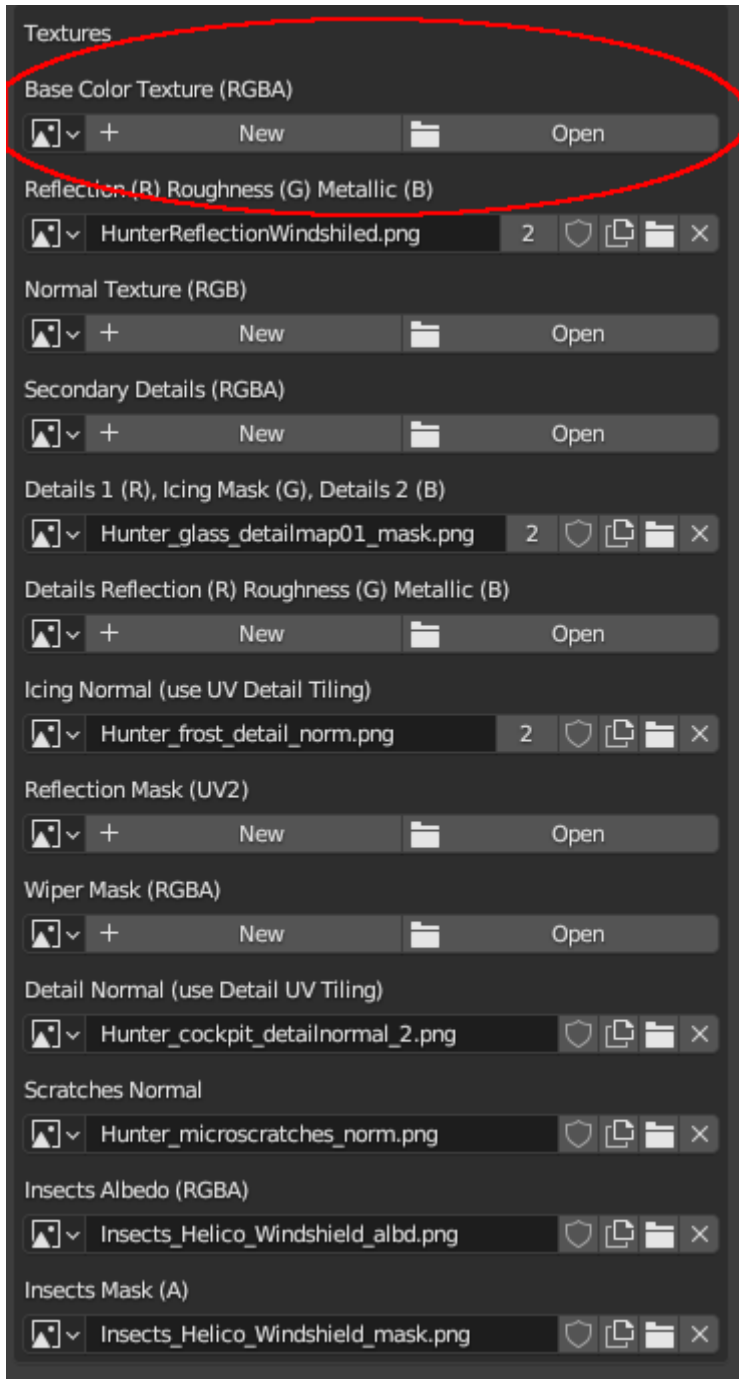
But here's the result in the .gltf file with the new exporter:

```
        "alphaMode":"BLEND",
        "emissiveFactor":[
            0,
            0,
            0
        ],
        "extensions":{
            "ASOBO_material_detail_map":{
                "detailColorTexture":{
                    "index":103
                },
                "detailNormalTexture":{
                    "index":104,
                    "scale":0.019999999552965164
                },
                "UVScale":7,
                "blendThreshold":0.0010000000474974513
            },
            "ASOBO_material_windshield_v3":{
                "detail1Rough":0.05000000074505806,
                "detail2Rough":0.05000000074505806,
                "detail1Opacity":0.5,
                "detail2Opacity":0.5,
                "microScratchesTiling":1.100000023841858,
                "microScratchesStrength":0.05000000074505806,
                "detailNormalRefractScale":0.05000000074505806,
                "wiperLines":false,
                "wiperLinesStrength":1,
                "wiperLinesTiling":1,
                "wiper1State":0,
                "windshieldDetailNormalTexture":{
                    "index":105,
                    "scale":0.019999999552965164
                },
                "scratchesNormalTexture":{
                    "index":106,
                    "scale":0.019999999552965164
                },
                "windshieldInsectsTexture":{
                    "index":107
                },
                "windshieldInsectsMaskTexture":{
                    "index":108
                }
            },
            "ASOBO_material_rain_options":{
                "rainDropScale":0.4000000059604645,
                "rainDropSide":false
            }
        },
        "extras":{},
        "name":"WindshieldInt",
        "occlusionTexture":{
            "index":109
        },
        "pbrMetallicRoughness":{
            "baseColorFactor":[
                0.36500000953674316,
                0.36500000953674316,
                0.36500000953674316,
                0.009999999776482582
            ],
            "baseColorTexture":{
                "index":110
            },
            "metallicFactor":0,
            "metallicRoughnessTexture":{
                "index":109
            },
            "roughnessFactor":0.019999999552965164
```

??
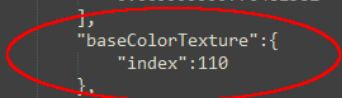
And here's the result in MSFS 2024 :

Please note that I've deleted and recreated the material several times with exactly the same result. What's amazing is that I have another material, also Windshield, which has only one texture "Reflection(R) Rougness (G) Metallic (B)", and in this other material, no invented textures have been created!

By correcting the glft file, i.e. by simply deleting the "ghost" texture, and after rebuilding the package, the result is now correct:

```json
{
    "alphaMode":"BLEND",
    "emissiveFactor":[
        0,
        0,
        0
    ],
    "extensions":{
        "ASOBO_material_detail_map":{
            "detailColorTexture":{
                "index":101
            },
            "detailNormalTexture":{
                "index":102,
                "scale":0.019999999552965164
            },
            "UVScale":7,
            "blendThreshold":0.0010000000474974513
        },
        "ASOBO_material_windshield_v3":{
            "detail1Rough":0.05000000074505806,
            "detail2Rough":0.05000000074505806,
            "detail1Opacity":0.5,
            "detail2Opacity":0.5,
            "microScratchesTiling":2,
            "microScratchesStrength":0.029999999329447746,
            "detailNormalRefractScale":0.05000000074505806,
            "wiperLines":false,
            "wiperLinesStrength":1,
            "wiperLinesTiling":1,
            "wiper1State":0,
            "windshieldDetailNormalTexture":{
                "index":103,
                "scale":0.019999999552965164
            },
            "scratchesNormalTexture":{
                "index":104,
                "scale":0.019999999552965164
            },
            "windshieldInsectsTexture":{
                "index":105
            },
            "windshieldInsectsMaskTexture":{
                "index":106
            }
        },
        "ASOBO_material_rain_options":{
            "rainDropScale":0.4000000059604645,
            "rainDropSide":false
        }
    },
    "extras":{},
    "name":"WindshieldInt",
    "occlusionTexture":{
        "index":107
    },
    "pbrMetallicRoughness":{
        "baseColorFactor":[
            0.3668997883796692,
            0.3668997883796692,
            0.3668997883796692,
            0.009999999776482582
        ],
        "metallicFactor":0,
        "metallicRoughnessTexture":{
            "index":107
        },
        "roughnessFactor":0.019999999552965164
    }
}
```

"Ghost" texture removed

In advance, thank you to the Asobo team for taking this "bug" into consideration and correcting the exporter as soon as possible!