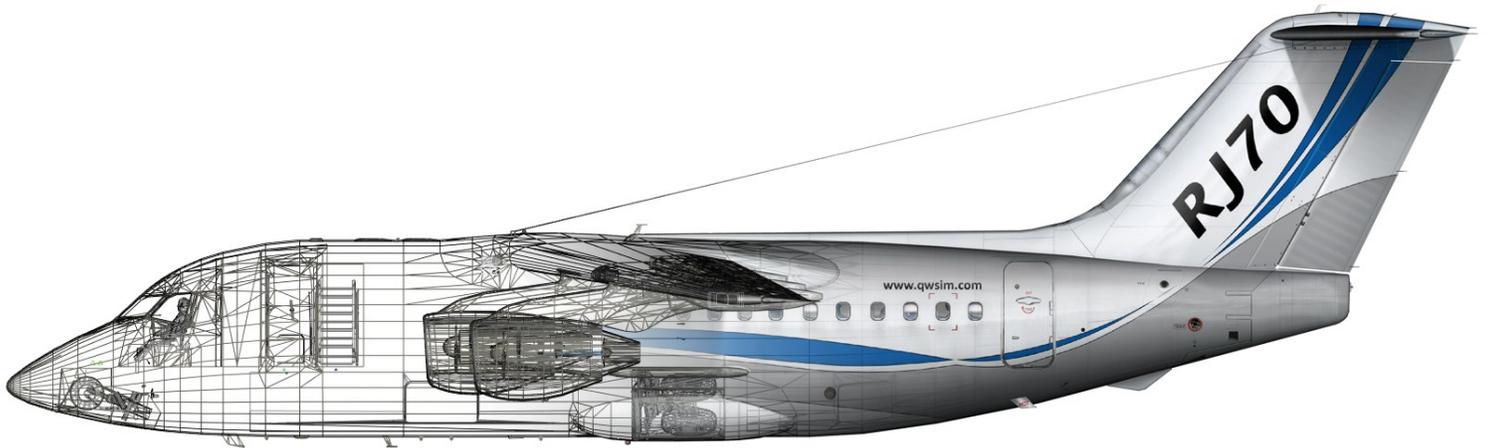# QualityWings SIMULATIONS

## Complexity...Simplified!

The Ultimate *146* Collection

Repaint Kit

by SamyFay

QualityWings Ultimate 146 Repaint Kit

The repaint kit allows you to paint high quality liveries for your Avro / BAe. It's easy enough for the novice painter, but deep enough for the more advanced painters to appreciate. The kit is located in the QualityWings folder and require Adobe Photoshop as kit files are in PSD format.

Description of the content:
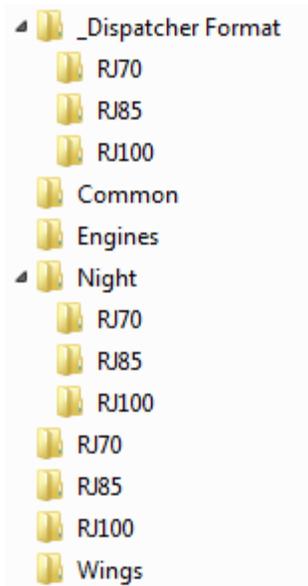
Dispatcher Format
Includes files for you to see what is needed for the QW Dispatcher. You can find more information on how to create .qwl-files later in this document.

Common
Includes bitmaps for the pushback truck texture and the registration above the cockpit windows. These are common for all variants.

Engines
Includes engine and engine pylon bitmaps. These are common for all variants.

Night
Includes night bitmaps. You only need these if you altered the default night textures or have a different window configuration than default. Note that this is only for expert users.

RJ70, RJ85 & RJ100
Includes fuselage masters and the relevant psd-files to cut up the master textures for use in Flight Simulator.

Wings
Includes wing textures. Do note that the RJ85 and RJ100 share a common wing texture, while the RJ70 is a bit different and thus has a separate set of bitmaps.

Fuselage masters

The fuselage masters are the starting point for an airline livery job. This is where the entire fuselage can be painted as well as the vertical stabilizer, the wing fairing and the belly of the fuselage. This PSD is only an area to paint as it has no function within the simulator. Once you are finished painting on the PSD the image must be flattened and then cut up to be used several other bitmaps. Flatten must be done twice: once for the left and once for the right side.
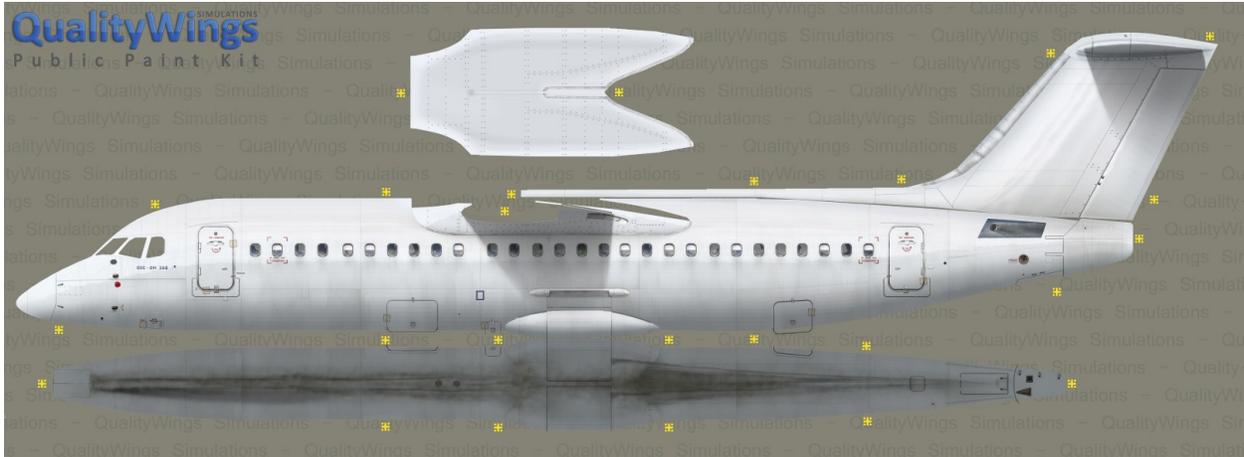
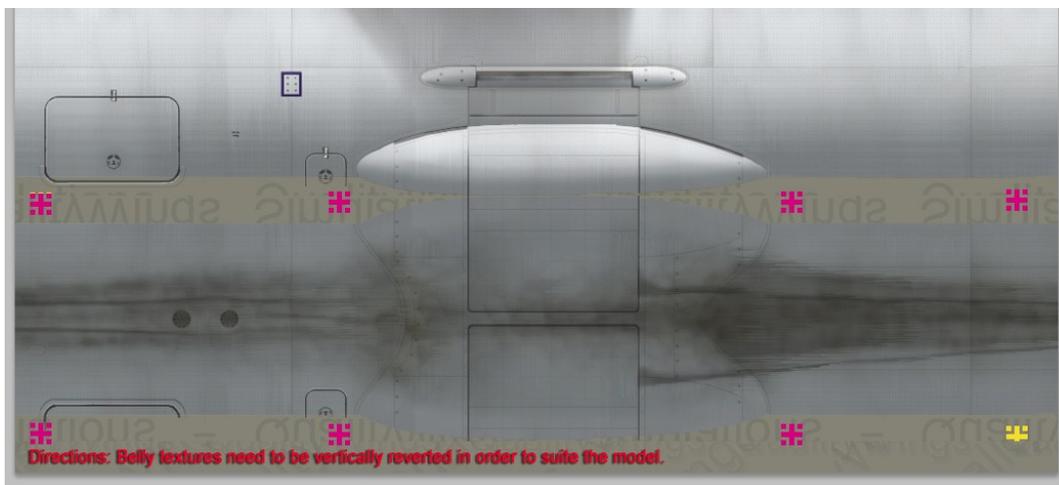All files are optimized for use in Adobe Photoshop!

Recommended additional tools:
DXTBMP.exe
Imagetool.exe

Important note when transferring the mid right fuselage to QW_RJ100_fuse2_right_t.psd:

Do note that the belly has to be vertically flipped when you paste it on the template. There is also a red note on the template itself to remind you of this fact.

Color coded templates

To simplify the usage of the paint kit as much as possible a color coded legend as been implemented within the layers. The text appearing on the paint kit has been rasterized to avoid fonts confusion and the detail layers reduced to only one to reduce filesize of the PSD.

Yellow layers (1): Optional details like new / old door handles or dirt layers. They are hidden a bit everywhere in the templates. Look for them. (No need to paint on them. Just turn ON or OFF)

Purple layers (2): Some bits and parts not shown in the fuselage master need to be painted. Do not forget them. Especially if your paint is not white it will show right away in the simulator.

Purple layers (3): These surfaces that are meant to be painted on the fuselage master. Paste your 'merged' copy from the fuselage master on top of the exisiting.

Green layers (4): A.k.a the miscalenous layer. Pay attention to various instructions throughout the paint kit. They provide usefull hints. (No need to paint on them.)

Grey layers: Are for light, shades and reflection effects. (No need to paint on them.)

Orange layers: Is where the details have been regrouped. Sometimes contain optional layers. (No need to paint on them.)
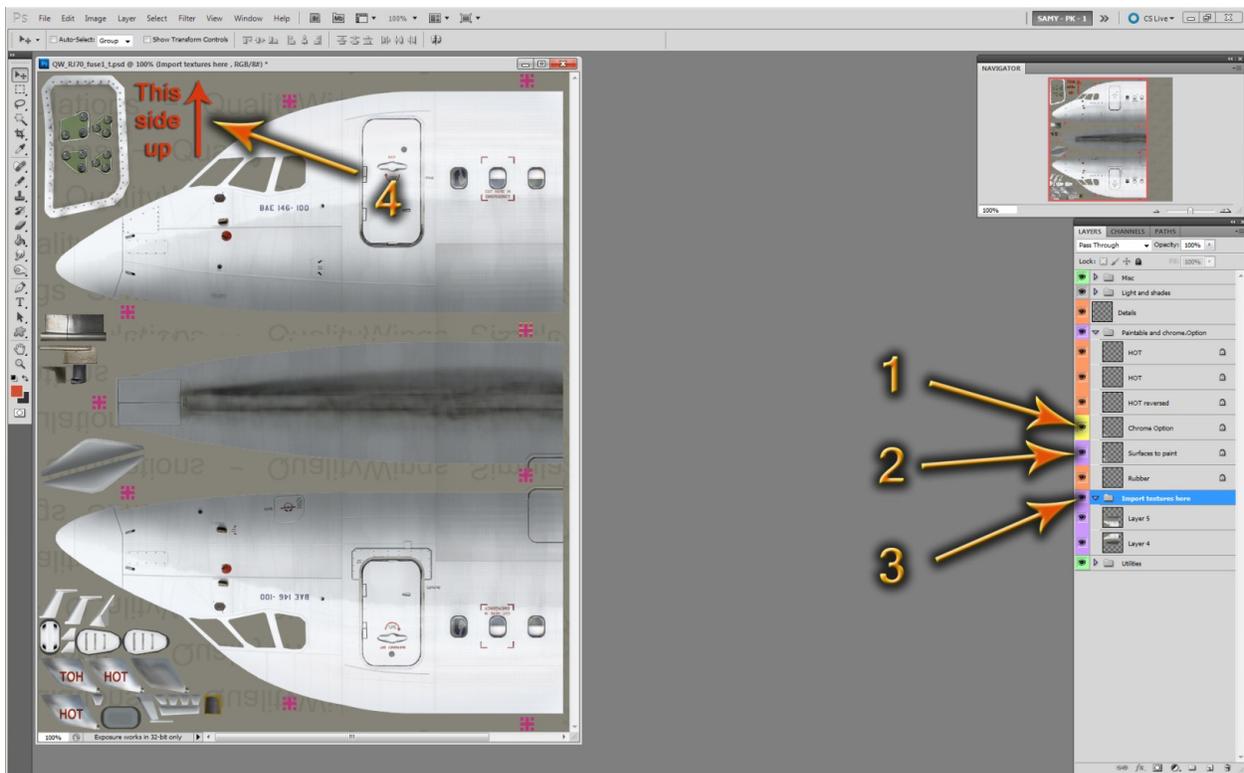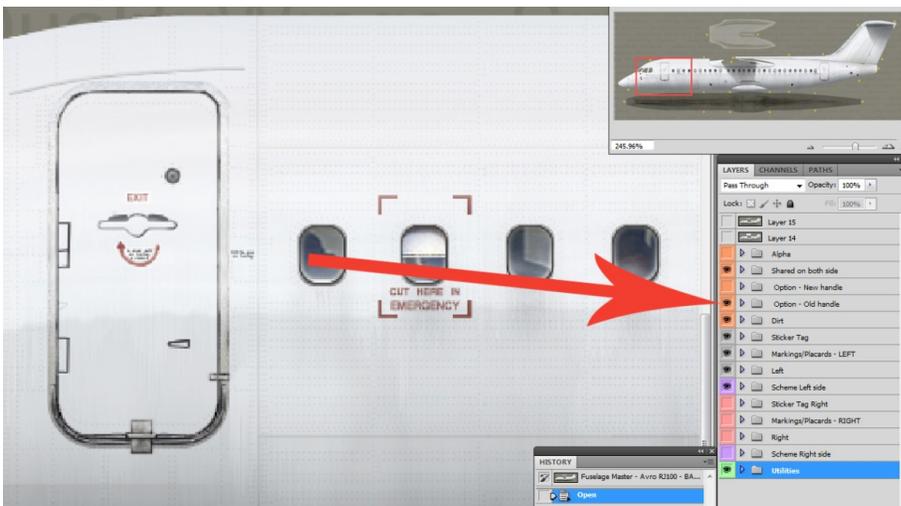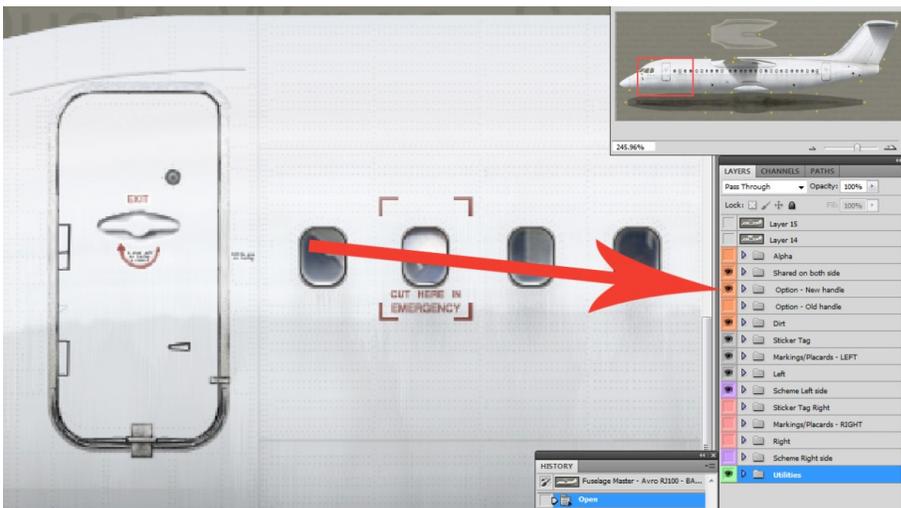
Optional equipment
Despite the variety of models the Avro have only few options. There is three of them contained in the fuselage and wing masters.

1. Door handles options (Old or new type)
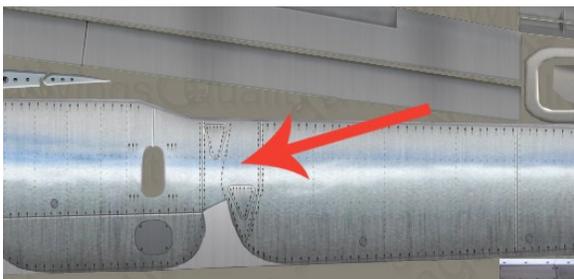2. Wing leading edge patches
3. Hot air exhausts

1- Old type door handles.

1- New type door handles.
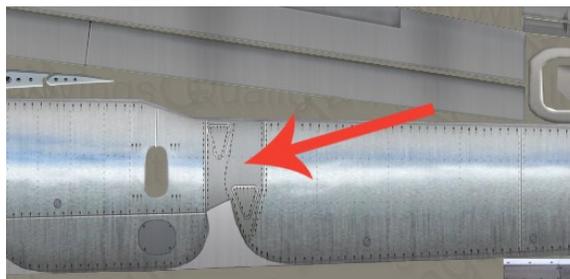
2 -   Plain wing leading edge   Wing leading edge with patch

3 -   Hot air exhausts with paint finish   Hot air exhausts with chrome finish
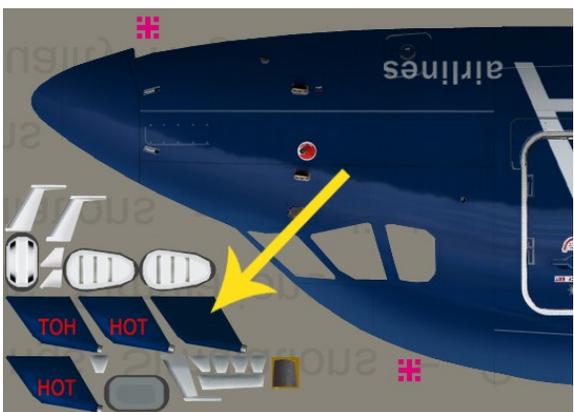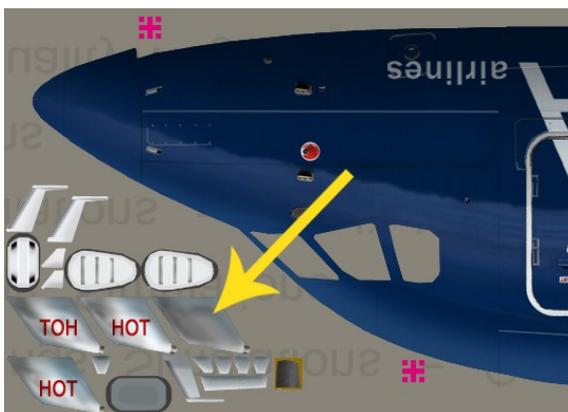
Nose 'Forehead' registration

This PSD allows for registration numbers to be placed above the the flightdeck windows. This PSD 'QW_RJ_registration' can be exported for use in the sim. Alpah channels must be used to make the registration number visible.

View of the cockpit from the simulator

Standard working area shown   *Use black alpha to hide all except the registration*

Night Textures

We've provided a layered night master texture to adjust the window configuration for your individual paint.

Do note that due to the advanced night lighting this aspect turns out to be more complicated than on other products.

In general we need ten bitmaps for the fuselage night lighting.
That consists of:
- 2x   fuse1
- 2x   fuse2_left
- 4x   fuse2_right
- 2x   fuse3

These files are distinguished by their role for the light state. You can determine when each file is being used by looking at the lighting code at the end of the filename.
_LC   - Cabin lights are on
_LLC   - Landing and cabin lights are on
_LCO   - Cabin and logo lights are on
_LLCO   - Landing, cabin and logo lights are on

The plane is optimized in a way that it automatically makes the most efficient usage of files. In particular this means that for example the logo light doesn't play a role for the front and mid fuselage bitmaps. The same counts for the landing light and the aft fuselage of course.

If you didn't change the window configuration for your paint, then you can just use the night textures which are already included in the example _Dispatcher files. If you changed them, make sure you adjust the set of fuselage night textures in the same manner (e.g. by making 'plugged' windows black on the night texture).

Preparing your livery for installation

We recommend preparing your livery so that it can be installed automatically via the QualityWings Dispatcher.
When you are done with your repaint, check the **Dispatcher Format folder** for the variant you're painting and make sure you have all files necessary.

Within your desired variant's folder, you must edit the Texture.ini file with the information for your livery.

Here's a sample Texture.ini for a CityJet livery:


```
[QW146_Repaint.General]
texture=CityJet
atc_id=EI-RJF
atc_airline=City-Ireland
destination=QualityWings Avro RJ85
atc_parking_types = GATE, RAMP
atc_parking_codes = BCY

[QW146_fltsim.0]
title=QWSim Avro RJ85 CityJet
model=RJ85
ui_variation=CityJet
```

texture=	This is the texture variation suffix that will be created.
atc_id=	This is the aircraft's registration
atc_airline=	This is the airline (callsign)
destination=	This function is specific for the Dispatcher. It determines which model this livery is for. Only change the last digits to either 70, 85 or 100.
atc_parking_types=	Do not alter this line.
atc_parking_codes=	This is the airline's parking code. This information is important for QWPAS custom safety demos and for the ATC to send you to the correct parking position for your airline.

title=			Title of the airplane. Make sure all titles are different for the simulator and in
			clude the correct airplane type. We HIGHLY recommend not to change anything in
				front of the airline name other than the airplane variant.

Important note regarding the airplane title:
This product allows for exterior model customization. In particular this means you can show / hide the flap fairings in the wingbox.
To do so, simply add the following code to the aircraft title:

noFF	**(default—no code added)**

model=			This is the aircraft model the livery belongs to. It can be either RJ70, RJ85 or RJ100.
ui_variation=	This is what will be listed on the „Installed Repaints" listbox.

Creating a .QWL file:

When you are ready, make sure you haven't left anything out. In total you should see 24 files (including thumbnail) in your folder.
Select all files and send them to a compressed folder.
Rename the new compressed folder and change the extension from .ZIP to QWL.
Please note, that you may have to change your Windows 'Folder Options' to show file extensions (Uncheck Hide extensions for known file types).

Your livery is now ready to be installed via the QW Dispatcher!