

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.

Airbus A321 > X-Plane > ToLiss > #Modifications >

Name ^

-  ATTITUDE IAE Engine Modification
-  CARDA CFM LEAP Engine Modification
-  CARDA IAE V2500 Engine Modification
-  CARDA PW 1100-G Engine Modification
-  Raccoon Mask Modification

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.

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
Walker Air Transport N690WA	89 857 040	11 153 543

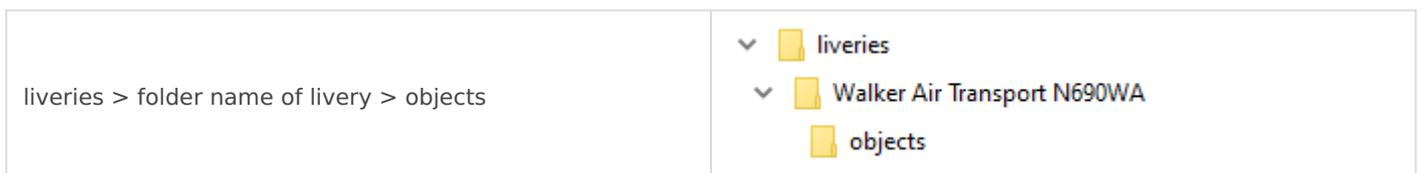
3. Navigate to your *aircraft* folder. Choose your plane.

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.



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



4. Load X-Plane. You should now see a WAT livery for the aircraft you installed.

Revision #5

Created 15 January 2022 15:24:51 by WAT100 Storm W.

Updated 19 March 2023 09:50:10 by WAT1076 Cedric T.