CO2 Rail Car
Decals

A. Enable PhotoView 360.

Step 1.   Open your **RAIL CAR BODY** file.

Step 2.   If necessary, turn on PhotoView 360, click

the **flyout of Options** ⚙ ▾ on the Standard toolbar and click **Add-Ins**.

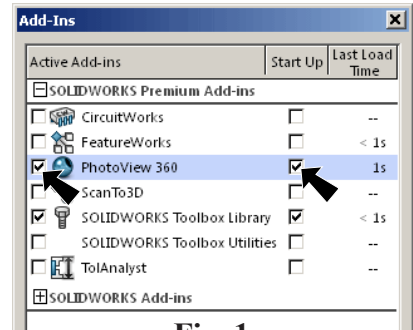Step 3.   In the dialog box for **PhotoView 360** check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 1**. Click OK.

B. Enable Render Tools Toolbar.

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

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

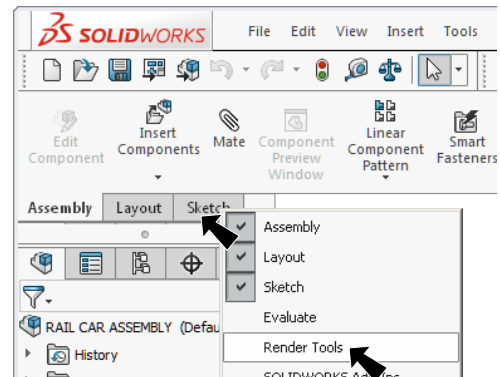Step 2.   Click **Render Tools** `Render Tools` on the Command Manager toolbar.

C. If necessary, change to Orange Sides Configuration.

Step 1.   Click **Configurations tab** at the top of the Feature Manager Design Tree, **Fig. 3**.

Step 2.   In the Configurations Property Manager:
under Configurations, **Fig. 3**
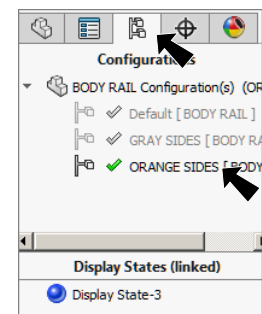double click **ORANGE SIDES**

Fig. 1

Fig. 2

Fig. 3

D. Cudacountry Racing Left Decal.

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. 4**
>> click **Browse** and **My Documents** button
>> open **cudacountry-racing-left.png**
> under Mask Image
>> select **Use decal image alpha channel**
> under Configurations
>> select **This configuration**

Step 4. Click **Mapping tab** at the top of Decals Manager, **Fig. 5**
> under Selected Geometry
>> unselect all but **Select Faces**
>> click the **side face (orange)** of body, **Fig. 6**
>
> under Mapping
>> Mapping type **Projection**
>> Projection direction **Current View**
>> click **Update to Current** button
>
>> **Horizontal location** ➡ **-5**
>
>> **Vertical location** ⬆ **-4.5**
>
> under Size/Orientation
>
>> **Width** ▢ **197**
>
>> **Rotation** ◇ **4.95**
>
> click **Keep Visible** and OK ✔. The Push Pin on allows selection of other decal.

Fig. 4

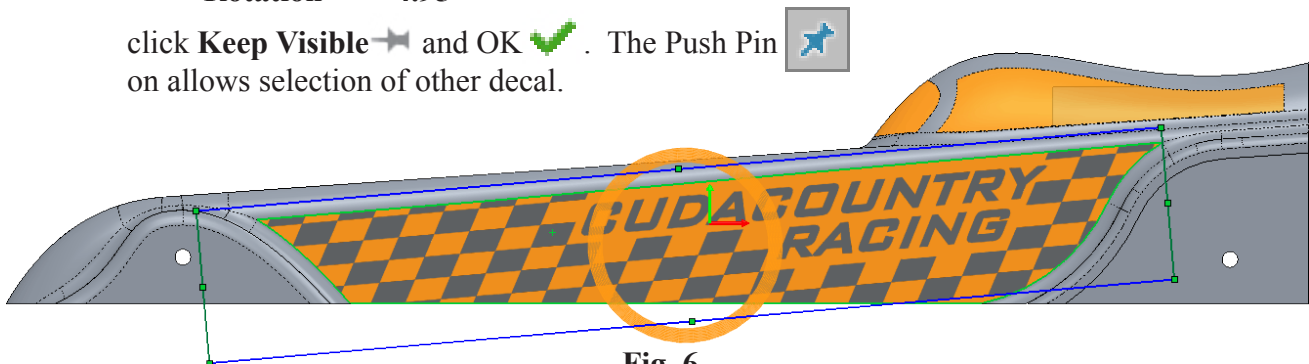**Fig. 5**

Fig. 6

E. Cudacountry Racing Right Decal.

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

Step 2. Click **Image tab** [Image] at the top of Decals
Manager, **Fig. 7**
    under Decal Preview
      click **Browse** and **My Documents** button
open **cudacountry-racing-right.png**
    under Mask Image
      select **Use decal image alpha channel**
    under Configurations
      select **This configuration**

Step 3. Click **Mapping tab** [Mapping] at the top of
Decals Manager, **Fig. 8**
    under Selected Geometry

      unselect all but **Select Faces** [icon]
      click **side face (orange)** of body, **Fig. 9**

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

      Horizontal location ➡ **3**

      Vertical location ⬆ **-4.8**

      under Size/Orientation

      Width ▭ **197**

      Rotation [icon] **355**
click OK ✔ and click Cancel ✖.

Step 4.   Save. Use **Ctrl-S**.
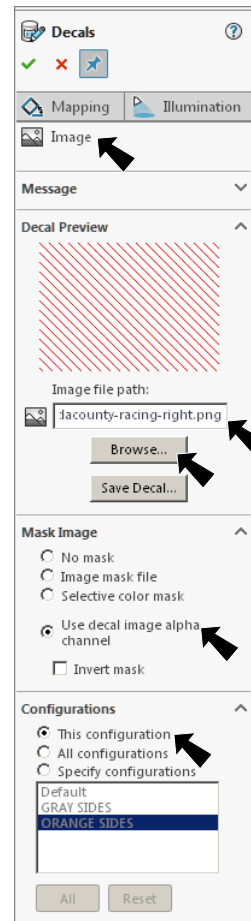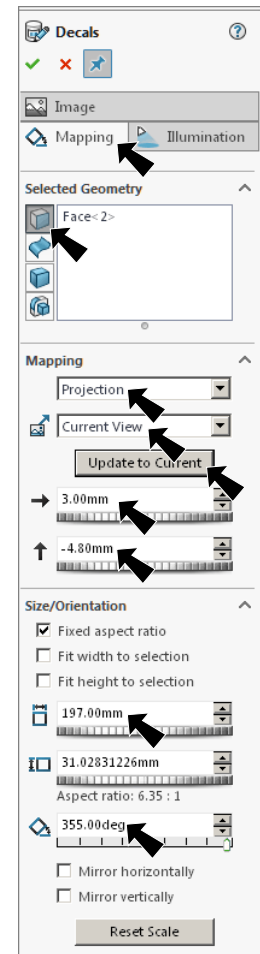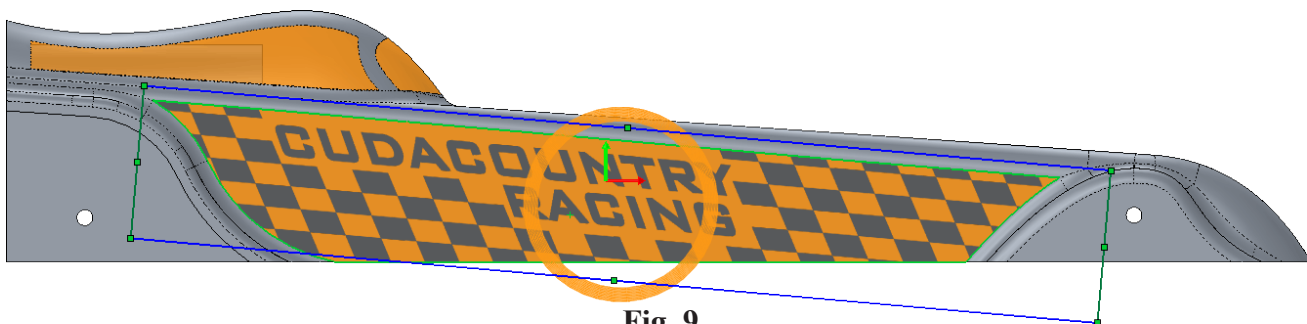
Fig. 7

Fig. 8

Fig. 9

F. Change to Gray Sides Configuration.

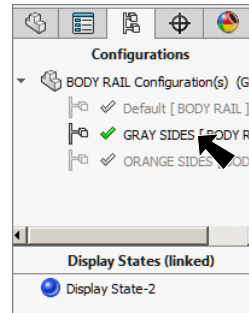Step 1.   In the Configurations Property Manager, **Fig. 10** double click **GRAY SIDES**

G. Flames Decal.

Step 1.   Click **Edit Decal** [Edit Decal] on the Render Tools toolbar.

Step 2.   In the Decals Property Manager Image tab:
under Decal Preview, **Fig. 11**
click **Browse** and **My Documents** button
open **flames-orange-transpaent.png**
under Mask Image
select **Use decal image alpha channel**
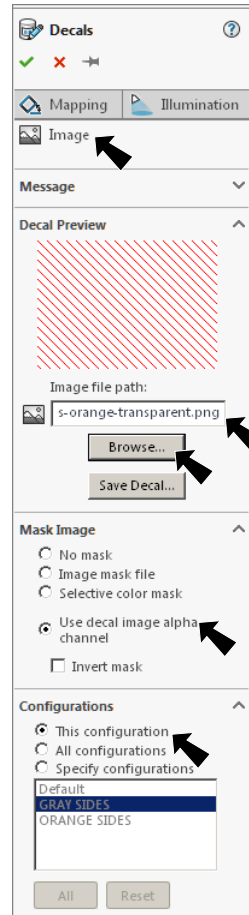under Configurations
select **This configuration**

Step 3.   Click **Mapping tab** [Mapping] at the top of Decals Manager, **Fig. 12**
under Selected Geometry

unselect all but **Select Bodies** [icon]
click the **body** of car, **Fig. 13**
under Mapping
Mapping type **Projection**
Projection direction **Current View**
click **Update to Current** button

Horizontal location → **21**

Vertical location ↑ **-18.5**

under Size/Orientation

Width [icon] **166**

Rotation [icon] **353**
check **Mirror horizontally**
click OK ✔ .

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

Fig. 10

Fig. 11

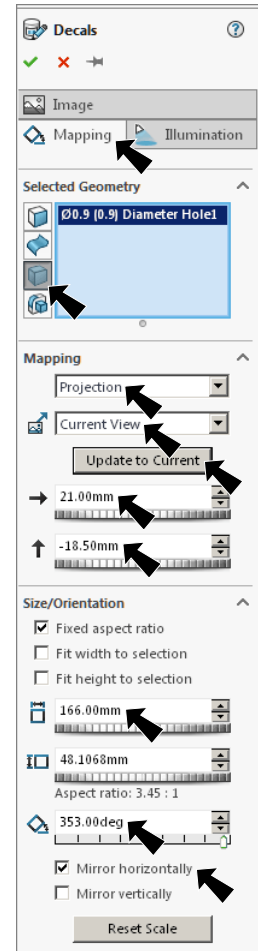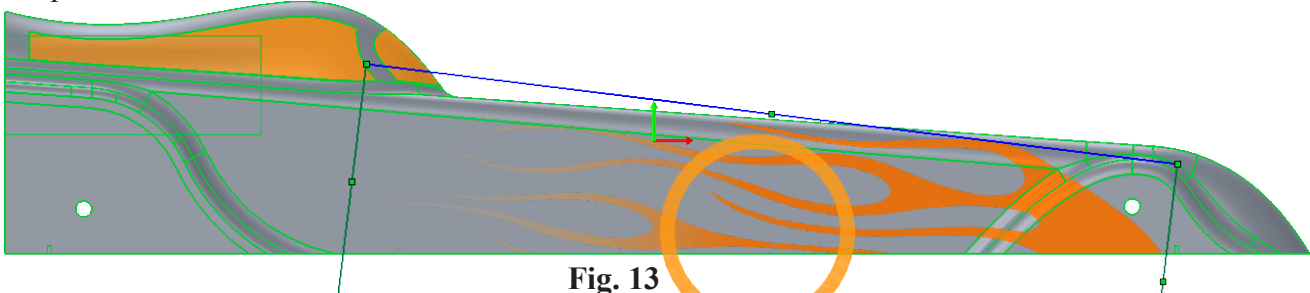**Fig. 12**

Fig. 13

H. Change Configurations in Assembly.

Step 1.   Open your **RAIL CAR ASSEMBLY** file.

Step 2.   Click the **car body** and click **GRAY SIDES** from configurations
           drop down list and click OK ✔️ .
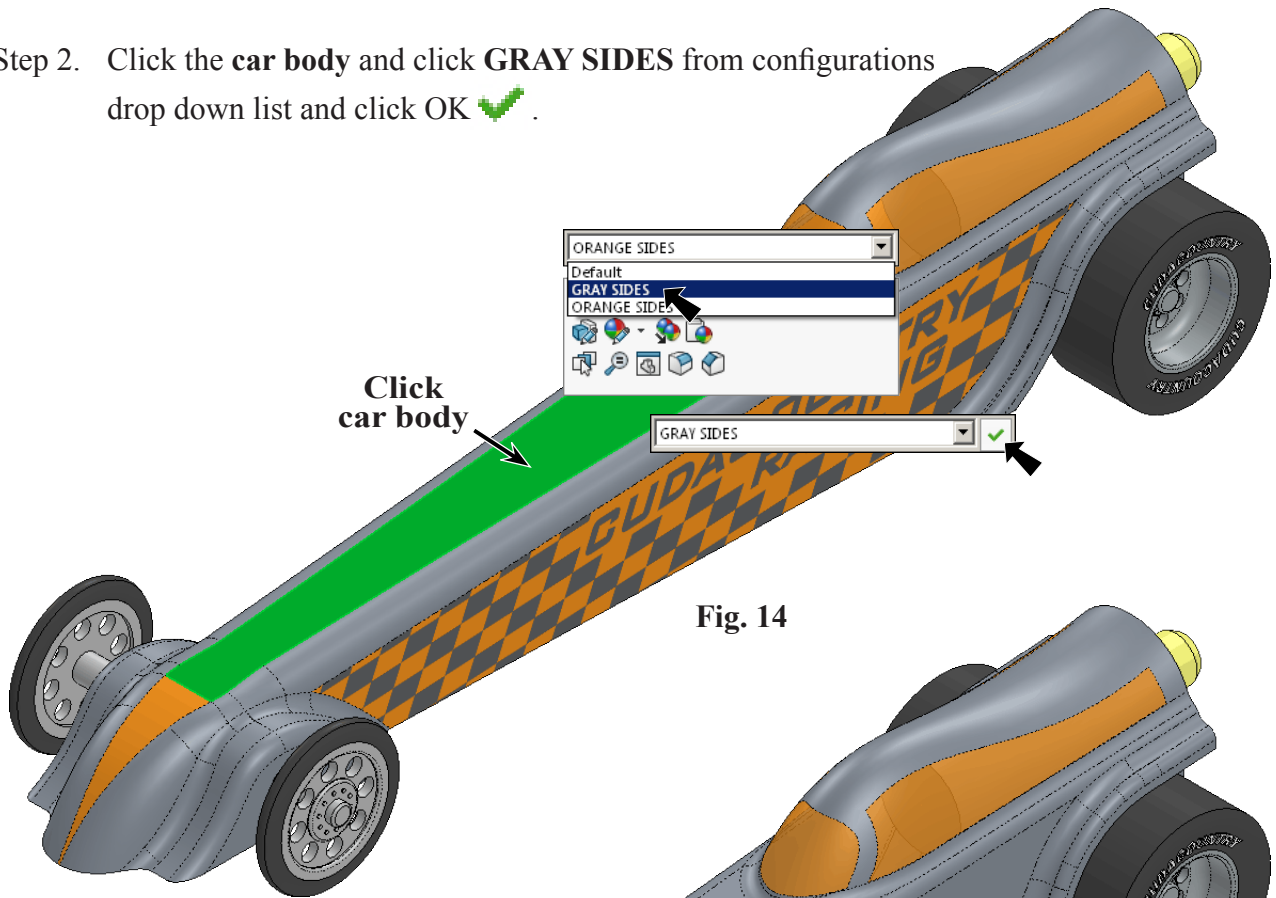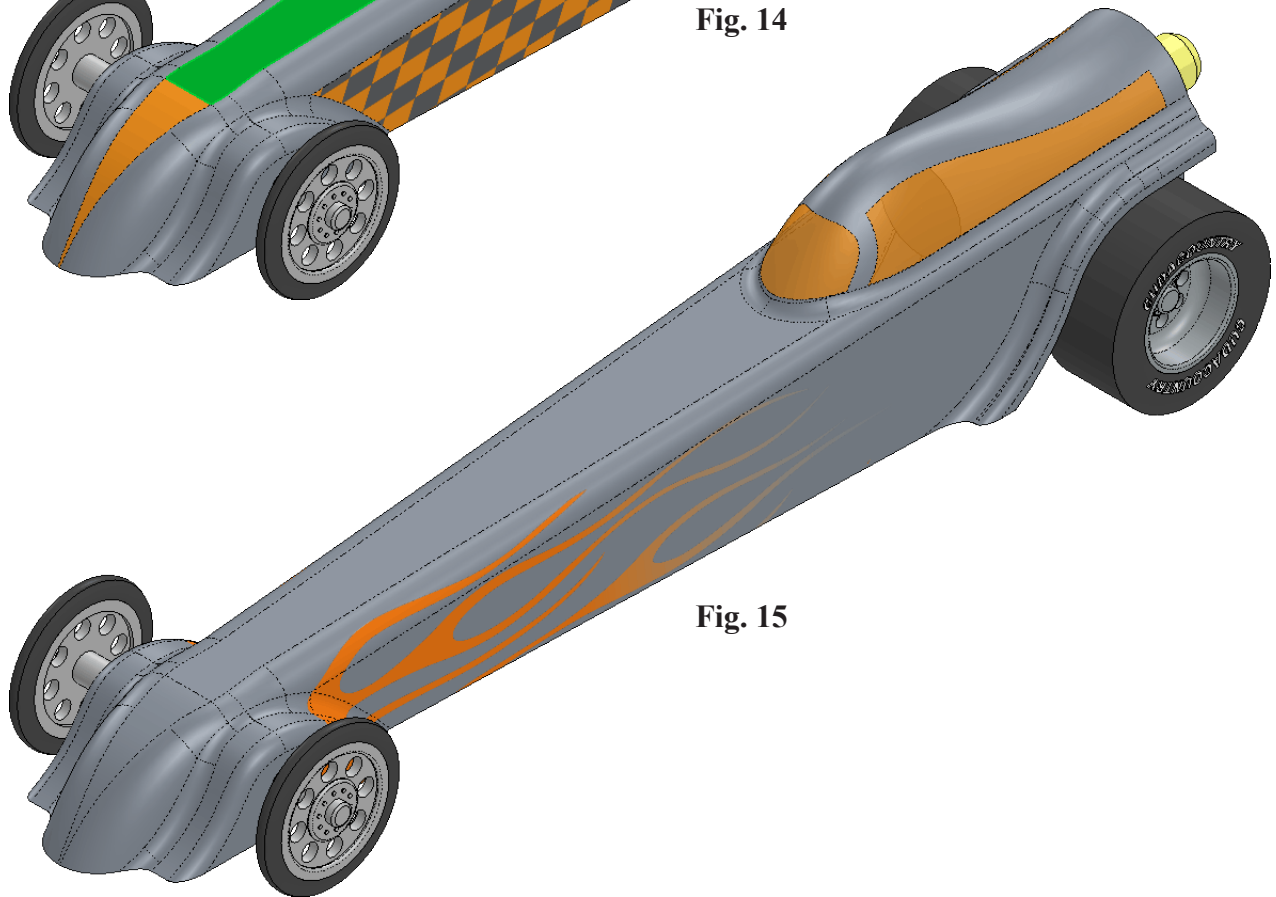
**Click
car body**

ORANGE SIDES
Default
GRAY SIDES
ORANGE SIDES

GRAY SIDES

Fig. 14

Fig. 15