

Easily create new skins for your favourite aircraft!

This revolutionary piece of software means you can easily change the appearance of your aircraft in FS2002 & 2004 in just four easy steps.

- 1 Load an existing aircraft
- 2 Change the paint scheme (modify the textures)
- 3 View the modifications immediately in 3D view
- 4 Save the repainted aircraft

Fly your aircraft!

Features

- Multi-functional built-in Graphics Editor
- Up to 4 simultaneous 3-D views of your plane
- Support for DirectX (DXT1 & DXT3) compressed textures
- Supports stock, FS Design Studio and Gmax aircraft
- Creates new aircraft variations to work from
- Works with most 3rd party paint programmes
- Built-in Editor shows and edits Alpha Channel
- Includes detailed help file with examples



System Requirements

- Microsoft Flight Simulator 2002 or 2004
- PC with Windows 98 or later
- 64MB RAM
- 50 MB Hard Drive Space
- 3D Video card with 16MB memory
- CD-ROM Drive

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Abacus



Add-on for
 Microsoft Flight
 Simulator™
 2002 and 2004

Flight Simulator Repaint



ADD-ON FOR MICROSOFT FLIGHT SIMULATOR™ 2002 AND 2004

Flight Simulator

Repaint

Aircraft Repainting Tool



Give existing aircraft a new lease of life with this repainting tool for FS2002 & 2004

Bonus! Includes 3 aircraft ready to customise

- Zenith CH-801
- KC-135 Stratotanker
- Bombardier CL-415



Flight Simulator Repaint

Welcome flight simulator user!

If you'd like to expand your fleet, you've come to the right place. FS Repaint is the fastest and easiest way yet to give a completely new look to your Flight Simulator aircraft.

FS Repaint works with most Flight Simulator aircraft including stock aircraft, freeware aircraft and payware aircraft whether originally created with FS Design Studio or GMax.

We've also included several quality bonus aircraft that you can paint and fly! To install these new aircraft, run either **FS Repaint Bonus Aircraft FS2004** or **FS Repaint Bonus Aircraft FS2002** for your particular version of Flight Simulator. You can run both of these programs from the **Windows Start Menu** by choosing **Start | All Programs | FS Repaint | FS Repaint Bonus Aircraft for FS200x**.

Its simple user interface and built-in graphic tools will let you repaint aircraft in record time.

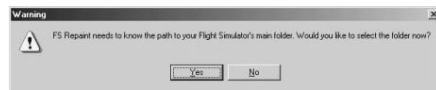
Setting FS Repaint for Flight Simulator

Most likely, you're anxious to get started.

The first time you run FS Repaint, you'll see this **Warning** message:



Don't be alarmed. This message is simply telling you that FS Repaint is creating a configuration file to save many of its settings. This happens when the program is opened the first time.



After clicking **OK**, FS Repaint asks you to select one of the versions of Flight Simulator that is installed on your computer:



Choose one of the FS Versions and click **OK**.

Creating a New Variation

After you tell FS Repaint where your Flight Simulator is located, it searches through all of the aircraft in your flight sim and displays a list of them on the left side on the **Aircraft** tab.

Click on the plus sign (+) next to the name of the aircraft. FS Repaint expands the list and displays one or more *variations* of that particular aircraft.

You can of course repaint one of the existing variations. However we recommend an alternative approach. We recommend that you *create a new variation of the aircraft* rather than modify the existing variation.

To create a new variation, right-click on the name of the aircraft (right-click on the aircraft name, not the variation name) and select **Create New Variation** from the pop-up menu.

Complete the fields on the **Create A New Variation** dialog and click **OK**. FS Repaint refreshes the list of aircraft and then you can select the new variation.

To repaint the new variation, first find the aircraft name in the list, click on the plus (+) next to the aircraft name again and then double-click on the new variation.

In a few seconds, FS Repaint displays the aircraft in the 3D window, just as you would view it in Flight Simulator. On the **Texture** tab are thumbnail images of the aircraft textures.

Your job as a repainter is to modify the textures with your new design.

Where do I go from here?

Rather than describe the techniques here, we'll point you to the **Help** document. From within FS Repaint, click on the **Help | Contents**. We recommend that you repaint the example Cessna 208 as outlined in the section "Repainting your First Aircraft" in the **Help** document.

The **Help** document has many details about the commands, functions and features of FS Repaint. It should answer most of your questions.

If you have other questions about FS Repaint, please send an email to us at info@abacuspub.com and describe your problem in detail. Please do not send any attachments unless we request them.

Changes to FS Repaint

The version of FS Repaint included with this installation is V1.06.46.

It includes the following changes from the initial release:

- Modify the way in which external image editors are integrated. This release supports virtually any external editor that is capable of editing a 32-bit colour image including Adobe Photoshop.
- Change the name of the magic wand tool variable from Similarity to Tolerance.
- Change the way that different versions of Flight Simulator are identified.
- Added support for editing the virtual cockpit textures (see **View Menu**).
- Added support for Autosave (**Edit | Options | General Tab**).
- Added new toolbar button to edit textures.
- Change the use of Shift Key for drawing circles and squares (instead of ellipses and rectangles).

Happy Flying!

Best wishes for great new designs for your flight simulation experience.



FS Repaint is designed by Jorge Santoro and Marco Paulo da Silva

For technical questions relating to this product please email Techsupport@contact-sales.co.uk

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