

DXT3 textures for the iFly Jets, FS9.1.

Content

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

On top of that, source files are provided in the source directory to allow for some adjustments of the repaint (for the details). However the main paint kit 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 files.

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 operating system 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.

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

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