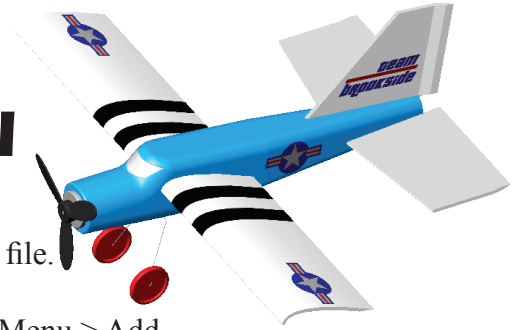


PhotoView Decal



A. Enable PhotoView 360.

Step 1. If necessary, open your AIRPLANE ASSEMBLY 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.

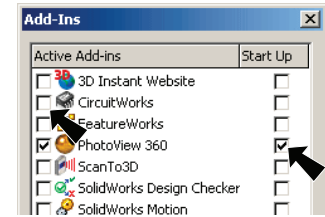


Fig. 1



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**
 click **Browse** and **My Documents** buttons
 open your **png** bitmap file 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**

click **Apply changes at part level** 
unselect all but Select Bodies 
 (**Select Bodies** will show decal on both sides of hull)

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.

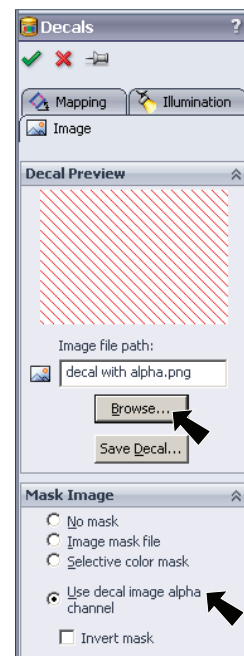


Fig. 2

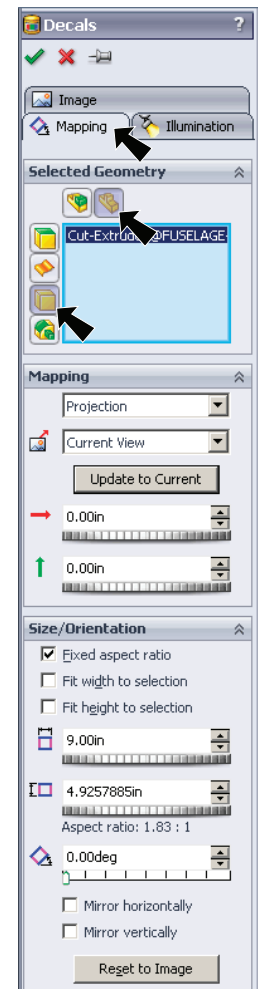


Fig. 3

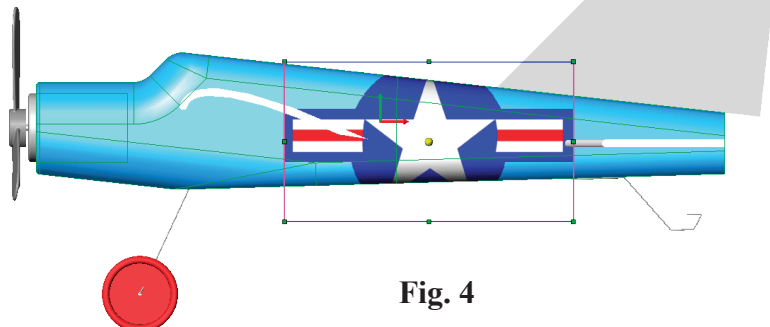



Fig. 4

You can drag the image around on the fuselage, **Fig. 5**.
Drag corner handles on decal to scale down size.

under **Size/Orientation**

adjust Rotation  to rotate decal parallel with top of fuselage, **Fig. 6**.

Click OK  in the Property Manager when done.

Step 5. Save. Use **Ctrl-S**.

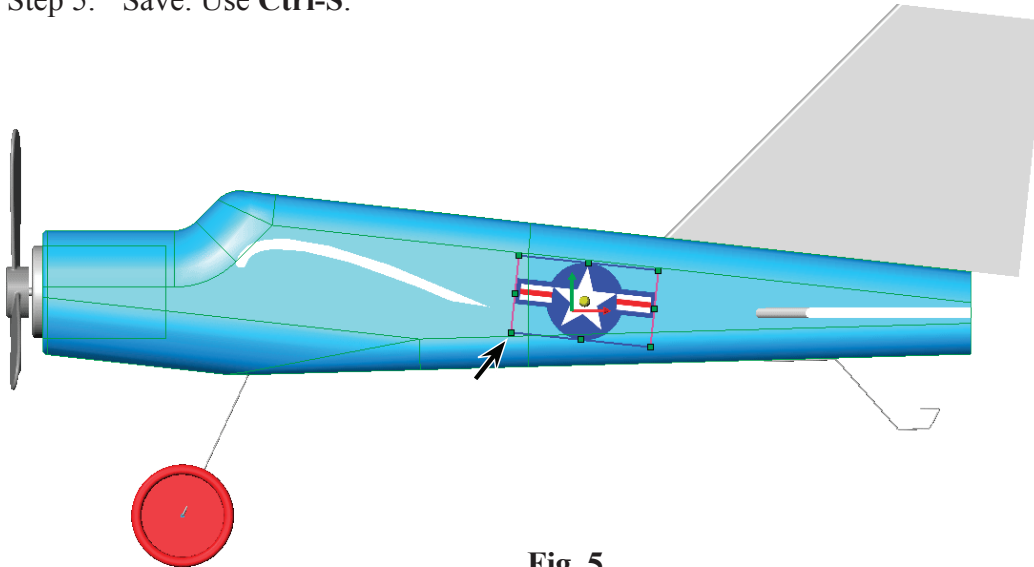


Fig. 5

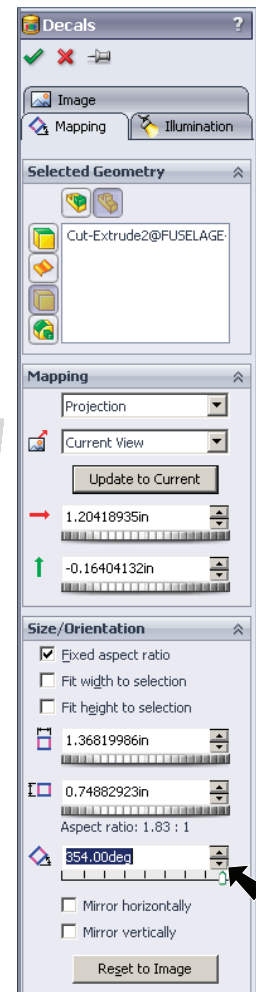


Fig. 6