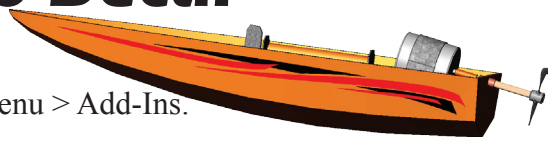
PhotoView 360 Decal



A. Enable PhotoView 360.

Step 1. If necessary, turn on PhotoView 360: click Tools Menu > Add-Ins.

Step 2. In the dialog box scroll down to **PhotoView 360** and place a check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 1**. Click OK.

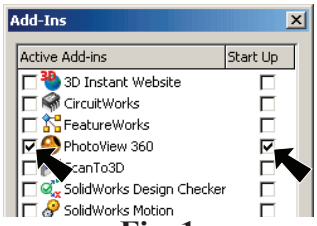


Fig. 1

B. PhotoView 360 Decal.

Step 1. Click **Right** on the Standard Views toolbar.

Step 2. Click PhotoView 360 Menu > Edit Decal.

Step 3. In the Decals Property Manager **Image tab**:
under **Decal Preview**
click **Browse** and **My Documents** buttons
open **your png bitmap file** **Fig. 2**
under **Mask Image**
select **Use decal image alpha channel**

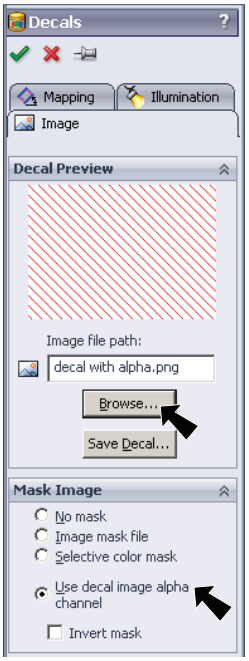


Fig. 2

Step 4. Click the **Mapping tab** at the top of the Decals Manager, **Fig. 3**
under **Selected Geometry**
click **Apply changes at part level**
unselect all but Select Bodies
(Select Bodies will show decal on both sides of hull)

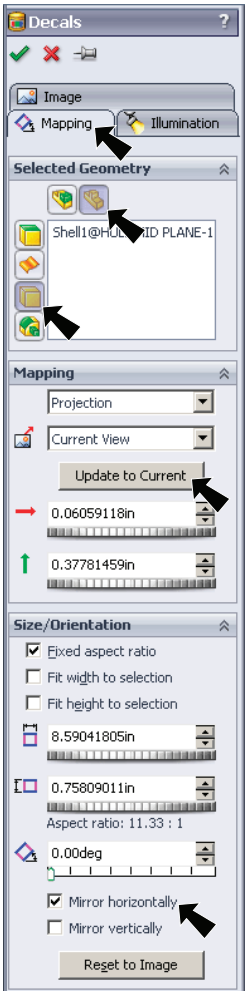


Fig. 3

click the hull, **Fig. 4**. You might have to select hull twice- if the bitmap does not show on hull, **right click** in selected Entities box and click Clear Selection, then select hull again.
under **Size/Orientation**
check **Mirror horizontally**, **Fig. 3**. Drag image around on the hull, **Fig. 5**. Drag corner handles on decal to change size. Click OK in the Property Manager when done.

Step 5. Save. Use **Ctrl-S**.

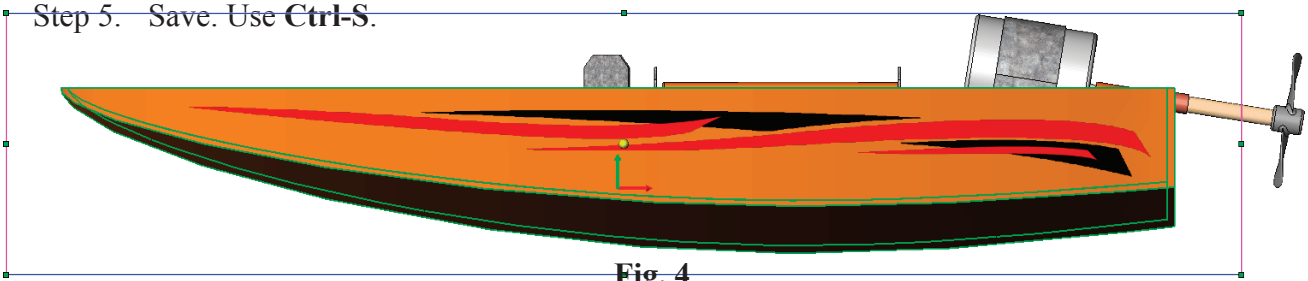


Fig. 4

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