


## 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.

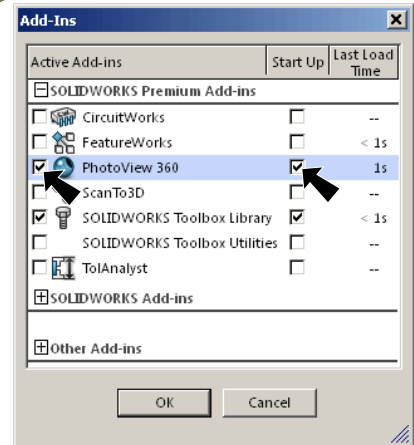


Fig. 1

## B. Enable Render Tools Toolbar.

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

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

Step 2. Click Render Tools  on the Command Manager toolbar.

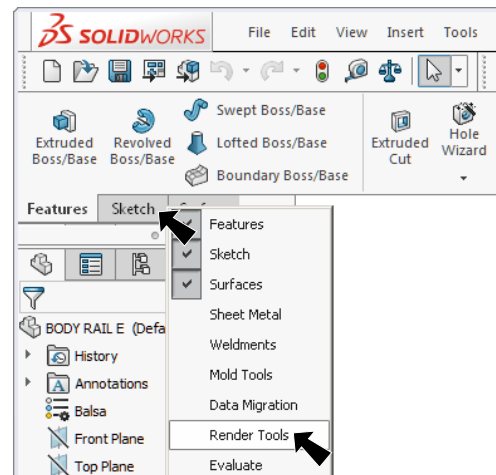
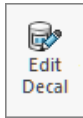


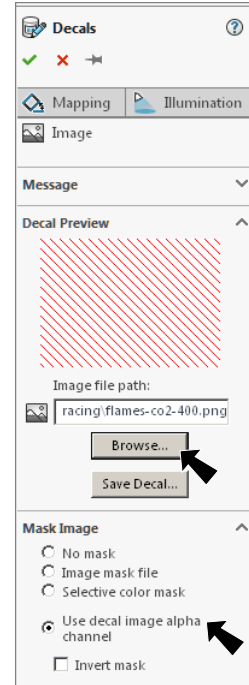
Fig. 2

## C. Flames Decal Nose.

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

Step 2. Click **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**



**Fig. 3**

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

unselect all but **Select Bodies** 

click the **body**, **Fig. 5**

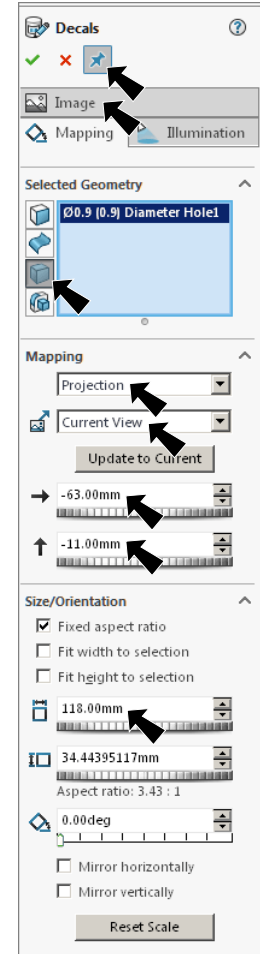
under Mapping  
 Mapping type **Projection**  
 Projection direction **Current View**  
 click **Update to Current** button

**Horizontal location** → -63

**Vertical location** ↑ -11

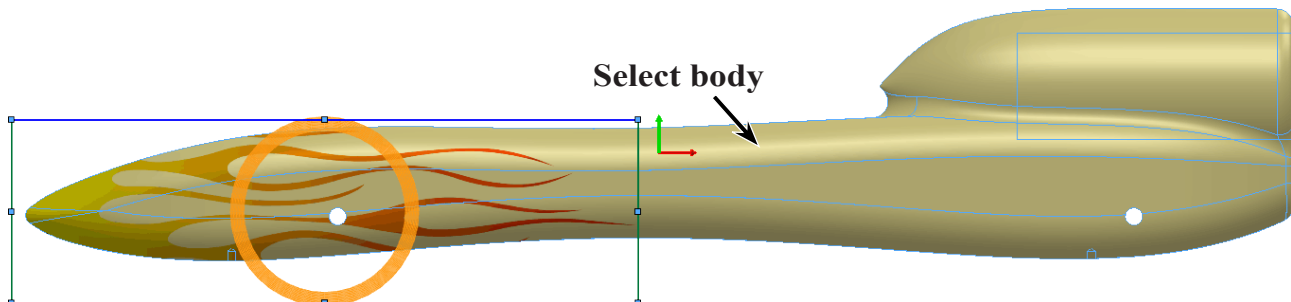
under Size/Orientation

**Width**  118



**Fig. 4**

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

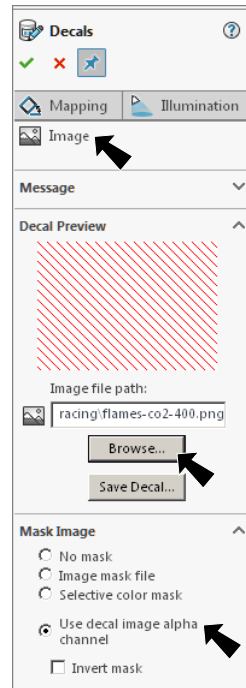


**Fig. 5**

## 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**



**Fig. 6**

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**

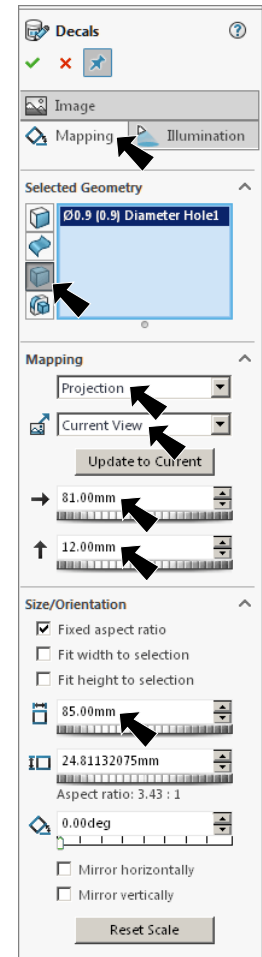
**Vertical location** ↑ **12**

under Size/Orientation

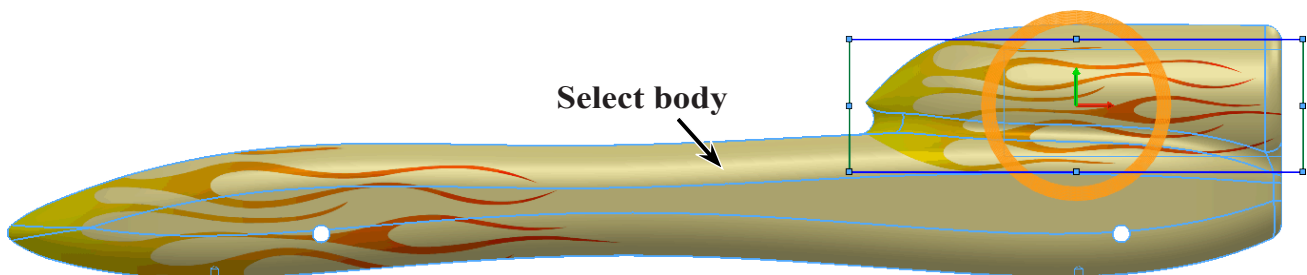
**Width**  **85**

Click **OK** .

The Push Pin  on allows selection of other decal.



**Fig. 7**

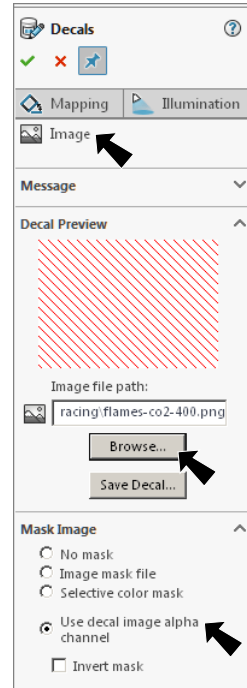


**Fig. 8**

## 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**



**Fig. 9**

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

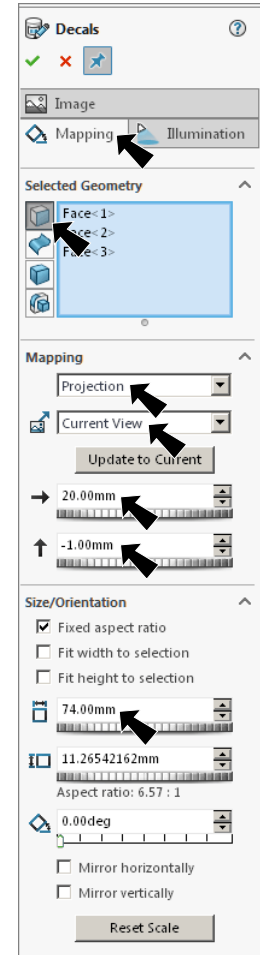
**Horizontal location** → **20**

**Vertical location** ↑ **-1**

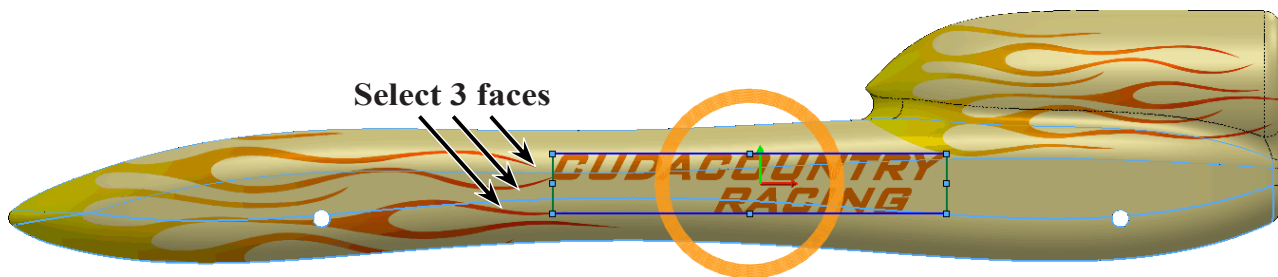
under Size/Orientation

**Width**  **74**

Click **OK**  with **Push Pin**  still on.




**Fig. 10**



**Fig. 11**

## F. Cudacountry Racing Right Side.

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

Step 2. Click **Image tab**  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**

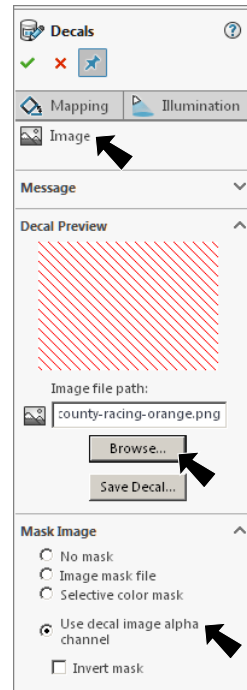



Fig. 12

Step 3. Click **Mapping tab**  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** .

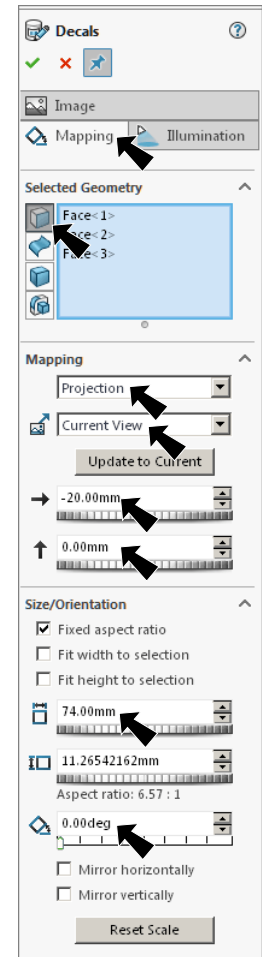


Fig. 13

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

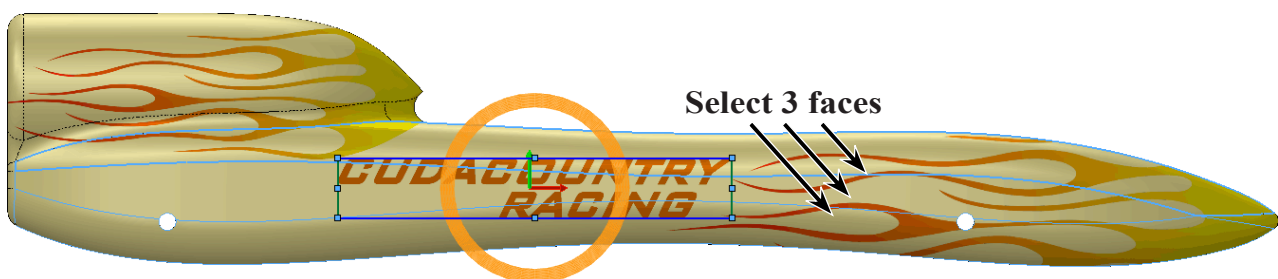


Fig. 14