



Dear friends , herewith a livery for the DreamFoil Bandeirante.

While making this livery I discovered not all possibilities for texturing this plane were activated.

To make things work properly I edited some lines in a few OBJ-files.

IF you already implemented my FAB-SAR livery , you have already edited the object files.

For this livery one extra obj file needs to be edited EXTERIOR_OBJECTS.OBJ see example, down these pages.

Making things working is quiet simple.

HOW to edit the OBJ files: see attached examples.

Open the object-files involved with an text editor and make sure the green-marked lines are present.

Are they there its OK if not simply add the lines wich are marked with green

!! in the engines OBJ file there are two ATTR-reset lines wich have to be blocked with a # both.

No need to say, making a back-up from the object-files wich you are going to edit is a smart action.

How to install this livery:

Unzip this download to a temp folder

Now take the folder named LDJ_EMB110_AirNow_Cargo and place this folder in the liveries folder of the EMB-110

Take the bump_engine.png file and place it in the main-OBJECTS- folder of the aircraft. (overwriting the existing one)

```
I
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OBJ

TEXTURE engines.png
TEXTURE_NORMAL bump_engine.png
COCKPIT_REGION 0 0 2048 2048
POINT_COUNTS 30594 0 0 155280
VT 1.816177 0.166428 -1.622086 -0.715851 0.152283 0.681442
0.008041 0.301422
VT 1.813004 0.164017 -1.624878 -0.716629 0.151062 0.680893
0.007126 0.302292
VT 1.811325 0.181534 -1.630600 -0.716553 0.155212 0.680893
0.004196 0.298996
VT 1.814606 0.182327 -1.627319 -0.716629 0.151062 0.680893
0.005264 0.298370
VT 1.813004 0.164017
0.017151 0.122292
VT 1.813004

ANIM_rotate -0.874522 0.484562 -0.020270 88.000000 0.000000
0.000000 88.000000 sim/flightmodel2/engines/prop_pitch_deg[1]
ANIM_trans -2.885498 0.091492 2.034919 -2.885498 0.091492
2.034919 0.000000 0.000000 none
#ATTR_reset #blocked by LDJ
TRIS 95649 4272
ANIM_end
ANIM_begin
ANIM_trans 1.824997 -0.107498 -2.035967
1.824997 -0.107498 -2.035967 0.000000 0.000000 none
```

ATTR-reset must be blocked with a # in two lines, scroll down

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OBJ

to be edited in fuse_back.obj

```
TEXTURE fuse_back.png  
TEXTURE_LIT fuse_back_LIT.png #line added by LDJ#  
TEXTURE_NORMAL bump_fuse_back.png
```

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OBJ

to be edited in interior_4.obj

```
TEXTURE interior_4.png  
TEXTURE_LIT interior_4_LIT.png #line added by LDJ#  
COCKPIT_REGION 0 0 2048 2048  
POINT_COUNTS 6838 0 0 20430  
VT -0.815948 0.735947 -2.947205 0.000000 0.000000 1.000000
```

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OBJ

to be edited in window_ext.obj

```
TEXTURE glass_ext.png  
TEXTURE_NORMAL glass_ext_NML.png #line added by LDJ#  
POINT_COUNTS 726 0 0 2046  
VT 0.817703 0.891495 -3.564194 0.988052 0.148605 -0.040802  
1.76482 0.064187
```

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OBJ

to be edited in exterior_objects.obj

```
TEXTURE exterior_objects.png  
TEXTURE_LIT exterior_objects_lit.png #line added by LDJ #|  
POINT_COUNTS 4880 0 0 17265  
VT -0.172638 -1.247253 -3.930023 -1.000000 0.000000 0.000000  
0.137695 0.112198  
VT -0.172638 -1.333557 -3.930023 -1.000000 0.000000 0.000000  
0.137695 0.079300  
VT -0.172638 -1.247253 -3.998123 -1.000000 0.000000 0.000000  
0.163605 0.112198  
VT -0.172638 -1.333557 -4.109726 -1.000000 0.000000 0.000000  
0.206100 0.079300  
VT 0.147461 -1.333557 -4.109726 1.000000 0.000000 0.000000
```

WARNING:

After updating this aircraft it MIGHT be necessary to check and re-edit the OBJ files following the previous instructions to re-active some texture-effects.

I hope flying this livery will give you as much pleasure as I had during making it.

Best regards

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