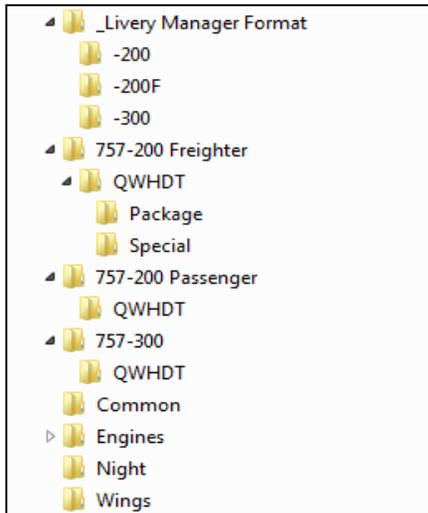


REPAINT KIT

QualityWings Repaint Kit (Now including QWHDT files)

The repaint kit allows you to paint high quality liveries for your 757. 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 requires Adobe Photoshop, as kit files are in .PSD format. **QWHDT files are for FSX ONLY!!**



Livery Manager Format

Features sample files for you to use see what is needed for the Livery manager. You can find more information on the Livery Manager in the next chapter.

757-200 Freighter

QW752F Fuselage Master.psd
 QW752F_FuseL_T.bmp
 QW752F_FuseR_T.bmp
 QW757F_Cargo_T.psd
[QWHDT Subfolder](#)
 Contains QW752 PaintKit Freighter QWHDT Public.psd
 Package & Special subfolders contain QWHDT Fuse bmps

757-200 Passenger

QW752 Fuselage Master.psd
 QW752_FuseL_T.bmp
 QW752_FuseR_T.bmp
[QWHDT Subfolder](#)
 Contains QW752 PaintKit Pax QWHDT Public.psd
 QWHDT Fuse bmps also included

757-300 Passenger

QW753 Fuselage Master.psd
 QW753_FuseL_T.bmp
 QW753_FuseR_T.bmp

QW753FuseStretch_T.bmp

[QWHDT Subfolder](#)

Contains QW753 PaintKit Pax QWHDT Public.psd
 QWHDT Fuse bmps also included

Common

QW757_radomelines.bmp
 QW757_registration.psd
 QW757_Stabs_t.psd
 QW757Belly_T.psd
 QW757Gear_t.psd

Engines

PW2000

QW757engine_PW_L_T.psd
 QW757engine_PW_R_T.psd
 QW757engine_PW_L_T.bmp
 QW757engine_PW_R_T.bmp

RB211-535C

QW757engine_RR535C_L_T.psd
 QW757engine_RR535C_R_T.psd
 QW757engine_RR535C_L_T.bmp
 QW757engine_RR535C_R_T.bmp

RB211-535E4B

QW757engine_RR_L_T.psd
 QW757engine_RR_R_T.psd
 QW757engine_RR_L_T.bmp
 QW757engine_RR_R_T.bmp

Wings

QW757Wings_L_T.psd
 QW757Wings_R_T.psd
 QW757Winglet_T.psd
[QWHDT Subfolder](#)
 Contains QWHDT Wings

More information about the PSD files can be found in the pages following this one.

Recommended Painting Tools:

DXTBMP.exe
 Imagetool.exe

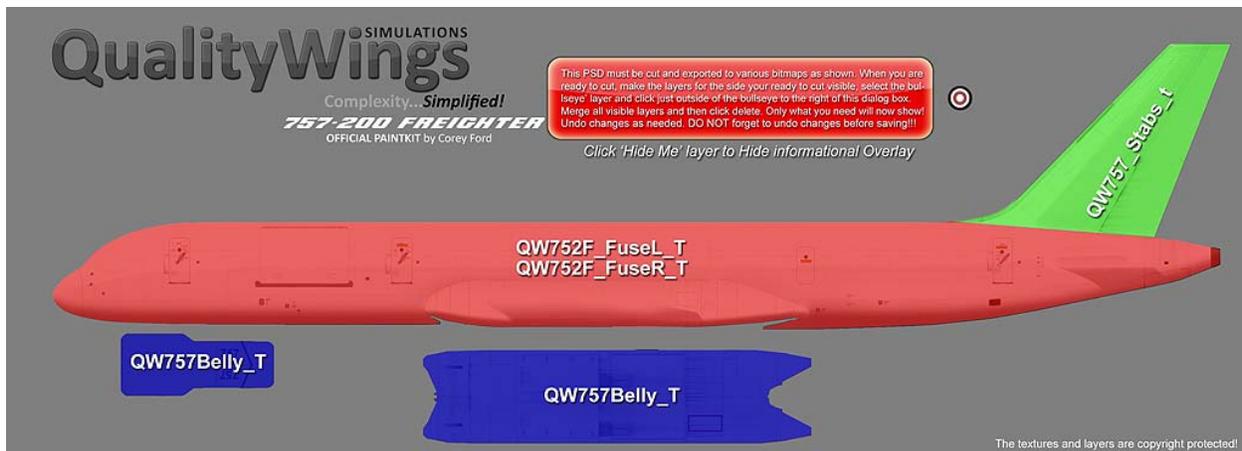
Fuselage Masters

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. 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 in several other bitmaps. The flatten process must be done twice: once for the left side and once for the right side.

There are 6 different Masters:

- QW752F Fuselage Master.psd B757-200 Passenger (FS9 or FSX)
- QW753 Fuselage Master.psd B757-300 Passenger (FS9 or FSX)
- QW752 Fuselage Master.psd B757-200 Freighters (Package & Special) (FS9 or FSX)
- QW752F Fuselage Master.psd B757-200 Passenger (FSX ONLY)
- QW753 Fuselage Master.psd B757-300 Passenger (FSX ONLY)
- QW752 Fuselage Master.psd B757-200 Freighters (Package & Special) (FSX ONLY)

All masters contain the different Door options for the 757 aircraft as well as MANY other options, such as an optional bulk cargo door. When the Masters load, an information layer shows as an overlay, providing you with important information such as which .bmps the various parts of the .psd must be copied to. This overlay can and must be hidden before continuing.



Informational Layer Shown



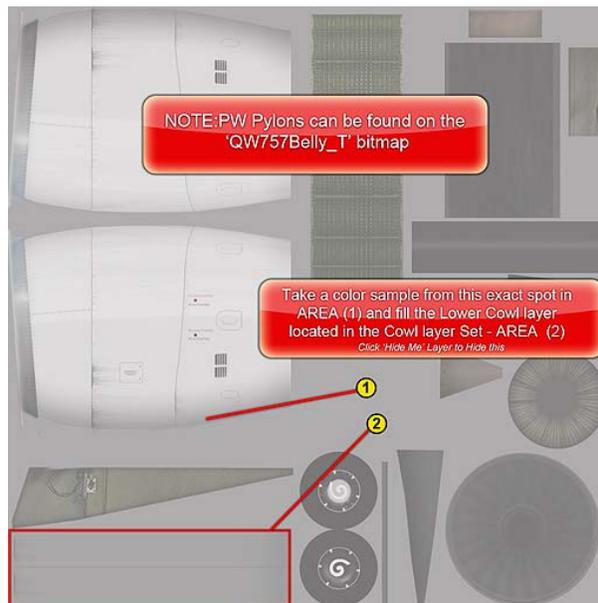
Informational Layer Hidden

Engine Masters

The engine masters are where the engines are painted. This PSD can be exported for use in the sim. Save as targa and then convert to 32-bit (higher quality) or DXT3 (Better performance). When the Masters load, an information layer shows as an overlay on some engine .psds, providing you with important information such as available options and tips. This overlay can and must be hidden before continuing.



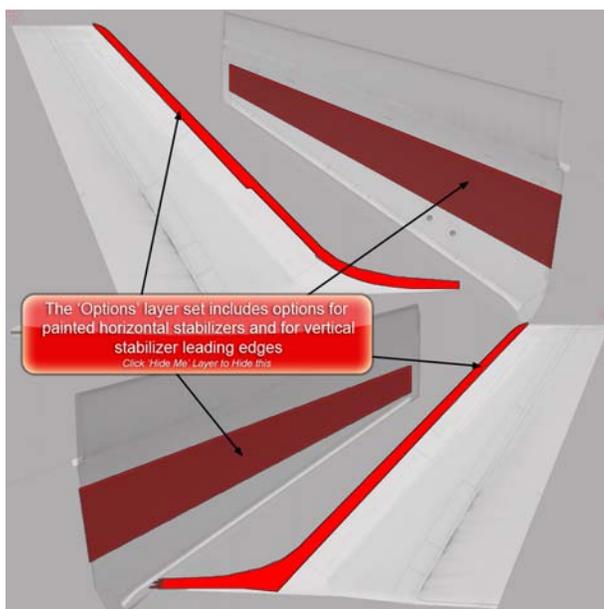
RB211-535E4B PSD showing Spinner Options



PW2000 PSD showing painting tip

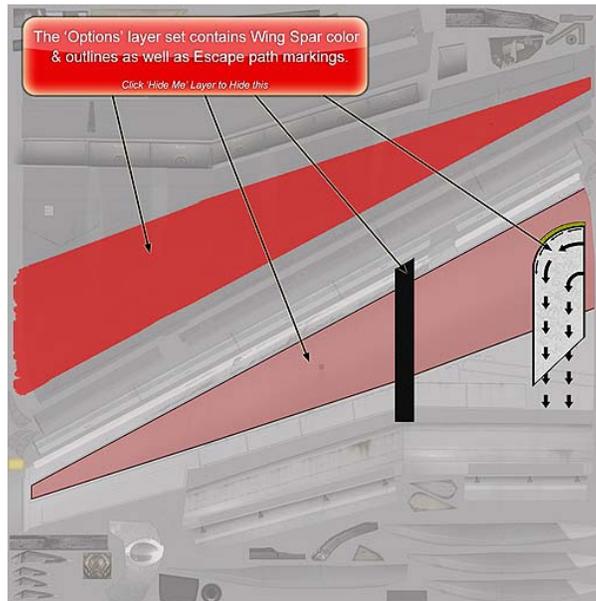
Stabilizer Masters

The Stabilizer masters are where the horizontal and vertical stab are detailed. The Vertical stab texture is taken from the fuselage masters while the horizontal stab can be left as is or customized. When the Masters load, an information layer shows available options and tips. This overlay can and must be hidden before continuing.



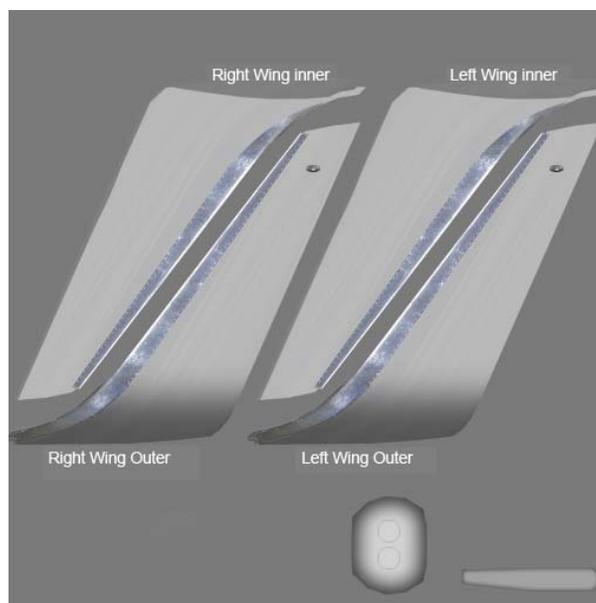
Wing Masters

The wing masters are where the wings are painted. This PSD can be exported for use in the sim. Save as targa and then convert to 32-bit (higher quality) or DXT3 (Better performance). When the Masters load, an information layer shows as an overlay, providing you with important information such as available options and tips. This overlay can and must be hidden before continuing.



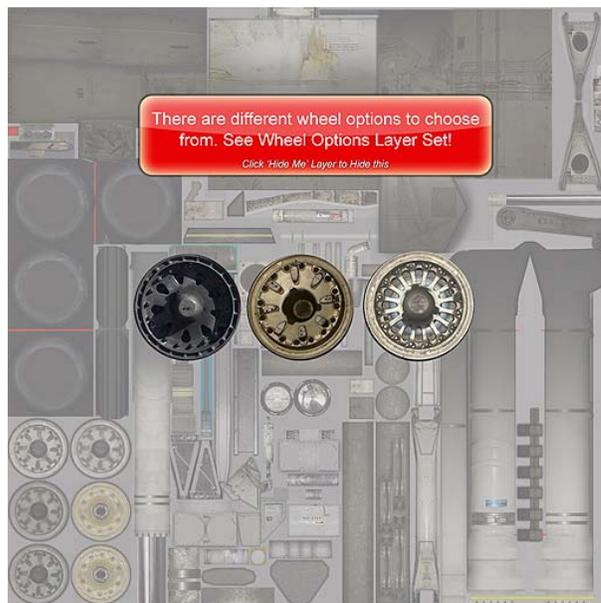
Winglet Masters

The winglet masters are where the winglets are painted. This PSD can be exported for use in the sim. Save as targa and then convert to 32-bit (higher quality) or DXT3 (Better performance).



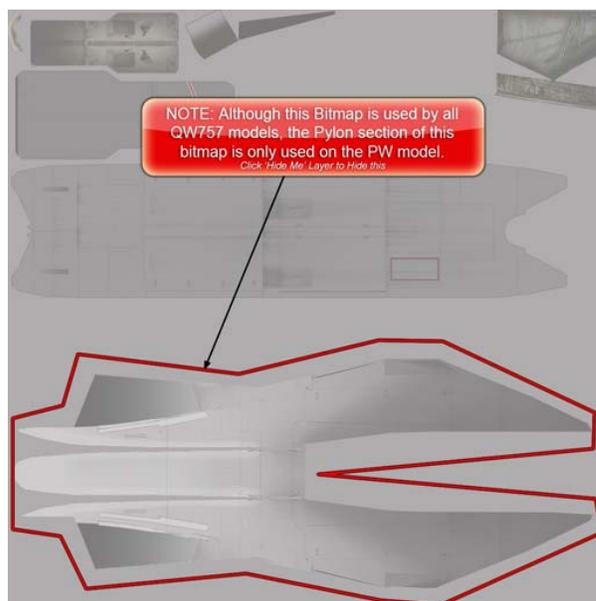
Gear Masters

The gear masters only have one available option set for the wheels. There are many different looking wheels on the 757. Now you can choose. Also, there are 2 rims that the simulator looks at so that not all wheels look the same. This PSD can be exported for use in the sim. Save as targa and then convert to 32-bit (higher quality) or DXT3 (Better performance). When the Masters load, an information layer shows as an overlay, providing you with important information such as available options and tips. This overlay can and must be hidden before continuing.



Belly Texture

The belly texture also has the PW pylon. This PSD can be exported for use in the sim. Save as targa and then convert to 32-bit (higher quality) or DXT3 (Better performance). When the Masters load, an information layer shows as an overlay, providing you with important information such as available options and tips. This overlay can and must be hidden before continuing.



Nose "Forehead" Registration

This PSD allows for registration numbers to be placed on the nose above the Number 1 flightdeck windows. This PSD can be exported for use in the sim. Alpha channels must be used to make the registration number visible.



Standard working area shown



Use black alpha to hide all EXCEPT the registration

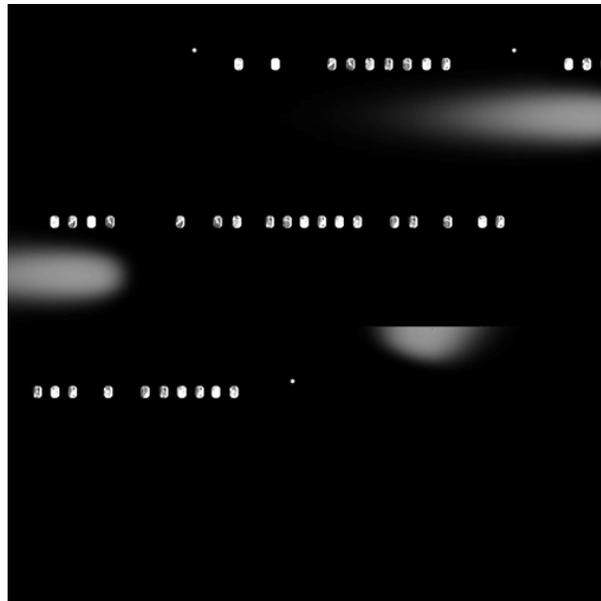
Freighter Interior

The QW757F_Cargo_T.psd only has one area of focus and that is the Freighter Door interior. You may paint airline logos on the door interior. This PSD can be exported for use in the sim.



Night Textures

We've provided layered Night .psd files allowing you to easily match your favorite airlines window config.



Other Bitmaps

Radome Lightning Strips

- QW757_radomelines.bmp

Purpose

Used to set color of Radome lightning strips if necessary

Fuselage (Left Side) Textures

- QW752FuseL_T.bmp
- QW752F_FuseL_T.bmp
- QW753FuseL_T.bmp

Paintable areas

Stabilizer Trim Plate (Texture used for both left and right side of aircraft)

Fuselage (Right Side) Textures

- QW752FuseR_T
- QW752F_FuseR_T.bmp
- QW753FuseR_T.bmp

Paintable areas

VHF Antennas

Water System Drain Masts

Preparing your livery for Installation

INSTRUCTIONS

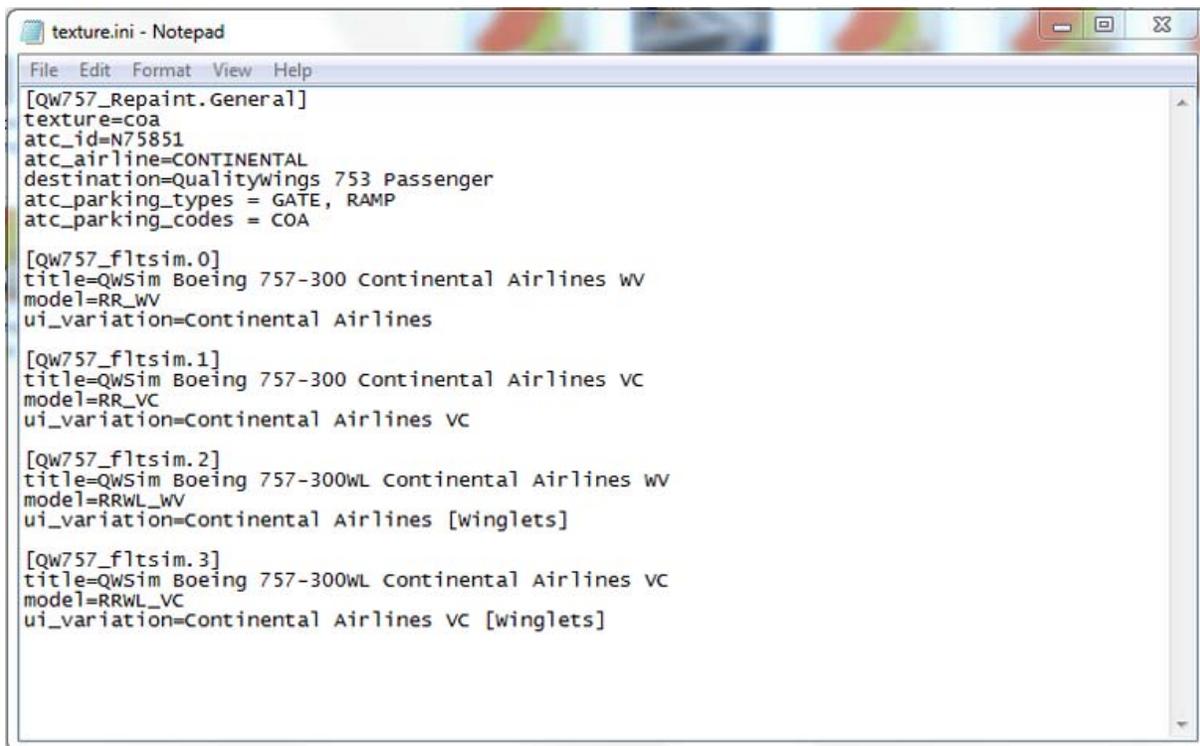
Advanced users

You can install livery manually, but make sure you check the **Livery Manager Format** for the variant you're painting and make sure you have all files necessary. Edit the Aircraft Config files as necessary.

Beginners

We recommend preparing your livery so that it can be installed automatically via the QualityWings Livery Manager. When you are done with your repaint, check the **Livery Manager Format** for the variant you're painting and make sure you have all files necessary. You must edit the Texture.ini file in the Livery Manager Format Folder with the information for your livery.

Here's a sample Texture.INI. This is a Continental Airlines 757-300. Continental added Winglets to their 757-300s, but at the time this manual was printed still had some 757-300s without winglets. We wanted to allow for BOTH models to show, for both the VC and WV:



```
texture.ini - Notepad
File Edit Format View Help
[Qw757_Repaint.General]
texture=Coa
atc_id=N75851
atc_airline=CONTINENTAL
destination=Qualitywings 753 Passenger
atc_parking_types = GATE, RAMP
atc_parking_codes = COA

[Qw757_fltsim.0]
title=QwSim Boeing 757-300 Continental Airlines wv
model=RR_wv
ui_variation=Continental Airlines

[Qw757_fltsim.1]
title=QwSim Boeing 757-300 Continental Airlines vc
model=RR_vc
ui_variation=Continental Airlines vc

[Qw757_fltsim.2]
title=QwSim Boeing 757-300WL Continental Airlines wv
model=RRWL_wv
ui_variation=Continental Airlines [winglets]

[Qw757_fltsim.3]
title=QwSim Boeing 757-300WL Continental Airlines vc
model=RRWL_vc
ui_variation=Continental Airlines vc [winglets]
```

The config file needs to have one [QW757_Repaint.General] sections, which includes options common to all variations, and several [QW757_fltsim.XX] sections, one for each variation of the same base model. Note that, the numbers on the [QW757_fltsim.XX] sections don't have any relationship with the actual numbering that will be used on the target aircraft.cfg, they are only needed because it's not legal to have sections with the same name under an .INI file. If they were all called [QW757_fltsim] (without a number), the livery manager won't work. The number that will be used in the aircraft.cfg file, will depend on how many other [fltsim] sections are in there already.

Options for the [QW757_Repaint.General]

texture=COA

- This is the texture variation suffix that will be created

atc_id=N75851

atc_airline=CONTINENTAL

- These two will be the same for all variations of the same base model for this repaint. So, all 4 Continental variations will have the same atc codes.

destination=QualityWings 753 Passenger

- This is very important, and it's the destination folder, which also tells the program which is the base model for this repaint. This info is only used by the Livery Manager and is not copied in the aircraft.cfg. The common textures in FS9 (and the "thumbnail.jpg" and "texture.cfg" in FSX) will be taken from the "texture" folder under THIS folder. There can be only one destination folder. This means, if you have a repaint that can be used on more than one base model, you need to create two separate .ZIP, each one with its own different texture.cfg that will point to the correct destination.

Options for the [QW757_ftsim.XX] sections:

[QW757_ftsim.0]

- Progressive number of the variation, always starting from 0

title=QualityWings 757-200 RB211-535E4B WV

- Title of the airplane. This is not very important for the Livery Manager, but all titles should be different in Flight Simulator.

model=RR_WV

- The model string is important because the Livery Manager uses information to create information for other Aircraft.cfg section

ui_variation=Continental Airlines [Winglets]

- This is what will be listed on the "Installed Repaints" listbox.

NOTE:

- It is not possible to remove just one variation of a repaint: if one has installed the 4 variations of the Continental 753 Passenger repaints, all 4, including the texture folder will be removed.
- FSX: After you install your paint, you may create your own customized .jpg thumbnail, as a generic thumbnail is provided just to get you going.

Creating .QWL file

When you are ready, 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 Livery manager Ready!

LIVERY MANAGER

QualityWings Livery/Load Manager

A QualityWings Livery and Load Manager is provided to allow for installation/uninstallation of liveries. It also allows you to set desired Payload (passenger and Cargo). The Livery manager reads files formatted in QualityWings format (.qwl) ONLY. The Manager IS NOT installed automatically - you will need to install the Livery Manager after you install the 757. The 757 installer now creates a QualityWings program group under the Windows Start button, which includes both a link to this manual, and a link to install the Livery Manager. It's also possible to find the setup.exe in the FS\QualityWings\LiveryManager setup folder.

After the installation, the Livery/Load Manager itself will appear as a normal icon under the Start menu, in the QualityWings group, together with the users manual.

The program it's very easy to use: it works in two modes, FS9 and FSX, and it's possible to switch between the two, if both sims are installed and the QW757 is installed on both sims. If only one sim is used, or the QW757 is installed only on that, the mode is fixed.

The list of installed repaints contains the House Livery versions, but these CANNOT be removed.

Please Run the Livery/Load manager as an Administrator!

Please Run the Livery/Load manager prior to loading a QW Aircraft!

QualityWings 757 Repaint Manager v1.6.1

Panel Type

- Main
- Main VC
- Main HD
- Main HD VC
- Retro
- Retro VC
- Retro HD
- Retro HD VC

Installed Repaints

- 757-200 (C32A) C32A Retrofit Cockpit
- 757-200 (C32A) C32A Retrofit Cockpit VC
- 757-200 Aeromexico Circa 1993
- 757-200 Aeromexico Circa 1993 VC
- 757-200 QW House Livery PW VC
- 757-200 QW House Livery PW VC WL
- 757-200 QW House Livery PW WV
- 757-200 QW House Livery PW WV WL
- 757-200 QW House Livery RR Retrofit VC WL
- 757-200 QW House Livery RR VC
- 757-200 QW House Livery RR VC WL
- 757-200 QW House Livery RR WV
- 757-200 QW House Livery RR WV WL
- 757-200 QW House Livery RRC VC
- 757-200 QW House Livery RRC WV
- 757-200 United Airlines Current [Winglets]
- 757-200 United Airlines Current VC [Winglets]
- 757-200F QW House Livery PW VC Package Freighter
- 757-200F QW House Livery PW VC Special Freighter
- 757-200F QW House Livery PW WV Package Freighter
- 757-200F QW House Livery PW WV Special Freighter
- 757-200F QW House Livery RR VC Package Freighter

757-200 Aeromexico Circa 1993

Load Manager

QualityWings LoadManager

First Class: 1500
Mid Economy: 7500
Rear Economy: 9500
Front Cargo: 5150
Aft Cargo: 8150

ZFW: 164740 lbs. MZFW: 188000 lbs.

33% Full
50% Full (Default)
75% Full
100% Full
Apply

LIVERY MANAGER

Installing a repaint

Clicking the "Install Repaint" button, will ask the user to browse any folder to look for a .QWL file that contains the repaint. The .QWL file will be uncompressed in a temporary folder under the %TMP% folder, the existing aircraft.cfg will be modified to add the new [fltsim] sections, and the textures will be copied from the temporary folder to the destination folder. [Multiple liveries can be installed at a time.](#)

Removing a repaint

The texture variation folder is erased, and the aircraft.cfg is updated to remove all the orphaned [fltsim] sections. AND YES, IT DOES RENUMBER THE SECTIONS!!

Panel Type

You can change the type of panel you want to use for a particular livery. The available options are as follows:

Standard Definition Panels

- Main
- Main VC [Greyed out for FSX]
- Retro
- Retro VC [Greyed out for FSX]

Widescreen Definition Panels

- Main HD
- Main HD VC [Greyed out for FSX]
- Retro HD
- Retro HDVC [Greyed out for FSX]

Main is the standard 757 Cockpit

Retrofit is the Retrofit Displays 757 Cockpit

The "VC" postfix is only available for FS9. use "VC" when using with a model that has a Virtual Cockpit in FS9. The the Non VC for Wingview (WV) models.

After choosing your desired panel, click the APPLY button which will become available when a new panel selection is detected.

LOAD MANAGER

The Load manager allows you to set the individual payloads for a specific Zone or a preset Payload. The zones available will depend on the model selected. As an example, the 757-300 has an extra passenger zone as compared to the -200s.

The available presets are:

- 33% Full
- 50% Full
- 75% Full
- 100% Full

When you have made your selection, click APPLY and the changes will be applied the next time your start the Flight Simulator (or reload aircraft).