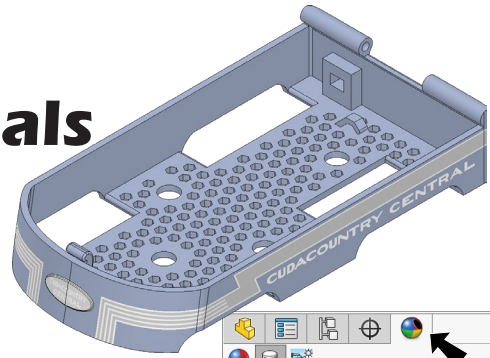


Solar Train Chassis Decals



A. Add Stripe Decal Driver's Side (left).

Step 1. Open your Chassis part file.

Note: Download decals central.zip file.

Step 2. Click **Right**  on the Standard Views toolbar. (Ctrl-4)

Step 3. In the Feature Manager click **Display Manager** tab  and click **View Decals** . **Right** click in the Display Manager and click **Add Decal**, Fig. 1.

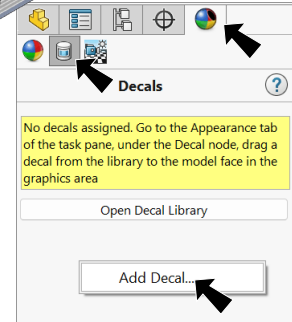
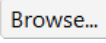


Fig. 1

Step 4. In the Decals Property Manager Image tab:

under Decal Preview, Fig. 2

click **Browse** 

and navigate to your decal files

open **central-stripe-1.png**

under Mask Image

select **Use decal image alpha channel**

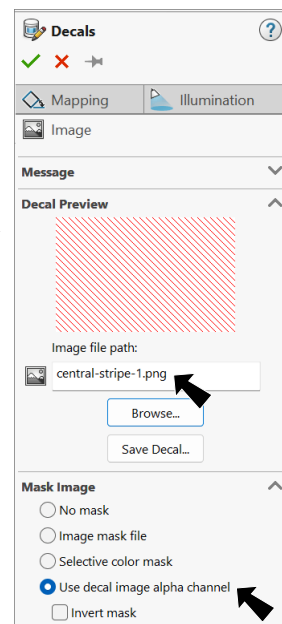
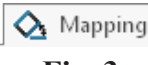


Fig. 2

Step 5. Click the **Mapping** tab  at the top of the Decals Manager, Fig. 3

under Selected Geometry

unselect all but Select Faces 

click **front fillet, side face and rear fillet (3)**, Fig. 3

under Mapping

Mapping Type Projection

Projection direction 

Horizontal location  **36.3**

Vertical location  **-3.155**

under Size/Orientation

Width  **100**

Click **Keep Visible**  and OK .

The Push Pin  on allows selection of another decal.

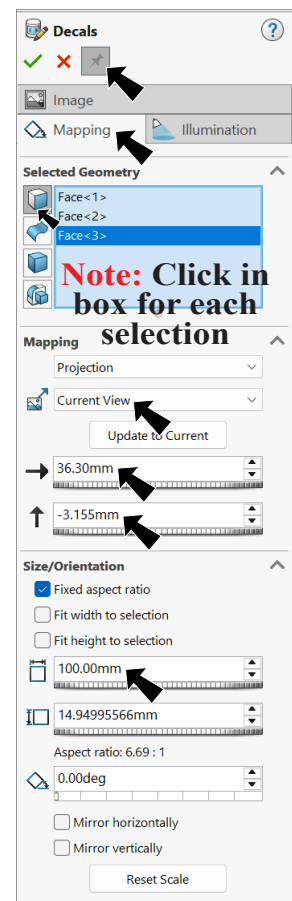


Fig. 3

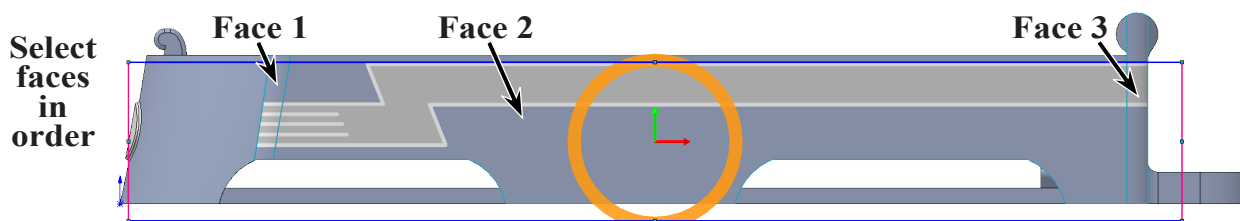
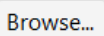


Fig. 4

B. Add Text Decal Driver's Side (left).

Step 1. Click the **Image** tab  at the top of the Decals Manager, **Fig. 5**

under Decal Preview
 click **Browse** 
 and navigate to your decal files
 open **central-text-1.png**
 under Mask Image
 select **Use decal image alpha channel**

Step 2. Click the **Mapping** tab , **Fig. 6**
 under Selected Geometry

unselect all but Select Faces 
 click **side face of body**, **Fig. 7**
 under Mapping, **Fig.**

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **7.8**

Vertical location  **-.1**
 under **Size/Orientation**

Width  **60**

click **OK** .

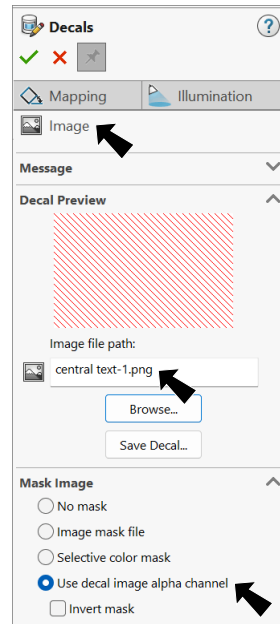


Fig. 5

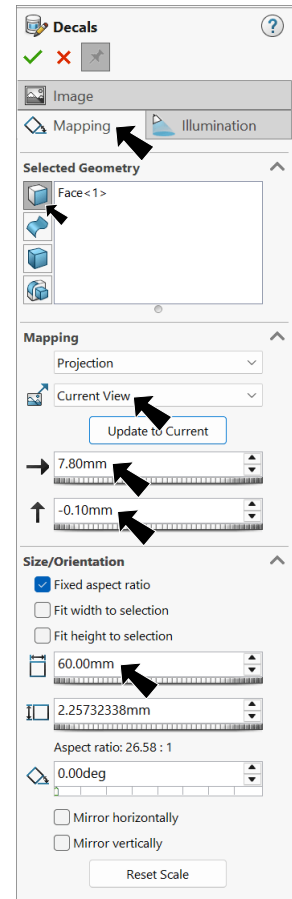


Fig. 6

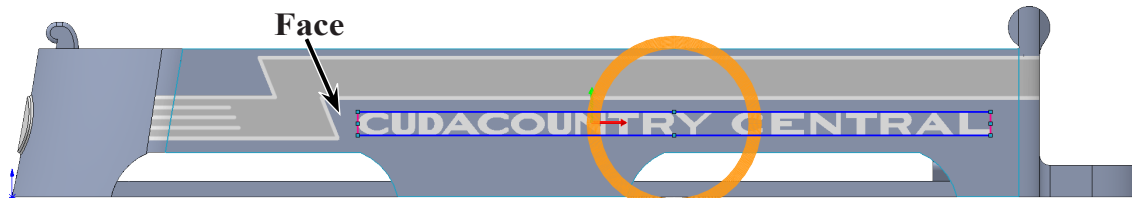
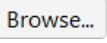


Fig. 7

C. Add Stripe Decal Front View.

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

Step 2. Click the **Image** tab , **Fig. 8**
under Decal Preview
click **Browse** 
and navigate to your decal files
open **central-stripe-1.png**
under Mask Image
select **Use decal image alpha channel**

Step 3. Click the **Mapping** tab , **Fig. 9**
under Selected Geometry

unselect all but Select Faces 
click **front face of body**, **Fig. 10**

under Mapping

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **45.5**

Vertical location  **-4**

under **Size/Orientation**

Width  **100**

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

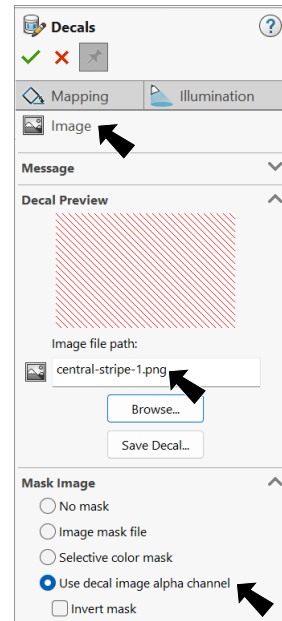


Fig. 8

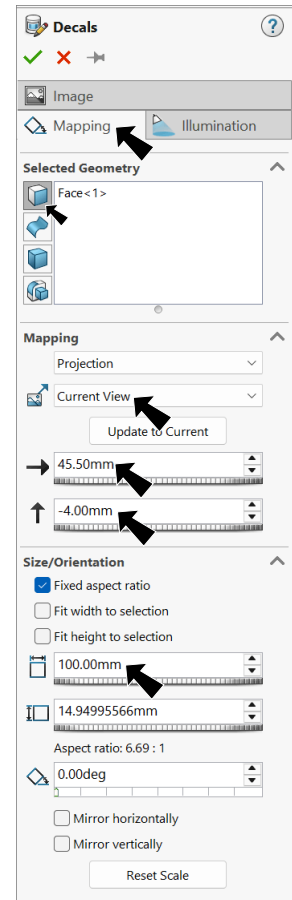


Fig. 9

Step 4. Save  (Ctrl-S).

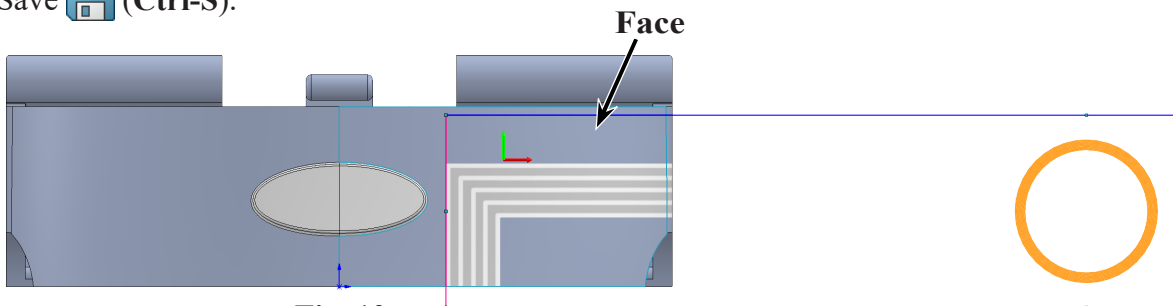


Fig. 10

D. Add Stripe Decal Passenger's Side (right).

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

Step 2. In the Feature Manager click **Display Manager** tab  and click **View Decals** . Right click in the Display Manager and click **Add Decal**, Fig. 11.

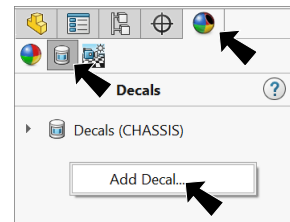
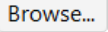


Fig. 11

Step 3. In the Decals Property Manager Image tab:
under Decal Preview, Fig. 12
click **Browse** 
and navigate to your decal files
open **central-stripe-mirror-1.png**
under Mask Image
select **Use decal image alpha channel**

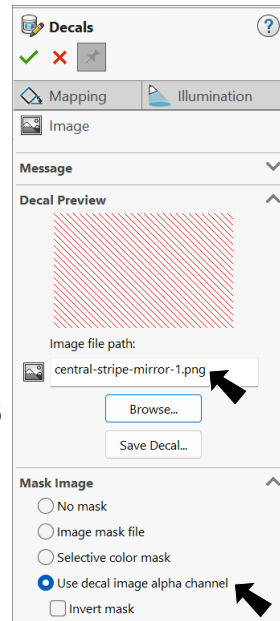
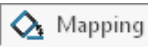


Fig. 12

Step 4. Click the **Mapping** tab , Fig. 13
under Selected Geometry

unselect all but Select Faces 
lick side face of body and fillets
front and rear (3), Fig. 14

under Mapping

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **45.7**

Vertical location  **-3.14**

under Size/Orientation

Width  **100**

click **Keep Visible**  and OK .

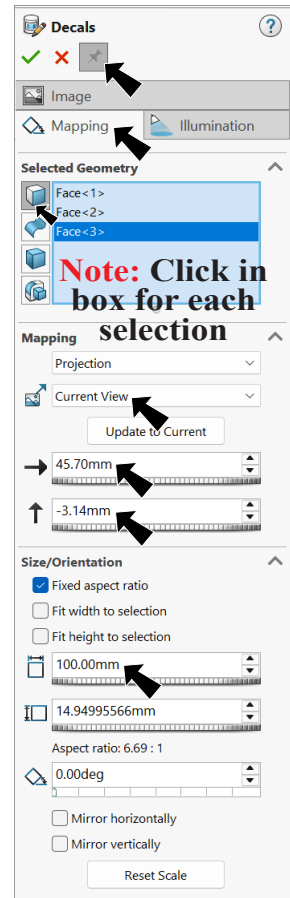


Fig. 13

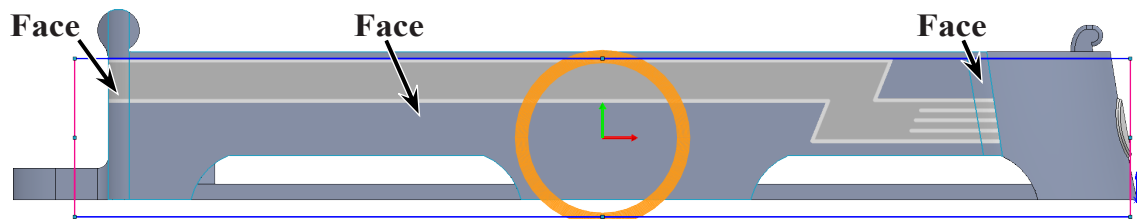
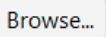


Fig. 14

E. Add Text Decal Passenger's Side (right).

Step 1. Click the **Image** tab , **Fig. 15**
 under Decal Preview
 click **Browse** 
 and navigate to your decal files
 open **central-text-1.png**
 under Mask Image
 select **Use decal image alpha channel**

Step 2. Click the **Mapping** tab , **Fig. 16**
 under Selected Geometry

unselect all but Select Faces 
 click **side face of body**, **Fig. 17**
 under Mapping

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **-7.8**

Vertical location  **-.1**
 under Size/Orientation

Width  **60**

click OK .

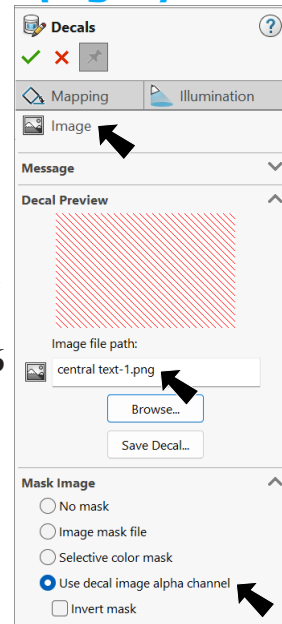


Fig. 15

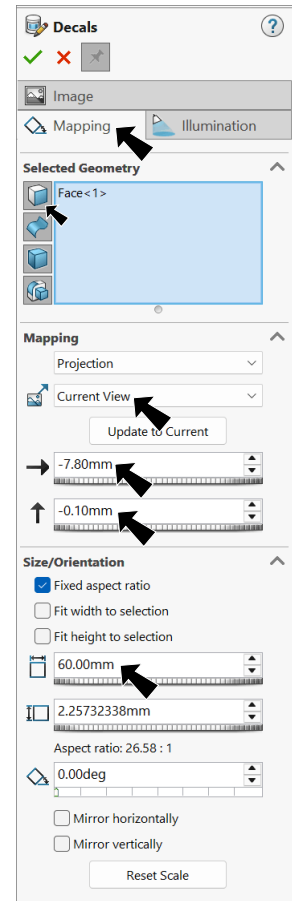


Fig. 16

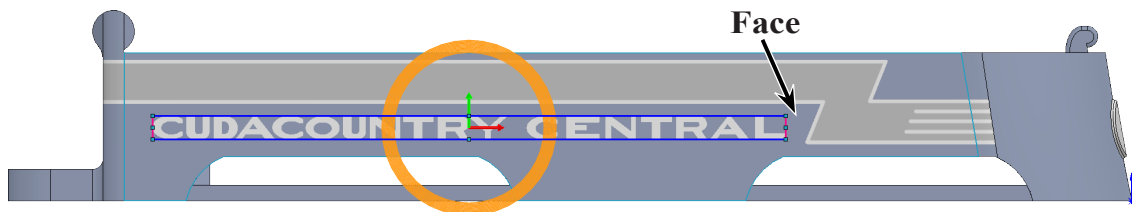
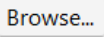


Fig. 17

F. Add Stripe Decal Front View.

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

Step 2. Click the **Image** tab , **Fig. 18**
under Decal Preview

click **Browse** 

and navigate to your decal files

open **central-stripe-mirror-1.png**

under Mask Image

select **Use decal image alpha channel**

Step 3. Click the **Mapping** tab , **Fig. 19**
under Selected Geometry

unselect all but Select Faces 

Click **front face of body**, **Fig. 20**

under Mapping

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **-45.5**

Vertical location  **-4**

under **Size/Orientation**

Width  **100**

click **OK** 

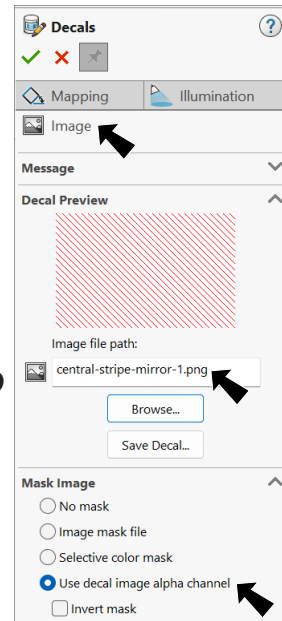


Fig. 18

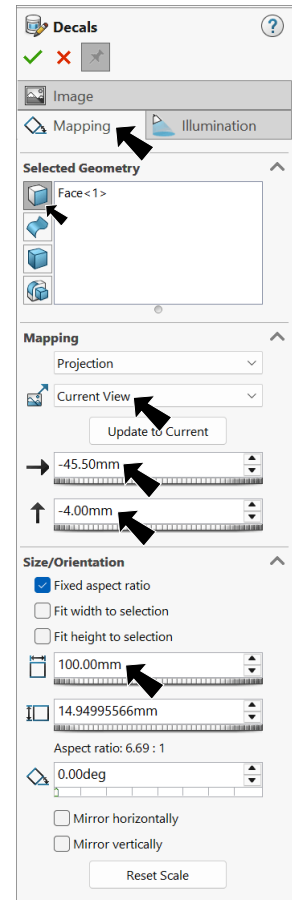


Fig. 19

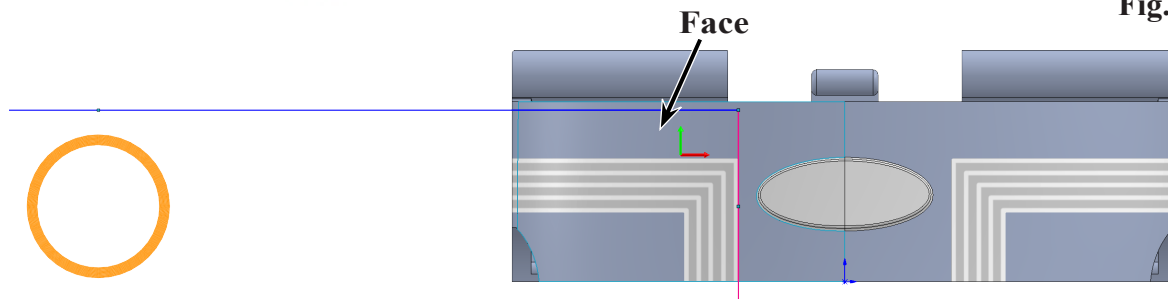
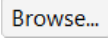


Fig. 20

G. Add Text Decal Front View.

Step 1. Click the **Image** tab  **Image**, Fig. 21
 under Decal Preview
 click **Browse** 
 and navigate to your decal files
 open **central-front-text-1.png**
 under Mask Image
 select **Use decal image alpha channel**

Step 2. Click the **Mapping** tab , Fig. 22
 under Selected Geometry

unselect all but Select Faces 
 click **both front faces of Wrap**, Fig. 23
 under Mapping

Mapping Type Projection

Projection direction  **Current View**

Horizontal location  **3.3**

Vertical location  **-18**
 under Size/Orientation

Width  **10.7**

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

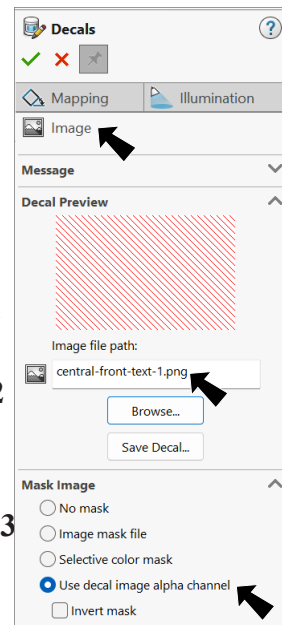


Fig. 21

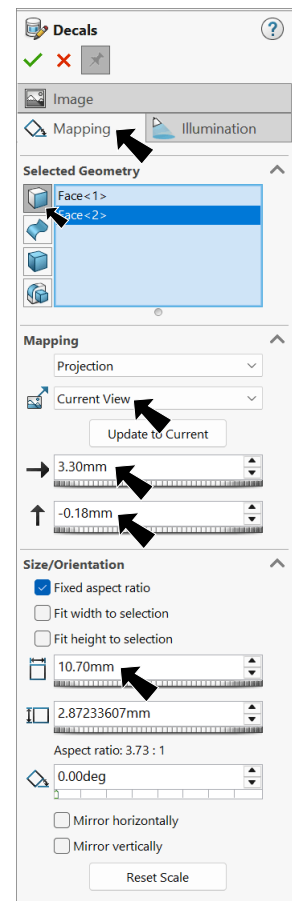


Fig. 22

Step 3. Save  (Ctrl-S).

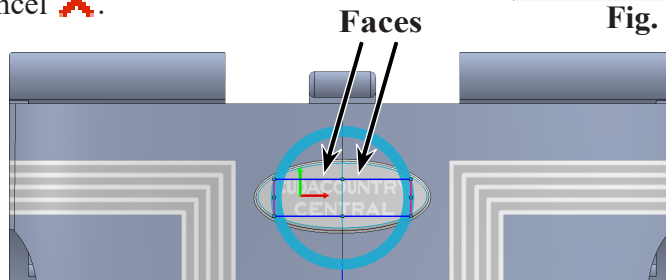


Fig. 23

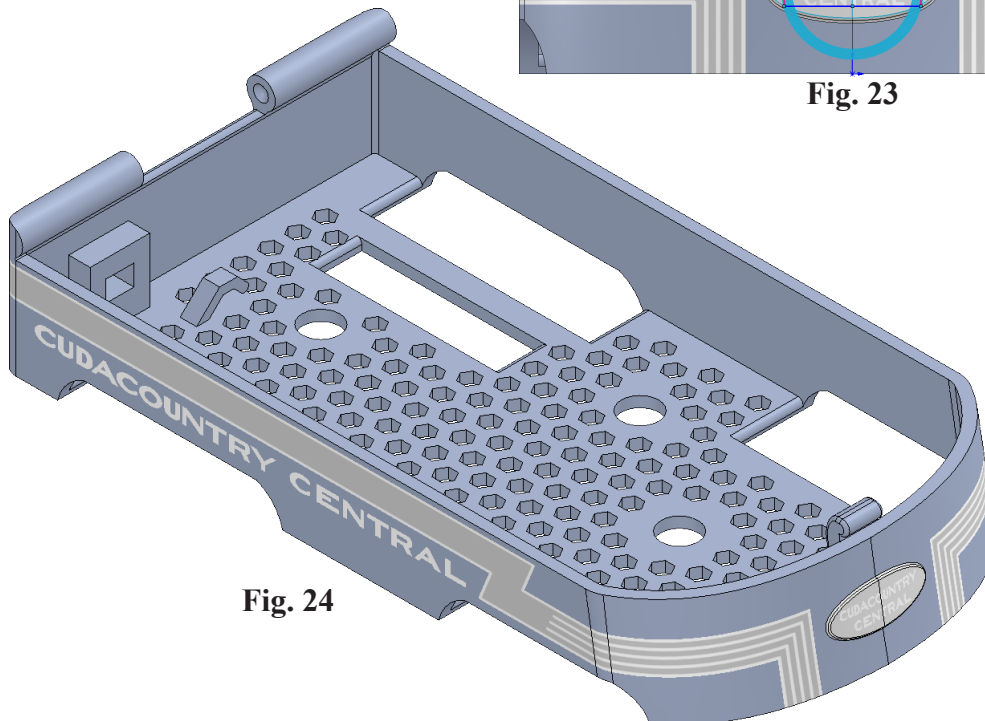


Fig. 24