



Re-paint Guide
For
Version 2.01



Introduction 3

Organization 4

Alpha Channels 6



This document is intended as a quick guide to let experienced re-painters know about changes and settings pertinent to this paint kit. It is not a beginners guide.

The V2 paint kit differs from earlier versions in that it doesn't offer any pre-defined schemes. The textures here are purely base textures.

Other differences relate to the removal of some "double mapping". Some of the more offensive mirrored textures have been separated. The nose is a case in point. One can now put a decal with text on both sides; useful for some military repaints.

We have also made allowance for the two different interiors.

This version still makes use of the separate layout guide (*assembled_fuselage.psd*) for fuselage stripes etc. One still needs to cut and paste from here to the relevant texture sheet for accuracy.



Where applicable, layers have been grouped into layer sets for various components. All texture sheets will have the alpha channel “layer set” at the top of the layer stack. A separate section will deal settings relating to the use of the alpha Layer set.

Some exterior model texture sheets contain layers for both medical and executive versions (marked in red below). Where this occurs, one of the layers must be on and the other off. I have included a complete list here for reference.

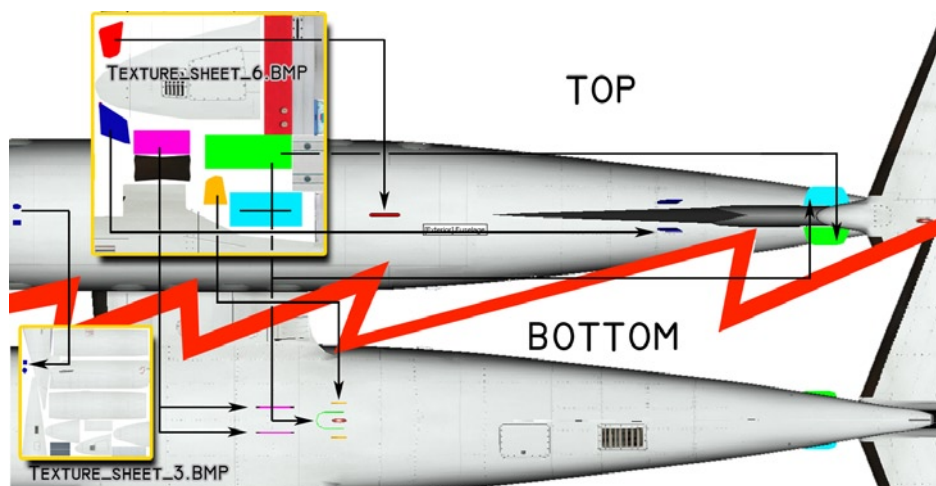
Sheet 1 - executive only

Sheet 2 - executive and Medical layers*

Sheet 3 - medical only

Sheet 4 - executive and Medical layers*

The mapping of various fins has been moved from random locations on the fuselage to their own unique textures. There is a known double mapping issue where the light guard and small horizontal tail fin share the same map. The Diagram below will help identify the new locations.





vc_texture_sheet_1.bmp has layers for both the Analogue and EFIS Versions. One must make a separate bitmap for each version.

vc_texture_sheet_2.bmp is provided to allow the re-painter to paint the Flaps and Ailerons as viewed from the cabin. No other work is required.

vc_texture_sheet_3.bmp while not included in the kit, needs mentioning. The N109GE sheet is different from the other registrations. The difference relates to the checklist under the glare shield. It is missing on the N109GE VCsheets3 and that portion is not used in the EFIS version.

This was an oversight on my part. The error doesn't affect the re-painter directly, but vc_texture_sheet_3.bmp from N207CM should be used for all repainted models including 109GE.

Alpha Channels



The alpha channel layer set controls the amount of reflectivity on the exterior model. Black areas have maximum reflectivity while white areas have none.

It is only necessary to update only one layer to generate an updated alpha channel on any particular texture sheet. Alpha channels should be completed last after all other work on a particular Sheet has been completed.

The re-painter only needs to replace the alpha background layer called “Alphabase”

The new “Alphabase” layer (can be named anything) can be generated by doing the following.

- Turn on all necessary paint layers
- Select all (Ctrl + A)
- Copy Merged (Ctrl + Shift + C)
- Turn on “Alpha” layer set & select Alpha Base
- Paste the Merged layers (Ctrl + V)
- De-saturate the pasted layer (Ctrl + Shift + U)

