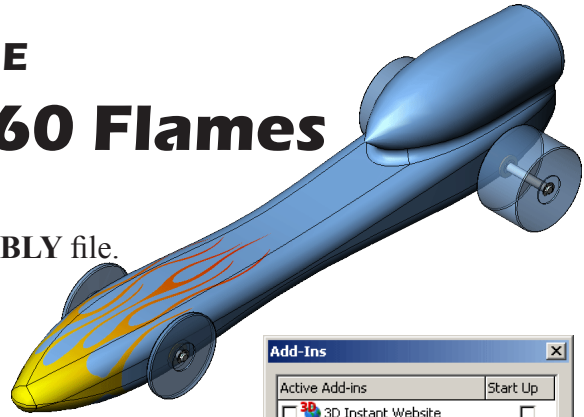


PhotoView 360 Flames



A. Enable PhotoView 360.

Step 1. If necessary, open your **RAIL CAR E ASSEMBLY** file.

Step 2. If necessary, turn on PhotoView 360. Click Tools Menu > Add-Ins. Click to place a check in **PhotoView 360** check boxes under **Active Add-ins** and under **Start Up** and click OK, Fig. 1.

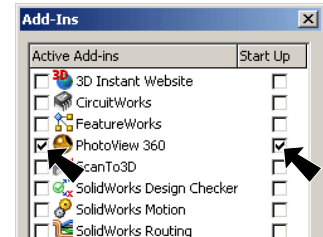


Fig. 1

B. PhotoView 360 Decal.

Step 1. Click **Top**  on the Standard Views toolbar. (Ctrl-5)

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 **FLAMES_CO2_400.PNG** Fig. 2

under **Mask Image**
 select **Use decal image alpha channel**

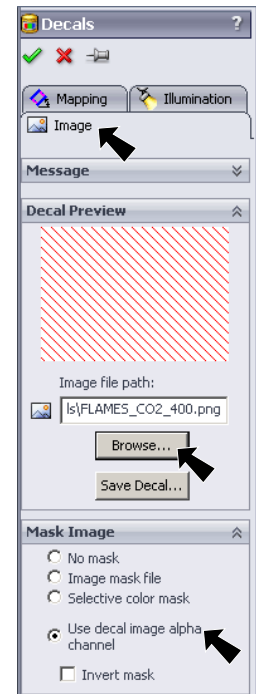


Fig. 2

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 

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

under Size/Orientation, **Fig. 3**

Rotation  **90**

you can drag the image around on the body or set:

under Mapping

Horizontal location  **-1.9**

Vertical location  **-61**

under Size/Orientation

Width  **118**

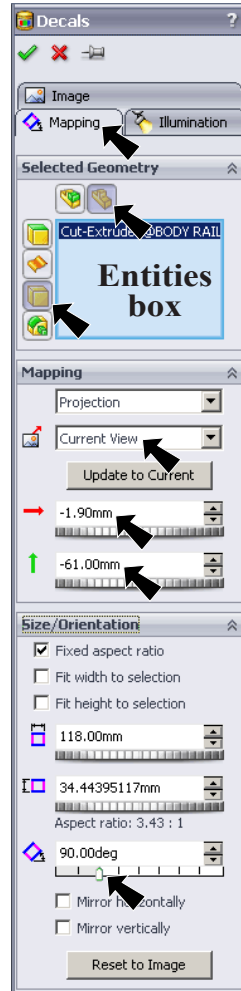


Fig. 3

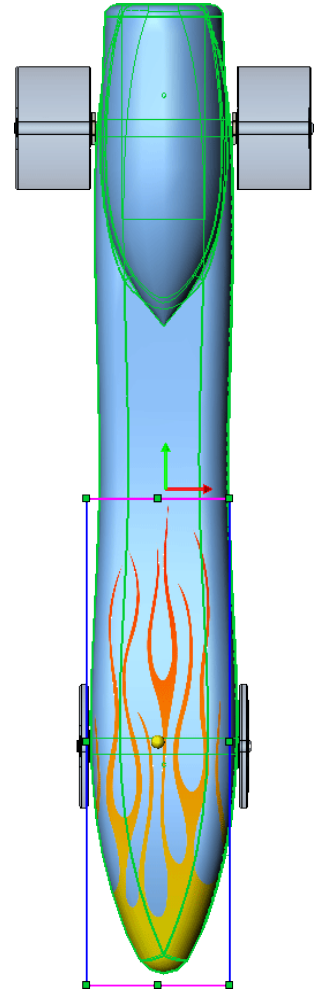


Fig. 4

Step 5. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 6. Click **OK**  in the Property Manager when done.

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

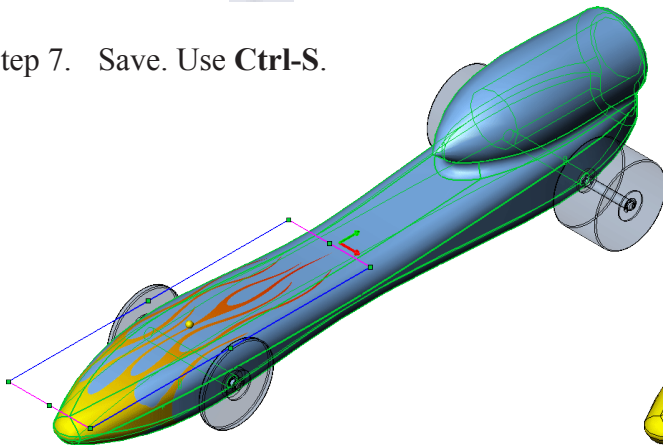


Fig. 5

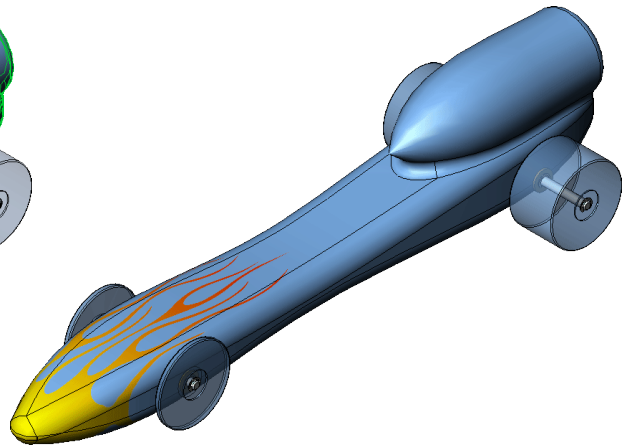


Fig. 6