DC-6
PAINT KIT INSTRUCTIONS

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The Paint Kit

This Paint Kit for the **PMDG DC-6 Cloudmaster** comes in a .zip file that consists of the following .PSD files for use in Adobe Photoshop. Other graphics editing suites may be used if the PSD can be read.

For best results, Photoshop is strongly recommended but not a requirement.

The .zip contains the following:

- **PMDG_DC6A_Fuselage_Master.psd** – Fuselage master for the DC-6A Model.

- **PMDG_DC6B_Fuselage_Master.psd** – Fuselage master for the DC-6B Model.

- **pmdg_dc6_engines_left.psd** – Engines #1 and #2, Landing Gear Door (Engine #2), prop Hubs.

- **pmdg_dc6_engines_left_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.

- **pmdg_dc6_engines_right.psd** – Engines #3 and #4, Landing Gear Door (Engine #3), prop Hubs.

- **pmdg_dc6_engines_right_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.

- **pmdg_dc6_fuselage.psd** – For the DC-6A model, contains 2 fuselage halves (from Fuselage Master .PSD, engine, cabin door detail, VC interior textures for exterior model.

- **pmdg_dc6_fuselage_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.

- **pmdg_dc6_fuselage_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.
- **pmdg_dc6_wing.psd** – Wing detail including ailerons, elevators, horizontal stabilizer, flaps and flap parts.
- **pmdg_dc6_wing_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.
- **pmdg_dc6_tail.psd** – Tail map.
- **pmdg_dc6_tail_spec.psd** – Spec map. Brightening or darkening the alpha layer causes the surface to become more polished or less polished, respectively.

The Master Template

If you open up the PMDG_DC-6A_Fuselage_Master.psd in the graphics editing suite of your choice (provided it is able to read layered .PSD files), you will notice that there are 2 sections, FWD Fuselage and AFT Fuselage along with layer folders in the following order:

- **FUSELAGE CUT** – This layer aids in how the fuselage should be cut and pasted into pmdg_dc6_fuselage.PSD.

- **FUSELAGE GRID** – Fuselage Grid which is used to aid in lining up and wrapping complex art.

- **Weatherstreak –** The weather layer for the fuselage grime, dirt and streaks. Use this layer to control how dirty or clean the fuselage becomes.

- **Ports and Stencils** – All stencils including ports, hatches, emergency exit outlines etc.

- **Paneling and Rivets** – Panel lines and rivets with highlights.

- **Windows –** Depending on the model type (A or B model) those are window layouts merely to aid in livery layup, they have no effect on the end result of the model.

- **PAINT LAYER** – Your design goes in this layer.

- **Metal Layer** – The metal effects for bare metal liveries.

Take time to study each .PSD and how the textures are set up in the sim. After all, painters visualize their workflow right before they start painting. Now it is time to pick up the paint brush and start painting your own personal DC-6. The imagination is limitless!

COMPILING THE BITMAPS

Once you have completed painting your livery, you will need to compile the .DDS. FSX and Prepar3D uses the .DDS texture format so your paint program will need to be able to save in that format.

Using the fuselage master as an example, begin by flattening the fuselage master PSD and cutting each fuselage half, forward and aft fuselage (using the FUSELAGE CUT layer as a guide). Each fuselage half should be 2948x2048, which will fully cover the 4096x4096 of the pmdg_dc6_fuselage.PSD. Paste the forward fuselage section at the top right of the pmdg_dc6_fuselage.PSD and the aft fuselage section at the bottom left. Once the pmdg_dc6_fuselage.PSD has both halves, save as .DDS, non-interlaced.

The fuselage masters are the only textures you will need to transfer over to the pmdg_dc6_fuselage.psd. All other .PSDs (wings, tail, left and right engines) do not need to be transferred into other files, but do have the same .DDS requirement.

Adding Your Repaint to FSX/Prepar3D

AIRCRAFT.CFG [FLTSIM.X] SECTION GUIDELINES

We use a standard methodology for creating our [fltsim.x] sections in the aircraft.cfg file. We recommend following these guidelines to maintain a level of commonality in how user repaints for the **PMDG DC-6** to show up in the simulator.

Here are the entries for our PMDG House Colors repaint as an example:

```
[fltsim.0]
title=PMDG DC-6B PMDG House (N6PM | 2017)
sim=DC-6B_v1
model=
panel=
sound=
texture=PMDG
atc_id=N6PM
atc_airline=PMDG
atc_flight_number=6
atc_model=DC6
atc_heavy=0
atc_parking_types=GATE,RAMP
atc_type=Douglas
ui_manufacturer=Douglas
ui_type=DC-6B
ui_variation=PMDG House (N6PM | 2017)
ui_typerole=DC6
ui_createdby=PMDG
description=A piston-powered airliner and transport aircraft built by the Douglas
Aircraft Company from 1946 to 1958.
PMDG_Version=1 // **DO NOT EDIT THIS LINE - PMDG OPERATIONS
CENTER USE ONLY**
```

A few notes on the entries:

- We've adopted the following title syntax:
  PMDG DC-6 PMDG House (Registration | Year livery appeared)

- You can name your texture folder whatever you'd like, but we do recommend trying to avoid using anything similar to our system for this particular entry.

Sharing Your Repaint with the Community

Download the updated PMDG Livery Manager from **http://www.precisionmanuals.com/pages/downloads/paintkits.html** and follow the installation instructions below.

Here's what you need to do to create your PTP file: (be sure it is finalized before you do this -

Prerequisite: The livery must be active in FSX – it must have a Texture folder and a [fltsim.x] entry in the aircraft.cfg. You must be able to select and fly it in the sim.

- Unzip PMDG_LIVERY_MANAGER.zip into FSX\PMDG\Livery Manager\ and overwrite existing.

- Open the livery manager and select the variant that matches your livery on the right side. You'll see a list of all active liveries appear on the left side.

- Find your livery in the left side list, select it with a left click and then right click it.

- Choose the "Export Livery" option from the popup menu.

- Choose a location and enter a name for your PTP file and click Save.

That's it, you're now ready to zip your livery PTP and send it out to the world!

Should you wish to share your repaint with the community, simply zip-up the folder you created, DC-6A_(name of your livery) into a zip along with a copy of our EULA. You must give credit to PMDG for theDC-6but credit yourself with the repaint.

Happy Painting!

The PMDG Team.