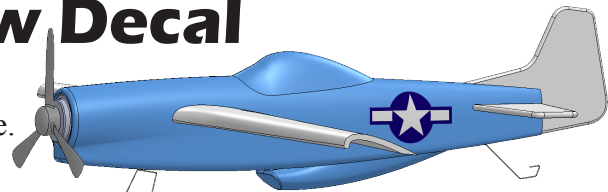


PhotoView Decal



A. Enable PhotoView 360.

Step 1. If necessary, open your P51 ASSEMBLY file.

Step 2. If necessary, turn on PhotoView 360, click the flyout of Options  on the Standard toolbar and click Add-Ins.

Step 3. In the dialog box find PhotoView 360 and place a check in the check box under Active Add-Ins and Start-Up. Click OK, Fig. 1.

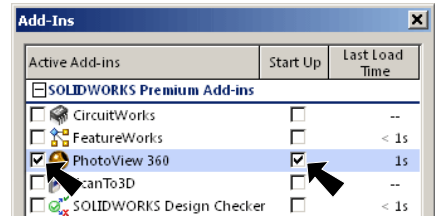


Fig. 1

B. PhotoView Decal.

Step 1. Click Right  on the Standard Views toolbar.

Step 2. Click PhotoView Menu > Decal.

Step 3. In the Decals Property Manager Image tab: under Decal Preview, Fig. 1 click Browse and My Documents buttons open star-dark-blue-white.png

under Mask Image select Use decal image alpha channel

Step 4. Click Mapping tab at top of Decals Manager under Selected Geometry, Fig. 2

click Apply changes at part level 
unselect all but Select Bodies 

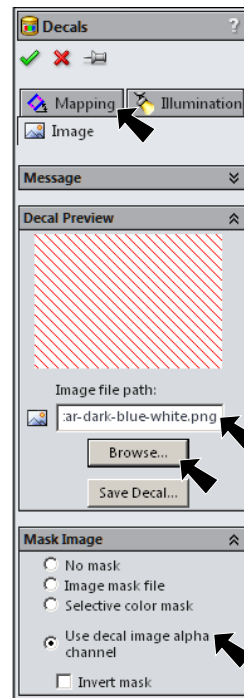



Fig. 2

click Fuselage, Fig. 4. You might have to select body twice- if the bitmap does not show on Fuselage, right click in selected Entities box and click Clear Selection, then select body again.

Under Mapping, Fig. 4

Horizontal location  1.9

Vertical location  .1
under Size/Orientation

Width  1.6

click OK .

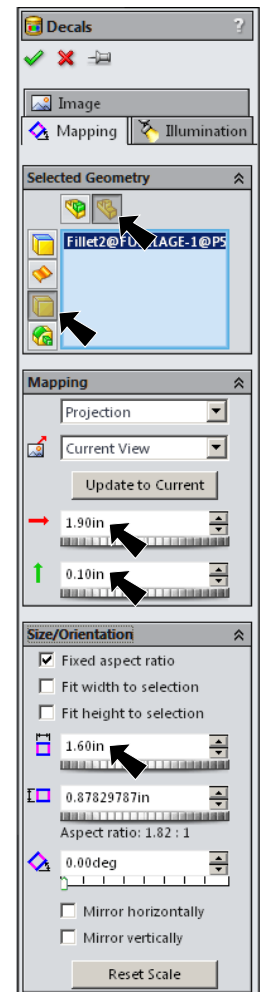


Fig. 3

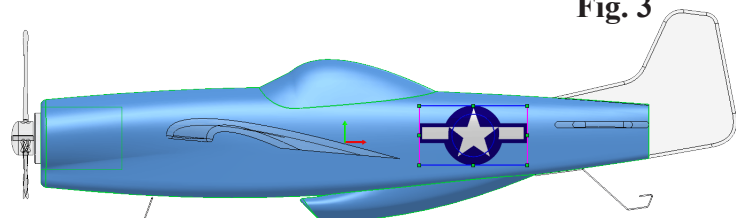


Fig. 4

Step 5. Save. Use Ctrl-S.