Decals

A. Enable PhotoView 360.

Step 1. Open your **RAIL CAR E BODY** 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
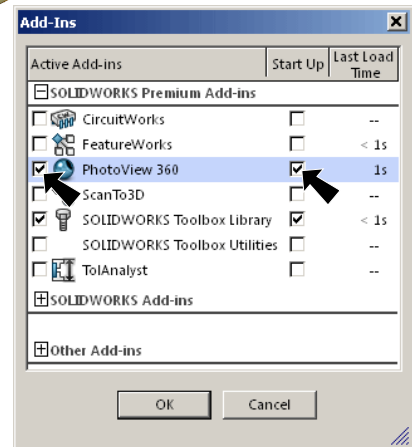box under **Active Add-Ins** and **Start-Up**, **Fig. 1**. Click
OK.

B. Enable Render Tools Toolbar.

Step 1. If necessary, turn on **Render Tools** Command Manager.

To turn on, **right click Sketch** Sketch on the Command
Manager toolbar and select **Render Tools**, **Fig. 2**.

Step 2. Click **Render Tools** Render Tools on the Com-
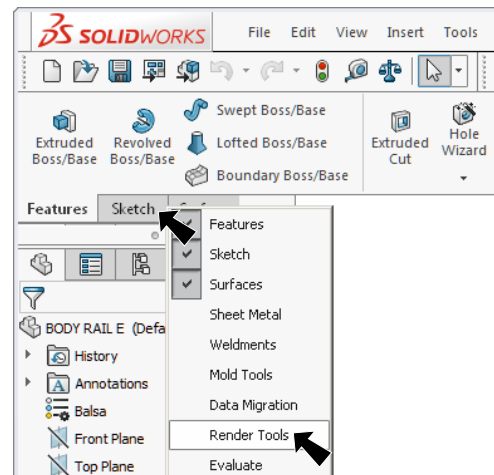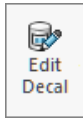mand Manager toolbar.

Fig. 1

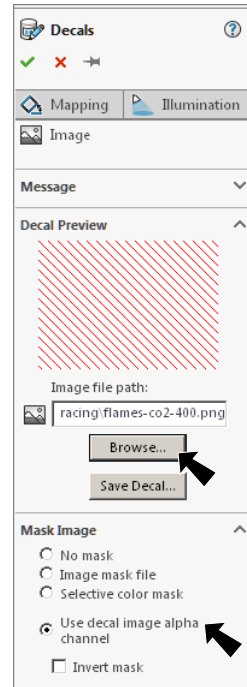**Fig. 2**

C. Flames Decal Nose.

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

Step 2.   Click **Edit Decal** [Edit Decal] on the Render Tools toolbar.

Step 3.   In the Decals Property Manager Image tab:
        under Decal Preview, **Fig. 3**
           click **Browse** and **My Documents** buttons
           open **flames-co2-400.png**
        under Mask Image
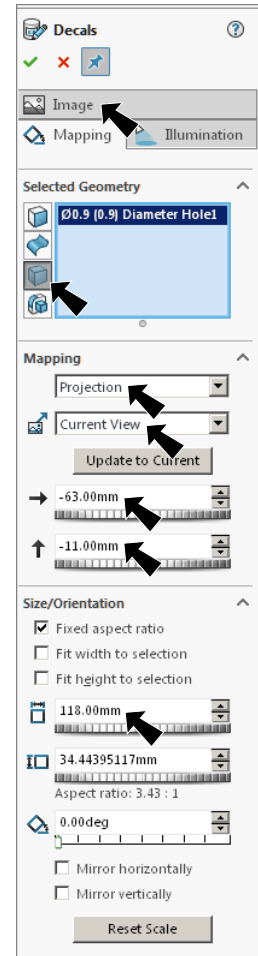   select **Use decal image alpha channel**

Step 4.   Click **Mapping tab** [Mapping] at the top of
Decals Manager, **Fig. 4**
        under Selected Geometry

        unselect all but **Select Bodies** 🧊

        click the **body**, **Fig. 5**
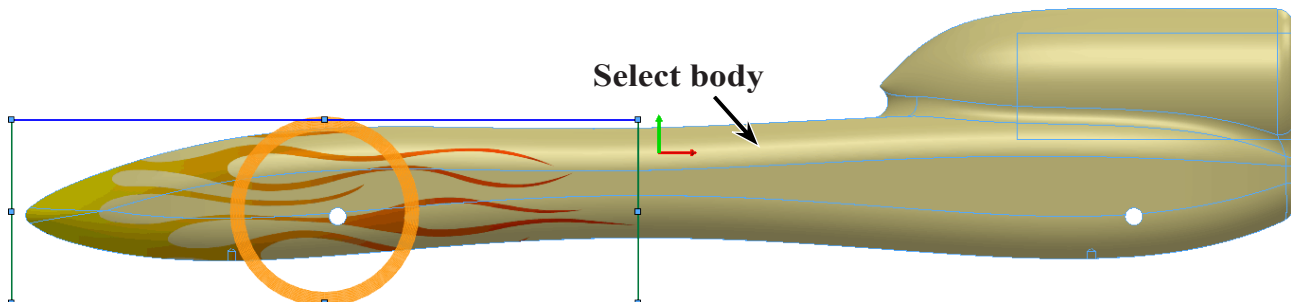
        under Mapping
           Mapping type **Projection**
           Projection direction **Current View**
           click **Update to Current** button

        Horizontal location ➡ **-63**

        Vertical location ⬆ **-11**

        under Size/Orientation

        Width ▭ **118**

Click **Keep Visible** 📌 and OK ✔. The Push Pin 📌 on allows selection of other decal.

Fig. 3

Fig. 4

Select body
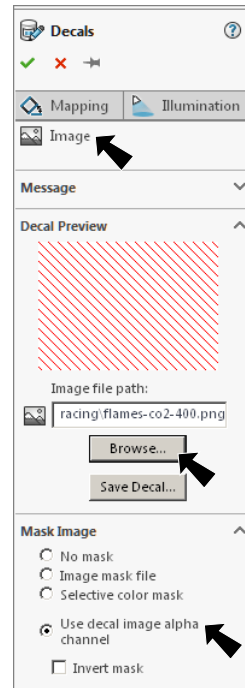
Fig. 5

D. Flames Decal Cartridge Revolve.

Step 1.   Click **Image tab** `Image` at the top of Decals Manager, **Fig. 6**

        under Decal Preview

           click **Browse** and **My Documents** buttons

           open **flames-co2-400.png**

        under Mask Image

           select **Use decal image alpha channel**

Step 2.   Click **Mapping tab** `Mapping` at the top of
           Decals Manager, **Fig. 7**

        under Selected Geometry

           unselect all but **Select Bodies**

           click the **body**, **Fig. 8**

        under Mapping

           Mapping type **Projection**

           Projection direction **Current View**

           click **Update to Current** button
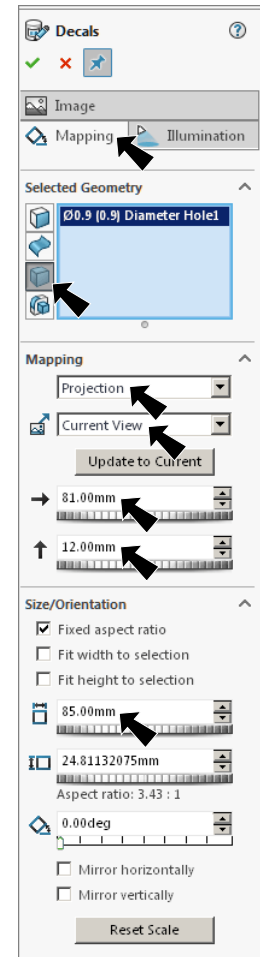
           Horizontal location ➡ **81**

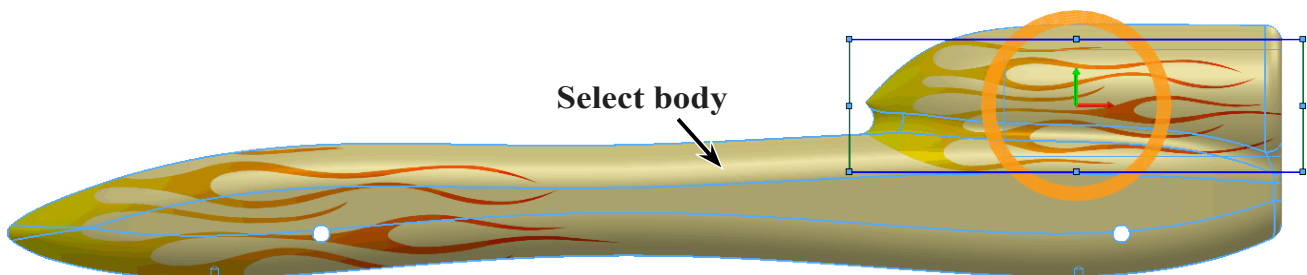   **Vertical location** ⬆ **12**

        under Size/Orientation

           Width **85**

        Click OK ✔ .

        The Push Pin 📌 on allows selection of other decal.

Fig. 6

Fig. 7

Select body

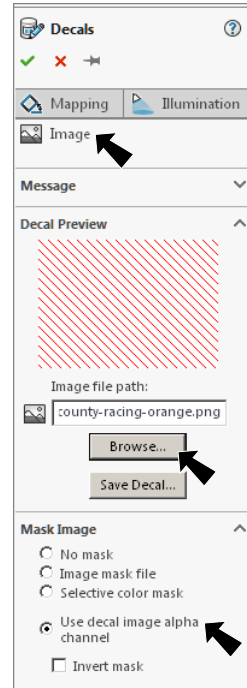**Fig. 8**

E. Cudacountry Racing Left Side.

Step 1.   Click **Image tab** [Image] at the top of Decals Manager
   under Decal Preview, **Fig. 9**
      click **Browse** and **My Documents** buttons
   open **cudacountry-racing-orange.png**
   under Mask Image
      select **Use decal image alpha channel**

Step 2.   Click **Mapping tab** [Mapping] at the top of
   Decals Manager, **Fig. 10**
      under Selected Geometry

      unselect all but **Select Faces**
      click the **3 side faces** of body, **Fig. 11**

   under Mapping
      Mapping type **Projection**
      Projection direction **Current View**
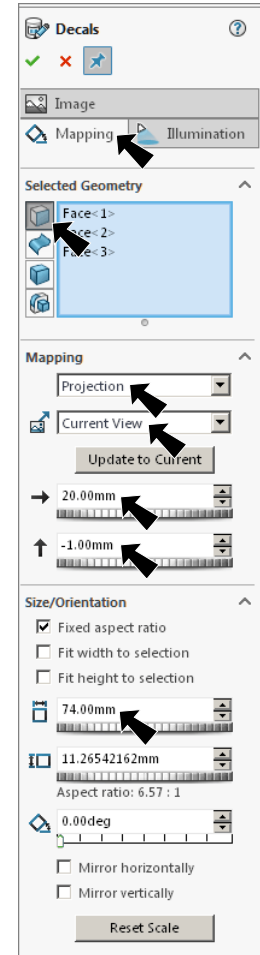   click **Update to Current** button

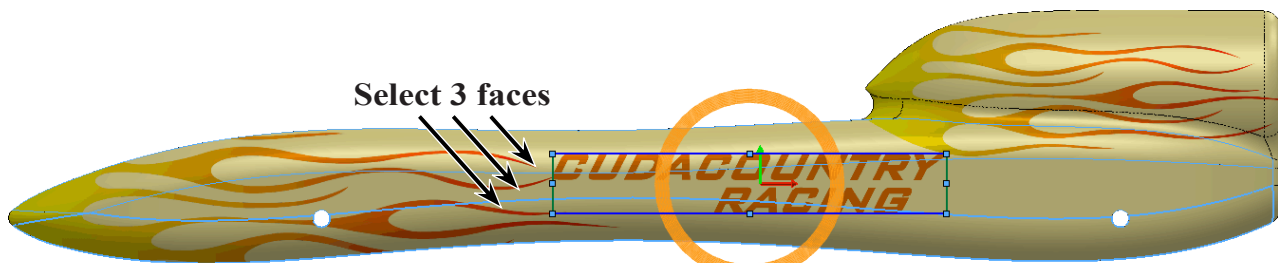   **Horizontal location** ➡ 20

      Vertical location ⬆ -1

   under Size/Orientation

      Width 74

   Click OK ✔ with Push Pin 📌 still on.

Fig. 9

Fig. 10

Select 3 faces

Fig. 11

F. Cudacountry Racing Right Side.

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

Step 2.   Click **Image tab** 🖼 Image at the top of Decals Manager, **Fig. 12**
  under Decal Preview
    click **Browse** and **My Documents** buttons
  open **cudacountry-racing-orange.png**
  under Mask Image
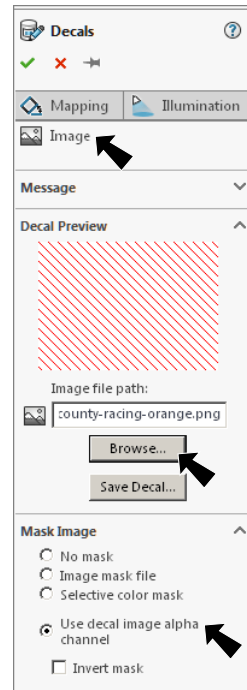   select **Use decal image alpha channel**

Step 3.   Click **Mapping tab** ◇ Mapping at the top of Decals Manager, **Fig. 13**
  under Selected Geometry
    unselect all but **Select Faces** 📦
    click the **3 side faces** of body, **Fig. 14**

  under Mapping
    Mapping type   **Projection**
    Projection direction **Current View**
    click **Update to Current** button

    Horizontal location ➡ -20

    Vertical location ⬆ 0

  under Size/Orientation

    Width ⬚ 74
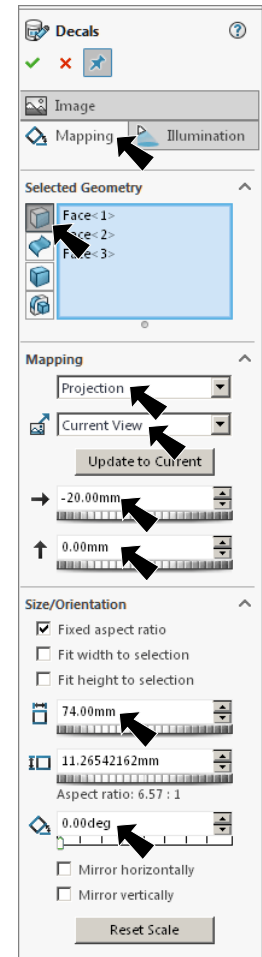
    Rotation ◈ 0
  click OK ✔ and click Cancel ✖.

Step 4.   Save. Use **Ctrl-S**.
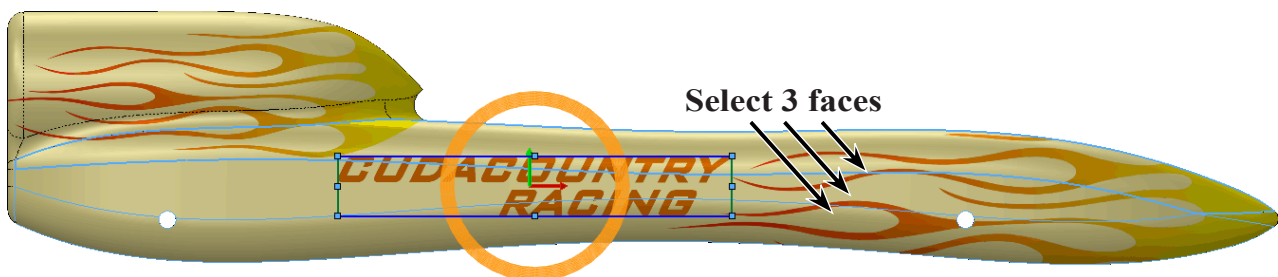
Fig. 12

Fig. 13

Select 3 faces

Fig. 14