


A. Enable Render Tools Toolbar.

- Step 1. Open your RAIL CAR E BODY file.
- Step 3. If necessary, turn on **Render Tools** Command Manager. To turn on, **right click Sketch**  on the Command Manager toolbar and select **Render Tools**, **Fig. 1**.

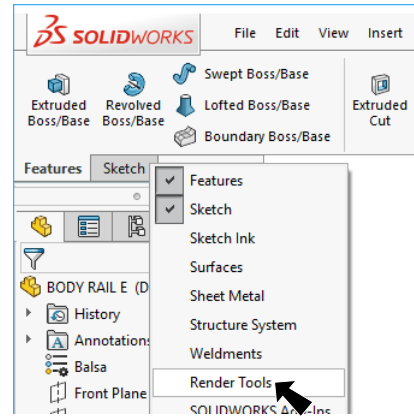
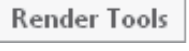
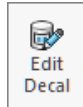


Fig. 1

- Step 4. Click **Render Tools**  on the Command Manager toolbar.

B. 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. 2**
 - click **Browse** and **My Documents** buttons
 - open **flames-co2-400.png**
 - under Mask Image
 - select **Use decal image alpha channel**

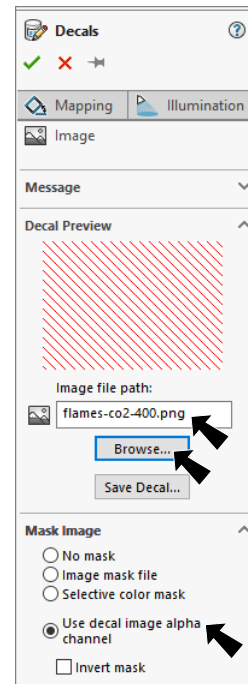
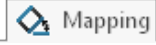



Fig. 2

- Step 4. Click **Mapping tab**  at the top of Decals Manager, **Fig. 3**
- under Selected Geometry
- unselect all but **Select Bodies** 

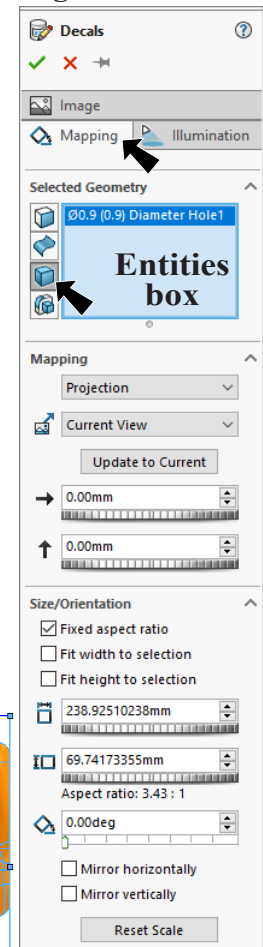


Fig. 3

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

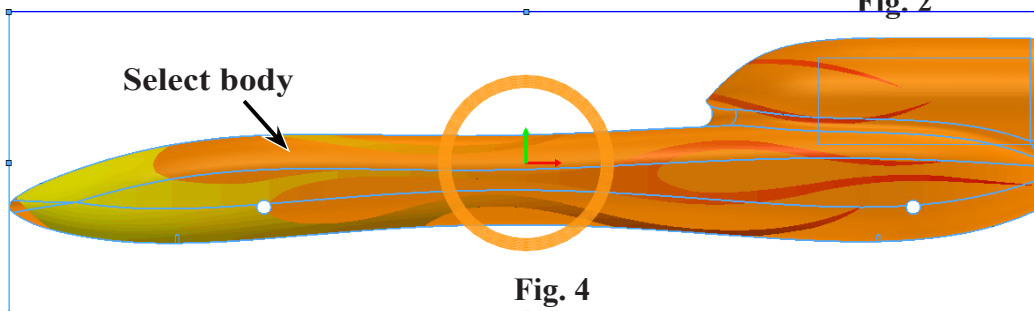


Fig. 4

Step 4. In the Decals Property Manager:
 under Mapping, **Fig. 5**
 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.

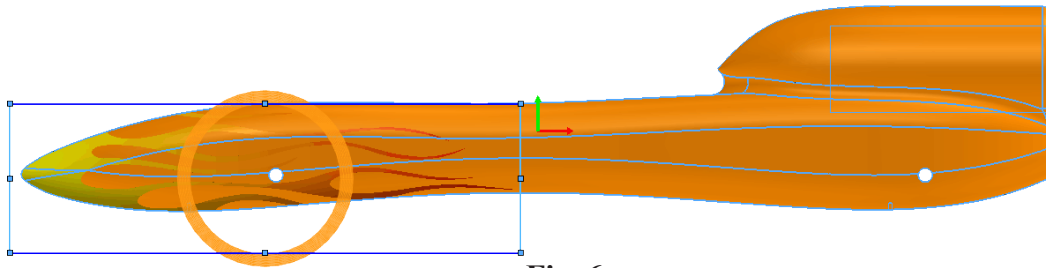


Fig. 6

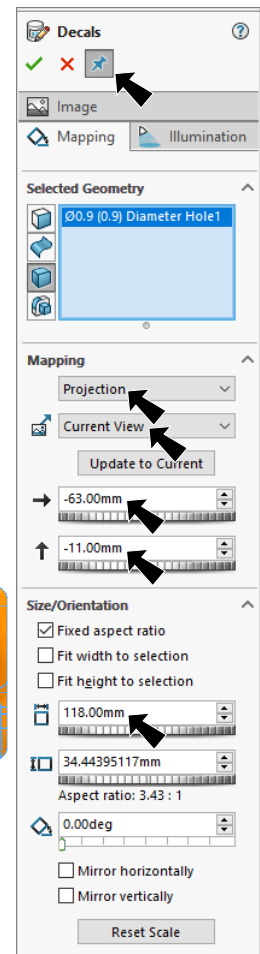


Fig. 5

C. Flames Decal Cartridge Revolve.

Step 1. Click **Image tab**  **Image** at the top of Decals Manager, **Fig. 7**

under Decal Preview

click **Browse** and **My Documents** buttons
open **flames-co2-400.png**

under Mask Image

select **Use decal image alpha channel**

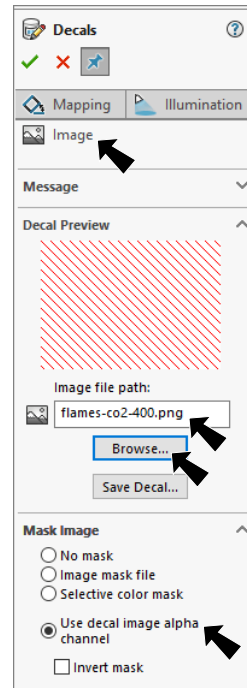


Fig. 7

Step 2. Click **Mapping tab**  **Mapping** at the top of Decals Manager, **Fig. 8**

under Selected Geometry

unselect all but **Select Bodies** 

click the **body**, **Fig. 9**

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.

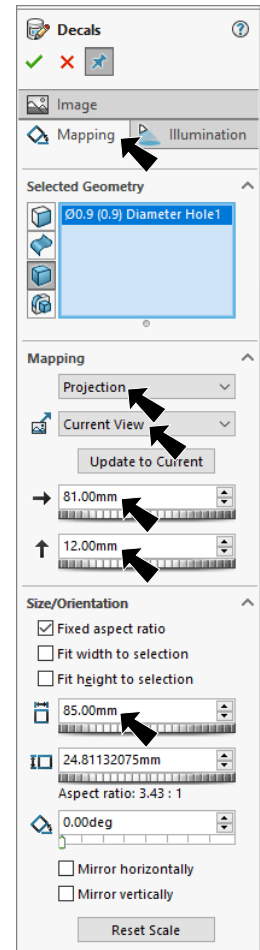


Fig. 8

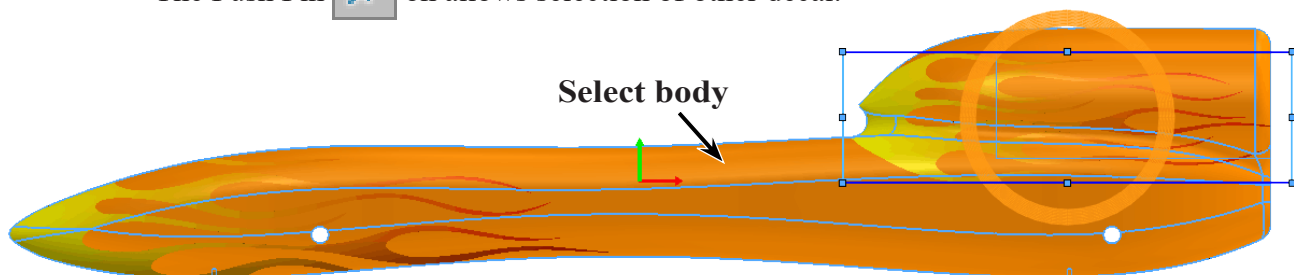



Fig. 9

D. Cudacountry Racing Left Side.

Step 1. Click **Image tab**  at the top of Decals Manager

under Decal Preview, **Fig. 10**

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

open **cudacountry-racing-yellow.png**

under Mask Image

select **Use decal image alpha channel**

Step 2. Click **Mapping tab**  at the top of Decals Manager, **Fig. 11**

under Selected Geometry

unselect all but **Select Faces** 

click the **3 side faces** of body, **Fig. 12**

under Mapping

Mapping type **Projection**

Projection direction **Current View**

click **Update to Current** button

Horizontal location  **20**

Vertical location  **-4**

under Size/Orientation

Width  **72**

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

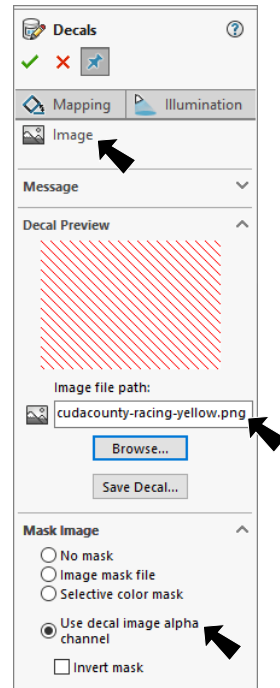


Fig. 10

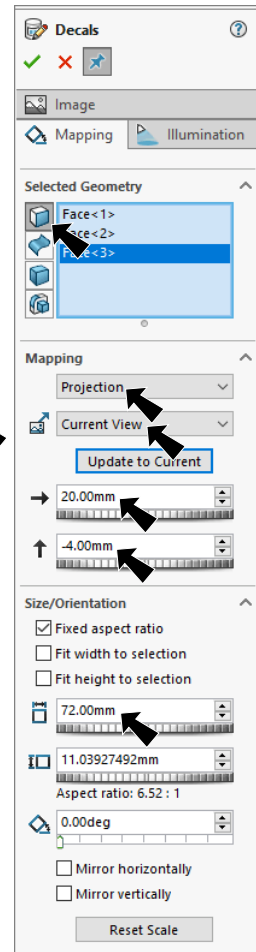


Fig. 11

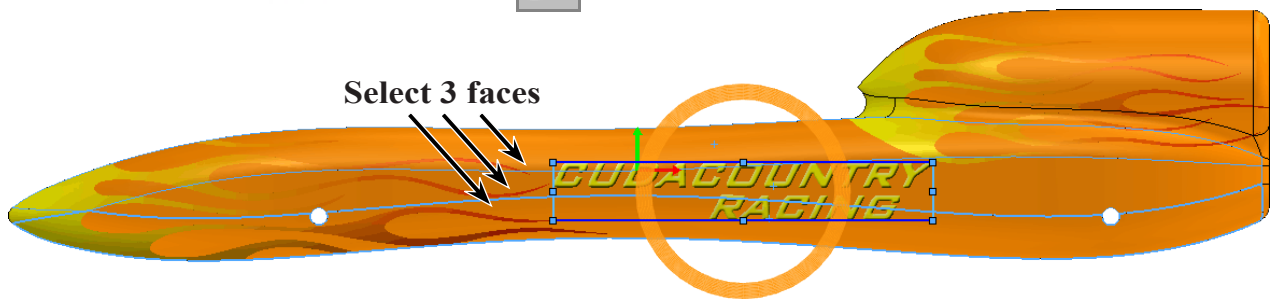



Fig. 12

E. 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. 13**
 under Decal Preview
 click **Browse** and **My Documents** buttons
 open **cudacountry-racing-yellow.png**
 under Mask Image
 select **Use decal image alpha channel**

Step 3. Click **Mapping tab**  at the top of Decals Manager, **Fig. 14**
 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 ↑ -9.5

under Size/Orientation

Width  72
Rotation  0

click **OK**  and click **Cancel** .

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

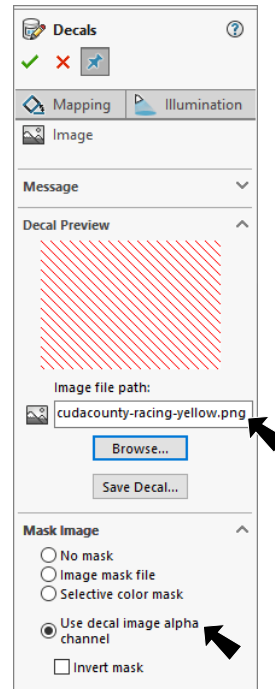


Fig. 13

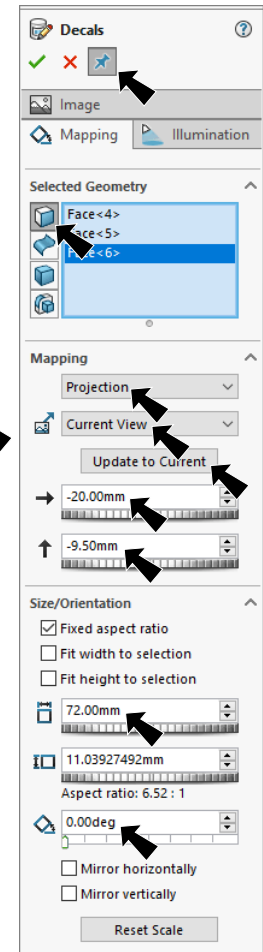


Fig. 14

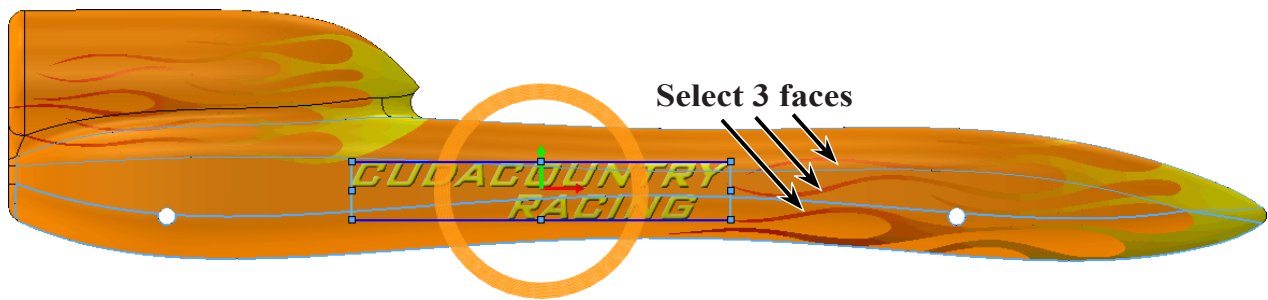


Fig. 15