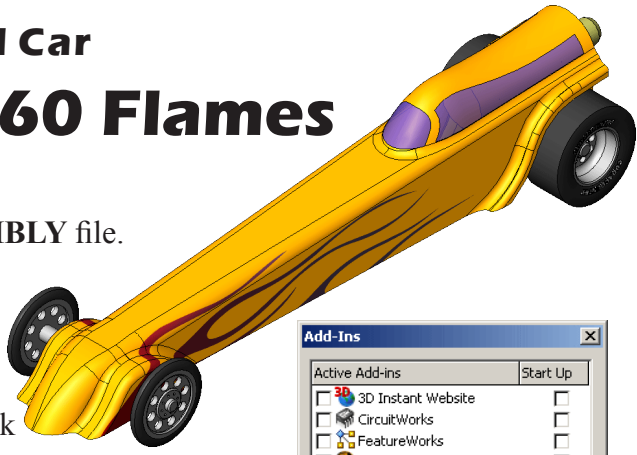


PhotoView 360 Flames



A. Enable PhotoView 360.

Step 1. If necessary, open your RAIL CAR 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.

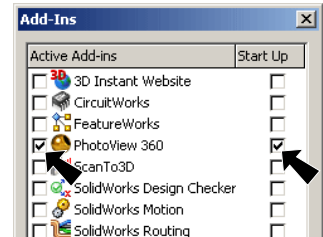



Fig. 1

B. PhotoView 360 Decal.

Step 1. Click **Right**  on the Standard Views toolbar. (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 **FLAMES_CO2_RED_PURPLE_400.PNG**
Fig. 2
 under **Mask Image**
 select **Use decal image alpha channel**

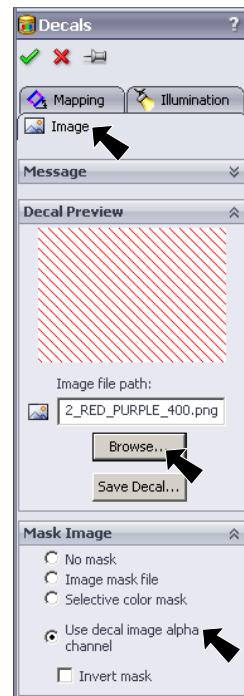


Fig. 2

Step 4. Click the **Mapping** tab at the top of the Decals Manager, **Fig. 3**
 under **Selected Geometry**

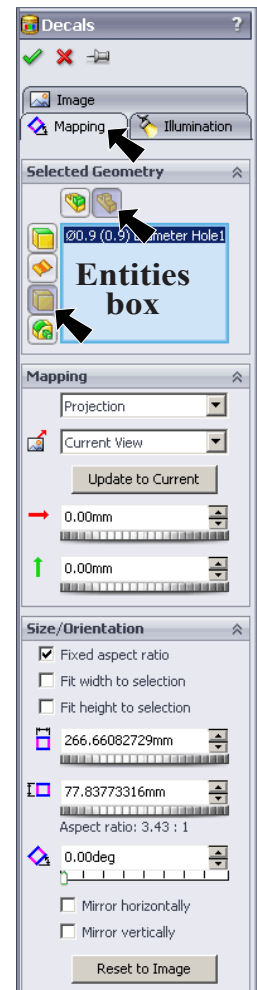


Fig. 3

click **Apply changes at part level** 

unselect all but **Select Bodies** 

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

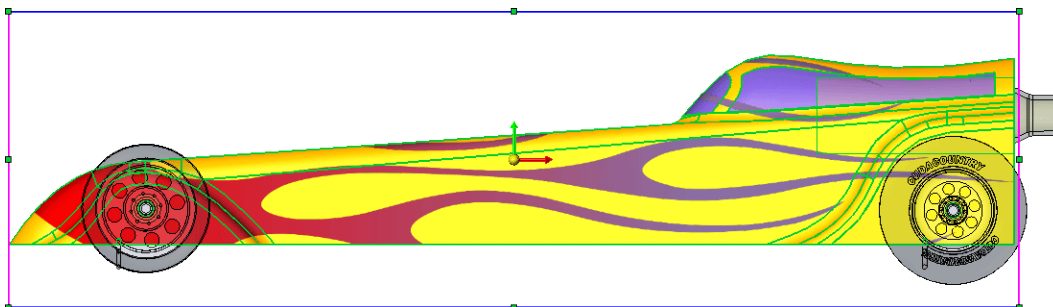


Fig. 4

Step 5. You can drag the image around on the body or set:
under Mapping

Horizontal location  to around -26, Fig. 5.

Vertical location  -22

under Size/Orientation

Width  196

Rotation  7

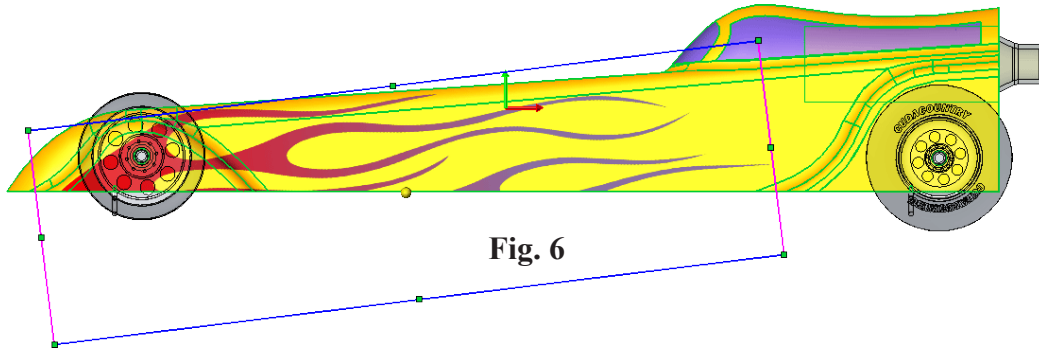


Fig. 6

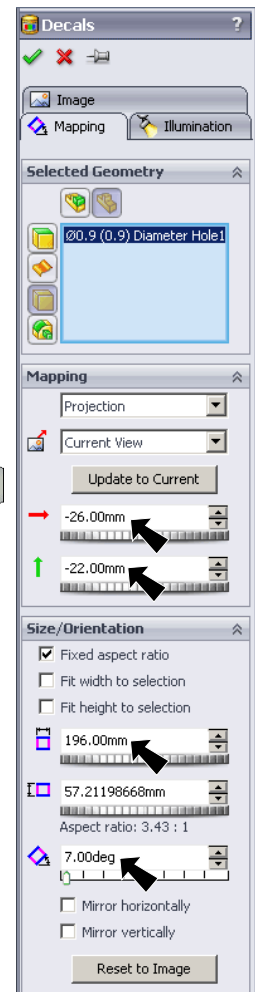



Fig. 5

Step 6. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

Step 7. Click OK  in the Property Manager when done.

Step 8. Save. Use **Ctrl-S**.

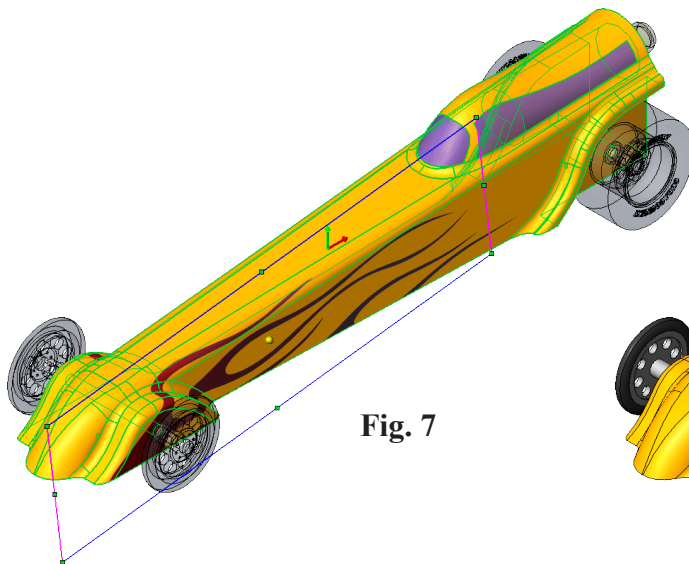


Fig. 7

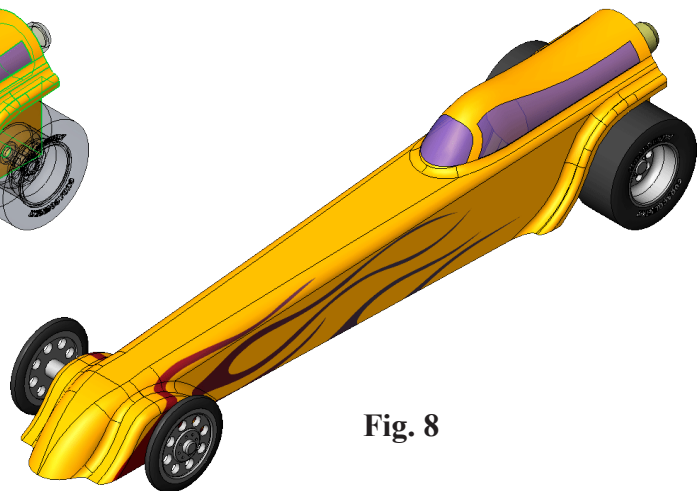


Fig. 8