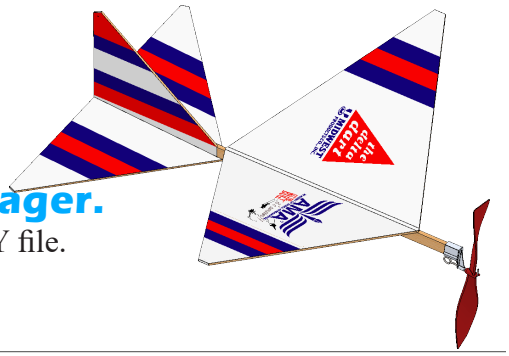
Chapter 12

Delta Dart Decals



A. Enable Render Tool Command Manager.

Step 1. If necessary, open your **DELTA DART ASSEMBLY** file.

Step 2. If necessary, turn on **Render Tools** Command Manager.

To turn on, **right click Sketch** Sketch on the Command Manager toolbar select > Tabs > **Render Tools**, **Fig. 1**.

Step 3. Click **Render Tools** Render Tools on the Command Manager toolbar.

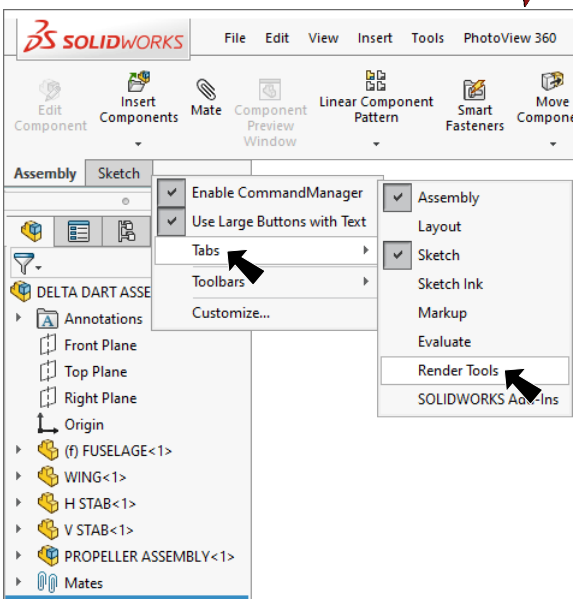


Fig. 1

B. Delta Dart Red Decal.

Step 1. Click **Back** on the Standard Views toolbar (**Ctrl-2**).

Step 2. Use **Shift-down arrow** to rotate view to top.

Step 3. Click Zoom to Fit (**F**) on the View toolbar.

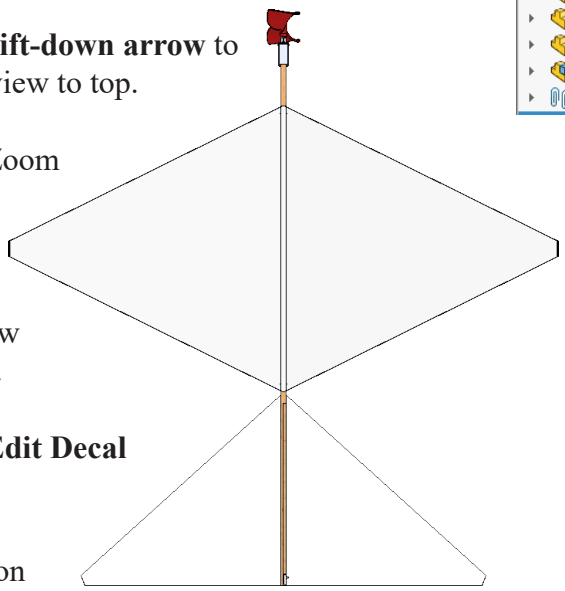


Fig. 2

Step 4. Click **Edit Decal** Edit Decal on the Render Tools toolbar.

Step 5. In the Decals Property Manager Image tab:

under Decal Preview, **Fig. 3**

click **Browse, My Documents** button and open **delta-dart-red.png**

under Mask Image, **Fig. 4**

select **Use decal image alpha channel**

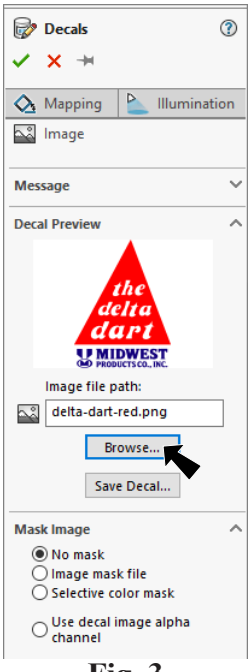


Fig. 3

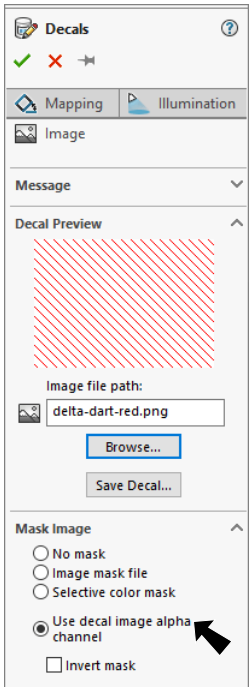


Fig. 4

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Step 6. Click **Mapping tab** Mapping at the top of Decals Manager, **Fig. 5**

under Selected Geometry

click **Apply changes at part level**

unselect all but Select Faces

Click the **port side of Wing**, **Fig. 6**. You might have to select face twice- if the bitmap does not display on the Wing, click in the Selected Entities box, **Fig. 5**, then select Wing face again.

under Mapping

Mapping type Projection
Current View

Horizontal location → **35**

Vertical location ↑ **6.2**

under Size/Orientation

Width **42.7**

Rotation **0**

Click **Keep Visible** and OK ✔. The Push Pin on allows selection of another decal.

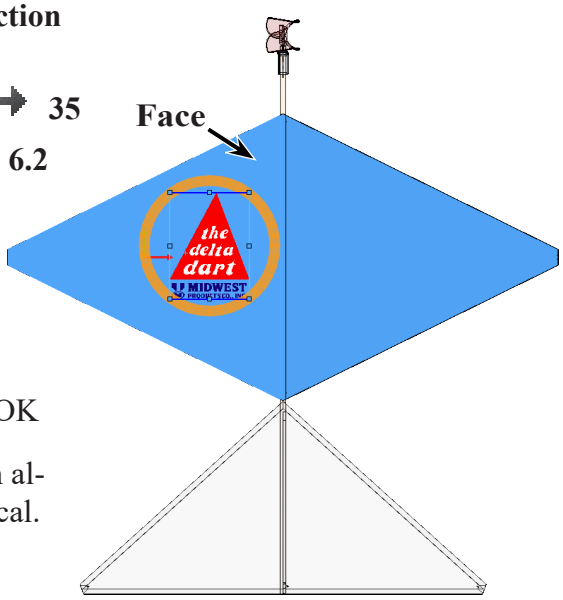


Fig. 6

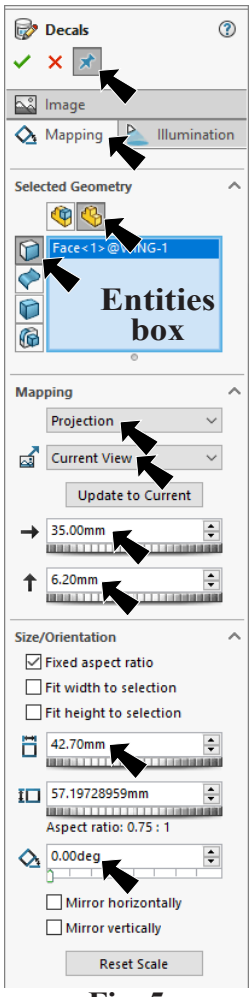


Fig. 5

C. AMA Decal Startboard Wing.

Step 1. Click **Image tab** Image, **Fig. 7**

under Decal Preview,

click **Browse, My Documents** button and open **AMA-GetTheBug-logo.png**

under Mask Image, **Fig. 8**

select **Use decal image alpha channel**

Step 2. Click **Mapping tab** Mapping, **Fig.9**

under Selected Geometry

click **Apply changes at part level**

unselect all but Select Faces

Click the **starboard side of Wing**, **Fig. 10**. You might have to select face twice- if the bitmap does not display on the Wing, click in the Selected Entities box and select Wing face again.

under Mapping

Mapping type Projection

Current View

Horizontal location → **-34**

Vertical location ↑ **4**

under Size/Orientation

Width **68**

Click **Keep Visible** and OK .

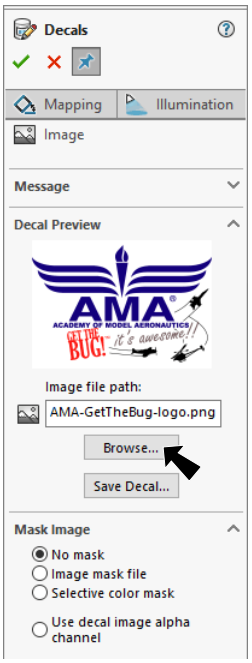


Fig. 7

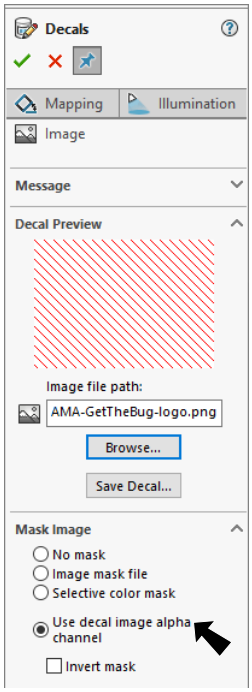


Fig. 8

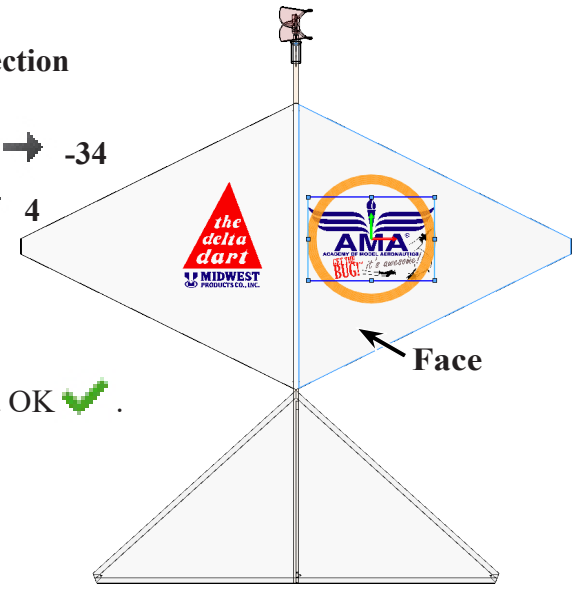


Fig. 10

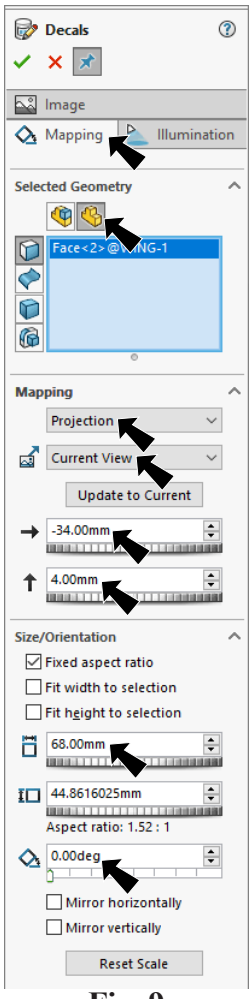


Fig. 9

D. BRB Stripes Port Wing.

Step 1. Click **Image tab** Image, **Fig. 11**
under Decal Preview,
click **Browse, My Documents** button and open **blue-red-blue-stripes.png**

Step 2. Click **Mapping tab** Mapping, **Fig. 12**
under Selected Geometry,

click **Apply changes at part level**

unselect all but Select Faces

click the **port side of Wing**, **Fig. 13**. You might have to select face twice- if the bitmap does not display on the Wing, click in the Selected Entities box and select Wing face again.

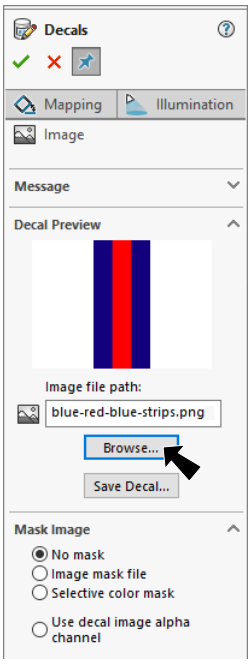


Fig. 11

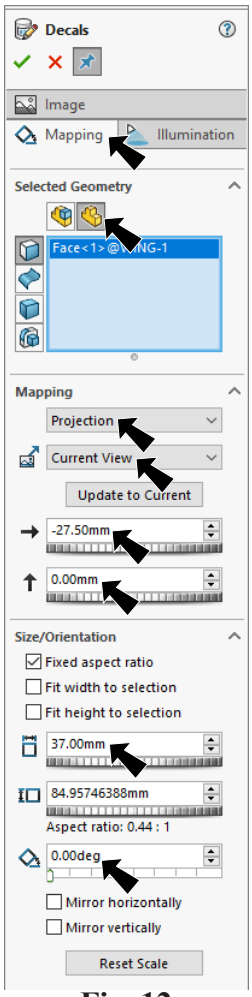


Fig. 12

under Mapping
Mapping type Projection
Current View
Horizontal location -27.5
Vertical location 0

under Size/Orientation
Width 37

Click **Keep Visible** and OK .

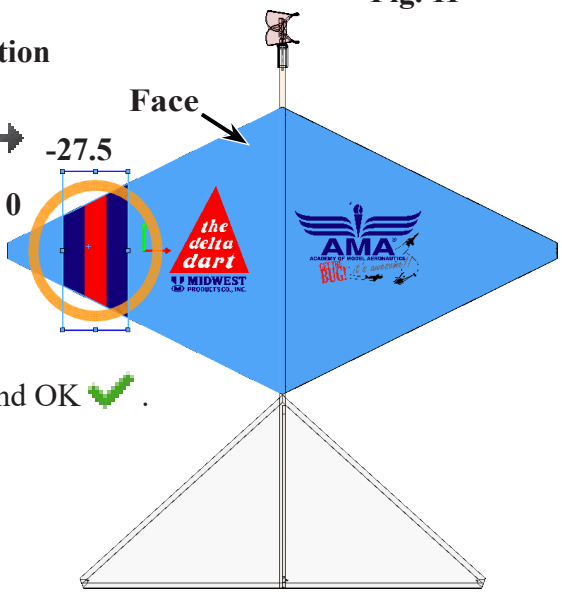


Fig. 13

E. BRB Stripes Starboard Wing.

Step 1. Click **Image tab** Image, **Fig. 14**
under Decal Preview,
click **Browse, My Documents** button
open **blue-red-blue-stripes.png**

Step 2. Click **Mapping tab** Mapping, **Fig. 15**
under Selected Geometry

click **Apply changes at part level**

unselect all but Select Faces

Click **starboard side of Wing**, **Fig. 16**.
You might have to select face twice- if the bitmap does not display on the Wing, click in the Selected Entities box and select Wing face again.

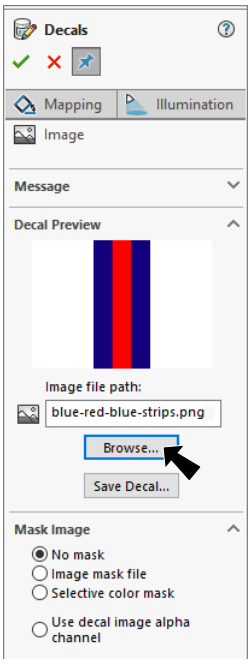


Fig. 14

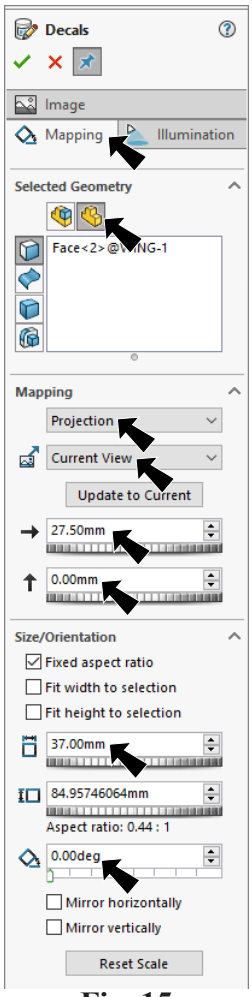


Fig. 15

under Mapping, **Fig. 15**
Mapping type Projection
Current View

Horizontal location **27.5**

Vertical location **0**

under Size/Orientation

Width **37**

Click **Keep Visible** and OK .

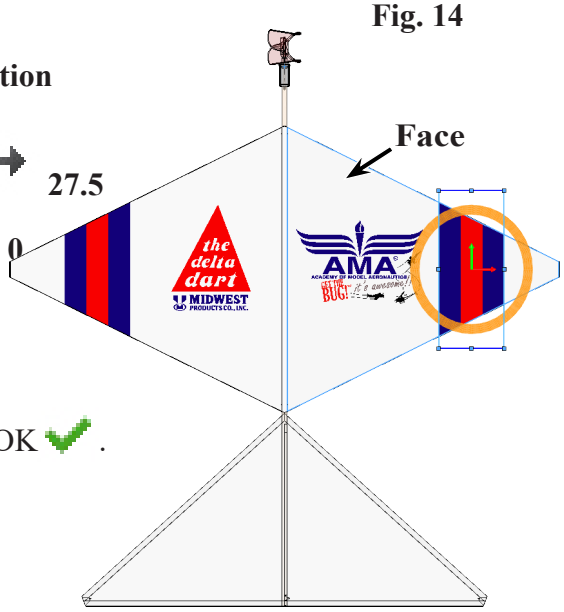


Fig. 16

F. BRB Stripes Port H Stab.

Step 1. Click **Image tab** Image, **Fig. 17**
under Decal Preview,
click **Browse, My Documents** button
open **blue-red-blue-stripes.png**

Step 2. Click **Mapping tab** Mapping, **Fig. 18**
under Selected Geometry

click **Apply changes at part level**

unselect all but Select Faces

Click the **port side of H Stab**, **Fig. 19**. You might have to select face twice- if the bitmap does not display on the H Stab, click in the Selected Entities box and select H Stab face again.

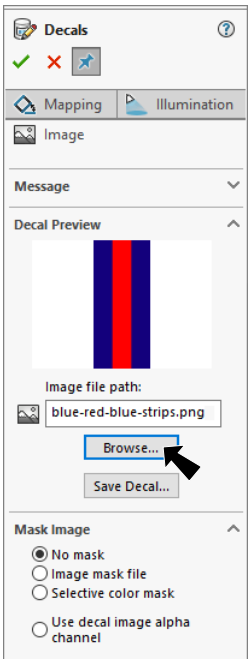


Fig. 17

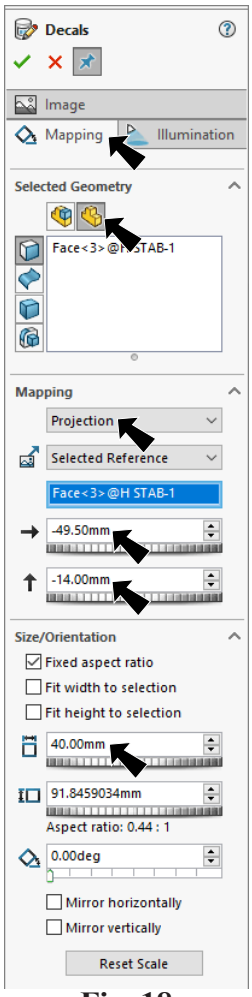


Fig. 18

under Mapping
Mapping type Projection

Horizontal location **-49.5**

Vertical location **-14**

under Size/Orientation

Width **40**

Click **Keep Visible** and OK .

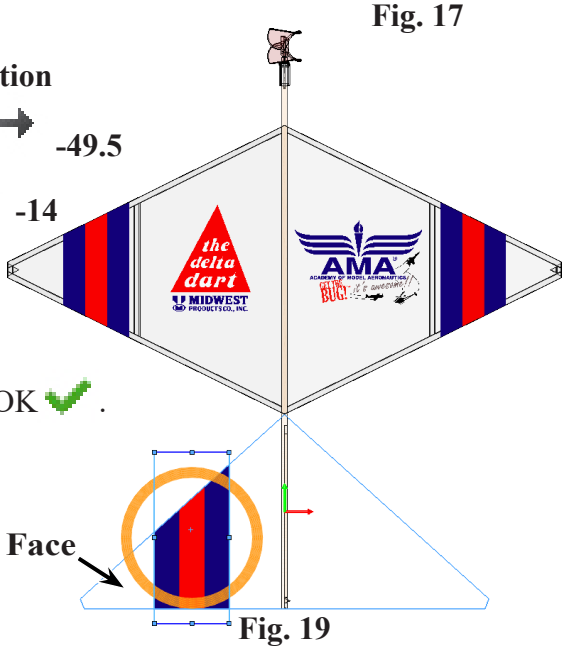


Fig. 19

G. BRB Stripes Starboard H Stab.

Step 1. Click **Image tab** Image, **Fig. 20**
under Decal Preview,
click **Browse, My Documents** button
open **blue-red-blue-stripes.png**

Step 2. Click **Mapping tab** Mapping, **Fig. 21**
under Selected Geometry

click **Apply changes at part level**

unselect all but Select Faces

Click **starboard side of H Stab**, **Fig. 22**.
You might have to select face twice- if the bitmap does not display on the H Stab, click in the Selected Entities box and select H Stab face again.

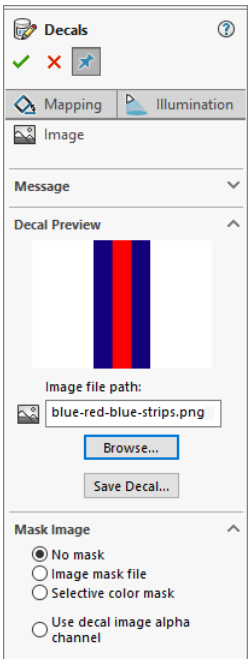


Fig. 20

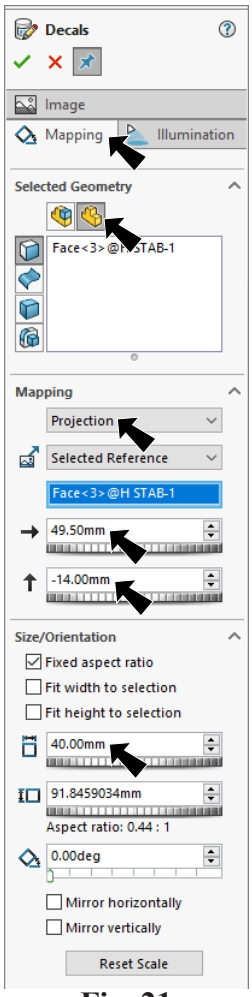


Fig. 21

under Mapping, **Fig. 21**
Mapping type Projection

Horizontal location **49.5**

Vertical location **-14**

under Size/Orientation

Width **40**

Click **Keep Visible** and OK .

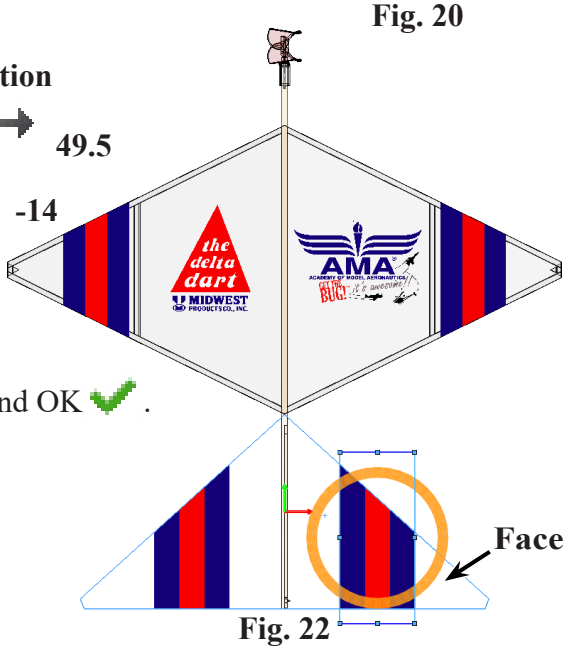


Fig. 22

H. Red Blue Strip V Stab.

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

Step 2. Click **Image tab** Image, **Fig. 23**
under Decal Preview,
click **Browse, My Documents** button
open **blue-red-v-stab.png**
under Mask Image, **Fig. 24**
select **Use decal image alpha channel**

Step 3. Click **Mapping tab** Mapping, **Fig. 24**
under Selected Geometry, **Fig. 32**
click **Apply changes at part level**
unselect all but Select Faces
Click **V Stab face**, **Fig. 26**.
under Mapping
Mapping type Projection
Horizontal location **-6.5**
Vertical location **0**
Width **82**
Click OK and click Cancel.

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

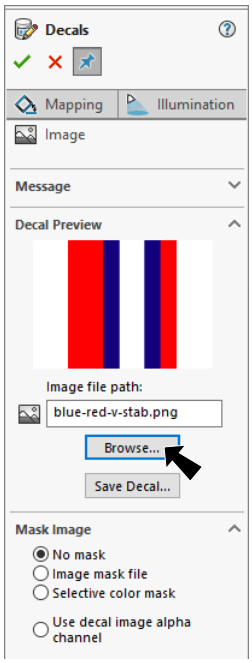


Fig. 23

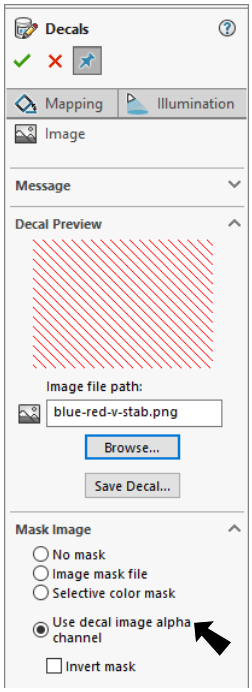


Fig. 24

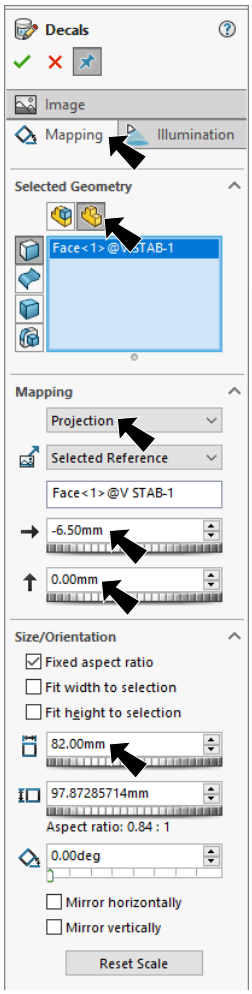
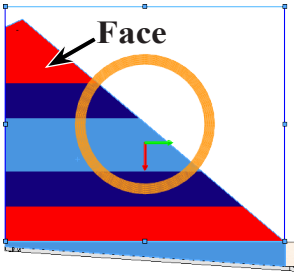


Fig. 25



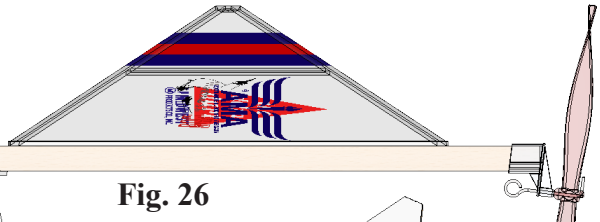


Fig. 26

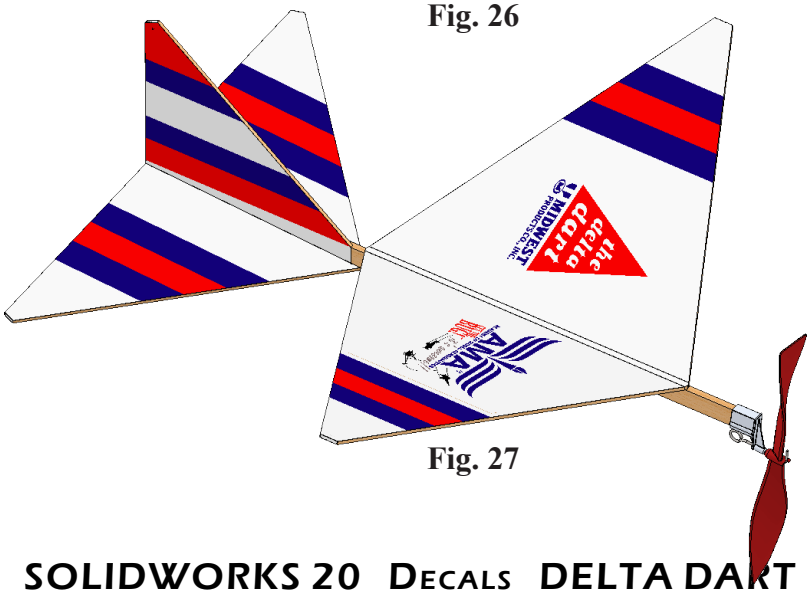


Fig. 27