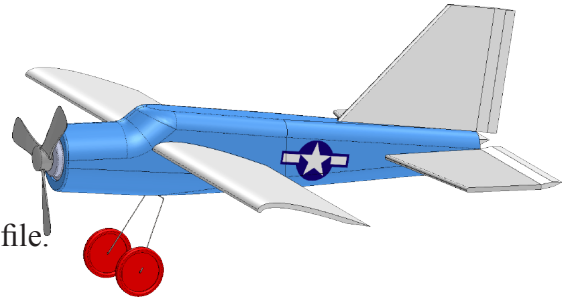

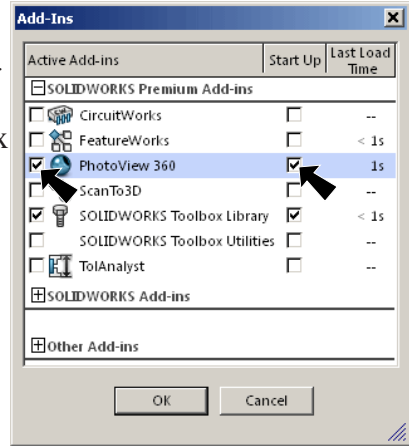


Airplane Decal



A. Enable PhotoView 360.

- Step 1. If necessary, open your AIRPLANE 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 for **PhotoView 360** check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 30**. Click OK.



B. PhotoView 360 Decal.




- Step 1. Click **Right**  on the Standard Views toolbar.
- Step 2. Click PhotoView 360 Menu > Edit Decal.
- Step 3. In the Decals Property Manager **Image** tab:
 - under Decal Preview, **Fig. 2** 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, **Fig. 3** under Selected Geometry
 - click **Apply changes at part level** 
 - unselect all but **Select Bodies** 
 - click the fuselage, **Fig. 4**. You might have to select fuselage twice- if the bitmap does not show on fuselage, **right click** in selected Entities box and click Clear Selection, then select fuselage again.

Fig. 1

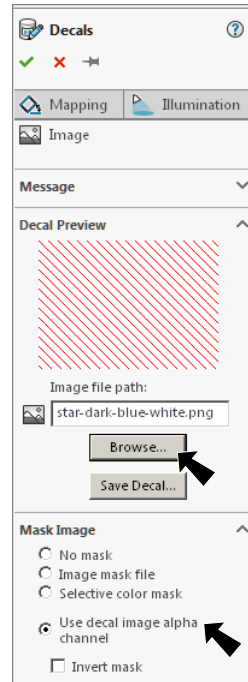


Fig. 2

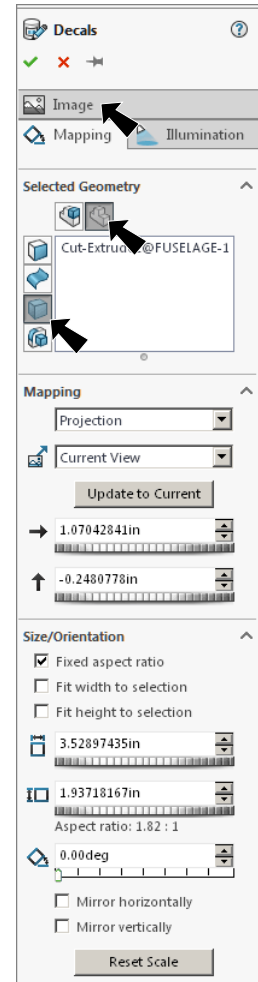


Fig. 3

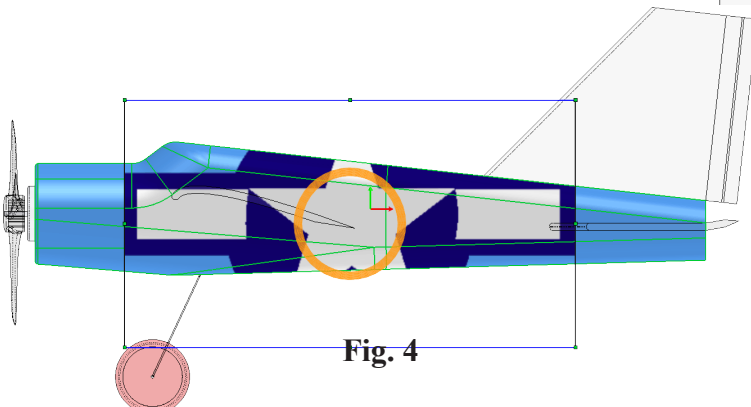


Fig. 4

Step 5. In the Decals Property Manager:
 under Mapping
 Mapping type **Projection**
 Projection direction **Current View**
 click **Update to Current** button
Horizontal location → **.85**
Vertical location ↑ **-.22**

under Size/Orientation

Width  **1.5**
Angle  **354**
 click OK 

Step 6. Save. Use **Ctrl-S**.

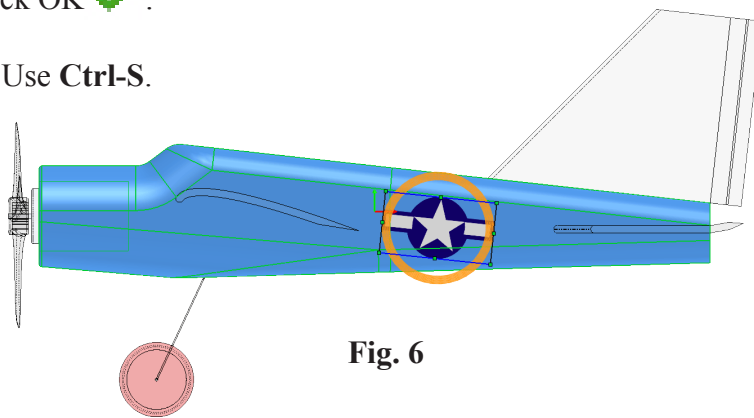


Fig. 6

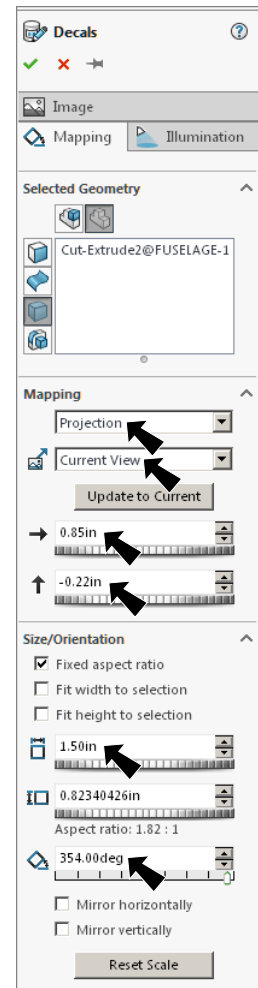


Fig. 5