

QualityWings^{SIMULATIONS}



Ultimate 787

Repaint Kit Quick Start Guide

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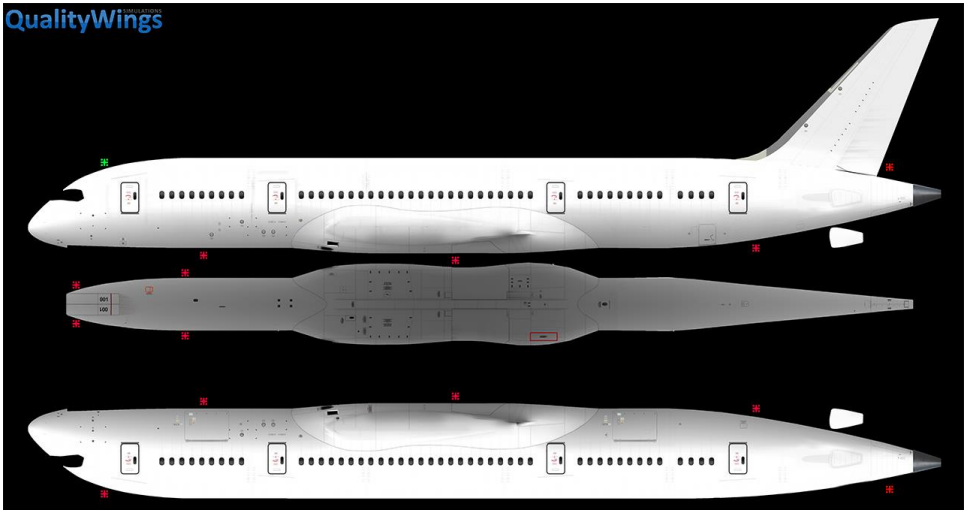
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Repaint Kit

The QualityWings 787 Repaint kit allows you to repaint your favorite liveries onto the 787. It's easy enough for the novice painter, but deep enough for the more advanced painters to appreciate.

The paintkit must be downloaded from the QualityWings website download section. All repaint kit files are all in Photoshop Document file type (.PSD). QualityWings does not provide the program (Photoshop) necessary to edit these files.



Kit Contents

QW788 Master PK (787-8)

QW789 Master PK (787-9)

QW789 Master PK (787-10)

- 3 sided Fuselage Master textures
- 4096x4096
- Used to perform the initial fuselage painting
- Transfer textures from here to the FUSE and STAB textures
- Help Layers included

QW788_Fuse1_T

QW788_Fuse2_T

QW788_Fuse3_T

QW788_Stabs_T (787-8)

QW789_Fuse1_T
QW789_Fuse2_T
QW789_Fuse3_T
QW789_Stabs_T (787-9)

QW7810_Fuse1_T
QW7810_Fuse2_T
QW7810_Fuse3_T
QW7810_Fuse4_T
QW7810_Stabs_T (787-9)

- Textures must be transferred from the Paintkit masters to these FUSElage and STABilizer Textures
- Allows for small customizations such as color matching for flightdeck window frames, Ram Air scoop color matching and plugged window configuration matching.

QW787_L_EngineGE_T
QW787_R_EngineGE_T
QW787_L_EngineRR_T
QW787_R_EngineRR_T

- Textures for the different engine variants as well as optional placards are available
- Help Layers included

QW787_L_Wing_T
QW787_R_Wing_T

- Wing textures and options such as Registration Numbers and Wing stripes included

QW787_Crew_T

- Contains textures for the flightcrew uniforms and Ground Power Carts for customization

Texture Size

We opted to keep the kit texture size at 4096 to allow for better detailing during painting. We strongly suggest that you resize the all textures to 2048 for use in the FSX Simulator for the best experience. 2048 textures offer the best balance of quality and performance in the simulator.

PSD Breakdown

Exporting Liveries

Repaint textures should be exported as .DDS files

Included in the kit is an example Export folder. It contains the following files inside:

- QW789_Fuse1_T
- QW789_Fuse2_T
- QW789_Fuse3_T
- QW789_Stabs_T
- QW787_Crew_T
- Texture.ini
- Texture.cfg
- Thumbnail

Fuselage Textures

QW78X Fuse1 T

This applies to the QW788, QW789 and QW7810_Fuse1_T textures.

- Left & Right forward fuselage
 - Check passenger window configuration. In the AIRLINE OPTIONS layer group, Plugged window templates are available. To plug a window, add plugged texture and then use COMPLETELY WHITE alpha to SHOW the plug. Grey alpha shows transparency.
- Forward belly
- Communication and Navigation Antennas
- Main Landing Gear Door Placard text
- Thrust Reverser C-Duct Lower Text
- Flightdeck Hatch Text
- Main Equipment Center Door Text
- Flightdeck Window Frame and Glass Textures
- Nose Landing Gear Door and Wheelwell areas
- External Power Panel Inner Surface
- Radome Seal
- SATCOM Antenna
 - To Show SATCOM Antenna, Add **-SATCOM** as a suffix to the title in the Texture.INI
- Forehead area above flightdeck

QW78X Fuse2 T

This applies to the QW788, QW789 and QW7810_Fuse2_T textures.

- Left & Right middle fuselage
 - Check passenger window configuration. In the AIRLINE OPTIONS layer group, Plugged window templates are available. To plug a window, add plugged texture and then use COMPLETELY WHITE alpha to SHOW the plug. Grey alpha shows transparency.
- Middle Belly
- ECS Inlets
- Main Landing Gear Door and wheelwell areas

QW78X Fuse3 T

This applies to the QW788, QW789 and QW7810_Fuse3_T textures.

- Left & Right aft fuselage
 - Check passenger window configuration. In the AIRLINE OPTIONS layer group, Plugged window templates are available. To plug a window, add plugged texture and then use COMPLETELY WHITE alpha to SHOW the plug. Grey alpha shows transparency.
- Aft Belly
- Cargo Compartments
- Cargo Doors Inner Area
- Main landing gear Strut Doors and components
- Main Landing Gear Wheels and Tires
- APU Inlets and Exhaust

QW78X Fuse3 T

This ONLY applies to the QW7810_Fuse4_T texture.

- Left & Right fuselage extensions
 - Check passenger window configuration. In the AIRLINE OPTIONS layer group, Plugged window templates are available. To plug a window, add plugged texture and then use COMPLETELY WHITE alpha to SHOW the plug. Grey alpha shows transparency.

QW78X Stabs T

This applies to the QW788, QW789 and QW7810_Stabs_T textures.

- Left & Right vertical stabilizer
- Rudder Bottom

- To match Rudder base, edit the Rudder Base layer group
- Rudder Seal
- Left and right Horizontal Stabilizer
- Horizontal Stabilizer Leading Edge
- Nose Landing Gear Components
- Nose Landing Gear Wheels and Tires

QW787 Crew T

- Captain and First Officer faces
- Captain and First Officer Uniforms
- Captain and First Officer Radio Equipment
- Passenger profiles
- Ground Power Unit Textures

QW787 L EngineXX T

XX=GE or RR textures

- Includes Inboard and Outboard Sections of the Left Engine for the GENX or Rolls Royce engines
- Help layer is included upon launching the texture

QW787 R EngineXX T

XX=GE or RR textures

- Includes Inboard and Outboard Sections of the Right Engine for the GENX or Rolls Royce engines
- Help layer is included upon launching the texture

QW787 L Wing T

- Left Upper Wing Surface
- Left Lower Wing Surface
 - Check the Reg and Marking layer group for common templates for registrations and wing markings.
- Wing Leading Edges
- Wing Rear Spar Textures

QW787 R Wing T

- Right Upper Wing Surface
- Right Lower Wing Surface
 - Check the Reg and Marking layer group for common templates for registrations and wing markings.
- Slat Inner Surface
- Misc Wing Components

Texture.Common Folder

In the included Exporting example folder, you will notice that the Engine Textures and Wing Textures are not included. A standard batch of engine and wing textures are part of a common folder. The texture.common folder is located in the QualityWings 787-8 folder. It contains the Engine textures, Wing Textures, Crew, Bump and Specular textures.

If you do not need to paint any of the textures from the common folder, do not include them in your export. The simulator will automatically grab them from the common folder because of the included texture.CFG file that points to the Common “Fallback” folder.

Texture.INI File

[QW787_Repaint.General]

```
texture=amx .....//Must match the texture folder SUFFIX]
atc_id=N965AM.....//The registration will show on the PFD Aux Page]
atc_airline=AEROMEXICO.....//Enter correct airline callsign]
destination=QualityWings 787-8.....//Selects -8 or -9 installation folders]
atc_parking_types = GATE, RAMP.....//Suggest GATE, RAMP]
atc_parking_codes = AMX.....//Select correct parking code. Critical for QWPAS]
```

[QW787_fltsim.0]

```
title=QualityWings 787-8 Aeromexico .....//Add -SATCOM for antenna visibility]
sim=Boeing 787-8 GE.....//Type correct Model and engine variant]
model=ge.....//Type correct Model and engine variant]
sound=ge.....//Type correct Model and engine variant]
ui_variation=Aeromexico.....//Type Airline
description=QualityWings Boeing 787-8.....//Type -8 or -9 as required]
```

QWTip: *All Titles must be Unique, otherwise the Dispatcher will not install the livery*

Creating QWL Files

Select all files and create a zip file. After the Zip file is created, rename the Zip extension from .ZIP to .QWL.

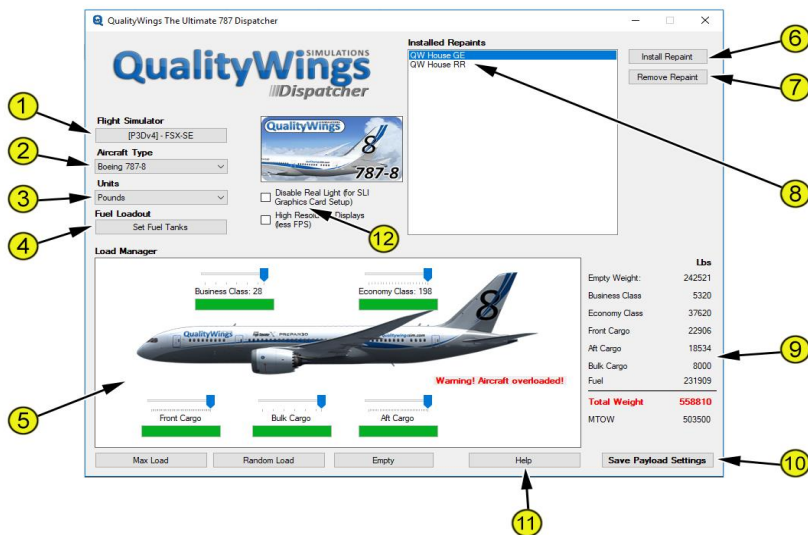
The QualityWings Dispatcher can only read .QWL files.

QWTip: *More information about the QualityWings Dispatcher utility can be found in the QualityWings Dispatcher section.*

QualityWings Dispatcher

The QualityWings Dispatcher tool allows you to configure your Ultimate 787 Collection as follows:

- Configure Fuel Tank
- Configure Payloads
- Perform Basic Fuel Calculations
- Install/Remove Liveries



1. Flight Simulator Selection
2. Aircraft Type
3. Units
4. Fuel Loadout
5. Payload Manager
6. Install Repaint
7. Remove Repaint
8. Installed Repaint List
9. Load Manager Weights
10. Save Payload Settings
11. Help
- 12.

A more detailed explanation of all functions follows

1. Flight Simulator Selection

If you have the Ultimate 787 Collection installed in both multiple simulators, this button allows you to toggle between the different versions. On the picture, the Dispatcher is currently operating in FSX Mode as indicated by the brackets [] around FSX. .

2. Aircraft Type

Select the Aircraft Variant you want to load or install Repaints for

3. Units

Select either Kilograms or Pounds to be displayed in the Load Manager.

4. Fuel Loadout

Opens an additional window which lets you set the desired fuel quantity.

5. Payload Manager

Allows you to configure your payload stations individually. Simply drag the Sliders to adjust each station's load. You will get a red warning if your aircraft weight exceeds the Maximum Allowed Take Off Weight.

6. Install Repaint

Download a Repaint from the Downloads section on qualitywingssim.com and save it on your local hard drive. Press the "Install Repaint" button and browse to the file to install it. You will get a confirmation if the installation was successful.

7. Remove Repaint

Removes a selected repaint from your installation. The removal of the QualityWings House Livery is not possible.

8. Installed Repaint List

A list of Repaints installed for the selected Aircraft Type. Select a Repaint to configure.

9. Load Manager Weights

Lists all the currently configured payload weights of the airplane.

10. Save Payload Settings

Always save your settings after having made changes to your payload. Changes will not be effective until being saved.

11. Help

Opens a Help Document which contains the same information that you are reading right now.

How to

Install Repaints

Airline liveries are available for download in the [Downloads](#) section at <http://www.qualitywingssim.com/>

Once you have download a livery, save it to your local Hard Drive (or local drive of your choice).

1. Open the QualityWings Dispatcher from your Start Menu
2. Select your desired Simulator using the 'Flight Simulator' Selection button
3. Select your desired Aircraft Type using the "Aircraft Type" button
4. Select 'Install Repaint'
5. Browse to your previously downloaded livery and Select the livery (or liveries) that you would like to install. Click "Open".
6. You should now see a confirmation that the installation was successful.

Remove Repaints

1. Open the QualityWings Dispatcher from your Start Menu
2. Select your desired Simulator using the 'Flight Simulator' Selection button
3. Select your desired Aircraft Type using the "Aircraft Type" button
4. Select the repaint that you would like to remove in the list
5. Select 'Remove Repaint'
6. Confirm that you would really like to remove the selected repaint by clicking Yes on the dialog box that opens
7. Once the livery has been removed, confirmation that it has been removed is that it no longer shows in the list of liveries within the Dispatcher tool.