Liveries

- Microsoft Flight Simulator
- Prepar3D
- X-Plane

Microsoft Flight Simulator

Locate your **Community Folder** for **Microsoft Flight Simulator**.
NOTE: *The location depends on **how** you installed the simulator and whether it was downloaded from the Windows Store or Steam.*

For the Windows Store Install:
C:\Users\[Your User Name]\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages\

For the Steam install:
C:\Users\[Your User Name]\AppData\Local\Packages\Microsoft.FlightDashboard_8wekyb3d8bbwe\LocalCache\Packages\
IMPORTANT: *Windows 10, by default, hides the "AppData" folder. Go to "View" in File Explorer's Menu and select 'Hidden Items' to see it.*

For the Custom Install:
If you happened to use a custom location for your Flight Simulator installation, then proceed there.

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1. Download the livery you wish to install from the *Walker Air Transport* site.

2. Open the zip file of the downloaded aircraft livery.

3. Copy the folder to your *Community Folder* location.
NOTE: *All of our liveries have a standard naming convention – WAT-ABCD. If that's **not** what you see in the Community Folder, then you incorrectly copied it and/or nested the folder.*

Name

WAT-Aerosoft Bombardier CRJ-700
WAT-Aerosoft Bombardier CRJ-900
WAT-Asobo-Cessna 208
WAT-Asobo-Cessna Citation CJ4
WAT-Asobo-Cessna Longitude

4. Load MSFS. You should now see a WAT livery for the aircraft you installed.

Prepar3D

> *We don't use livery installation programs provided by developers – such as **PMDG Ops Center**. Why? Most of them require their software in order to create their proprietary package. Because our Painters are volunteers, many don't actually own the aircraft; therefore, it makes it very difficult to create those packages. It also means updating liveries or making changes is even more difficult.*

You **have to** manually install all liveries into Prepar3D®.

1. Download the livery you wish to install from the *Walker Air Transport* site.

2. Open the .zip file of the downloaded aircraft.
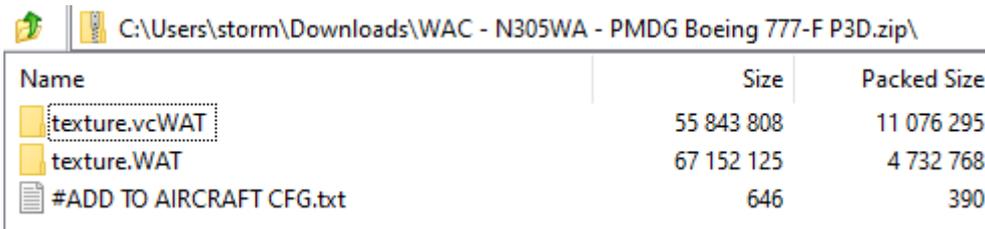
> *Depending on the livery, you may have (1) or more texture.ABCD folders, or if there is an additional folder for other modifications there will be an accompanying **read-me** file that will instruct you on what to do.*

3. Copy the *texture.ABCD* to where the liveries are stored in your aircraft's folder.
NOTE: *If there's more than one (1), copy all of them.*

> *Most aircraft are installed to: **{simulatorinstallfolder}\SimObjects\Airplanes***

> *You may also find them located in: **Documents\{simulator-addons}***

We're installing the *PMDG Boeing 777-F* livery and will use that as an example.

The aircraft is located at:
{simulatorinstallfolder}\SimObjects\Airplanes\PMDG 777F

SimObjects > Airplanes > PMDG 777F

Name

model
panel
sound
texture.commonF
texture.pmdg
aircraft.cfg
aircraft.cfg_immersion_bkp
B777-200F.air
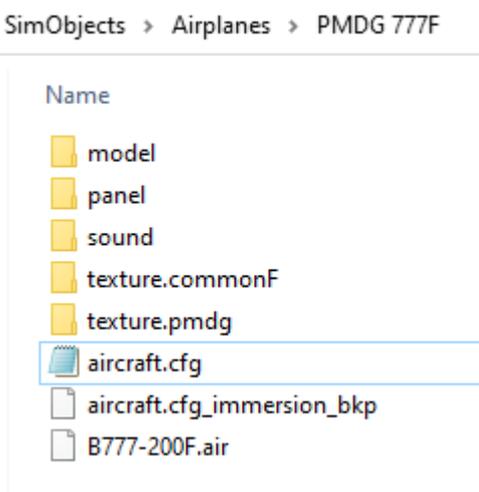
We're going to copy the texture.vcWAT and texture.WAT folders into this folder.

> *texture.vcWAT is the virtual cockpit for the 777-F; if you were to delete this folder the cockpit would return to the default Boeing Brown instead of the WAT Black Cockpit. This is not the case for every single livery, but is just a FYI if you come across other planes. You can usually find exactly what folder/files pertain to the cockpit panels and simply delete them to return the cockpit to the original color.*
>
> **NOTE: We've stopped making black cockpits, however, we left the ones done still out there.**

model
panel
sound
texture.commonF
texture.pmdg
texture.vcWAT
texture.WAT
aircraft.cfg
aircraft.cfg_immersion_bkp
B777-200F.air
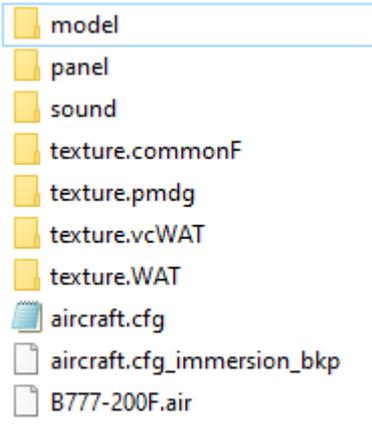
Add the aircraft data so the livery shows up. To do that:

Open the *aircraft.cfg* file you see in the PMDG (or other aircraft) Folder. Also open the *#ADD TO AIRCRAFT CFG.txt.*

Left: aircraft.cfg

Right: *#ADD TO AIRCRAFT CFG.txt*
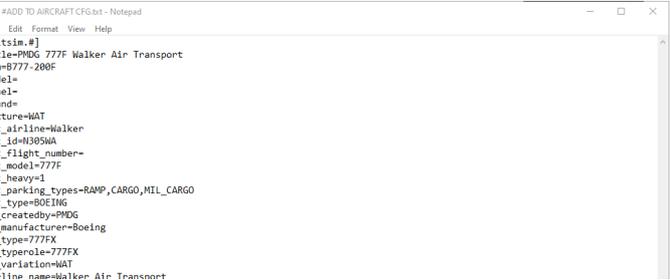
[fltsim.#] is a sequenced header for the liveries – if you look through *aircraft.cfg,* you may notice [fltsim.1], [fltsim.2], etc. You'll need to scroll to the very **last entry** and note the number. **You're picking the next number after that.**

Copy the contents of the *#ADD TO AIRCRAFT CFG.txt* and paste them beneath the very **last entry** in *aircraft.cfg* – as illustrated below.

`[fltsim.0]`

In the case of this aircraft, our next [fltsim.#] number will be '1' *(they always start with 0.)*

Let's change the # to 1. Then, it should appear like so.

```
[fltsim.0]
title=PMDG 777F PMDG House (N777F | 2020)
sim=B777-200F
model=
```

Save the file and load your Simulator.

X-Plane

There are a significant number of modifications available in the X-Plane community – from 3D engines to fuselage texturing. We try very hard to ensure we provide you with textures for **all** of those. Please keep this in mind when you're downloading a livery.

You may see a #Modifications folder inside the download link. In that, you'll often find things like Engine textures that are required if you installed an *Engine Modification Package* – such as the *Carda* engines for the *Airbus*. You might also find 'Raccoon Masks' too – it truly depends on what the aircraft is.

Why do you provide engine textures?
Most 3D engine model enhancements use different textures. And because we have a standard design, we must provide *Black* (Modern Livery) and *White* (Vintage Livery) textures for those mods. Otherwise, you'll be flying our colors wrong.

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1. Download the livery you wish to install from the *Walker Air Transport* site.

2. Open the .zip file of the downloaded aircraft.
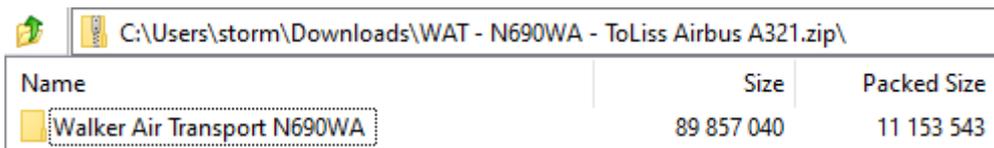
**3.** Navigate to your *aircraft* folder. Choose your plane.
NOTE: *Depending on how you setup your aircraft folder, it may not look like what's shown below.*

Copy the folder within the .zip file into the *liveries* folder of the aircraft – as illustrated below.

Name

[CFMST] Airbus House A321 (by Christoph_T)

[IAE] Airbus Prototype A321 (by Christoph_T)

Airbus Prototype - A321 Neo LEAP LR

Airbus Prototype - A321 Neo PW

Airbus Prototype - A321 Neo PW XLR

Walker Air Transport N612WA NEO

Walker Air Transport N612WA NEO Chevron

Walker Air Transport N690WA

IMPORTANT: *Do **not** nest the folders when you unzip, or copy, to your liveries folder. It should look exactly like the image below.*

liveries > folder name of livery > objects	liveries ⌄ Walker Air Transport N690WA objects
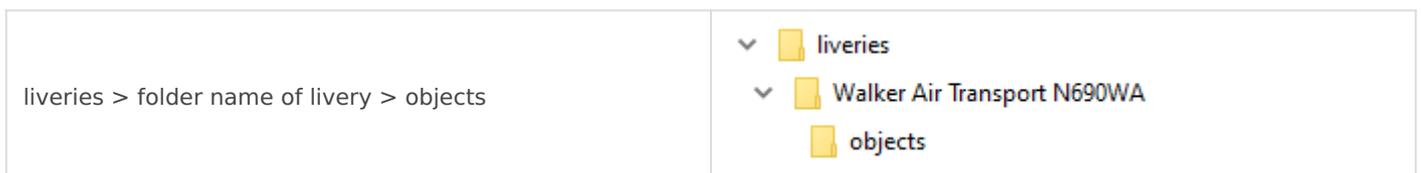
4. Load X-Plane. You should now see a WAT livery for the aircraft you installed.