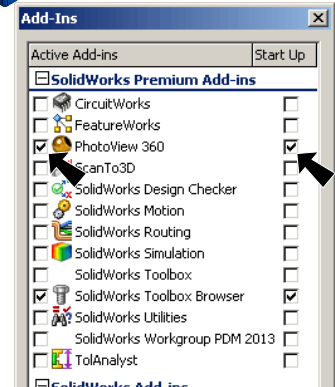# Speedway
Decals

A. Enable PhotoView 360.

Step 1. If necessary, open your **BODY** file.

Step 2. If necessary, turn on PhotoView 360. Click Tools Menu > Add-Ins. Click to place a check in **PhotoView 360** check boxes under **Active Add-ins** and under **Start Up** and click OK, **Fig. 1**.
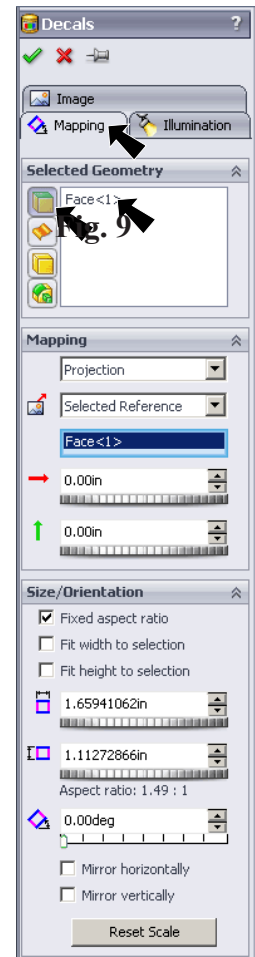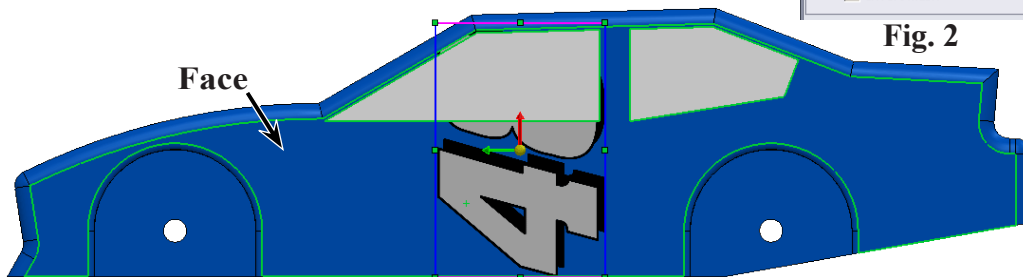
B. Decal Left Side.

Step 1. Click **Right** on the Standard Views toolbar. (**Ctrl-4**)

Step 2. Click PhotoView 360 Menu > Edit Decal.

Step 3. In the Decals Property Manager Image tab:
under **Decal Preview**
click **Browse** and **My Documents** buttons
open **FORTY-EIGHT-WHITE.PNG** **Fig. 2**

under **Mask Image**
select **Use decal image alpha channel**

Step 4. Click the **Mapping tab** at the top of the Decals Manager, **Fig. 3**
under **Selected Geometry**
unselect all but Select Faces

click side face of body, **Fig. 4**.

Fig. 1

Fig. 2

Fig. 3

Face
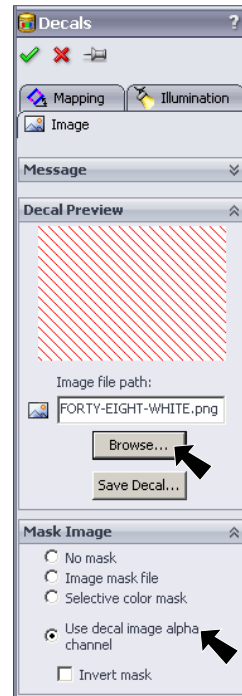
Fig. 4

Step 5. In the Property Manager set:
    under Mapping

Projection direction **Current View** , **Fig. 5**

Horizontal location ➡ **-.22**

Vertical location ⬆ **-.32**

under Size/Orientation

Width **1.35**

Rotation **0**

Step 6. Click OK ✔ in the Property Manager.

Step 7. Save. Use **Ctrl-S**.
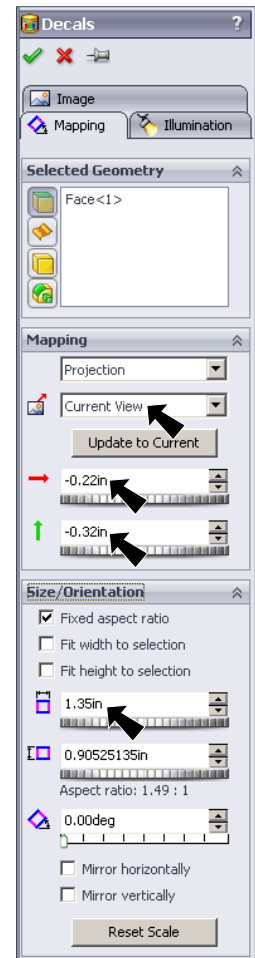

Fig. 6

Fig. 5

C. Decal Right Side.

Step 1. Click **Left** [icon] on the Standard Views toolbar. (**Ctrl-3**)

Step 2. Click PhotoView 360 Menu > Edit Decal.

Step 3. In the Decals Property Manager Image tab:
  under **Decal Preview**
    click **Browse** and **My Documents** buttons
    open **FORTY-EIGHT-WHITE.PNG   Fig. 7**

  under **Mask Image**
    select **Use decal image alpha channel**

Step 4. Click the **Mapping tab** [Mapping icon] at the top of
  the Decals Manager, **Fig. 8**
    under **Selected Geometry**
    unselect all but Select Faces [icon]

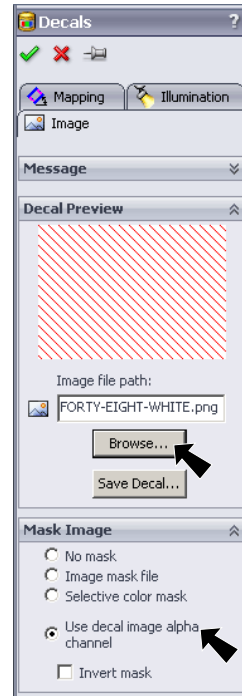   click side face of body, **Fig. 9**.
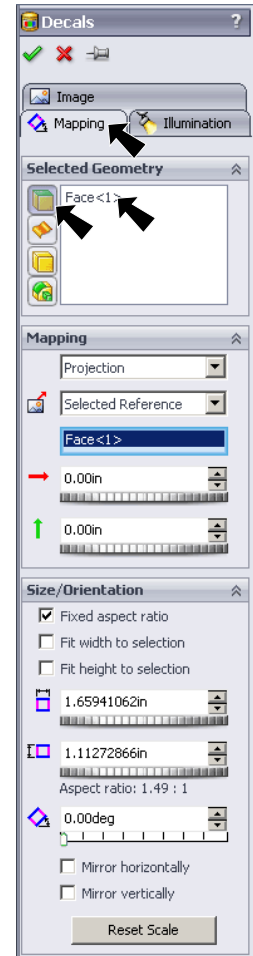
Fig. 7

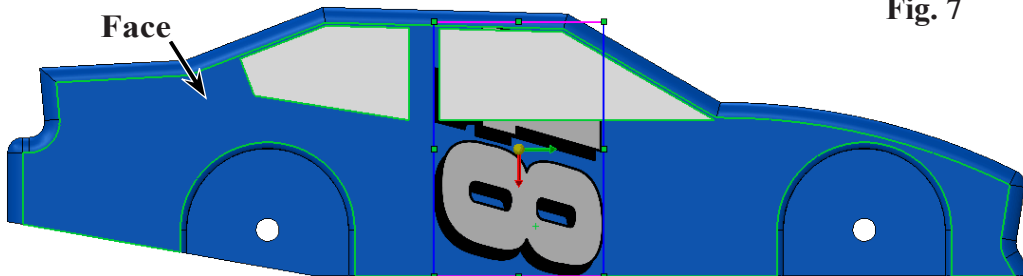**Fig. 8**

Face

Fig. 9

Step 5. In the Property Manager set:
under Mapping

Projection direction **Current View** , **Fig. 10**

Horizontal location → **.22**

Vertical location ↑ **-.32**

under Size/Orientation

Width ⊡ **1.35**

Step 6. Click OK ✔ in the Property Manager.
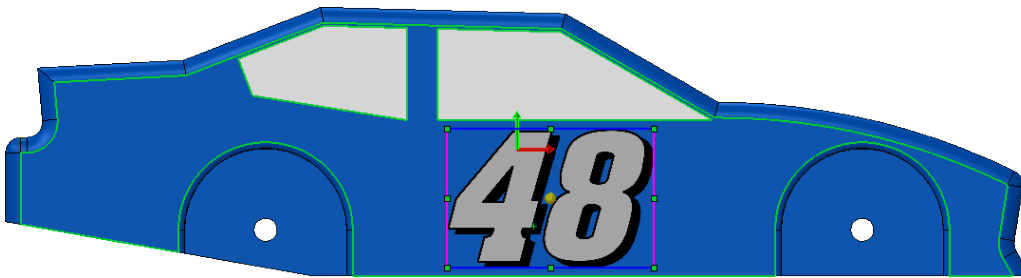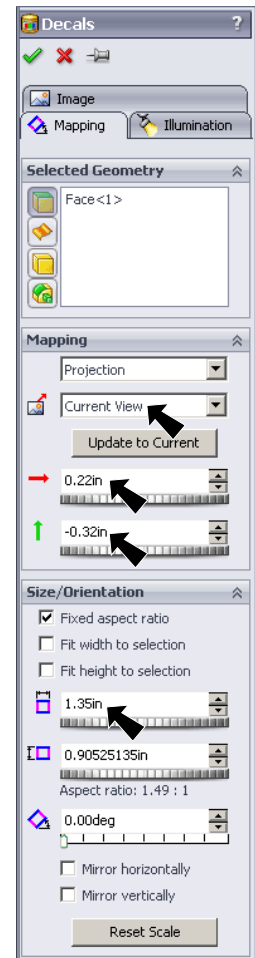
Step 7. Save. Use **Ctrl-S**.

Fig. 11

Fig. 10

D. Decal Top.

Step 1. Click **Right** ⬚ on the Standard Views toolbar. **(Ctrl-4)**

Step 2. Rotate view 90⁰. To rotate view 90⁰, **hold down Shift key and use down arrow** on keyboard to rotate body to see top view, **Fig. 14**.

Step 3. Click PhotoView 360 Menu > Edit Decal.

Step 4. In the Decals Property Manager Image tab:
      under **Decal Preview**
        click **Browse** and **My Documents** buttons
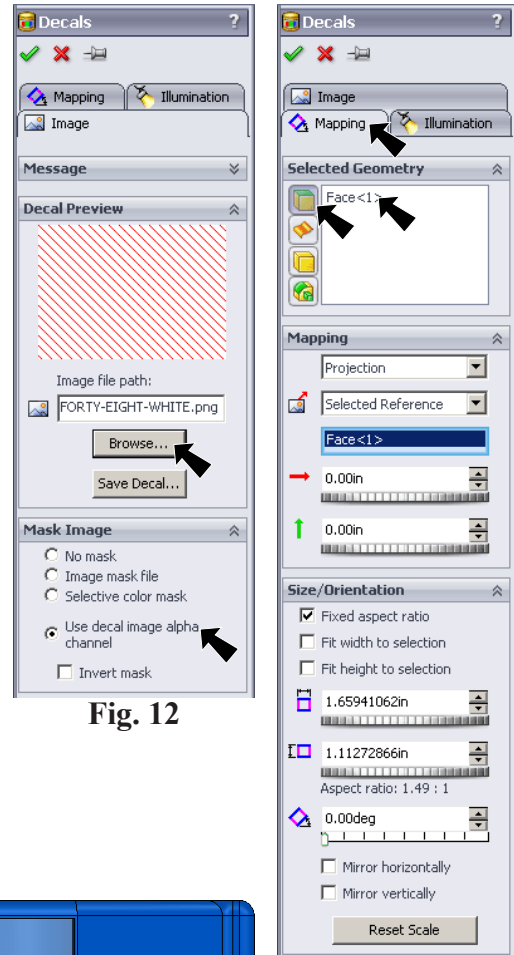   open **FORTY-EIGHT-WHITE.PNG** **Fig. 12**

      under **Mask Image**
        select **Use decal image alpha channel**

Step 5. Click the **Mapping tab** ⬙ Mapping at the top of the Decals Manager, **Fig. 13**
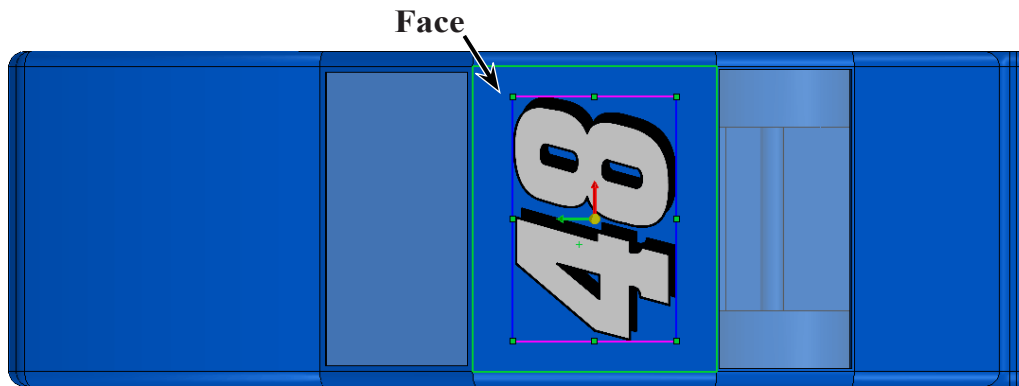   under **Selected Geometry**

      unselect all but Select Faces ▦

      click the **top face of car body**, **Fig. 14**.

Fig. 12

Fig. 13

Face

Fig. 14

Step 6. In the Property Manager set:
      under Mapping

      Projection direction **Current View** , **Fig. 15**

      under Size/Orientation

      Width **1.5**

Step 7. Click OK in the Property Manager.

Step 8. Click **Isometric** on the Standard Views toolbar. (**Ctrl-7**)
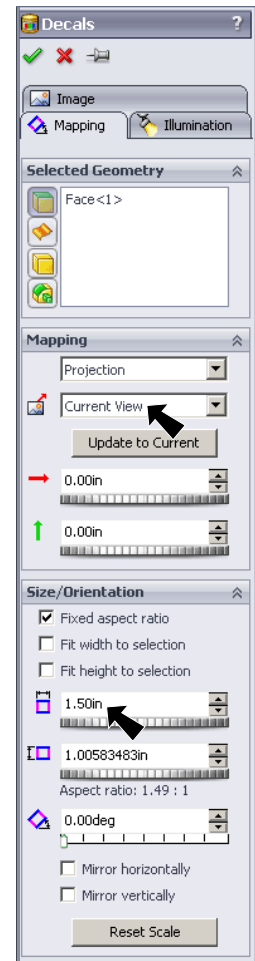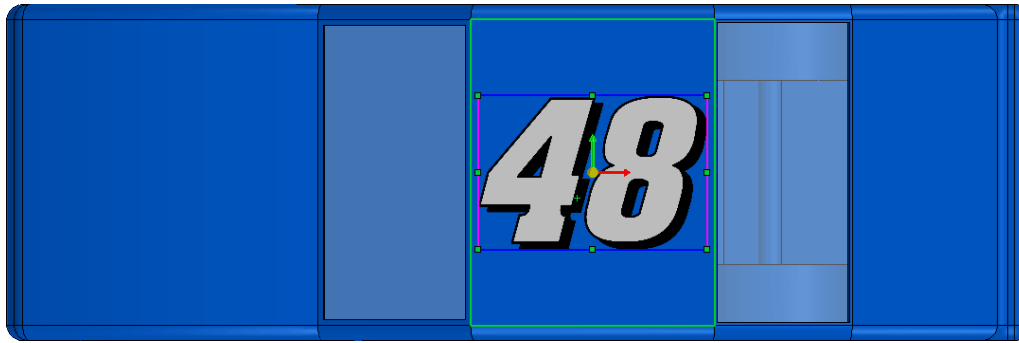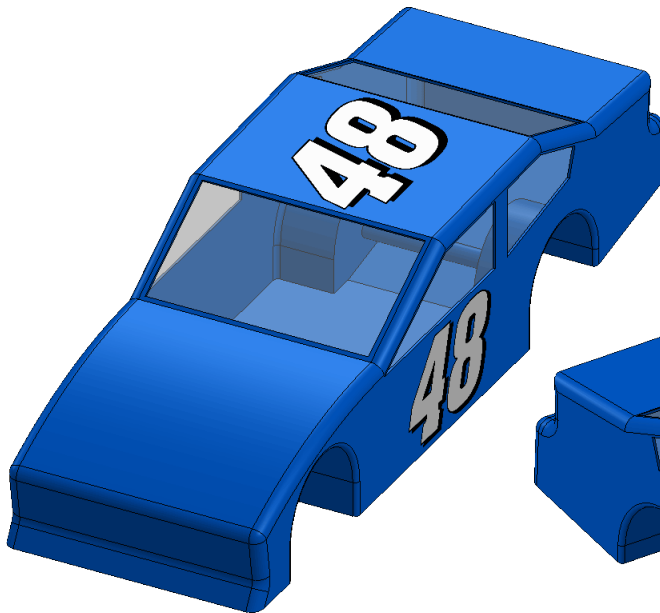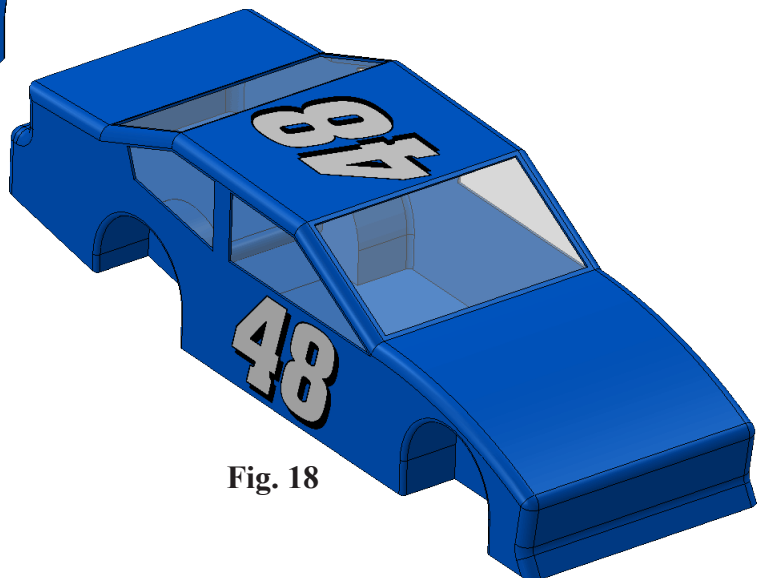
Step 9. Save. Use **Ctrl-S**.

Fig. 16

Fig. 15

Fig. 17

Fig. 18