



Red « t » B737-800

DXT3 textures for the iFly Jets, FS9.1.

This package is not edited by an official source. / This package is intended to be used within the limited scope of your iFly software licence and Microsoft EULA as well as for personal entertainment only. / Some of the names and trade marks cited here are protected by the law in the United States and other countries. / You are free to convert this textures to FSX.

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Update of a former livery

If you already have a former livery and want to update it to the new colors, please start by making a backup copy of the whole repaint directory.

For instance :

```
texture.red_t_milano_pearl
```

```
texture.red_t_milano_pearl.backup
```

Then in the repaint directory (in our example texture.red_t_milano_pearl) please replace the old files by the new ones (and confirm file replacements).

We have used your former textures folder and so far there is nothing any more to do.

Installation as new livery

1) Create a new texture directory for the B737-800 and put the textures from this package inside.

For instance :

texture.red_t_milano_pearl

2) Select all of the files contained in the default texture folder (texture.ifly), or your favorite texture folder, and copy them into the newly created folder (texture.red_t_milano_pearl). But don't erase when asked ! We want to add the generic texture files but in the mean time keep the specific ones in this directory.

Red « t » files provided in this archive are :

i737_Engine_L_T.bmp	1048650 octets
i737_Engine_R_T.bmp	1048650 octets
i737_FuselageA_T.bmp	1048650 octets
i737_FuselageC_T.bmp	1048650 octets
i737_FuselageF_T.bmp	1048650 octets
i737_Tail_T.bmp	1048650 octets
i737_Wing_L_T.bmp	1048650 octets
i737_Wing_R_T.bmp	4194378 octets

3) Install the airplane into the iFly livrery manager as per documentation.

Original immatriculation is I-FUMA.

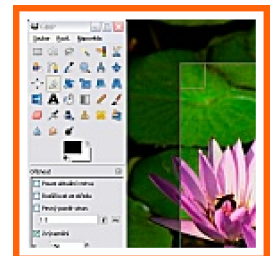
You can find the immatriculation with the software *dtx2bmp* and open the aft fuselage bitmap file.

Aircraft.cfg template

```
[fltsim.3]
title=TAT737-800 (Wide screen)
sim=iFly737_800_26k
model=MCP_Winglet
panel=wide
sound=
texture=red_t_milano_pearl
kb_checklists=iFly737NG_CHECK
kb_reference=
atc_id=iFly 737-800
atc_airline=iFly 737-800
atc_flight_number=32131
ui_manufacturer=iFly Developer Team
ui_type="iFly 737-800 (Wide screen)"
ui_variation="Red t"
description=iFly Jets: The 737NG for Flight Simulator
2004\nAircraft by iFly Developer Team\nFSUIPC payware Licensed
from Pete Dowson\nNavDataPro from
http://www.aerosoft.com\nforum:
http://ifly.flight1.net/forums/
visual_damage =1
MyConfig=iFly738_3
```

Editing the texture

This repaint has been achieved from the official iFly paint kit for FS9. Moreover, you are allowed to freely further edit the texture from the layered pictures found in the Source directory.



XCF files are native Gimp layered files.

You can install Gimp on your computer from this official source :

<http://download.gimp.org/pub/gimp/v2.6/windows/>

or

<http://www.gimp.org/downloads/>

The recommended version is 2.6 even if newer versions have been published.