

A. Enable Render Tools Toolbar.

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

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. 1**.

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

B. If necessary, change to Orange Sides Configuration.

Step 1. Confirm configuration is Orange Sides, **Fig. 2**. To change, 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**.

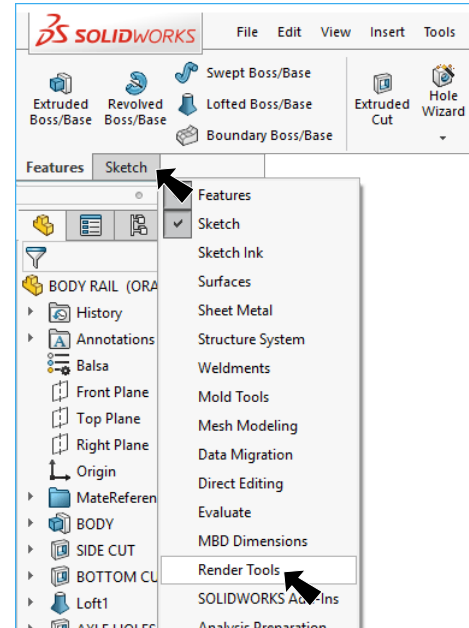


Fig. 1

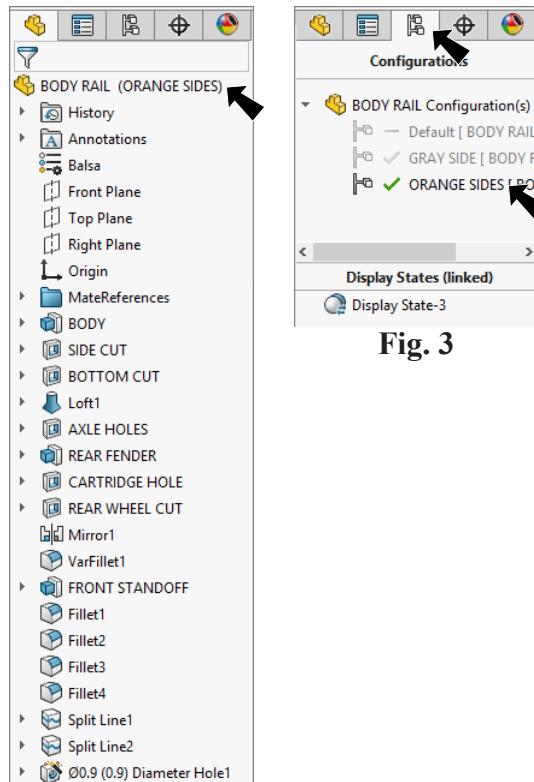


Fig. 2

Fig. 3

C. 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.

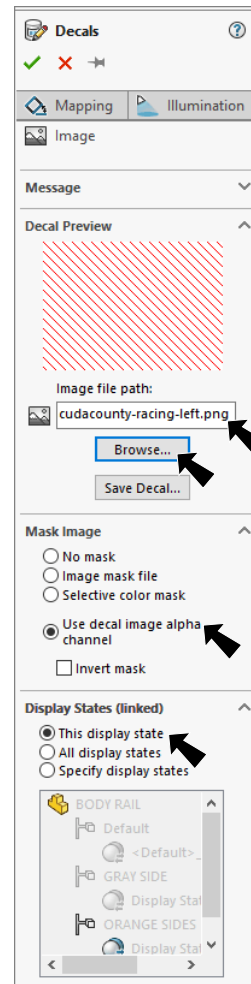


Fig. 4

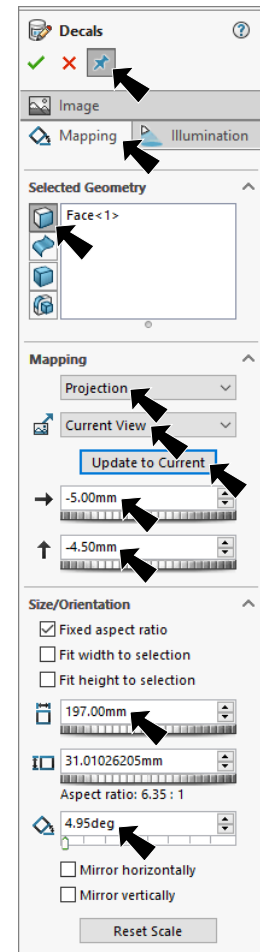


Fig. 5

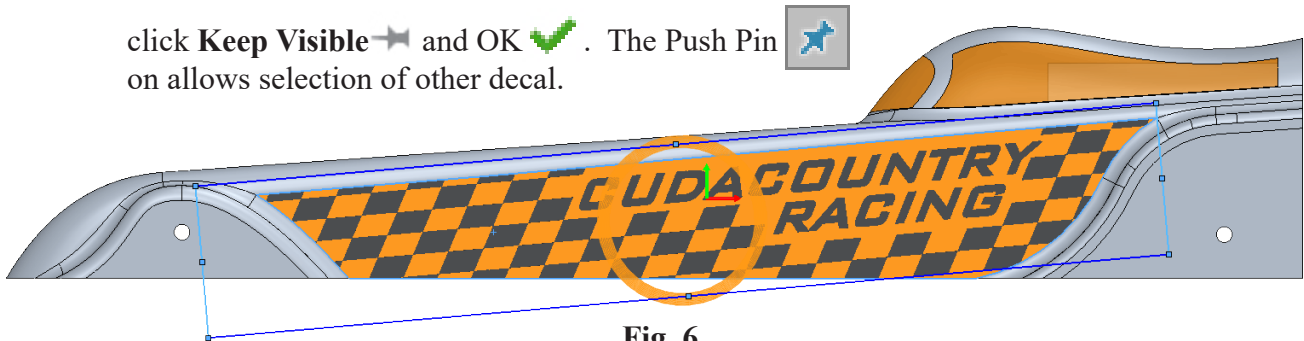





Fig. 6

D. Cudacountry Racing Right Decal.

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

Step 2. Click **Image tab**  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 Display States
 select **This display state**

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

unselect all but **Select Faces** 
 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  355

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

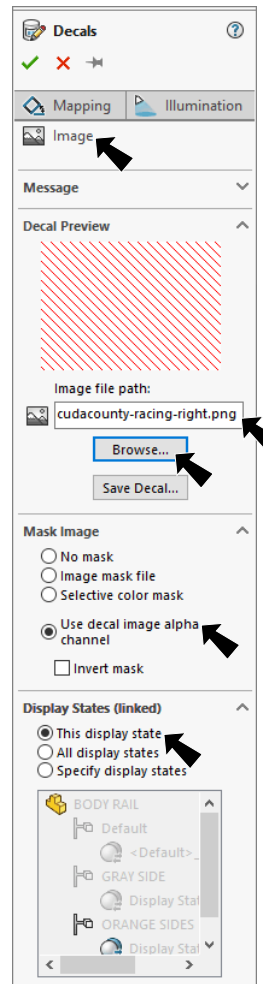


Fig. 7

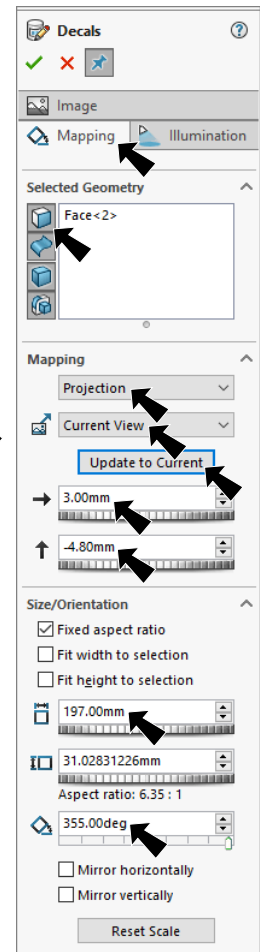


Fig. 8

E. Change to Gray Sides Configuration.

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

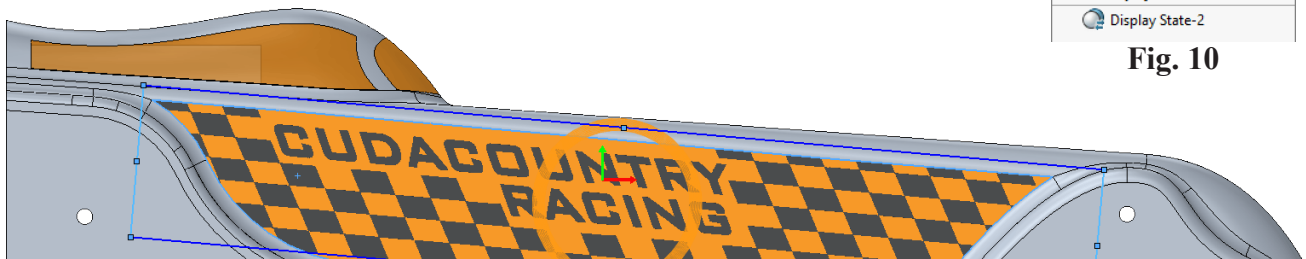


Fig. 9

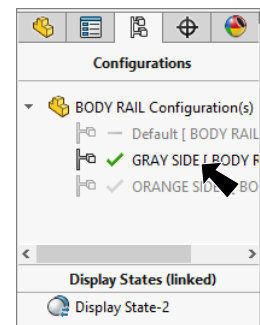


Fig. 10


F. Flames Decal.

Step 1. Click **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-transparent.png**
 under Mask Image
 select **Image mask file**
 click **Browse** and **My Documents** button
 open **flames-orange-transparent.png**
 (same file)
 under Display States
 select **This display state**

Step 3. Click **Mapping tab**  at the top of Decals Manager, **Fig. 12**

under Selected Geometry

unselect all but **Select Bodies** 
 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  166

Rotation  353

check **Mirror horizontally**

click OK .

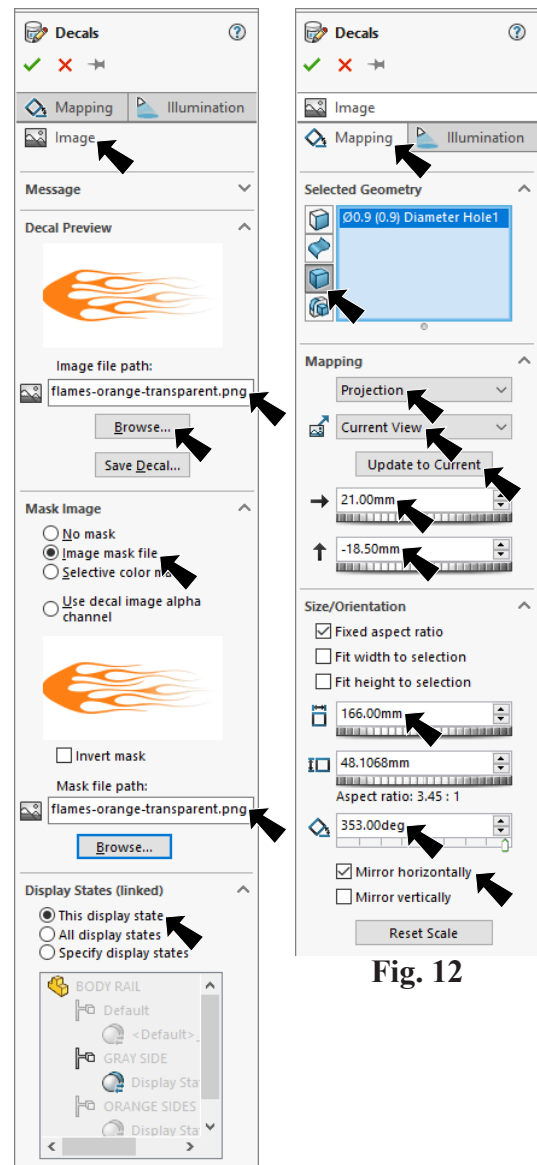


Fig. 12

Fig. 11

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

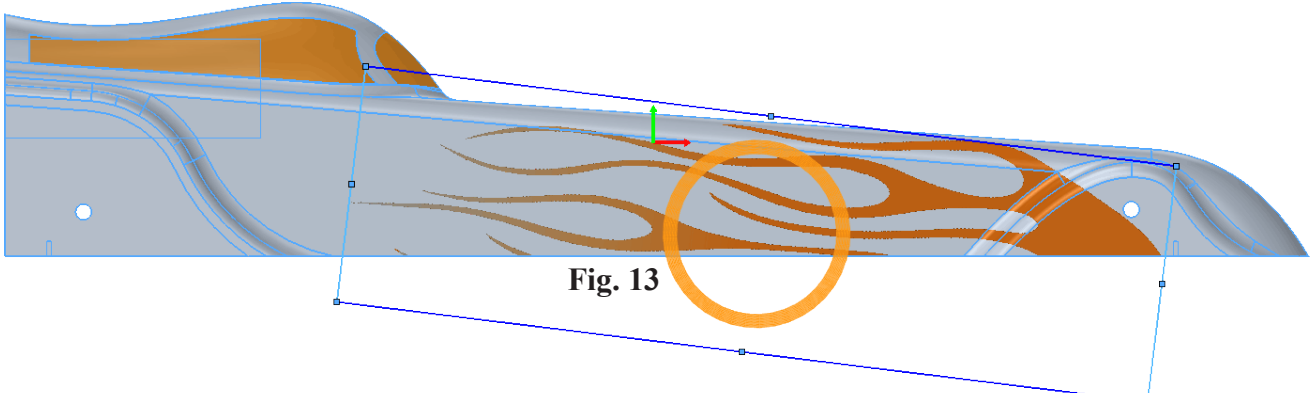


Fig. 13

G. 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 ✓, Fig. 14.

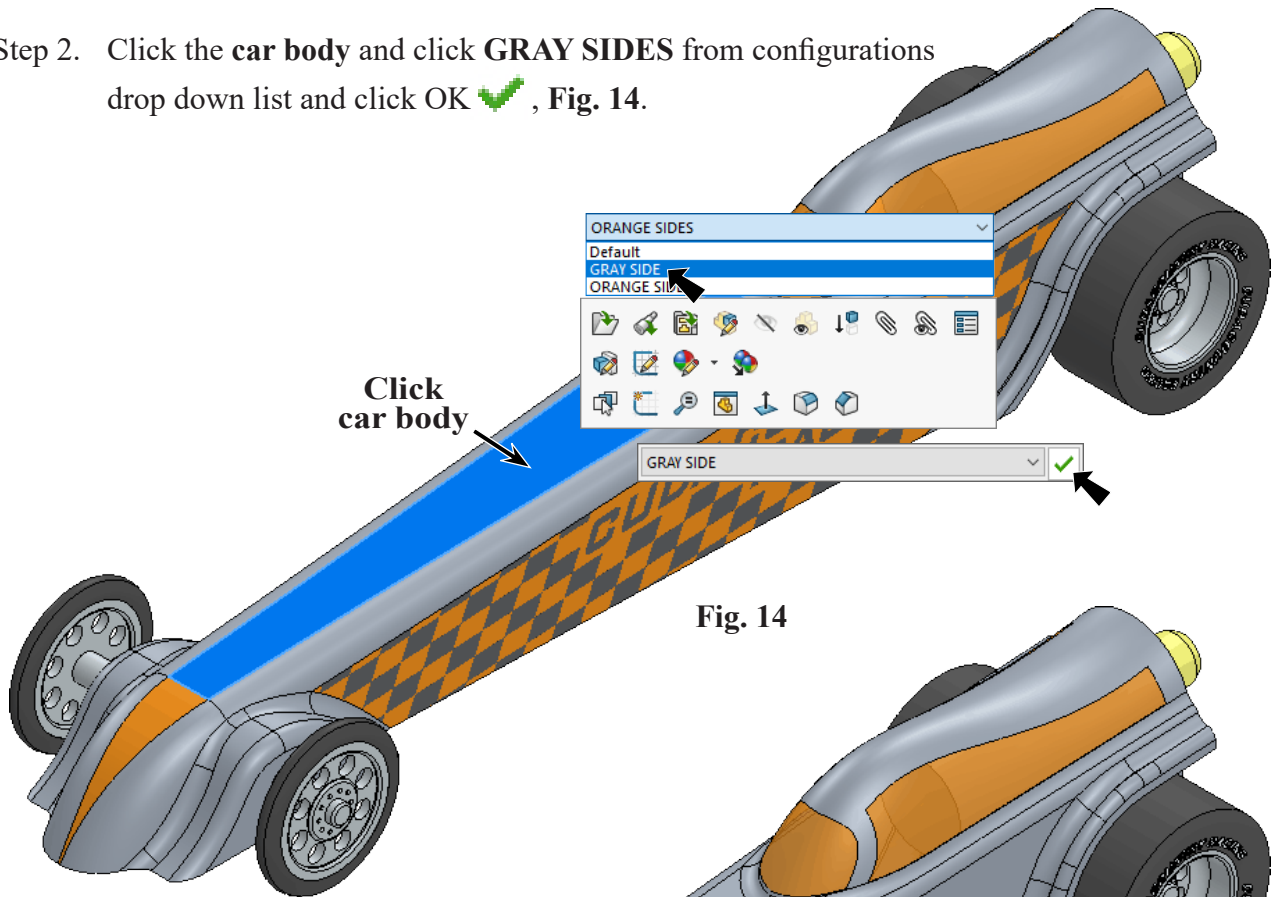


Fig. 14

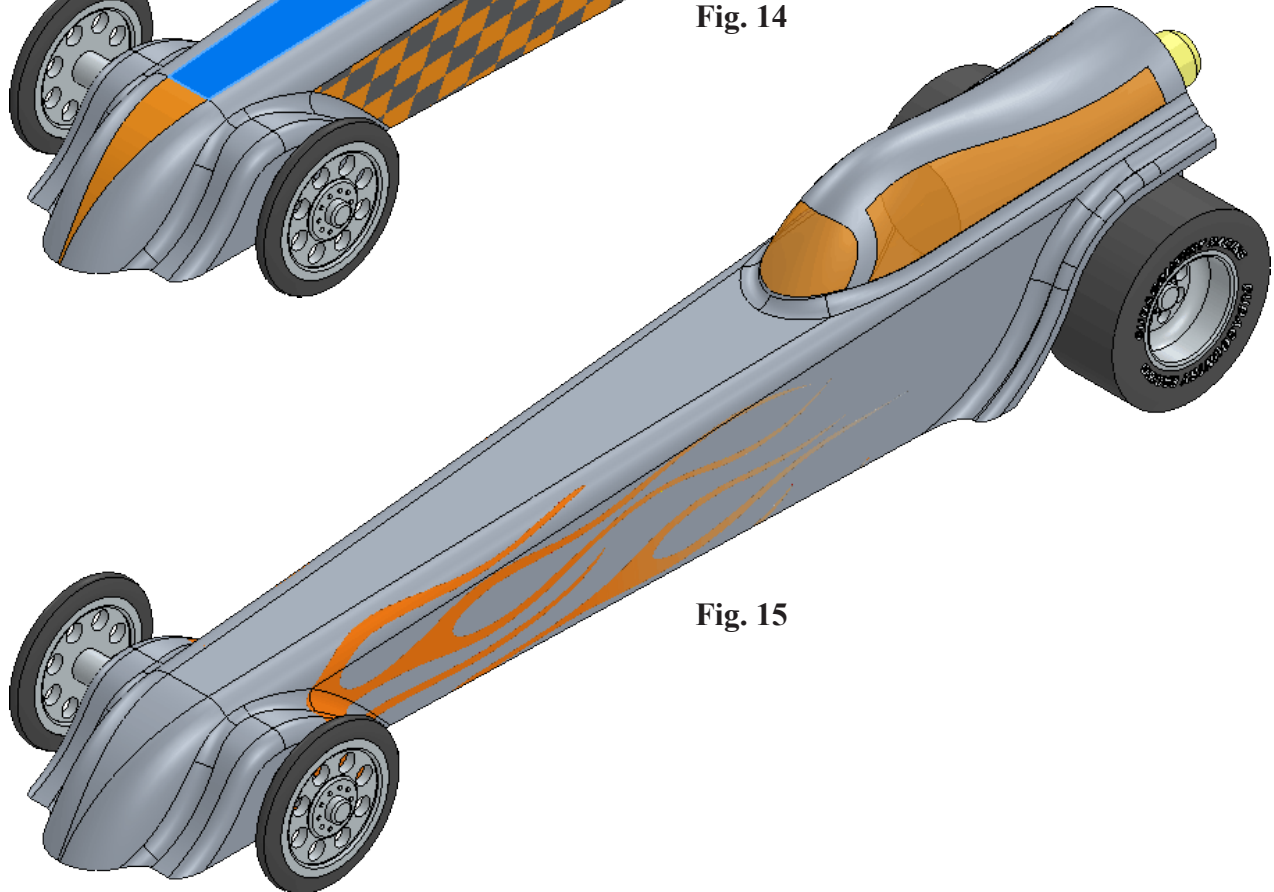


Fig. 15