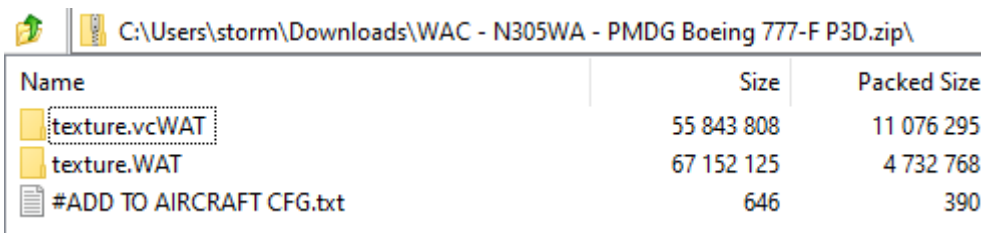


Prepar3D

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.



Name	Size	Packed Size
texture.vcWAT	55 843 808	11 076 295
texture.WAT	67 152 125	4 732 768
#ADD TO AIRCRAFT CFG.txt	646	390

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

```
Left: aircraft.cfg
[fltsim.0]
title=PMDG 777F PMDG House (N777F | 2020)
sim=B777-200F
model=
panel=
sound=
texture=PMDG
atc_airline=PMDG
atc_id=N777F
atc_flight_number=772
atc_model=777F
atc_heavy=1
atr_narkine tvnecaRAMP,CARGO,MTI,CARGO

Right: #ADD TO AIRCRAFT CFG.txt
[fltsim.#]
title=PMDG 777F Walker Air Transport
sim=B777-200F
model=
panel=
sound=
texture=WAT
atc_airline=Walker
atc_id=N305WA
atc_flight_number=
atc_model=777F
atc_heavy=1
atc_parking_types=RAMP,CARGO,MTI,CARGO
atc_type=BOEING
ui_createdby=PMDG
ui_manufacturer=Boeing
ui_type=777FX
ui_typerole=777FX
ui_variation=WAT
airline_name=Walker Air Transport
```

[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]
title=PMDG 777F PMDG House (N777F | 2020)
sim=B777-200F
model=
panel=
sound=
texture=PMDG
atc_airline=PMDG
atc_id=N777F
atc_flight_number=772
atc_model=777F
atc_heavy=1
atc_parking_types=RAMP,CARGO,MIL_CARGO
atc_type=BOEING
ui_createdby=PMDG
ui_manufacturer=Boeing
ui_type=777FX
ui_typerole=777FX
ui_variation=PMDG House (N777F | 2020)
airline_name=PMDG Flight Test
description=Boeing 777F powered by GE90 engi
license from Boeing Management Company.\n\nB
Boeing.
visual_damage=0
```

```
[fltsim.#]
title=PMDG 777F Walker Air Transport
sim=B777-200F
model=
panel=
sound=
texture=WAT
```

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=
panel=
sound=
texture=PMDG
atc_airline=PMDG
atc_id=N777F
atc_flight_number=772
atc_model=777F
atc_heavy=1
atc_parking_types=RAMP,CARGO,MIL_CARGO
atc_type=BOEING
ui_createdby=PMDG
ui_manufacturer=Boeing
ui_type=777FX
ui_typerole=777FX
ui_variation=PMDG House (N777F | 2020)
airline_name=PMDG Flight Test
description=Boeing 777F powered by GE90 eng
license from Boeing Management Company.\n\n
Boeing.
visual_damage=0

[fltsim.1]
title=PMDG 777F Walker Air Transport
```

Save the file and load your Simulator.

Revision #18

Created 2022-01-15 15:24:59 UTC by WAT100 Storm W.

Updated 2023-03-19 09:49:35 UTC by WAT1076 Cedric T.