Transavia « Studio Dumbar » B737-800

You need a working copy of the iFly Jets for 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 personnal entertainement only. / Some of the names and trade marks cited here are protected by the law in the United States, Holland, France and other countries. / You are free to convert this textures set to FSX. Feb. 2015

Some reference material :

http://www.underconsideration.com/brandnew/archives/new_logo_identity_and_livery_for_transavia_by_studio_dumbar.php

http://studiodumbar.com/work/transavia

http://en.wikipedia.org/wiki/Transavia.com

Update of a former transavia livrery

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

For instance :
```
texture.transavia
texture.transavia.backup
```

Then in the repaint directory (in our example texture.transavia) 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 livrery

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

For instance :
`texture.dumbar`

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.dumbar). 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.

Transavia « Studio Dumbar » 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`	`1048650 octets`

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

Original immatriculation is PH-NZE.

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

Aircraft.cfg template (advanced users)

```
[fltsim.2]
title=TVH 737-800 (Wide screen)
sim=iFly737_800_26k
model=MCP_Winglet
panel=wide
sound=
texture=transavia.dumbar
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="Transavia SD"
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\/\n\nforum:
http:\/\/ifly.flight1.net\/forums\/
visual_damage =1
MyConfig=iFly738_2
```

Editing the texture

This repaint has been achieved from the official iFly paint kit for FS9. Some source files are provided in the source directory to allow for small adjustements of the repaint. **You are allowed to freely further edit the texture from the layered pictures found in the « Source » directory.** However the main paint set is not provided (*i.e.* the general paint shape of the aircraft). You may ask for it in the iFly forum if you wish to have the original layered file and contribute.
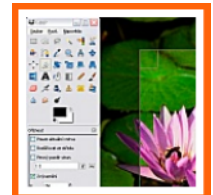
XCF files are native Gimp layered files.

You can install Gimp on your operating system from this official source :

http://download.gimp.org/pub/gimp/v2.6/windows/
or

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

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

After exporting a BMP file, use the software *dxt2bmp* to convert it to DXT3.