Subject: Paint Kit, de Havilland Canada DHC-7

1.   Scope

This paint kit is for the Milton Shupe de Havilland Canada DHC-7 (Dash7) and was created using Adobe Photoshop CS6 and saved as a layered Photoshop PSD. File dimensions are 2048 pixels x 2048 pixels at 300 ppi resolution. For FSX texture save as a BMP or DDS at 2048 x 2048 or smaller. For FS9 texture save as a BMP at 1024 x 1024 or smaller.

 This work has been supplied as freeware; therefore to be used without charge. Not to be included in any pay-ware package; this is a freeware release.

These files are to be used with the understanding that they are at the risk of the user; we take no responsibility for any loss of existing files or damage that may occur (computer, programs, etc). Download, install, and use the files at your own risk.

2.   Required Files

The following files are required to be used in conjunction with this kit:

- FS9 (MS2004) base aircraft: Dash7Pkg9.zip
- FSX base aircraft: Dash7PkgX.zip

3.   Support

If there should be any questions please feel free to contact us:

- Milton Shupe (Dash 7 Project Manager)
 mshupe@bajabb.com

- Mike Kelley (Graphics)
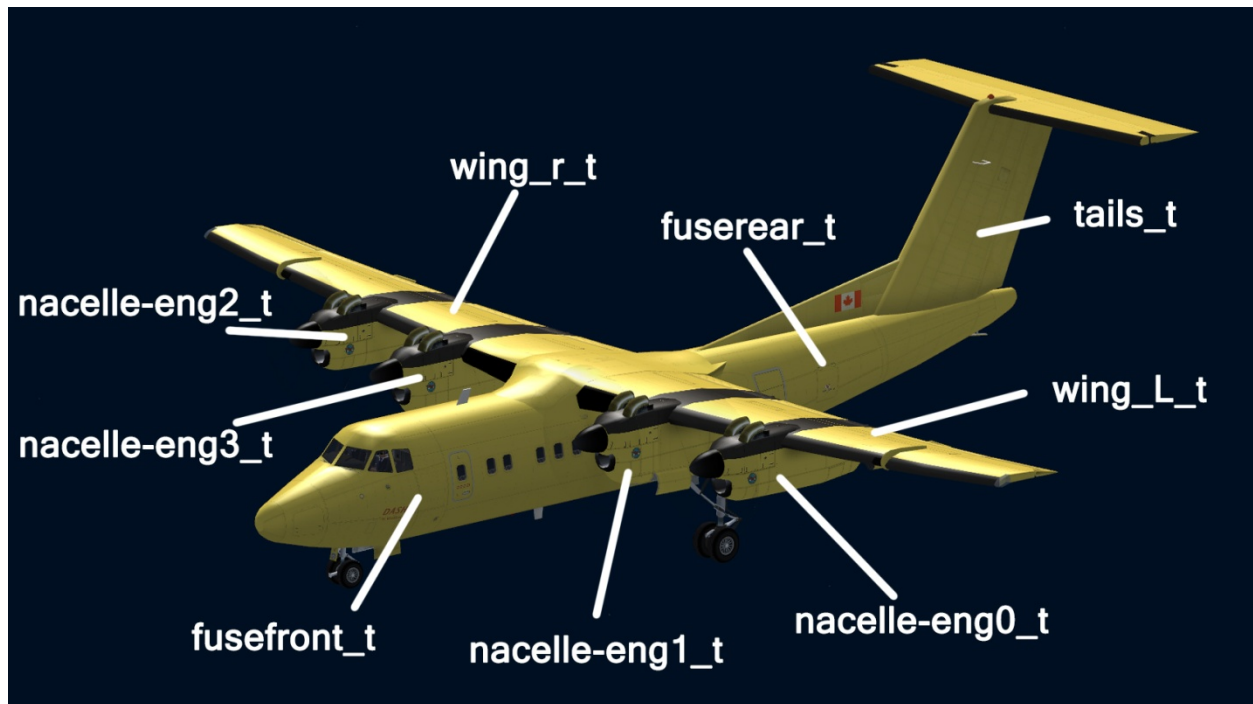 midnight_aviation@yahoo.com

4.   Original Aircraft Authors:

- Model designed and animation (GMAX): Milton Shupe
- Flight Dynamics: Bernt Stolle & Tom Falley
- Panel-Gauges: Scott Thomas
- Sound: Nigel Richards
- Graphics: Mike Kelley

5.   Paint kit contents

The following texture files are contained in this kit:

psd_textures 2048 x 2048	bmp_textures_FS9 1024 x 1024	bmp_textures_FSX 2048 x 2048
fusefront_t.psd	fusefront_t.bmp	fusefront_t.bmp
fuserear_t.psd	fuserear_t.bmp	fuserear_t.bmp
nacelle-eng0_t.psd	nacelle-eng0_t.bmp	nacelle-eng0_t.bmp
nacelle-eng1_t.psd	nacelle-eng1_t.bmp	nacelle-eng1_t.bmp
nacelle-eng2_t.psd	nacelle-eng2_t.bmp	nacelle-eng2_t.bmp
nacelle-eng3_t.psd	nacelle-eng3_t.bmp	nacelle-eng3_t.bmp
tails_t.psd	tails_t.bmp	tails_t.bmp
wing_L_t.psd	wing_L_t.bmp	wing_L_t.bmp
wing_r_t.psd	wing_r_t.bmp	wing_r_t.bmp

Each file contains multiple layer groups and layers. Some groups are empty waiting for your own custom layers. The opacity of the layers will require adjustment depending on the color chosen.

6. **Thumbnail Files**

A Photoshop PSD file has been provided to help create 256 x 128 pixel thumbnail images.

6. **Paint Kit File Placement**

NOTE: File structure and general use of the paint kit can be done in many different ways. The following represents just one way. Your preferred method may differ.

a. Install the de Havilland Canada DHC-7 (Dash7) (if not already installed).

b. Select one of the existing texture folders and make a copy. Rename the copy (ie: Texture.254ma_a_dh7_VP-FBQ_x to read Texture.DHC-7_paint_kit)

c. Copy the files contained in folder "bmp_textures_FSX" or "bmp_textures_FS9" into the texture folder created in step b. Overwrite existing files.

d. Copy the files contained in folder "psd_textures" into the texture folder created in step b.

7. **Modify "aircraft.cfg" File**

a. Locate and open the "aircraft.cfg"

FS9- C:\Program Files (x86)\Microsoft Games\Flight Simulator 9\Aircraft\Dash7v3

FSX- C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\de Havilland Canada DHC-7)

b. Select a "Configuration Set" [fltsim.X] and make a copy. Place this copy after the last existing "Configuration Set".

c. Modify the new "Configuration Set" as required.

d. Open flight sim and navigate to the aircraft selection menu. You will find a new entry in the de Havilland Canada DHC-7

7.   Aircraft "Configuration Set" (Sample)

[fltsim.X]	//Change the fltsim "X" to the next fltsim in sequence
title=DHC-7|Paint Kit	//The title of the aircraft. The version variation that is being loaded.
sim=dash7_ng	//Specifies which AIR (flight model) file to use. The file is located in the same folder as the aircraft configuration file. Refer to Flight Models for details on how to create an AIR file.
model=BAS	//Specifies which model folder to reference. If no entry is made, the default folder is used.
panel=74b	//Specifies which panel folder to reference.
sound=	//Specifies which sound folder to reference.
texture= DHC-7_paint_kit	//Specifies which texture folder to reference.
kb_checklists=Dash 7_check	//Specifies which _check.txt file (located in the aircraft folder) to use on the Checklists tab of the kneeboard.
kb_reference=Dash7_Ref	//Specifies which _ref.txt file (located in the aircraft folder) to use on the Reference tab of the kneeboard.
ui_manufacturer=de Havilland Canada	//This value identifies the manufacturer sub-category used to group aircraft in the Select Aircraft dialog in the sim.
ui_type=DASH 7	/This value identifies the type sub-category used to group aircraft in the Select Aircraft dialog in the sim.
ui_variation=Paint Kit	//This value identifies the variation sub-category used to group aircraft in the Select Aircraft dialog in the sim.
ui_typerole="Four Engine TurboProp"	//This value identifies the role of the aircraft.
ui_createdby=Milton Shupe	//This value is used to identify the creator of the aircraft and/or configuration file.
visual_damage=1	//Setting this flag to 1 enables visual damage to be seen when crashing the aircraft into the scenery. Note: visual damage will only work if it is built into the aircrafts .mdl file.
prop_anim_ratio=1.025	//The ratio of rotor revolutions rendered to the actual revolutions in the simulator.
description=de Havilland Canada DHC-7	// The aircraft description can be modified to say whatever you like about the aircraft. This information will be displayed in a description box when the aircraft is selected.
atc_heavy=0	//Setting this flag to 1 will result in the ATC system appending the phrase heavy to the aircrafts callsign.
atc_id=XXXX	//The tail number displayed on the exterior of the aircraft. This parameter can also be edited from the Select Aircraft dialog (if the atc_id_enable parameter is set to 1). Note that custom tail numbers burned into textures will not be modified by this.
atc_airline=Paint Kit	//The ATC system will use the specified airline name with this aircraft. This is dependent on ATC recognizing the name. ATC will treat this aircraft as an airliner when this is used in conjunction with atc_flight_number.
atc_parking_types=RAMP	// Specifies the preferred parking for this aircraft, used by ATC. If this line is omitted, ATC will determine parking according to the type of aircraft and parking available. If multiple values are listed, preference will be given in the order in which they are listed. The valid values may be one or more of the following: RAMP, CARGO, GATE, DOCK, MIL_CARGO, MIL_COMBAT
atc_flight_number=XXX	//The ATC system will use this number as part of the aircrafts callsign. ATC will treat this aircraft as an airliner when this is used in conjunction with atc_airline.